



DARWIN'S WORLD
POST-APOCALYPTIC ADVENTURES

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DARWIN'S WORLD

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INTRODUCTION

What is different about post-apocalyptic role-playing than any other form of role-playing? For most players of role-playing games, the genre brings to

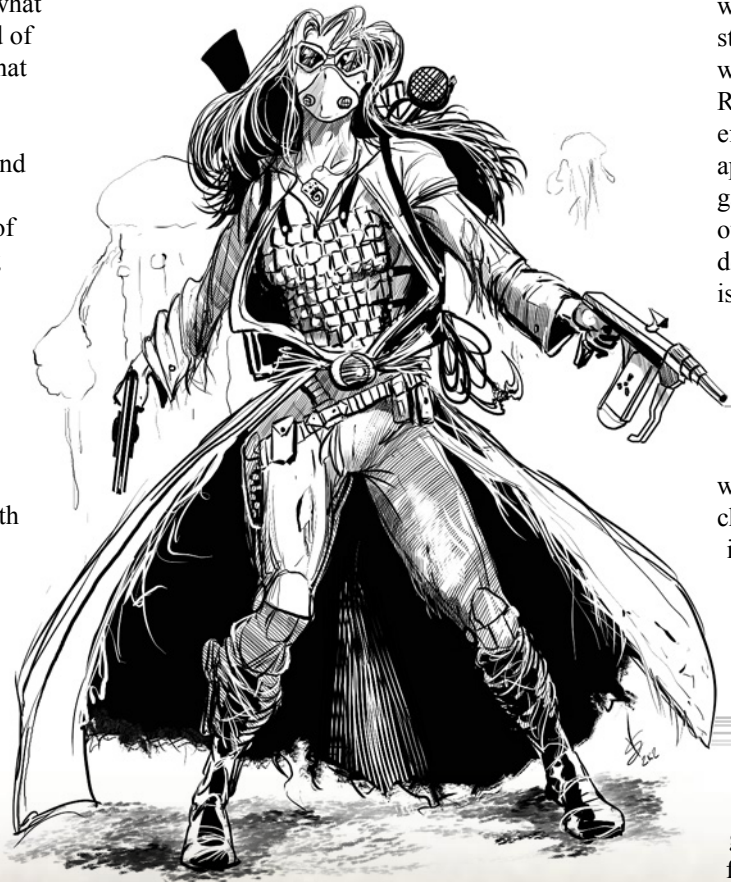
mind mutants, monsters, and survival. There are certainly some other important distinctions somewhat unique to post-apocalyptic games as well: a world of almost total desolation, a poisoned environment that can be as big a threat as any monster, and usually a lost era of technology and former greatness, an understanding of which forever remains just beyond the grasp of the game's characters.

The post-apocalyptic genre itself is something of a combination between science fiction and horror; set in a world similar (if not identical) to our own, most post-apocalyptic books and movies play upon real-life events, fears, and nightmare possibilities, and postulate on their ultimate (and universally catastrophic) conclusions.

The scenarios are almost endless, many seemingly ripped from tomorrow's headlines: reckless brinkmanship by world leaders, along with the proliferation of weapons of mass destruction worldwide, leads to all-out nuclear war; careless experimentation by an arrogant and near-sighted scientific community leads to an outbreak of disease that brings an era of almost total extinction to the world; or a never-ending abuse and misuse of the world's resources leads to hunger, lawlessness, anarchy, brushfire wars, and an eventual degeneration of human civilization into chaos.

Post-apocalyptic writers and moviemakers

often seem to be trying to teach us a lesson through their work, but in doing so they also fascinate us by depicting worlds of utter ruin where the survivors have a chance to finally learn from the past, and begin anew, building on those lessons. It is appealing for many to simply imagine such worlds, and as a result it is an almost seamless leap from reading to role-playing.



Most traditional game settings already have an established sense of the apocalypse, making it an easy transition for those unfamiliar with the core “feel” of the post-apocalyptic genre. The idea of uncovering secrets among the ruins of a lost ancient civilization is a common theme in science fiction or fantasy, whether in the terms of discovering a lost city of aliens, or the crumbling remains of a magical culture long gone.

In post-apocalypse games, the *entire world* is a widespread ruin, not only among the great cities that stand as a silent testament to the greatness of those who came before, but also the wilderness itself. Ravaged by war, or by pollution, or by the withering effect of some massive plague, most sources of post-apocalyptic literature (such as movies, books, and games) extend the theme of total devastation to the outside as well, turning the entire world into a place destitute and devoid of hope. This grim atmosphere is an excellent primer for weaving horrific, desperate, and exciting adventures.

The “Twisted Earth” depicted in the original edition of Darwin's World presented a combination of some of the most striking themes of movies and books. It presented a world based on our own, but with a few important changes to keep it sufficiently “SCI-FI.” Though set in a fictional, alternate world where the historical advance of technology outpaces that of our “real world”, the Twisted Earth shares many of the problems of our own, including overpopulation, world hunger, gross misuses of technology, an unconscionable disparity of wealth between nations, diminishing natural resources worldwide, and constant warfare – elements that, while dramatized to the extreme, give the setting a familiarity despite the science fiction underlying the game. On the Twisted Earth

DARWIN'S WORLD TRUE 20 EDITION: WHAT'S NEW?

So you've got your handy, dandy True 20 edition of Darwin's World but you've heard there's this other version of the game out there, one for modern d20. And you're asking yourself, "What's different?" Well, the answer is: not much. The flavor of the original Darwin's World that we all know and love has been left completely alone. Only the mechanics have been changed and even then, only as much as necessary. Mutations for example, are still feats that are available to any character who elects to be a mutant.

Below is a brief list of what's changed for this version of the game.

Chapter 1: Characters: Backgrounds has been changed to convert the Darwin's World backgrounds into True 20 backgrounds. The Archetypes section used to be classes but now has been changed to recommended feat lists for some of the most common character archetypes in post-apocalypse gaming. Because of the more flexible nature of True 20's skills and feats, many of these archetypes have been combined into a more streamlined list. Still, just recommendations here. One of the great things about True 20 is you can make your character as you go without the rules getting in the way.

Chapter 2: Mutants and Mutations: Some big changes here mechanically but mutations are still mostly feat based and can be advanced using feats normally. This section actually changed less than Archetypes, since using feats to determine character development is a core mechanic in both games.

Chapter 3: Artifacts of the Ancients: Just mechanical changes here. Damage has been converted to damage bonus and so forth.

So, that's it. For Darwin's World fans, you should have everything you need to get your post-apocalypse fix and your True 20 fix at the same time. For True 20 fans who want to explore a dark, gritty world after the Fall, where man has been expelled from paradise through his own folly, you're in for a real treat.

Either way, welcome to the Twisted Earth.

-Chuck

these elements combined to lead to a cataclysmic "Fall", a total and irreversible nuclear, biological, and chemical conflict that changed the world and its survivors forever. The new "superpowers" of the aftermath are little more than violent factions squabbling for control of their irradiated, desolate

corner of the world. Where once nations with vast professional armies contended for the resources of a dying planet, the scraps of their lost industrial society are now fought over by religious cults, paranoid and xenophobic groups, racist empires, and powerful merchant houses whose own influence is more than a

match for the few armies left standing.

Though the Twisted Earth is an exciting setting in which to test the mettle of characters against the harsh realities of a post-nuclear world, the abundance of ideas and themes that make up the post-apocalyptic genre as a whole mean that a single campaign setting cannot hope to incorporate all of the ideas found in books, movies, and even past role-playing games. Since the original publication of the first edition of Darwin's World, we've seen players adapt the setting to their own needs, modify it, or change entire sections. Some use the Twisted Earth setting exclusively, while others tweak it just enough to meet their gaming needs. Some gamers change it by adding extra-terrestrial forces, combining Darwin's World with d20 space games, making the Twisted Earth just one small planet in a cosmos of stars for characters to visit. The addition of magic and supernatural powers actually blends perfectly with the ruin and rubble, and as such, any amalgamation of settings is solely the domain of each Gamemaster's individual creativity and imagination.

Because of the variations possible, the aim of this book is to be something of a generic "guide" to post-apocalyptic gaming - of all kinds. While our default setting of choice is the "Twisted Earth", this book will give you such a wide variety of options that you can either construct a setting of your own from the ground up, or simply modify what we've developed so far and take it in any direction you like, or just jump into playing without any effort at all. These rules are meant merely as a source for inspiration and ideas, and to provide enough information to get you started.

Have fun!

CHAPTER 1:

CHARACTERS

“The unleashed power of the atom has changed everything save our modes of thinking and we thus drift toward unparalleled catastrophe.”

-Albert Einstein

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

-Albert Einstein

SO LONG AFTER the nuclear war, the cities stand utterly empty. The high-rises, blasted until only skeletal remnants of black steel remain, are now vacant. This was once a world populated by seemingly endless masses; streets in these ancient centers were clogged with cars, buses, and trains. Under the sun of that peaceful era, each day saw millions living their lives, unknowing of the destruction that was to come. Bankers, lawyers, politicians, and the average man; all were oblivious to his coming fate, powerless to prevent the fiery death that awaited him.

Now, in the aftermath, those few who cling to life in this twisted, irradiated landscape are nothing like the civilized race that came before. They are survivors, one and all, born of a time when the concepts of mercy and cooperation are all but alien to them. For them, each day is a struggle for resources. One man snatches scraps of meat from the carcass of some animal left by larger predators, unable to find food on his own, the rot of the decaying flesh does little to churn his impoverished stomach. Elsewhere, a desperate man digs frantically from a shallow pit in the endless wastes of desert for a handful of water. To him, particles of sand and soil mean nothing when the fever of thirst kicks in. And beyond the horizon, there are many more watching and waiting, living and dying, hoping for a better future.

These are the characters of the apocalyptic future.

BACKGROUNDS



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).

FERALS

A character with this type of background is truly wild. He probably grew up alone among the ruins, with no home or community, and with little or no technology. Such characters typically know nothing about the Ancients, the cataclysm, their culture and language, or anything beyond their immediate needs. Many such characters do not even know how to talk and will often find inappropriate or bizarre uses for the items they scavenge (using a stop sign as a shield, for instance, or using a rifle as a club instead of firing



it). Characters with this type of background generally have no concept of compassion or mercy, being concerned solely with survival.

One example of such a character would be someone who grew up alone after his parents died from disease or starvation in the wasteland. Another example would be a character from a more advanced community whose caravan was raided and destroyed when he was still a child. In both of these cases, the

character was forced to grow up in a harsh world, unaware of his true origins or birthright, evidence of which might still exist somewhere in the rubble.

Ability Adjustments: +1 Con, -1 Cha

Bonus Feats: Any two of the following: Animal Empathy, Blind-Fight, Light Sleeper, Night Vision, Track, Trackless and Trailblazer

Bonus Skills: Feral characters receive Notice and

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Survival as bonus starting skills at 1st level.

Favored Feats (optional): Feral characters can take the following feats regardless of role: Rage and Seize Initiative.

Language: None

TRIBALS

The tribal character comes from a primitive community, probably dominated by a central family figure or group of close-knit family heads. Technology in such a culture is generally limited to what a man can do with his bare hands (animal skins for clothes, stones as tools, etc.). Caves are the most likely shelters for this type of community, though some might possibly use burnt-out vehicles or some other “shell of the Ancients” (without any knowledge of its former use, of course). Warriors typically form the upper ranks of such a community, as they alone can protect it. The tribe would tend to frown upon pursuits not directly related to survival, seeing them as wasteful and capricious. Science and non-religious art would be considered worthless in such a group.

An example of a character from such a background would be someone whose tribe was destroyed by raiders and now seeks either revenge upon the murderers or knowledge of the marvelous world that exists “out there.” Another example would be a character that has been sent on a quest (perhaps to find some legendary “magical” technology) whose successful completion will help to ensure the survival of her tribe.

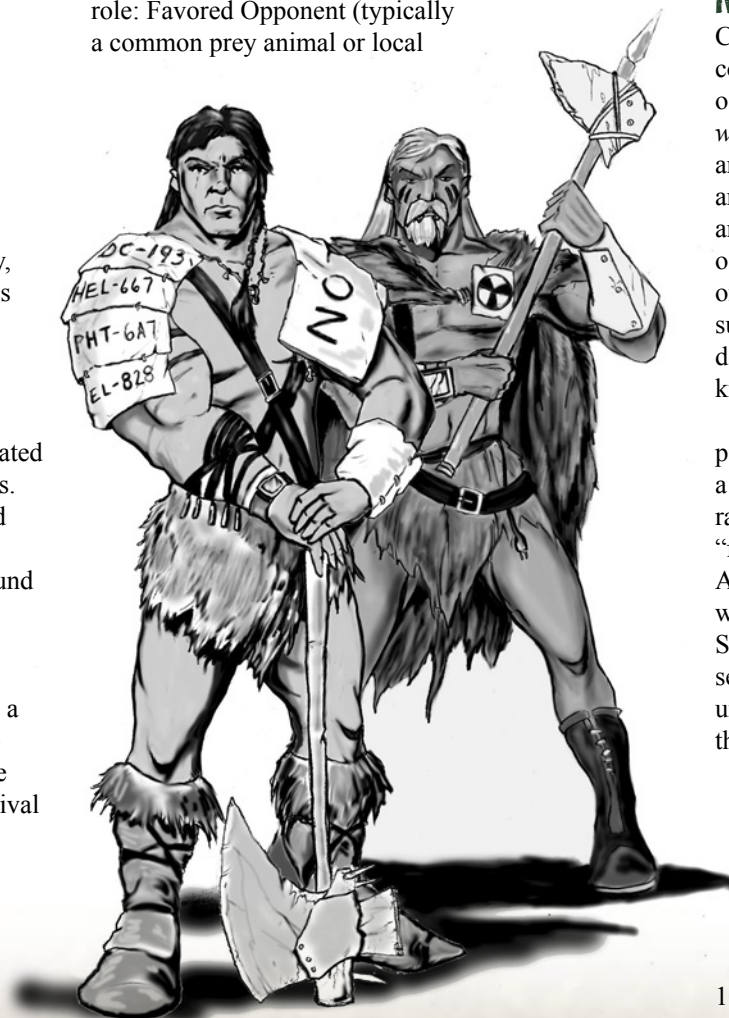
Ability Adjustments: +1 Wis, -1 Cha

Bonus Feats: Tribals receive the Primitive Technology feat at 1st level. Because they receive a bonus masterwork weapon or mount, Tribals only receive one bonus feat

(see below for more information).

Bonus Skills: Tribal characters receive Handle Animal and Survival as bonus starting skills at 1st level.

Favored Feats (optional): Tribal characters can select the following feats regardless of role: Favored Opponent (typically a common prey animal or local



opposing clan), Smite Opponent.

Language: Unislang

Special: Tribal characters start with a free masterwork archaic weapon or mount.

RITUAL PRESERVATIONISTS

Characters of this background come from communities who know how to use the technology of the Ancients but have lost the understanding of *why* that technology works. Advanced electronics and weapons, though still usable by the community, are viewed as religious relics or treasured artifacts and are sometimes even worshipped. Communities of this type are generally led by their scientists, who only barely manage to keep the technology running sufficiently to wow the masses. Technology that is destroyed cannot be replaced, as these people only know how to use the stuff, not repair or recreate it.

An example of such a culture would be a group of pirates who know how to operate the equipment on a derelict aircraft carrier off the coast. They might raid the local primitive tribes with their unholy “flying machines,” inspiring fear, awe, or worship. An example of a character from such a background would be a survivor who learns of the former Boy Scouts (by reading a discovered piece of Arcana) and sets out across the land in a cobbled-together scout uniform, redressing wrongs in what he believes to be the spirit of these long-lost “warriors of virtue.”

Ability Adjustments: None

Bonus Feats: Ritual Preservationist characters get the Primitive Technology and Post-Apocalyptic Technology feats.

Language: Gutter Talk

Special: Ritual Preservationist characters start with one Artifact of the Ancients (market value 1000 cp or less).

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RESENTFULS

Characters of this background come from communities who despise the Ancients for their mistakes. They blame the Ancients for the destruction of the world and now seek to rebuild and preserve it by progressing only to a point they deem “natural.” They use hand-woven fabrics and natural weapons and tools. Such groups either shun pre-war technology and culture or actively strive to eradicate it.

An example of such a culture would be a group who suffered greatly from the Fall, perhaps from biological warfare and mutation, and who have cast off the “curse” of technology by destroying all high-tech items. Another example would be 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.

Ability Adjustments: None

Bonus Feats: Resentfuls receive the Primitive Technology feat as a bonus feat at 1st level. They also may select one of the following as a bonus feat: Endurance, Track, Trailblazer and Weapon Training

Bonus Skills: Resentful characters gain two of the following skills as bonus skills at 1st level: Craft (structural), Handle Animal, Knowledge (mutant lore), Ride and Survival.

Language: Unislang

Special: If a Resentful character takes additional technology feats, he loses his bonus skills and his next character feat. In addition, he is no longer considered a Resentful.

RADICALS

Like the Resentfuls mentioned above, communities of Radicals blame the Ancients for blowing up the

planet and creating mutation. They bitterly resent the destruction of civilization and actively seek to destroy all remnants of their forefathers. Unlike the Resentfuls, however, they may use the technology of the Ancients to further their own ends.

An example of such a group would be 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 parks, theater halls, and memorials—are now hunting grounds, and gang headquarters. Another example would be a group of anarchist raiders who deliberately ruin any and all reminders of the past, from road signs to entire communities that shelter lost technologies.

Ability Adjustments: None

Bonus Feats: Radical characters receive the Primitive Technology and Post-Apocalyptic Technology feats as bonus feats at 1st level.

Bonus Skills: Radicals receive a skill of their choice as a bonus skill at 1st level.

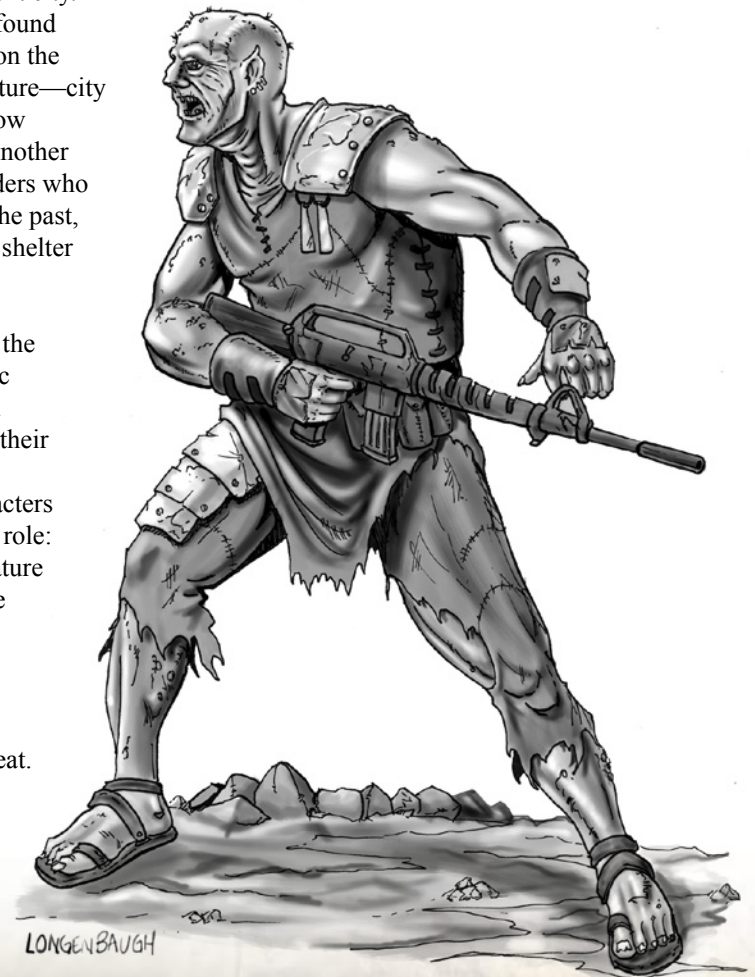
Favored Feats (optional): Radical characters can select the following feats regardless of role: Favored Opponent (typically a robotic creature or proponent of modern technology), Smite Opponent.

Language: Unislang

Special: If a Radical character takes additional technology feats, he loses his selected class skill and his next character feat. In addition, he is no longer considered a Radical. However, a Radical may select the Futuristic Firearms Proficiency feat, ignoring the Advanced Technology prerequisite.

DEGENERATES

Communities of this type were once—often within recent ancestral memory—capable of fully understanding the technology and culture of the Ancients. Now, however, due to circumstances such as constant war, civil unrest, or a communal need to



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focus on other aspects of survival, the community has degenerated. A Degenerate community is able to utilize the stuff of the Ancients, even their language and culture, but has lost all sense of context. Very few citizens remember much at all about where this technology and knowledge comes from. Such communities are generally on the decline, and will at some point likely break up or fall apart.

An example of such a culture might be a sheltered city community where the old “police force” runs the place like a military state and 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 people are subjugated and enslaved to serve the “civilized” populace. Another example might be 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, for instance, or in city government). 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.

Ability Adjustments: None

Bonus Feats: Degenerate characters receive the Primitive Technology and Post-Apocalyptic Technology feats as bonus feats at 1st level.

Bonus Skills: Degenerates receive a skill of their choice as a bonus skill at 1st level.

Language: Gutter Talk

Special: Degenerate characters start with one Artifact of the Ancients (market value 1000 cp or less).

RESURRECTORS

Communities of this type are rediscovering the technology of the Ancients and are beginning to understand the true nature and uses of Ancient devices. They are able to re-activate computer systems, robots, power stations, vehicles, etc. More advanced communities of this type have even developed the know-how to repair and maintain such technology. With the right tools, members of these communities can not only make repairs to many advanced devices, but also fabricate advanced munitions and advanced electronic parts. The situation for such a community is getting closer to the way things were before the Fall, but there is still a long road ahead.

An example of such a community would be one that managed to re-activate a small group of androids that were charged with rebuilding civilization after the holocaust. Another example would be a group that has taken over a water purification plant and reopened it, selling the drinkable resource to merchants and making a massive profit from it. Yet another example would be 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.

Ability Adjustments: None

Bonus Feats: Resurrector characters receive the Primitive Technology and Post-Apocalyptic Technology feats as bonus feats at 1st level.

Bonus Skills: Resurrectors receive a skill of their choice as a bonus skill at 1st level.

Language: Unislang

Special: Resurrector characters start with one Artifact of the Ancients (market value 1000 cp or less).

VISIONARY REINVENTORS

This type of community has moved beyond simply surviving or reassembling pieces of the old world. They are beginning to invent a new future for themselves. Instead of repairing the lost technology of the Ancients, these communities are beginning to create their own technology and build their own civilization. They are developing and using such things as basic metalworking, steam engines, and ingenious but simple devices to not only complement human effort, but also sometimes replace it (steam-powered machines to harvest large amounts of crops, for instance).

An example of such a community would be one that has risen from the wasteland to conquer. Increased slave labor and the oppression of nearby communities have allowed an influx of resources with which the community has increased its ingenuity and invention by leaps and bounds. Such a growing empire has likely developed such things as fantastic flying war machines and steam-powered aqueducts. Another example would be a community that believes the Fall was destined to occur in order 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. Yet another example would be a society that has advanced to the point where it is capable of producing new and advanced technology and weapons (gravity beamers, proton emitters, and fusion grenades as new but deadly post-holocaust weaponry). With such unique and advanced technology behind them and with a growing army and potent power base, the community seeks to reestablish civilization in its own particular way, be it democratic, monarchical, dictatorial, or ruthlessly

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imperial.

Ability Adjustments: None

Bonus Feats: Visionary Reinventor characters receive the Primitive Technology and Post-Apocalyptic Technology feats as bonus feats at 1st level.

Bonus Skills: Visionary Reinventors receive a skill of their choice as a bonus skill at 1st level.

Language: Unislang

Special: Visionary Reinventor characters start with one Artifact of the Ancients (market value 1000 cp or less).

GUARDIANS

These rare communities are the self-styled guardians of all things Ancient. Such communities fully understand the culture and technology of the Ancients and utilize it to keep the upper hand in the wasteland. They can create, repair, and use advanced energy devices whenever the resources are available.

An example of such a community might be one consisting of survivors in a fallout shelter that has remained undiscovered until the start of the campaign. A character from this community might be sent out to explore the world and report back or find some vital piece of equipment for the sake of the community's survival. Another example would be 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 mutated population. A third example would be a community in the desert that was set up by survivors of the Fall. 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 vehicles roam the desert highways, ensuring law and order and fiercely battling those who would invade their turf or otherwise threaten their lifestyle.

Ability Adjustments: None

Bonus Feats: Guardian characters receive the Primitive Technology and Post-Apocalyptic Technology feats as bonus feats at 1st level. In addition a Guardian character must choose Advanced Technology at 1st level as one of their starting feats.

Language: Ancient

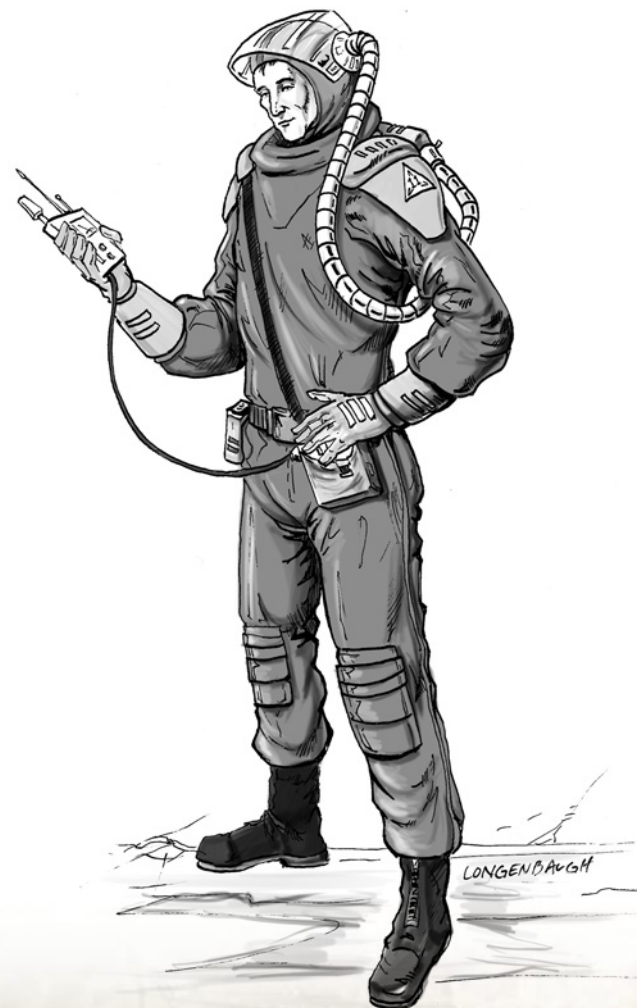
Special: Guardian characters start with one futuristic weapon (market value 5,000 cp or less).

HEDONISTS

Communities of this type never realized there was a Fall at all! Such communities were completely sheltered from the outside world, often in fully automated and enclosed dome cities or similar structures. They have continued to exist as they always have, in hedonistic simplicity and blissful ignorance. Such communities typically know how to use advanced machines and electronics but have no idea how to repair them. Since they have been kept in relative security for such a long time, they no longer understand how to fight, wage war, or even survive on their own.

A classic example of such a group would be a city inside an impenetrable dome, whose inhabitants have lived in seclusion for generations, cared for and catered to by automated systems and computers, with all menial tasks, labor, and science far removed from them. They 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 example might be a community far removed from the wasteland, where everyone lives in a paradise carefully maintained by their scientists. Aware and afraid of the terrible mutants



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outside their paradise, they occasionally 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.

Ability Adjustments: +1 Cha, -1 Str

Bonus Feats: Hedonist characters receive Post-Apocalyptic Technology and Talented as bonus feats at 1st level.

Language: Ancient

Special: In addition, the Hedonist characters start with one Artifact of the Ancients (market value 2000 cp or less).

ADVANCED

This type of community has, for whatever reason, managed to avoid the ravages of nuclear war and the ruin of civilization, not only preserving the technology and culture of the Ancients, but also improving upon it over the years. Such exceedingly rare communities will often have even more advanced technology than the Ancients possessed, giving them an increased advantage. Such groups generally scorn 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.

An example of such a community might be an underground complex where an artificially intelligent robot has remained intact for decades, recreating and reactivating androids and other robots to do its bidding. Humans and mutants are enslaved by these robotic armies to perform manual labor for the robot legion, producing weapons, maintaining power sources, etc. Another example might be a peaceful community, populated by highly intelligent researchers, scientists, and thinkers, which fled to

a secure underground shelter to wait out the war. Together they have developed advanced technologies (agricultural methods for growing fungi and algae, energy-to-matter replication units, etc.), and now they are beginning to send out scouts to explore the wasteland in hopes of making peaceful contact with other survivors of the holocaust. They believe that if they spread their wisdom, they can help to ensure that the same kind of cataclysm never occurs again.

Ability Adjustments: +1 Int, -1 Str

Bonus Feats: Advanced characters receive the Primitive Technology and Post-Apocalyptic Technology feats as bonus feats at 1st level. In addition an Advanced character must choose Advanced Technology at 1st level as one of their starting feats.

Language: Ancient

Special: Advanced characters start with one Artifact of the Ancients (market value 5,000 cp or less).



CHARACTER PATHS

The following paths are generic archetypes for the post-apocalyptic setting.

BARBARIAN (WARRIOR)

Crouching atop a heap of rubble among the urban ruins to watch for prey, the figure is almost invisible to the untrained eye. Lean and wiry from years of scrounging for droplets water from city wreckage and wrestling edible food from the nests of rats and other ruin dwellers, the man looks as wild any mangy jackal from the desert. A bristling beard, flecked with

bits of oily food from his last meal days past, meshes well with the suit of "armor" that covers his body—bits of leathery hide studded with any metal he can find, from old coins to wedding rings pried from the fingers of ancient corpses. Like his hand-made suit of armor, the barbarian's weapon is similarly crude: a well-balanced axe-handle encrusted with shards of broken beer bottles that gleam with a pearly color in the midday sun. Looking like a statue made from an



CHAPTER 1: CHARACTERS

assortment of discarded junk, he fits perfectly into the blasted landscape that surrounds him.

This man's entire life will be spent among the ruins or in the wasteland, making use of anything and everything he can get his hands on. The rare trader or wasteland wanderer who comes into contact with him will often think the man to be little more than a savage and will do quick trade for shiny goods before moving on in fear. The barbarian, a true survivor, has no concept of "civilization" or the neutrality of traders, and is as eager to take, as he is to trade.

Barbarians are savage people, outsiders from various wasteland societies, who have forgotten the glory and

TABLE 1-1: BARBARIAN LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Warrior 1st	Armor Training (light), Junk Recycler: Weapons, Track, Weapon Training
2	Warrior 2nd	Junk Recycler: Armor
3	Warrior 3rd	Trailblazer
4	Warrior 4th	Armor Training (medium)
5	Warrior 5th	Tough +1
6	Warrior 6th	Trackless
7	Warrior 7th	Junk Mastery: Weapons
8	Warrior 8th	Junk Specialization
9	Warrior 9th	Tough +2
10	Warrior 10th	Rage
11	Warrior 11th	Seize Initiative
12	Warrior 12th	Greater Junk Mastery: Weapons
13	Warrior 13th	Greater Junk Specialization
14	Warrior 14th	Tough +3
15	Warrior 15th	Rage
16	Warrior 16th	Improved Speed
17	Warrior 17th	Tough +4
18	Warrior 18th	Rage
19	Warrior 19th	Cleave
20	Warrior 20th	Tough +5

technology that was the Ancients and instead dwell in ignorance among their ashes. Turning gnarled metal and fire-blackened garbage into tools and weapons, they have long abandoned the ways of civilization for a brutal existence as scavengers and foragers of the ruins.

Though unfamiliar with the violent, burgeoning culture that has developed in the wasteland sometimes barbaric types find their way to centers of population (such as trade towns along the established trade routes of the desert). When and if they do, they are often as not awed by what they see, quickly becoming drunk on the multitude of new sights, sounds and people they discover there. Ultimately, however, truly barbaric types find such company discomfiting and soon return to their simple lives in isolation.

ADVENTURER

The barbarian's adventures come to him through the simple act of trying to survive in a desperately harsh environment. The barbarian is always watching his surroundings, watching for the tell-tale signs of a rad-storm, the approach of a predator, his next meal or a glint of metal he could use to make a weapon.

TEAM ROLE

The barbarian is a fearsome warrior and skilled outdoorsman. He is a specialist at defeating the most dangerous opponent after The Fall: the Twisted Earth herself.

GAME INFORMATION

Abilities

The most important abilities for the barbarian are Constitution and Wisdom. The barbarian's life is hard and he needs to be healthy to survive that life.

Wisdom lets the barbarian sense dangers before he needs to fight them, allowing him to choose his battles.

Determination (Core Ability)

As a warrior, the barbarian can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

Suggested Skills

The following are suggested skills for the barbarian: Climb, Handle Animal, Intimidate, Notice, Ride, Stealth, Survival, Swim

Starting Feats

Armor Training (light), Junk Recycler: Weapons, Track, Weapon Training

DEMAGOGUE (EXPERT)

A huge man, easily noticeable atop the slanted, makeshift podium, stood to address the crowds that were already forming around the market square of the wasteland settlement. From on high he could spot those who came to hear his Message: men, women, and children alike, traders, warriors, and scavengers wandering in from the sun-scorched nothingness of the outside world. The audience was a mixed group of mutants from the far corners of the sandy desert; the faces that looked back to meet his gaze were a reflection of many different hopes and dreams, of desperate men down on their luck, outcasts from other communities and gangs, haggard survivors who only sought release from their pain - and others forged by hardships to become the followers of this man's self-styled "New Future".

Breathing in deep he prepared to speak to the assemblage, knowing that from this point on he would be their new leader, a prophet of the Twisted Earth.

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The Demagogue is one of the charismatic leaders of the major factions of the wasteland, men (and women) with the rare but extraordinary talent to bring disparate masses together under one solid cause, one united banner. The variety of philosophies, religions, cults, and fledgling societies of the post-holocaust world mean that the actual motivations and allure of one Demagogue can be completely opposite from



each other; what appeals to the hopeful holdouts of one corner of the desert might not appeal to the dregs of another. Nonetheless, a strong voice, a sense of conviction, and a dedicated purpose with any kind of attraction is often enough to make mere men into gods.

In addition to the prestige accorded to leaders of men (and entire movements), Demagogues have a personal power rivaled by few. Whether merely looked up to and admired as humble leaders, or deified as “saviors” of a “new age” by fanatical followers, they as often as not have entire armies of cohorts who will willingly die for them, or trudge off into the dusty wastes on any foolish errand to earn their master’s favor. With the ability to command men to give their lives willingly, or to demand sacrifices in the name of their cause without question, they can rightfully be called the true princes of the Twisted Earth.

ADVENTURER

The demagogue uses his wits to survive in the post-holocaust world. Since his silver tongue and smooth manners will only work on intelligent prey, he tends to confine himself to the small settlements and cities that have sprung up along trade routes. In the wilderness, against a hungry predator, his words will do no good and he will only venture into these areas if well equipped and with sufficient allies.

TEAM ROLE

The demagogue is a natural leader, able to increase the cohesion of any group he joins. When dealing with intelligent creatures, he also makes a good mouthpiece for a party and can smooth over a misunderstanding before it turns deadly.

TABLE 1-2: DEMAGOGUE LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Expert 1st	Connected, Fascinate (Diplomacy), Super-Charismatic, Weapons Training (or Firearms Training depending on background)
2	Expert 2nd	Suggestion
3	Expert 3rd	Inspire (Awe)
4	Expert 4th	Mass Suggestion
5	Expert 5th	Lucky
6	Expert 6th	Leadership
7	Expert 7th	Master Plan
8	Expert 8th	Inspire (Fury)
9	Expert 9th	Inspire (Courage)
10	Expert 10th	Armor Training (light)
11	Expert 11th	Well-Informed
12	Expert 12th	Contacts
13	Expert 13th	Taunt
14	Expert 14th	Inspire (Competence)
15	Expert 15th	Defensive Roll +1 Skill Mastery (Bluff,
16	Expert 16th	Diplomacy, Gather Information, Sense Motive)
17	Expert 17th	Defensive Roll +2
18	Expert 18th	Evasion
19	Expert 19th	Defensive Attack
20	Expert 20th	Defensive Roll +3

GAME INFORMATION

Abilities

Charisma is the most important ability to demagogue, since it increases the odds that he will be able to get his way without resorting to something silly like violence. When violence is called for, the demagogue needs a high Charisma to ensure he has plenty of allies to back him up.

Expertise (Core Ability)

Befitting his status as an expert, the Demagogue can spend a point of Conviction to gain 4 points in

CHAPTER 1: CHARACTERS

any skill, including skills in which the Demagogue is not currently trained or that cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.

Will (Good Saving Throw)

The Demagogue has Will as his good saving throw.

Suggested Skills

The following are suggested skills for the Demagogue: Bluff, Craft (writing), Diplomacy, Disguise, Gather Information, Intimidate, Language, Notice, Perform and Sense Motive

Starting Feats

Connected, Fascinate (Diplomacy), Super-Charismatic, Weapons Training (or Firearms Training depending on background)

GUARDIAN (WARRIOR)

The searing wind of midday 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 her "uniform." Her face is lost beneath a turban of flapping cloth, and only her eyes—squinting from the sun and the sand biting her lids—are visible. She watches the approach of strangers, her hands expertly readying the long-bored weapon cradled in her arms.

Guardians are members of established communities who put bread on their tables through vigilance and courage. In ancient times, they were known as soldiers or police officers, but now they are much more than that. Day and night, they train with their weapons, awaiting the inevitable raider attack or mob of worthless rabble come in desperation, seeking the

fruits of the community's labors. It's a tough world, a world that breeds tough men and women. The Guardian has seen it all, the wasting "Red Fever" of radiation, the bloating and eventual death of starved children, and the kidnapping and rape of her sisters and daughters. She has chosen to not lie down and die, not to add her bones to those of the Ancients who made this awful world. Instead, she has picked up a



weapon and decided to fight...

As a character class, the Guardian embodies the 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 her people, their limited resources, and the interests of her leaders. While many cling to their community throughout their lives, some find that their talents at shooting a gun or throwing a spear are 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 her cause, whatever her loyalties, the Guardian is the best of the fighting breed.

ADVENTURER

The guardian adventures on behalf of his beloved home community. Often this means he is near his loved ones guarding them but the guardian is prepared to wander the world for the benefit of those he has sworn to protect. Sometimes this will mean protecting a precious caravan bringing needed supplies, other times it might mean tracking a vicious raider gang to their desert base and eliminating them.

TEAM ROLE

The guardian is a warrior who fights for a cause. This makes him even more formidable than warriors who fight for profit or out of pure bloodlust.

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TABLE 1-3: GUARDIAN LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Warrior 1st	Armor Training (light), Dedicated (home base or loved ones), Uncanny Dodge, Weapons Training (or Firearms Training depending on background)
2	Warrior 2nd	Attack Focus (weapon)
3	Warrior 3rd	Attack Specialization (weapon)
4	Warrior 4th	Favored Opponent (Raiders)
5	Warrior 5th	Smite Opponent
6	Warrior 6th	Seize Initiative
7	Warrior 7th	Armor Training (heavy)
8	Warrior 8th	Tough +1
9	Warrior 9th	Greater Attack Focus
10	Warrior 10th	Greater Attack Specialization
11	Warrior 11th	Light Sleeper
12	Warrior 12th	Tough +2
13	Warrior 13th	Night Vision
14	Warrior 14th	Endurance
15	Warrior 15th	Tough +3
16	Warrior 16th	Tireless
17	Warrior 17th	Diehard
18	Warrior 18th	Tough +4
19	Warrior 19th	Assessment
20	Warrior 20th	Tough +5

GAME INFORMATION

Abilities

As a warrior the guardian needs good physical ability scores. Since he also needs a sharp eye to defend his charges, a good Wisdom is also a definite plus.

Determination (Core Ability)

As a warrior, the Guardian can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

Suggested Skills

The following are suggested skills for the

Guardian: Diplomacy, Intimidate, Notice, Sense Motive, Survival

Starting Feats

Armor Training (light), Dedicated (home base or loved ones), Uncanny Dodge, Weapons Training (or Firearms Training depending on background)

RAIDER (EXPERT)

As the sun dips slowly behind the edge of the horizon, the wide-open highway glows red with its reflected radiance. The flat, cracked desert wasteland stretches as far as the eye can see, 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. Riding in rusted cars and trucks and mounted upon graffiti-painted motorcycles, a massive gang of nearly a hundred men, mutants, and slaves comes roaring down the highway. In the 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 a meticulously maintained scope. This is the raider—a ruthless bandit, a bloodthirsty highwayman come to crush the souls of the weak...

The Raider is a member of a widespread group in the post apocalyptic world—the countless gangs of riff-raff, renegades, and cold-blooded killers that thrive in the deserts and hills and along the 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 who can’t make it alone are often forced (whether by circumstance or otherwise)



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TABLE 1-4: RAIDER LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Expert 1st	Armor Training (light), Firearms Training, Move-by Action, Vehicular Combat (Drive)
2	Expert 2nd	Inspire (Fear)
3	Expert 3rd	Sneak Attack +2
4	Expert 4th	Overrun
5	Expert 5th	Defensive Roll +1
6	Expert 6th	Trailblazer
7	Expert 7th	Sneak Attack +3
8	Expert 8th	Uncanny Dodge
9	Expert 9th	Defensive Roll +2
10	Expert 10th	Startle
11	Expert 11th	Track
12	Expert 12th	Sneak Attack +4
13	Expert 13th	Defensive Roll +3
14	Expert 14th	Improved Initiative
15	Expert 15th	Point Blank Shot
16	Expert 16th	Quick Draw
17	Expert 17th	Defensive Roll +4
18	Expert 18th	Sneak Attack +5
19	Expert 19th	Far Shot
20	Expert 20th	Defensive Roll +5

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 someone who has been expelled by one of the many biker gangs, highwayman bands, or warlord armies; the reason, though the outcast will seldom speak of it, can vary widely. 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, his former fellows, usually with hateful passion, hunt the Raider outcast. He often still bears the identifying marks of his former gang (a tattoo, 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.

ADVENTURER

The raider adventures in search of all the comforts one can desire: coin, drink, women and excitement. Rather than come by these things honestly (or what passes for honesty in a world gone mad) he finds it easier to take what he needs from those who *did* come by it honestly.

TEAM ROLE

The raider is a savage combatant, expert with vehicles and all around handy. If you can trust him.

GAME INFORMATION

Abilities

Dexterity is the most important ability to a raider. He has to be quick on his feet to stave off an early death.

Expertise (Core Ability)

Befitting his status as an expert, the Raider can spend a point of Conviction to gain 4 points in any skill, including skills in which the Raider is not currently trained or that cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.

Will (Good Saving Throw)

The Raider has Reflex as his good saving throw.

Suggested Skills

The following are suggested skills for the Raider: Bluff, Craft (mechanics), Drive, Intimidate, Sense Motive, Sleight of Hand, Stealth, Survival

Starting Feats

Armor Training (light), Firearms Training, Move-by Action, Vehicular Combat (Drive)

ROAD WARRIOR (WARRIOR)

Almost reclining in the seat of his souped-up car, which was covered in a layer of grease from the grimy oil churning in its engine, the road warrior glared out through the narrowed slits of his eyes at the roadway ahead. The rough and ragged cement of the open road was winding and whipping with each curve like a snake gone berserk, but his practiced hands moved calmly and smoothly over the wheel despite the erratic maneuvers required just to stay on the road.

Behind him, however, the enemy was catching up. Mounted on cycles and driving stripped-down dune buggies and trucks with beds converted to mount vehicular crossbows, the raider gang rode in hot pursuit. While it was true he had slipped unseen into their camp the night before to relieve the raider scum of their precious gas supply, he consoled himself with the knowledge that that very same juice had no doubt been ripped from the hands of murdered innocents by those same pursuing raiders.

One of the buggies on his tail failed to take the turn and ran straight off the road, plunging clear into a gorge of dizzying depth from which there was no return. He could hear the occupants screaming as they plummeted to their deaths a hundred or so feet below.

The road warrior couldn't help but smile.

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TABLE 1-5: ROAD WARRIOR LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Warrior 1st	Firearms Training, Move-by Action, Tough, Vehicular Combat
2	Warrior 2nd	Attack Focus (weapon)
3	Warrior 3rd	Attack Specialization (weapon)
4	Warrior 4th	Armor Proficiency (light)
5	Warrior 5th	Overrun
6	Warrior 6th	Tough +2
7	Warrior 7th	Greater Attack Focus (weapon)
8	Warrior 8th	Greater Attack Specialization (weapon)
9	Warrior 9th	Armor Proficiency (heavy)
10	Warrior 10th	Seize Initiative
11	Warrior 11th	Tough +3
12	Warrior 12th	Favored Opponent (raiders)
13	Warrior 13th	Smite Opponent
14	Warrior 14th	Tough +4
15	Warrior 15th	Accurate Attack
16	Warrior 16th	Point Blank Shot
17	Warrior 17th	Far Shot
18	Warrior 18th	Defensive Attack
19	Warrior 19th	Track
20	Warrior 20th	Tough +5

The Road Warrior is a member of a unique breed that roams the vast plains and desert wastes of the Twisted Earth, obeying no law, serving no community, and scavenging the things he needs from the abandoned husks of trucks, cars, and other vehicles along the Ancient American road. The Road Warrior subsists, not unlike the Scav, on the rare junk he finds, but his primary concern is not food for his stomach or water to sate his thirst, but fuel to power his “ride.”

The Road Warrior seeks the solitary life and the freedom of the open road. The highways of the Twisted Earth are fraught with peril, as roving bands of raiders seek to dominate territory and raid supply convoys, but the Road Warrior is prepared to deal with this. He is a man who has become reliant on his

vehicle for survival in the empty, desolate world, and this very reliance 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 terrorize the roads and deserts of the wastelands.

ADVENTURER

The road warrior comes upon adventures as he journeys. The Twisted Earth is an eventful place and often traveling from one place to the next is the most dangerous adventure one can have. The road warrior takes these adventures like he takes everything else: on the move.

TEAM ROLE

The road warrior is a skilled combatant and vehicle expert.

GAME INFORMATION

Abilities

Dexterity is the most important ability for a road warrior since it enhances his ability with vehicles.

Determination (Core Ability)

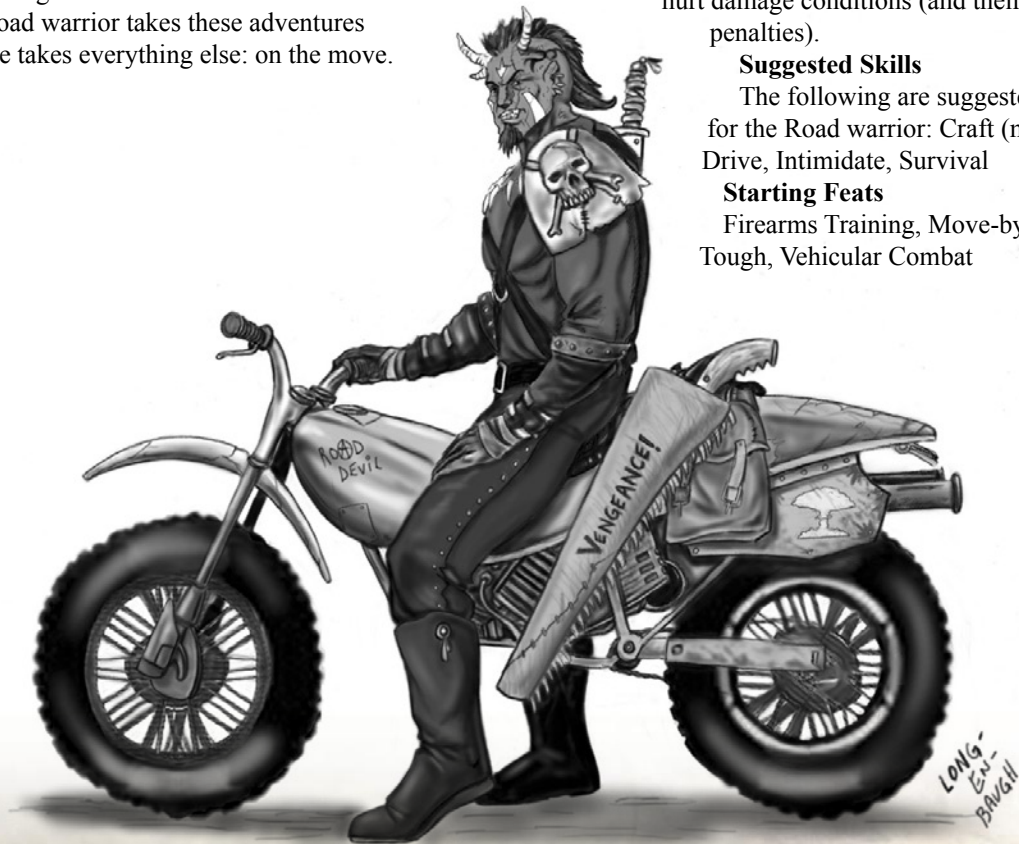
As a warrior, the Road warrior can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

Suggested Skills

The following are suggested skills for the Road warrior: Craft (mechanics), Drive, Intimidate, Survival

Starting Feats

Firearms Training, Move-by Action, Tough, Vehicular Combat

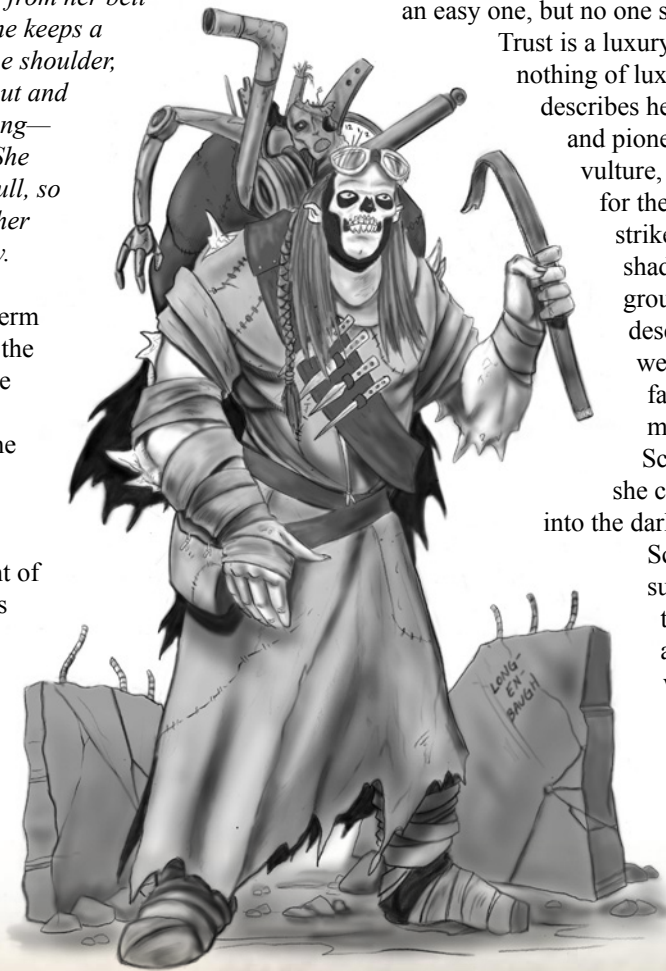


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SCAV (EXPERT)

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. She moves almost soundlessly, the only noise coming from the rattling oilcans and greasy trinkets dangling from her belt and overstuffed pack. She keeps a weird gun slung over one shoulder, her hands free to snap out and grab something—anything—from the piles of trash. She paints her face like a skull, so that those who first see her feel fear rather than pity.

“Scav” is a derogatory term used widely throughout the wastelands to refer to the misfits, outcasts, and mongrel wanderers of the deserts and ruins. Scavs are “scavengers” in the truest sense, making do with the smallest amount of supplies for long periods of time. She moves alone, exploring the ruins, deserts, and wilderness in search of the next “motherlode” 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 strewn across the sand.

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, but no one survives by being a fool.

Trust is a luxury, and the Scav knows nothing of luxuries. 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 other 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

TABLE 1-6: SCAV LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Expert 1st	Canny Dodge (Wisdom), Radiation Sense, Track, Weapons Training (or Firearms Training depending on background)
2	Expert 2nd	Defensive Roll +1
3	Expert 3rd	Evasion
4	Expert 4th	Trailblazer
5	Expert 5th	Trackless
6	Expert 6th	Elusive Target
7	Expert 7th	Defensive Roll +2
8	Expert 8th	Sneak Attack +2
9	Expert 9th	Dodge Focus +1
10	Expert 10th	Hide in Plain Sight
11	Expert 11th	Improved Evasion
12	Expert 12th	Defensive Roll +3
13	Expert 13th	Sneak Attack +3
14	Expert 14th	Redirect
15	Expert 15th	Inspire (Complacency)
16	Expert 16th	Defensive Roll +4
17	Expert 17th	Sneak Attack +4
18	Expert 18th	Improved Initiative
19	Expert 19th	Defensive Roll +5
20	Expert 20th	Sneak Attack +5

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 post-apocalyptic Earth. 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 items, for she can find a use for anything—she has to survive.

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ADVENTURER

The scav is the ultimate survivalist, a specialist in going into places other characters can't (or won't) and coming out alive. If you need a guide to an inhospitable locale, you might be able to find a scav who not only will take you there, but who's already been there.

TEAM ROLE

The scav is a scout, guide and reconnaissance expert. He helps his team avoid being surprised and guides them through the trackless wastes.

GAME INFORMATION

Abilities

Dexterity and Wisdom are the most important abilities for a scav. Dexterity helps the scav be quicker and stealthier, while Wisdom helps him notice an enemy before it notices him.

Expertise (Core Ability)

Befitting his status as an expert, the Scav can spend a point of Conviction to gain 4 points in any skill, including skills in which the Scav is not currently trained or that cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.

Will (Good Saving Throw)

The Scav has Reflex as his good saving throw.

Suggested Skills

The following are suggested skills for the Scav: Acrobatics, Climb, Disguise, Escape Artist, Gather Information, Notice, Ride, Search, Sleight of Hand, Stealth, Survival

Starting Feats

Canny Dodge (Wisdom), Radiation Sense, Track, Weapons Training (or Firearms Training depending on background)

SCHOLAR

As the rest of her companions rummaged through the ruins of the hollow building, kicking up dust and disturbing the fine lacework of cobwebs that overlaid everything, the figure in the rear simply trailed behind them. By now she had gotten used to their heavy-handedness and their lack of concern for the inherent dangers of such a place. And besides, her attention was riveted on something else. One of her companions, having ransacked a pile of debris in his search for a key, any key, to open the security vault doors that had closed behind them, had shattered an old bottle and trampled over a stack of books and manuals.

The scholar knelt down, the sound of her fellow adventurers' disappointment utterly lost to her ears. She lifted the dust-caked bottle, now in pieces, wiped it with her thumb, and read the label.

"Jack Daniels," she mumbled, almost as if her heart were broken.

Picking up one of the manuals—now trampled to shreds—she read the title out loud for all to hear:

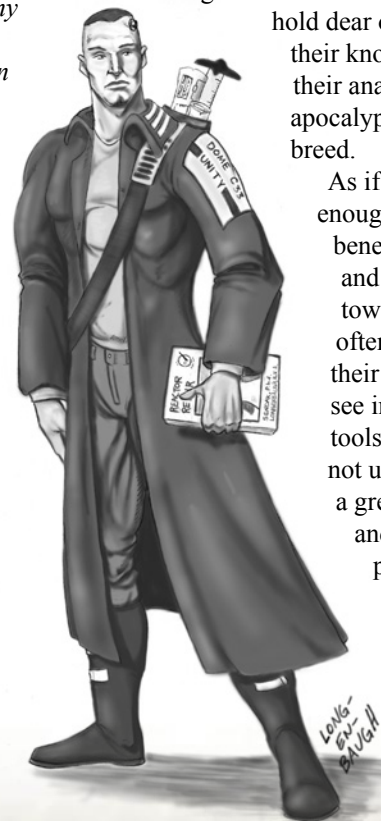
"Security Codes for Level 3..."

Scholars are men and women who continue to keep the flame of knowledge alive in this post-apocalyptic age. Where civilization has fallen, Scholars try to pick up the pieces, often forming small but determined bands of intellectuals dedicated to the preservation and continuation of science and understanding.

The resources available in the aftermath of the nuclear war make this undertaking a phenomenal challenge, to say the least. These preservers often have to contend with the zealous (even monstrous) aspirations of various cults and societies, sometimes with terrifying consequences. Examples range from cryptic brotherhoods that blame the Ancients for the Fall and are bent on destroying all remaining reminders of the past, to crazed cultists who worship every aspect of the past and consider any remaining science and knowledge theirs alone. Whether fighting against nihilists who seek the destruction of all they hold dear or worshippers who seek to steal their knowledge and twist it to justify their anarchist rule, Scholars of the post-apocalyptic world are a rare and intrepid breed.

As if this ever-present danger wasn't enough, many groups, even the most benevolent, seek to enslave Scholars and intellectuals to help them work towards their particular goals. Though often their new masters claim it is for their own "safety," many communities see intellectuals as little more than tools for keeping their wars running, not unlike the vital cogs or flywheels of a great machine. As such, these men and women become "commodities," protected like the most important strategic resources and forced into a life of servitude. Freedom, for them, becomes a distant dream, a fairy tale fit only to tell their children about.

Each Scholar is an individual with a different story. She could be a student



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TABLE 1-7: SCHOLAR LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Expert 1st	Benefit (scholar), Canny Dodge (Intelligence), Eidetic Memory, Master Plan
2	Expert 2nd	Inspire (Complacency)
3	Expert 3rd	Jack-of-all-trades
4	Expert 4th	Skill Mastery (any four skills)
5	Expert 5th	Skill Focus (any skill)
6	Expert 6th	Inspire (Competence)
7	Expert 7th	Improvised Tools
8	Expert 8th	Weapon Training
9	Expert 9th	Armor Training (light)
10	Expert 10th	Skill Focus (any skill)
11	Expert 11th	Vehicular Combat
12	Expert 12th	Defensive Attack
13	Expert 13th	Elusive Target
14	Expert 14th	Defensive Roll +1
15	Expert 15th	Evasion
16	Expert 16th	Skill Focus (any skill)
17	Expert 17th	Fascinate (Diplomacy)
18	Expert 18th	Sneak Attack +2
19	Expert 19th	Crippling Strike
20	Expert 20th	Defensive Roll +2

of the past seeking to learn of the glory of the Ancients and enlighten the cruel world of today, or a scientist with a fragmented understanding of some advanced technical process forced into performing a repetitive task for her technologically ignorant masters. She could be a seeker of truths thought lost to time, questing for hidden caches to recover or restore, or she could be a preserver of lost technology, valiantly defying the predations of hateful gangs who would just as soon see that knowledge lost, along with any mention of the world before the Fall.

Whatever her personal cause, the Scholar strives against the inevitable disintegration of civilization to keep the seed of knowledge alive, if only for her lifetime.

ADVENTURER

The scholar is a rare commodity: a man of learning. He seeks to piece together that which is lost, rekindling the flame of knowledge lost during the Fall. The Ancients were able to harness the sun, fly through the air and build domes immune to the fiercest predators. All this can be achieved again if one understands the old ways.

TEAM ROLE

The scholar is a specialist in lost technologies. He can identify technological items, help puzzle out how they work and even repair ones that are broken.

GAME INFORMATION

Abilities

Intelligence is the most important ability to the scholar.

Expertise (Core Ability)

Befitting his status as an expert, the Scholar can spend a point of Conviction to gain 4 points in any skill, including skills in which the Scholar is not currently trained or that cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.

Will (Good Saving Throw)

The Scholar has Will as his good saving throw.

Suggested Skills

The following are suggested skills for the Scholar: Computers, Craft (electronics), Craft (mechanics), Craft (structural), Diplomacy, Drive, Knowledge (earth science), Knowledge (history), Knowledge (physical sciences), Knowledge (technology), Search

Starting Feats

Benefit (scholar), Canny Dodge (Intelligence), Eidetic Memory, Master Plan

TRADER

In the blinding light of the noon sun, crowds gather to shout and jeer. The stirred desert sand settles a bit as those gathered cease their stomping about and take a moment to watch as the next lot of goods is brought in. 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 pushes forward, a figure off to the side 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...



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TABLE 1-8: TRADER LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Expert 1st	Connected, Inspire (Complacency), Market, Well-Informed
2	Expert 2nd	Contacts
3	Expert 3rd	Trailblazer
4	Expert 4th	Inspire (Awe)
5	Expert 5th	Fascinate (Bluff)
6	Expert 6th	Suggestion
7	Expert 7th	Mass Suggestion
8	Expert 8th	Market
9	Expert 9th	Armor Training (light)
10	Expert 10th	Firearms Training
11	Expert 11th	Defensive Roll +1
12	Expert 12th	Market
13	Expert 13th	Wealthy
14	Expert 14th	Taunt
15	Expert 15th	Defensive Roll +2
16	Expert 16th	Elusive Target
17	Expert 17th	Evasion
18	Expert 18th	Market
19	Expert 19th	Wealthy
20	Expert 20th	Defensive Roll +3

Many communities in the deserts, plains, and urban ruins are not based on race, color, mutation strain, or any other attribute, but instead rely on the diversity of strangers for survival. These 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 barbaric nature of the uncivilized wasteland the world has become, some commerce does exist among 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 that 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 hostile mutants of all kinds. Carrying valuable goods, the merchant is the ideal target.

ADVENTURER

Traders must move from place to place in order to take advantage of the different markets in different communities. Since the Twisted Earth is such a dangerous place, the Trader usually comes upon adventures as he journeys.

TEAM ROLE

The trader is a good speaker and can smooth over difficulties for his team before they turn violent. He is also a master at buying and selling and can make sure his comrades buy low and sell high.

GAME INFORMATION

Abilities

Charisma is the most important ability for the trader.

Expertise (Core Ability)

Befitting his status as an expert, the Trader can spend a point of Conviction to gain 4 points in any skill, including skills in which the Trader is not currently trained or that cannot be used untrained.

These temporary skill ranks last for the duration of the scene and grant their normal benefits.

Will (Good Saving Throw)

The Trader has Will as his good saving throw.

Suggested Skills

The following are suggested skills for the Trader: Bluff, Craft (jewelry), Craft (coins), Diplomacy, Gather Information, Handle Animal, Knowledge (business), Notice, Ride, Sense Motive, Survival

Starting Feats

Connected, Inspire (Complacency), Market, Well-Informed



Feats are special abilities chosen by the player as he advances in level. The following is a complete list of new feats available to post-apocalyptic characters

FEAT DESCRIPTIONS

Here is the format for feat descriptions.

FEAT NAME

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.

A character can gain a feat at the same level at which he or she gains all the prerequisites.

A character can't use a feat if the character has lost a prerequisite.

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Benefit: What the feat enables a character to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.

Special: Additional facts about the feat.

GENERAL FEATS

The following are new and revised general feats.

ARMOR TRAINING (POWERED) (GENERAL)

You are skilled in the use of fantastic, powered armor.

Prerequisite: Armor Training (light), Armor Training (heavy)

Effect: When you wear a suit of powered armor with which you are proficient, you get to add the armor's entire equipment bonus to your defense and the entire Strength bonus to your Strength.

BENEFIT (SCHOLAR) (GENERAL)

You are a valuable commodity, a man of learning. Because of this intelligent beings will be very reluctant to kill you. They would much rather capture you and put you to work for them.

FILTHY (GENERAL)

Your diet and poor hygiene have made you resistant to poison and disease.

Prerequisite: Charisma -1 or below.

Benefit: You gain a +2 circumstance bonus to all saves against poison and disease.

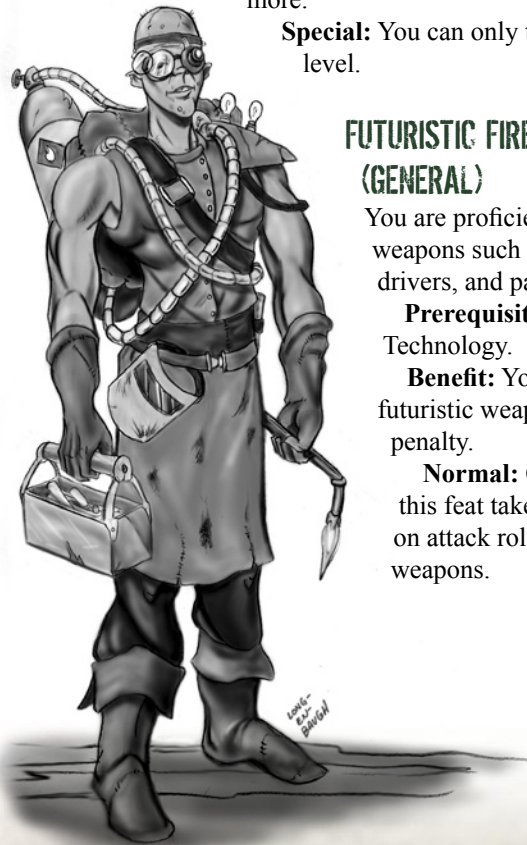
FORSAKEN (EXPERT)

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 bonus to Hide, Listen, and Survival checks. You lose these benefits, however, when working in a group of four or more.

Special: You can only take this feat at 1st level.



FUTURISTIC FIREARMS TRAINING (GENERAL)

You are proficient with Futuristic weapons such as lasers, mass drivers, and particle beams.

Prerequisite: Advanced Technology.

Benefit: You can fire futuristic weapons without penalty.

Normal: Characters without this feat take a -4 penalty on attack rolls with futuristic weapons.

GLADIATOR (WARRIOR)

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: Wisdom +1, Lightning Reflexes

Benefit: You receive a +2 bonus to attack rolls when fighting an opponent in medium or heavy armor.

GREATER JUNK MASTERY: WEAPONS (WARRIOR)

Prerequisite: Junk Mastery: Weapons

You gain an additional +1 attack bonus with all junk weapons. The benefit of this feat stacks with that provided by Junk Mastery: Weapons.

GREATER JUNK SPECIALIZATION (WARRIOR)

Prerequisite: Junk Specialization

You gain an additional +1 damage bonus with all junk weapons. The benefit of this feat stacks with that provided by Junk Specialization.

JUJU MEDICINE (EXPERT)

You are an expert in herbal medicine and treatments. Not only do you know how to use Juju, but you also understand the tools of the trade and how to find them in the wild. Given enough time to search, you can procure enough natural ingredients to build a Juju kit.

Prerequisite: Medicine 4 ranks

Benefit: You can make a Search check to find medicinal ingredients in any natural local except one that is almost completely lifeless. The DC of this check depends on where you are: in a verdant forest or rain forest the DC is 10, in dry Midwest type environment the DC is 15, in a city or desert the DC is 20 and in a very harsh environment (the Antarctic, the Sahara) the DC is 25.

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For every two points by which this Search check succeeds, the medicine provides a +1 bonus to your next Medicine skill check.

JUNK MASTERY: ARMOR (GENERAL)

When wearing junk armor (armor created by you or another character with the Junk Recycler: Armor feat) you decrease the armor's check penalty by 1. This feat may be taken multiple times and its effects stack.



JUNK MASTERY: WEAPONS (GENERAL)

When wielding junk weapons (weapons created by you or another character with the Junk Recycler: Weapons feat) you gain a +1 bonus on attack rolls.

JUNK RECYCLER: ARMOR (GENERAL)

You character have the ability to use junk and other scrap material to construct makeshift, but effective, armor. Examples include using a stop sign for a shield or scrap metal as a breastplate. You must have access to some form of scrap material. Using this ability requires a successful Survival skill check, taking into consideration any of the location modifiers below. A character must have the proper feat to use any armor created with this feat or he takes the usual penalties.

Scrap Material	Toughness Bonus	Survival Check
Hides, Wood, Leather (Light)	+2	20
Metal (Medium)	+4	25
Advanced Material (Heavy)	+6	30

Material	Check Modifier
Scarce	-2
Ruins	0
Wreckage	+2
Large Wreckage	+4
Junk Yard	+4
Untouched Pre-Fall Ruins	+6

JUNK RECYCLER: WEAPONS (GENERAL)

Prerequisite: Weapon Training

You can utilize junk objects as effective weapons. Often you will choose an object that has unique properties and tweak it (bending, sharpening) into a deadly exotic weapon.

The junk weapon's damage is based on its size (see below). Weapons can do bludgeoning, piercing

or slashing damage according to the player's choice (except for tiny size weapons, which don't have the heft to make effective bludgeoning weapons). A character may choose from the size and damage dice options listed below. Using this ability requires a successful Survival skill check (DC 15). If the player's Survival check exceeds 25, the GM should grant the weapon a unique property. The following are some examples:

Extremely Deadly: The object's configuration causes harsh wounds or easily penetrates armor. This can grant the weapon one of the following properties: +1 damage bonus, +1 to attack, or increase the critical range to 19-20.

Glow: The object contains an internally powered light source and thus glows (20-foot radius).

Thrown: The object's shape allows it to be thrown (e.g. hatchet) at a range increment of 10 feet.

These unique properties represent special qualities in the material or object being used and not any crafting ability possessed by the character.

Size	Damage
Tiny	+1
Small	+2
Medium	+3
Large	+4

JUNK SPECIALIZATION (WARRIOR)

Prerequisite: Junk Master: Weapons

When wielding junk weapons (weapons created by you or another character with the Junk Recycler: Weapons feat) you gain a +1 damage bonus.

MASTER ARTIFICER (EXPERT)

You are a master at recreating technology that you've been able to study.

Prerequisite: Craft (electronic) 8 ranks, Craft

CHAPTER 1: CHARACTERS

(mechanical) 8 ranks.

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

MASTER MECHANIC (EXPERT)

More than any other, you are a master with tools and repairing mechanical gadgets comes as second nature to you.

Prerequisite: Craft (any specialization) 8 ranks.

Benefit: The amount of damage you repair by using the Repair skill is doubled.

MARKET (EXPERT)

You have an established business practice in a particular location. Pick one large city or small region for the focus of this feat.

Prerequisite: Well-Informed

Benefit: When trading in the chosen area, you can sell goods for 10% more and buy for 10% less than market value.

Special: This feat may be selected multiple times and its effects stack. Alternately you can take this feat to apply it to a different area for a character with a wide range of business contacts.

RADIATION SENSE (EXPERT)

You have the ability to literally “sense” the presence of significantly harmful radiation. This is not so much a physical sense—like hearing or seeing—but rather an ability to notice the telltale signs: a lack of life in area, a sickness in vegetation, a subtle ionizing glow not noticed by others, etc.

Benefit: You can automatically detect irradiated areas before entering them. This ability is constantly in effect. You can also make a Survival skill check (DC 15) to identify the exact level of radiation.

Normal: Characters without this feat cannot detect

radiation unless they have a radiation detection device.

RIP A CLIP (WARRIOR)

You can discharge a full clip of ammunition in seconds.

Prerequisite: Dexterity 1+, Firearms Training

Benefit: This feat is similar to Cleave but applies to ranged weapons rather than melee weapons. When your firearm attack drops your opponent, you may take an additional attack on another target within your line of sight. You may not Rip a Clip when bursting or strafing.

SUPER-CHARISMATIC (EXPERT)

Either you’re the post-holocaust version of Hitler or else the world is full of gullible morons—perhaps a bit of both. In either case, you have a certain talent for grabbing the attention of crowds and making them see your point of view.

Benefit: Whether as a merchant or leader, your Charisma modifier is doubled when you are dealing with groups of 10 or more people. On an individual basis, people can see right through you.

Special: This bonus applies not only to Charisma checks, but also when determining your total Leadership score with the Leadership feat.

SURGERY (EXPERT)

Prerequisite: Medicine 4 ranks

On a successful Medicine check (DC 20) your patient may make an immediate recovery roll at no bonus. A patient may only benefit from surgery once (meaning you may not use this feat again until the target is injured again).

TROGLODYTE (EXPERT)

You grew up in a fallout shelter or other underground community and have developed keen—almost supernatural—instincts about underground environments.

Benefit: You can intuitively determine your precise underground depth as naturally as sensing which way is up. In addition, you receive a +2 competence bonus on Navigate, Spot and Survival checks while underground.

In addition, the character gains an extra +2 to spot checks to notice weakened stonework, dangerous cave or tunnel features, or the presence of poisonous (or flammable) gas pockets in the area.

Special: You can only take this feat at 1st level.

TECHNOLOGY FEATS

In post-apocalyptic settings, technology levels vary greatly. Some characters and groups will be little more than animalistic humanoids or primitive tribesmen, while others might possess an understanding of advanced ancient technologies. The feats described below are designed to manage the technology levels of post-apocalyptic characters. These feats by themselves do not grant additional abilities, but rather open up opportunities to learn or use technology.

The restrictions outlined below supersede any class or occupation benefits. If a class or occupation grants a restricted class skill or ability, the character ignores those benefits until he or she possesses the proper technology feat that allows access to it.

Technology Feats may *never* be taken at first level. They are granted by a character’s background. Only characters of third level or higher may take additional technology feats, and then only if their background allows it.

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PRIMITIVE TECHNOLOGY (GENERAL)

A character with the Primitive Technology feat has the ability to understand primitive technologies. Examples include archaic weapons, blacksmithing, carpentry, herbal medicines, leatherworking, and stonemasonry.

Benefits: A character with this feat may learn the following Craft skills: Pharmaceutical, Structural and Visual Arts. He may also learn the following Knowledge skills: Civics, Current Events, Mutant Lore, Tactics, Theology and Philosophy. The character may also learn the Medicine skill with primitive natural medicines (Jujū), but only Diagnosis, Long Term Care, Provide Care, Revive, Stabilize and Treat Poison.

A character with this feat is restricted from advanced forms of Craft (Chemical, Electronics, etc.) and Knowledge (History, Physical Sciences, etc.) and the following skills: Computers, Disable Device, Investigate and Pilot

The following list of feats requires Primitive Technology as a prerequisite: Weapons Training, Armor Proficiency (Light and Heavy).

POST-APOCALYPTIC TECHNOLOGY (GENERAL)

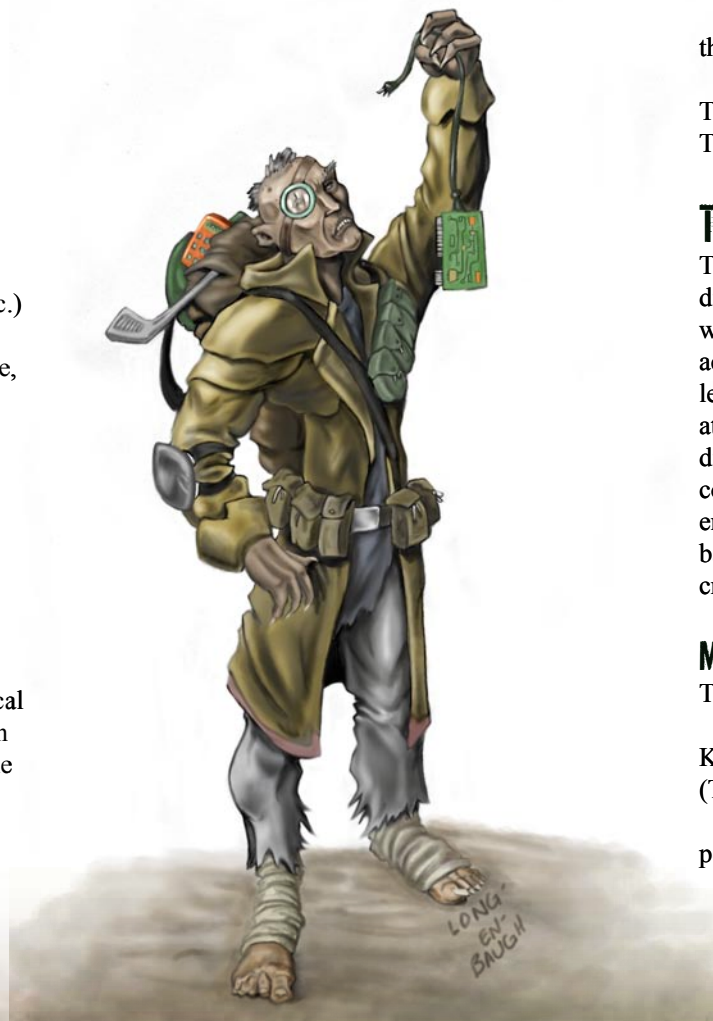
A character with the Post-Apocalyptic Technology feat has the ability to understand some modern technologies. Examples include: electronics, geography, mechanics, modern firearms, and physical sciences. This does not mean the character can learn how to create such technologies, but it does mean he may learn how to use or repair them.

Prerequisite: Primitive Technology

Benefits: A character with this feat may learn the following Craft skills: Chemical, Pharmaceutical, and Structural. She may also learn any Knowledge skill as well as Computers, Disable

Device and Pilot. Lastly, the character may use Medicine to its full extent. The character is restricted from learning the following Crafts: Electronics and Mechanics.

The following list of feats requires Post-Apocalyptic Technology as a prerequisite: Firearms Training and Surgery



ADVANCED TECHNOLOGY (GENERAL)

A character with the Advanced Technology feat has the ability to understand some of the advanced technologies of the Ancients. He can even learn to create such technologies given sufficient training and resources.

Prerequisite: Post-Apocalyptic Technology

Benefits: All skills are available to a character with this feat.

The following list of feats requires Advanced Technology as a prerequisite: Futuristic Firearms Training

TECHNOLOGY CRAFT FEATS

The following feats represent various technological disciplines that characters may use in conjunction with the Craft skill. The feats are designed to control access to the broad range of advanced technologies left behind by the Ancients. Characters can still attempt to Craft items without the respective discipline, but they do so at a penalty. Areas not covered by the following feats are considered broad enough (or sufficiently unthreatening to game balance) that no discipline feat is required, and crafting attempts are made at no penalty.

MODERN AIRCRAFT DISCIPLINE (EXPERT)

This discipline represents a focus on modern aircraft.

Prerequisite: Craft (Mechanical) 10 ranks, Knowledge (Physical Sciences) 6 ranks, Knowledge (Technology) 6 ranks.

Benefits: A character can craft aircraft at no penalty.

Normal: Characters attempting to craft aircraft without this feat suffer a -4 penalty to their skill checks.

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MODERN FIREARMS DISCIPLINE (GENERAL)

This discipline represents a focus on modern firearms such as handguns, longarms, and heavy weapons, as well as the ammunitions used by such weapons.

Prerequisite: Craft (Mechanical) 8 ranks, Knowledge (Technology) 4 ranks, Knowledge (Physical Sciences) 4 ranks.

Benefits: You can craft firearms at no penalty.

Normal: Characters attempting to craft firearms without this feat suffer a -4 penalty to their skill checks.

MODERN VEHICLES DISCIPLINE (EXPERT)

The discipline represents a focus on modern surface vehicles such as cars, trucks, boats, and tracked vehicles.

Prerequisite: Craft (Mechanical) 8 ranks, Knowledge (Technology) 3 ranks, Knowledge (Physical Sciences) 3 ranks.

Benefits: A character with this discipline can craft surface vehicles at no penalty.

Normal: Characters attempting to craft surface vehicles without this feat suffer a -4 penalty to their skill checks.

ADVANCED ARMOR DISCIPLINE (EXPERT)

This discipline represents a focus on advanced armor such as power armor.

Prerequisite: Advanced Electronics Discipline, Craft (Electronics) 13 ranks, Craft (Mechanical) 13 ranks, Knowledge (Physical Sciences) 6 ranks, Knowledge (Technology) 10 ranks.

Benefits: A character with this discipline can craft power armor found in *Artifacts of the Ancients*.

Normal: Characters attempting to craft advanced armor without this feat suffer a -4 penalty to their skill checks.

ADVANCED ELECTRONICS DISCIPLINE (EXPERT)

This discipline represents a focus on advanced electronics found in *Artifacts of the Ancients* (gizmos).

Prerequisite: Craft (Electronics) 8 ranks, Knowledge (Technology) 6 ranks, Knowledge (Physical Sciences) 4 ranks.

Benefits: A character with this discipline can craft advanced electronics. This is a broad topic, but it includes computers, communications devices, and gizmos found in *Artifacts of the Ancients*. This does not include moderate to simple electronics (craft DC 20 or below) such as electronic locks, timers, etc, as those objects do not require a discipline feat to create.

Normal: Characters attempting to craft advanced electronics without this feat suffer a -4 penalty to their skill checks.

Special: This feat also allows the crafting of advanced medical devices found in *Artifacts of the Ancients*, but requires the assistance of a Medicine Man.

ADVANCED PHARMACEUTICAL DISCIPLINE (EXPERT)

This discipline represents a focus on drugs to a level beyond their basic application as treatments for illnesses and disease.

Prerequisite: Craft (Pharmaceutical) 10 ranks, Knowledge (Earth and Life Sciences) 5 ranks, Knowledge (Technology) 8 ranks, Medicine 5 ranks.

Benefits: A character with this discipline can craft drugs found in *Artifacts of the Ancients*.

Normal: Characters attempting to craft drugs without this feat suffer a -4 penalty to their skill checks.

ADVANCED WEAPONS DISCIPLINE (EXPERT)

The discipline represents a focus on advanced weapons such energy, particle, and mass driver weapons, as well as advanced explosives.

Prerequisite: Advanced Electronics Discipline, Craft (Electronics) 13 ranks, Craft (Mechanical) 13 ranks, Knowledge (Physical Sciences) 6 ranks, Knowledge (Technology) 10 ranks

Benefits: A character with this discipline can craft advanced weapons found in *Artifacts of the Ancients*.

Normal: Characters attempting to craft advanced weapons without this feat suffer a -4 penalty to their skill checks.



CHAPTER 2:

MUTANTS AND MUTATIONS

“I was a dog, but because I was really good, they moved me up to human being status.”

-Booga, Tank Girl

“The Unity will bring above the master race. Master! One able to survive, or even thrive, in the wasteland. As long as there will be differences, we will tear ourselves apart fighting each other. We need one race! Race! Race! One goal! Goal! Goal! One people... to move forward to our destiny. Destiny.”

-The Master, Fallout

CHARACTERS AND CREATURES in the scarred and ravaged landscape of Darwin’s World are survivors—survivors that have been tempered and altered over generations through exposure to gamma and ultraviolet radiation, insidious poisons and chemicals, into creatures of a nature previously unknown.

These survivors have, for the most part, come to adapt to this devastated world through mutations of their own genes. The wars that destroyed mankind left behind massive amounts of radiation and chemicals, which facilitated the mutation of all living things; plants, animals, and humans alike are forever changed and no longer resemble what they once were. Radiation has quickened the process of evolution, and the resulting mutations range from simple birth defects to bizarre and hideous deformities. The real survivors, however, are those whose mutations have provided them with some kind of advantage, such as extra defense (for example, a shell or carapace) or a natural weapon (venom, for instance).

Most characters in Darwin’s World are children of the aftermath—changed in some manner, obvious or subtle, physical or mental. Each and every character is unique, having adapted to the harsh environment of this wasteland in his or her own fashion.



WHAT IS A MUTATION?

Mutation is a complex phenomenon. As a rule, mutation occurs whenever DNA is not perfectly duplicated. This process occurs almost exclusively as a fetus develops in the womb. A single cell (a fertilized egg), duplicates its DNA and divides into two identical cells in a process known as mitosis. These duplicate cells in turn replicate themselves, and those replicates do the same, and on and on, until a full-fledged organism develops. The first replications produce cells that are identical to one another, but after a certain point (say, after a dozen or so splits), the cells begin to specialize in their tasks. The genes of the cell, whose “codes” tell the cell what to do, dictate these “tasks”. For example, a genetic code might dictate that a single cell joins 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) the cells refine their specializations to such a degree that a human child takes form. The production and reproduction of the human cellular structure is a delicate process fraught with potential problems, from mutated genes to damaged chromosomes. Cells can fail to fully divide, or genes can fail to come through with their genetic “orders.” Without checks and balances, these problems would result in a deformed child, but the body usually recognizes the fault early in the process (typically within the first few weeks of pregnancy) and naturally aborts the fetus. In some cases, however, the



process fails to abort, and a mutated birth results.

Whenever cells fail to replicate exactly as the genetic codes of the species 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 all conditions resulting from DNA replication errors that manage to survive through to birth.

Most genetic mutations do not last, however, and are usually restricted to the one mutant in question. The reasons are mainly social and cultural in nature—mutants, no matter how polite one wishes to be about it, do not typically breed. Their mental and/or physical differences generally make them the least ideal selections for a mate, and since reproductive

capabilities are often susceptible to damage by mutation (perhaps Nature’s way of ensuring the mutation does not continue in the species), their chances of producing offspring are greatly reduced. 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*. Here, genetic mutation is far more common due to one prevalent factor: mutagens in the environment. The use of chemicals in both industry and warfare was widespread during the fall of the Ancients, and many of those chemicals contaminated the environment to such an extent that errors in DNA replication began to occur. Such is the legacy of the Ancients: contamination and mutation.

Radiation is another factor. Nuclear detonations, fallout, and ultraviolet sources are all known to affect living creatures in much the same way as chemical contamination, but radiation has an added feature: it acts as a kind of “accelerator,” promoting genetic instability.

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

The existence of advanced mutations is actually evidence of the evolutionary process in action. What starts as stray mutation, expected to discontinue and not contribute to the gene pool, manages not only to exist but to thrive, resulting in the mutation becoming an evolutionary trait. Over successive generations, what was once, for example, a useless additional “tentacle” of flesh and tissue becomes a functional and usable limb. Creatures who have multiple generations of mutant ancestors will likely

CHAPTER 2: MUTANTS AND MUTATIONS

have mutations of a more advanced and useful nature. Those whose ancestors mutated more recently will have mutations still in the early stages of evolution, less developed and advanced.



THE MUTANT TEMPLATE

The Mutant template can be added to any creature. The mutant is not a traditional d20 template. There is no list

of static features. The creature type does not change. The mutant template simply adds new elements to the existing creature.

Although mutant characters will gain extraordinary new abilities, they will also be subject to debilitating defects. The challenge rating or effective character level does not change, as the mutations and defects are designed to offset one another.

A mutant creature uses all the base creature's statistics and special abilities except for those affected by mutations or defects.

SPECIAL QUALITIES

A mutant creature retains all the special qualities of the base creatures and gains the following:

Mutations: The mutant creature gains three mutations.

Defects: The mutant creature gains three defects.

Medical Incompatibility: The mutant is changed and thus does not benefit as easily from medicines designed for the base creature. For example, a mutated human might not take well to a drug designed for normal humans. A mutant must make a

TABLE 2-1: MEDICAL INCOMPATIBILITY

D20	Effect	Damage
1	Death	Character is killed by the improper use of the chemical
2	Major nerve system damage	Permanent paralysis
3	Brain damage	1 Int (permanent) + 2 Con
4-5	Nerve system damage	1 Str (permanent) + Paralysis (10 hours)
6-7	Muscular damage	1 Str (permanent) + 2 Str
8-9	Muscle spasms	5 Dex + 1 Str
10-14	Dizziness and nausea	1 Dex
15-19	Ineffective	Medicine has no effect
20	Diluted effect	Normal effect is halved

Fortitude save (DC 15) or suffer a random effect from the Medical Incompatibility table. Some mutations and feats (such as the Super Mutant feat) modify this save.

CHOOSING MUTATIONS

Each mutant character has up to three mutations and three defects. Mutations and defects may be taken more than once. This represents a more advanced level of the particular mutation or defect. If a player chooses a mutation or defect more than once, the effects of the mutation or defect increase proportionately.

If a player chooses a mutation more than once, he must also choose a defect more than once. For example, if a player chooses two mutations, taking one twice, he must also choose no more than two defects, taking one of them twice.

A player may choose to have less than three mutations. Doing so also allows him to choose fewer defects. In short, a character must have the same number of defects as mutations.

MUTANT FEATS

Players may choose from a variety of Mutant Feats to customize their mutant characters.

Super Mutant and Remove Defect Feats: A character may adjust the number of mutations and defects he begins with by taking the Super Mutant or Remove Defect mutant feats. These feats increase or decrease the starting number of mutations and defects respectively.

The Super Mutant feat cannot be used to avoid harsher defects. The character must have a defect that matches his most advanced mutation, unless it exceeds his maximum defects (normally three, unless the character chooses Remove Defect).

Mutation Advancement and Defect Adaptation: After first level, a character may no longer increase the number of mutations or defects he possesses; however, he can advance or decrease a mutation or defect by taking the Mutation Advancement or Remove Defect mutant feats. A character can never remove a defect, but can reduce it to its minimum penalties.

Other Mutant Feats: There are many more mutant feats with specific mutations as prerequisites that can be taken to increase the power and usefulness of mutations, including a collection of Neural Feats specifically for characters with one of the three neural mutations.

CHAPTER 2: MUTANTS AND MUTATIONS

METHOD 1: PLAYER'S CHOICE

The player chooses the mutations and defects he wants using the guidelines above. This method offers players a great deal of freedom, but GMs should be aware that this allows players to minimize defects while maximizing mutations. This can result in some game imbalance if the players don't act responsibly. GMs should evaluate all mutations and defects selected by players to make sure they won't result in unbalanced game play.

METHOD 2: RANDOM POOL

Alternatively, the GM may wish to have the player choose mutations and defects from a random pool of 7 mutations and 7 defects. This method is ideal for GMs that want to add a little more realism and make role-playing more challenging. To some extent, this prevents players from minimizing defects and maximizing mutations. The character must still use the guidelines above.

METHOD 3: RANDOM CHANCE

GMs can also choose to make characters roll random mutations and defects. This method is only appropriate for experienced players that prefer a challenge. GMs should never force this system on their players, as it will only result in disappointment if the outcome is less than ideal. Occasionally this method will produce incompatible results. Such results should be re-rolled.

The following are some examples of choosing mutations (using method 1).

Example 1: Ethan has created a new mutant character named "Cuff The Sickly." For his 3 mutations he chooses Adrenaline Control and Claws x2. Since he chose Claws twice, he must also choose a defect twice. He chooses Blindness and Hunchback

twice (thus reducing his speed by 10 feet and charisma by -2).

Example 2: Ryan has created a new mutant character named "Razor Jaw." With his first level feats he chooses the Super Mutant feat twice; thus, he has 5 mutations and 3 defects. For his mutations, he chooses Dermal Spike Growth x3, Blindsight, and Increased Movement. Since he chose Dermal Spike Growth three times, he must also take a defect 3 times. He chooses Blindness x3 and is thus completely blind.

Example 3: Aaron has created a new mutant character named "Opex." With his first level feats he chooses the Super Mutant feat twice; thus, he has 5 mutations and 3 defects. For his mutations, he chooses Adrenaline Control 5 times. Thus, he can trigger an adrenaline surge 5 times a day. Since he chose Adrenaline Control five times, he must take a defect 3 times (the maximum number of defects). He chooses Sensitivity (cold) 3 times. He now takes x4 damage to cold.



MUTATIONS

ABERRANT HORN DEVELOPMENT

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

Benefit: The mutant gains a natural weapon, allowing her to make a gore attack with a +2 damage bonus. If used as part of a charge attack, the damage

bonus of these natural weapons is increased to +3.

Advancement: Each advancement of this mutation increases damage bonus by +1.

ABERRANT ENDOSKELETAL ENCASING

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 his vitals. This growth is segmented so the spine will still allow a good degree of flexibility.

Benefit: Mutant gains a +1 bonus on Toughness saves.

Advancement: Each advancement of this mutation increases the Toughness save bonus by +1.



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ABNORMAL JOINT FLEXIBILITY

This mutation allows the mutant to alter her body in some small manner by dislocating fingers, arms, legs, etc. This allows an incredible degree of bodily flexibility.

Benefit: Mutant gains a +2 bonus to Acrobatics, Escape Artist, Sleight of Hand and Climb checks. In addition, the mutant gains a +2 bonus to grappling attack rolls.

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Advancement: Each advancement of this mutation increases the bonuses by +2 to a maximum of +6.

ACCELERATED WHITE BLOOD CELL ACTIVITY

This mutation increases the mutant's ability to heal even the most extensive injuries.

Benefit: The mutant gains the ability to

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spontaneously heal wounds. This healing ability cuts the time between recovery checks in half. Consult the core rules section on damage and recovery for a full discussion of the recovery times for various conditions.

Advancement: Each advancement of this mutation allows the mutant to make recovery checks even faster, dividing the time by three and then four and so on. For example a mutant that advances this mutation once would make a recovery check against being Disabled every eight hours (24 divided by 3) and a mutant who had advanced this mutation twice would make a recovery check every 6 hours (24 divided by 4).

ACCUMULATED RESISTANCE

The mutant has built up a resistance to various agents (chemicals, poisons, drugs, and diseases).

Benefit: The mutant gains a +4 bonus to all Fortitude saves against chemicals, poisons, drugs, and diseases. This does *not* include radiation.

Advancement: Each advancement of this mutation increases the bonus by +2 to a maximum of +8.

Special: This bonus also applies to Medical Incompatibility checks.

ACID EXCRETION GLANDS

The mutant has developed sub dermal glands—usually either a development of the salivary glands in the mouth or special sweat glands elsewhere on the body—that produce acidic enzymes. The mutant can use these glands to squirt a stream of concentrated acid a distance of up to ten feet.

Benefit: The mutant can make a ranged attack up to 10 feet away using his base combat bonus. This attack has a damage bonus of +2. The mutant cannot produce unlimited acid and may only use this ability

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a number of times per day equal to her Constitution modifier + 1 (minimum 1).

Advancement: Each advancement of this mutation increases the damage by +1 and the range by 5 feet to a maximum of +6 damage and 30 feet range.

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

ADRENALINE CONTROL

The mutant has developed a fine control over his adrenal system, allowing him to exert and extend himself at will. After the adrenaline rush has passed, the mutant must rest to recoup.

Benefit: The mutant can trigger an adrenaline surge that increases his speed, stamina, strength, and pain tolerance. During the rush, the mutant temporarily gains a +2 bonus to Strength, +2 Fortitude saves and a 25% increase to his base speed (rounded up to the nearest 5 feet). The rush lasts a number of rounds equal to 3 + the mutant's Constitution modifier, but it can be stopped voluntarily. Triggering a rush is a free action. After the rush, the mutant is fatigued for one hour and suffers a -2 to Strength and Dexterity. A mutant may trigger an adrenaline rush once per day.

Advancement: Each advancement of this mutation allows the mutant to trigger an adrenaline rush one additional time per day.

ADDITIONAL LIMB DEVELOPMENT

The mutant has developed an additional limb. This limb may extend from any part of the mutant's torso. In most cases, the additional limb will be an arm, tentacle, or similar tool-wielding limb. Less frequently, it will be a limb that assists in locomotion.

Benefit: The mutant gains an additional limb. An

additional arm grants the mutant an additional attack whenever the full attack option is used in combat. When attacking with additional limbs the mutant's attack is at -6 and all secondary attacks are at -10. The Two-Weapon Fighting feat can reduce these penalties.

If a mutant with multiple limbs attacks the same target and multiple attacks hit in the same round, increase the damage bonus of the attack with the higher damage by +2 for the second additional attack and +1 for each successful attack after the second. For example if a mutant with four arms attacked the same target four times and all of the attacks hit, he would increase the damage bonus of the attack with the highest damage bonus by +4 (+2 for the second successful attack, +2 for two additional successes).

An additional leg increases the mutant's base move by 5 feet and adds +2 to Balance checks.

Advancement: Each advancement of this mutation grants the mutant an additional limb. It is possible for a mutant to have both extra arms and extra legs.

Special: This mutation can only be advanced at first level. Also, the mutant cannot wear armor unless it is specifically designed to fit him.

Note: If the GM wants to determine the limb type randomly, roll 1d20. A roll of 1-15 is an arm and 16-20 is a leg.

AUTISM

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

Benefit: Whenever the mutant makes an Intelligence-based skill check, if she rolls a natural 1, the mutant may roll the check again with a +20 bonus. Those skills potentially affected include Computers, Craft, Disable Device, Knowledge and

Search. This ability does not work if a character is taking 20 on a skill check.

Advancement: Each advancement of this mutation increases the chance of gaining the autism bonus by one.

BLINDSENSE

The mutant has developed a sense that allows him to detect creatures within a limited range even in circumstances where normal vision is impaired (such as blindness, total darkness, or creature invisibility). This ability could take the form of acute hearing, acute vibration sense, or echolocation, the GM and player may decide the exact specifics.

Benefit: The mutant gains the Blindsight ability at a range of 10 feet. Invisibility and darkness are irrelevant to his enhanced senses. The mutant normally does not need to make Notice checks to notice creatures within the range of his Blindsight.

Advancement: Each advancement of this mutation increases range by 10 feet.

Special: The GM should carefully consider the form of mutant's blindsight, as situations will inevitably arise in which it could be negated or useless.

CHAMELEON EPIDERMIS

The cellular structure of the mutant's epidermis (skin) has mutated, allowing the cells to alter their appearance and color. This provides the mutant with an exceptional talent for hiding, allowing him to remain undetected if he makes no sudden movements.

Benefit: The mutant can hide even without cover or concealment.

When the mutant is fully clothed, his coloration

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provides a +5 bonus to Hide skill checks and one-half concealment (20% chance to miss) for purposes of melee and ranged attacks against him.

When the mutant is barely clothed (loincloth or shorts), his coloration provides a +10 bonus to Hide skill checks and nine-tenths concealment (40% chance to miss) for purposes of melee and ranged attacks against him.

The mutant may use this ability a number of times each day equal to his Constitution modifier (minimum of 1). Changing color is a full-round action and has a maximum duration of ten minutes times the mutant's Constitution modifier (minimum 10).

Advancement: Each advancement of this mutation allows the mutant to activate this power an additional number of times per day equal to his Constitution modifier.

CLAWS

This mutation has altered the mutant's fingernails so that they can be used as formidable natural 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 have claws on their feet as well.

Benefit: The mutant's hands are now natural weapons that allow him to make a claw attack with a +2 damage bonus. The claws provide a +2 bonus to Climb checks.

Advancement: Each advancement of this mutation increases the damage dice of the claw attack by +1 (to a maximum of +5). It also increases the Climb check bonus by +1 (to maximum of +5).

COMPLETE WING DEVELOPMENT

The mutant has developed a complete set of wings, in the form of fleshy membranes (as with bats), feathered appendages (as with birds), or even thin, rigid membranes (as with insects). These wings give the mutant the ability to fly for 30 minutes per point of Strength.

Benefit: The mutant gains the ability to fly. Movement rate is 50 feet (Clumsy).

Advancement: Each advancement of this mutation increases the speed by 10 feet to maximum of 80 feet.

Special: The mutant cannot wear armor unless it is specifically designed to fit him.

DERMAL SUCTION

The mutant has developed minute cilia or suction cups on the palms of her hands and the soles of her feet that allow her to climb smooth surfaces.

Benefit: The mutant can climb and travel on vertical surfaces or even traverse ceilings. The mutant must have its hands free to climb in this manner. The mutant gains a climb speed of half his base speed; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). The mutant retains its Dexterity bonus to Defense (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Advancement: Advancing this mutation allows the mutant to climb at his full base speed (rather than half). This mutation may be advanced once.

DERMAL POISON SAP

The mutant is covered in a thick gooey "sap" (like a plant) or "slime" (like a frog) that is poisonous to

those who touch him.

Benefit: Successful unarmed attacks and bite attacks against the mutant require the attacker to make a Fortitude save or suffer the poison effects (DC14, Initial/Secondary Damage: 1 Str each). Unarmed, bite, and grapple attacks made by the mutant have the same effect.

Advancement: Each advancement of this mutation increases the Fortitude DC by 2 and the damage by 1 point of Str.

DERMAL SPIKE GROWTH

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

Benefit: This mutation allows the mutant to inflict damage with a successful grapple attack, with a damage bonus of +1 and grants a +1 bonus to Toughness saves.

Advancement: Each advancement of this mutation increases the damage and Toughness bonus by +1, to a maximum of +3 each.

Special: The mutant cannot wear armor.

DIURNAL/NOCTURNAL

The mutant's metabolism is tied to the daily cycle of the rising and setting of the sun.

Benefit: The player chooses whether the mutant's Strength or Dexterity is affected and whether the mutant is at his best during the day or night. The mutant receives a +1 bonus to Strength or Dexterity during his peak activity cycle. His peak activity cycle can be either day (from 6 a.m. to 6 p.m.) or night (from 6 p.m. to 6 a.m.). The bonus (Strength or Dexterity) and cycle (day or night) must be determined during character creation and cannot be altered.

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Advancement: Each advancement of this mutation increases the ability bonus by +1 to a maximum of +5.

DUAL CEREBELLUM

The mutant possesses two distinct and fully developed brains, housed in independent brain cavities within a single skull, and is thus capable of greater intelligence. A complete medical scan of the head will reveal the true independent nature of the two brains. If the mutant also possesses the Dual Head mutation, each head contains a brain.

Benefit: The mutant's Intelligence modifier is doubled.

Advancement: None

Special: This does not affect the number of skills points a character receives. Determine skill points normally.

DUAL HEADED

The mutant has developed a second head next to the first (on his shoulders) through a wild genetic deformation. Only one of the heads has an actual brain, unless the mutant also possesses the Dual Cerebellum mutation.

Benefit: The mutant gains a +1 bonus to Notice skill checks. Whenever she must save against blindness or deafness, she gets 2 save attempts, one for each head.

Advancement: If advanced, the mutant gains a third head, gaining an additional saving throw against blindness and increasing the Notice bonus by +1.

DWARFISM

The mutant's physical size has been altered, either by a pituitary defect or a change in the body's genetic

program during growth and development. With this mutation, the mutant is a dwarf; his size and body weight are substantially decreased.

Benefit: The mutant is reduced one size category, which makes him harder to hit and easier to hide. For humanoid characters this mutation grants a +1 combat bonus and a +4 bonus on Stealth skill checks. The mutant also suffers a -1 penalty on Toughness saves and has his carrying capacity and speed reduced to two-thirds normal. The character also suffers the usual modifiers for his size when using weapons (so a character with this mutation could only use Medium-size weapons two-handed and could not use Large-size weapons at all).

Advancement: None

ELONGATION

The mutant's tendons, muscles, and cartilage have developed to allow for extreme stretching without tearing. This permits the mutant to extend her arms, legs, neck and torso to almost twice their normal length without ill effect.

Benefit: By extending her limbs, the mutant can add 5 feet to her reach. Optionally, the mutant can instead increase her base speed by 5 feet (She cannot do both simultaneously). Elongating her body stresses the tendons and muscles and cannot be maintained indefinitely without harm. A mutant can elongate for 5 rounds per Constitution modifier per day (minimum 5 rounds). The mutant also enjoys a +4 bonus to Escape Artist checks. Elongating is a free action.

Advancement: The first advancement of this mutation doubles the number of rounds the mutant can maintain elongation. Each subsequent advancement adds 1 to the multiplier (x6, x7, etc.).

ENERGY IMMUNITY

The mutant has developed immunity to a certain type of energy. The reason for this immunity depends on the mutant's environment and development. A mutant with immunity to directed energy, for example, might have a reflective hide or chameleonic skin cells that react to flashes of intense energy by becoming tiny mirrors. An immunity to acid, as another example, might indicate the mutant's skin is fibrous, like a plant, and resists flesh-eating acids.

Benefit: The mutant gains a bonus on Toughness saves of +2 against the given energy type (acid, cold, electricity, energy weapons, fire, or sonic/concussion) each time the creature is subjected to such damage.

Advancement: Each advancement of this mutation increases the resistance against the specific form by +2 to a maximum of +6.

ENERGY-RETAINING CELL STRUCTURE

The mutant possesses special energy-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 the energy before it dissipates (through short bursts of static energy), utilizing it as if he were a "battery." The mutant can absorb energy, storing it for a later date (to charge a weapon, for instance, by touching the power connections, or even to heal).

Benefit: When the mutant is struck by an energy attack, he makes a Toughness save normally. If the check is successful, the mutant absorbs this energy for later use. At any given time, a mutant can retain a number of charges equal to 1 plus his Constitution modifier (minimum of 1). A single discharge can power any other energy device for a short time. For example, a mutant's energy discharge can power an energy weapon enough to give it one discharge of its

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own. The energy from a mutant's discharge can also be channeled to heal himself, allowing an immediate Recovery check with a bonus equal to the current number of charges of energy stored in the mutant's body. If the mutant is already retaining his maximum amount of energy, any excess energy is ignored.

Advancement: Each advancement of this mutation grants the mutant the ability to store an additional charge of energy.

ENHANCED RESPIRATION

The mutant has an improved respiratory system, with enlarged and chambered lungs. The mutant normally takes a breath every three or four minutes, and can hold her breath for exceptionally long periods of time.

Benefit: The mutant can hold her breath for 5 extra minutes per Constitution point before making drowning or suffocation checks. Because of her infrequent breathing cycle, she receives a +4 to Fortitude saves against airborne diseases, spores, and inhaled poisons.

Advancement: Each advancement of this mutation increases the extra time the mutant can hold her breath by a number of additional minutes equal to her Constitution modifier, and increases the Fortitude save bonus by +4.

EPIDERMAL ACID ENZYMES

The mutant can emit powerful dissolving juices or corrosive enzymes (such as those emitted by carnivorous plants and some species of toads and frogs) through pores in the skin. While these enzymes have some effect against organic material (like leather or wood), they are particularly destructive to metallic constructs. Stone items are generally unaffected.

Benefit: The melee touch attack of this mutant secretes a digestive acid that can dissolve metal almost instantaneously, and has some effect on organic material. Striking an object works according to the normal rules for sundering objects. The mutant affects any metal object with a Damage bonus of +6. A weapon that strikes the mutant, after doing damage, must make a Toughness save as if struck by the character unless the wielder makes a Reflex save (DC 16).

When attacking organic objects (including living opponents) the mutant's acid has a Damage bonus of +1.

Advancement: Each advancement of this mutation increases the acid damage by +2 points for metal (to a maximum of +12) and +1 for flesh (to a maximum of +3).

Special: Wood, cloth, leather and similar items are affected by the mutant's acid, though at a slower rate. Even metal which can resist the enzyme damage cannot resist prolonged contact with the mutant's skin. As a result, the mutant cannot wear armor or clothing. He can expect any weapons he uses to rapidly lose their effectiveness (within a few rounds).

Inflicting acid damage is a free action for the mutant. It is not voluntary; the mutant damages everything he touches.

Note: The GM may rule that some especially hard objects, especially those composed of some futuristic metals known only to the Ancients are immune to the characters' acidic touch. An item destroyed in one touch often dissolves in a wisp of acidic smoke.

EXPANDED OPTIC ORBIT

The skull of the mutant has evolved to allow a special kind of eye movement. The orbit (socket) of each eye is much deeper than normal, and new eye muscles

have developed along the interior walls of the cavity. These new muscles allow the mutant to instinctively pull his eyes back and into his skull when they are threatened. 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 his eyes are threatened, they sink back, leaving hollow, empty holes. This mutation negates the effects of weapons, devices, or other effects that cause blindness.

Advancement: None.

EXTREME RESILIENCE

A mutant with this ability suffers much less from attacks made against her. This mutation can manifest itself in a number of ways. Often, the mutant is simply much larger than others of her species, making it more difficult to injure her (just as it's harder to instantly kill an elephant than a human). Other mutants with Extreme Resilience might have an unusual configuration of internal organs. Many other possibilities exist as well.

Benefit: The mutant is immune to critical hit results 50% of the time.

Advancement: This mutation can be advanced once, making the mutant completely immune to critical hits.

FRAGRANCE DEVELOPMENT

The mutant has the ability to produce a subtle yet hypnotic fragrance. This is another mutation that can take a number of forms, but the most common is mutated pheromones or hormones, which the mutant can emit at will. Another form this mutation can take is the production of spores, which, again, the mutant would generate at will. Other possibilities also exist.

Benefit: Once per day, the mutant can emit an

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invisible scent that forces up to 1-2 creatures to make a Will save (DC 15) or be hypnotized. Duration is 5 rounds. Emitting the fragrance counts as an attack action. Range is 15 feet.

While hypnotized, a creature's Notice checks suffer a -4 penalty. Any potential threat allows the creature a second saving throw. Any obvious threat automatically breaks the hypnotism, as does shaking or slapping the creature. A hypnotized creature's ally may shake it free of the hypnotism as a standard action. While the creature is hypnotized, the mutant can make a suggestion or request (provided the mutant can communicate with it). The suggestion must be brief and reasonable. An affected creature reacts as though it were two steps better in attitude (see the Influence table in Chapter 6 of the core rules). Even once the effect ends, the creature retains its new attitude toward the mutant, but only with respect to that particular suggestion. A creature that fails its saving throw does not remember that the mutant hypnotized it.

Advancement: Each advancement of this mutation increases the number of creatures affected by one, the Will DC by 2, the duration by 2 rounds, and the range by 5 feet.

GAMMA-RAY VISUAL SENSITIVITY

This mutation allows the mutant to literally "see" emissions of gamma rays within his field of vision.

Benefit: Such emissions appear as bright glowing patches or "auras," warning the mutant of a dangerous area, object, or creature (the GM is only required to describe the aura as dim for low radiation 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.

Advancement: None.

GIGANTISM

The mutant's physical size has been altered, either by a pituitary defect or a change in the body's genetic program during growth and development. While this serves to increase strength and size, often substantially, the mutant is nonetheless noticeably different from others of his species, often showing such traits as ape-like arms, a lumbering gait, and distorted features.

Benefit: The mutant increases her size by one category and gains +2 bonus on Toughness saves and a +4 bonus on Grapple checks. The character's reach is increased to 10 ft. and her carrying capacity is doubled.

Penalty: Because of the increase in size, the mutant takes a -1 penalty to her Combat bonus and a -4 penalty to Stealth skill checks.

Advancement: None

Special: This mutation can only be advanced at first level. The mutant cannot wear armor that was designed for creatures of a different size category.

HEMOTOXIN STING

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 penetrate deep into the skin of the victim and release hemotoxins into the bloodstream, causing immediate damage. This is a microscopic action that requires nothing more than contact between flesh and flesh. For example, the mutant could use this ability simply by grasping an opponent.

Benefit: Hemotoxins cause bruising and hemorrhaging and disrupt the ability to heal. Any

creature coming into skin-to-skin contact with the mutant suffers damage from a damage bonus of +1. Saving against this damage is more difficult than usual, and the DC of this Toughness save and all subsequent Recovery checks (if any) are increased by +2. The mutant can choose not to sting when touching other creatures.

Advancement: Each advancement of this mutation increases the save DC for Toughness saves and Recovery checks by +2, making this damage more difficult to avoid and longer lasting.

HYPER OLFACTORY

The mutant has developed an advanced sense of smell similar to that of animals.

Benefit: The mutant gains the Scent ability (see the creatures section of the core rules).

Mutants with this ability can identify familiar odors just as humans do familiar sights.

Advancement: Each advancement of this mutation increases the mutants scent range by 10 feet.

INCREASED BODY DENSITY

This mutation has modified the mutant's cellular spacing and reinforced the structure of his cells. This has resulted in a dramatic increase in the mutant's body density and resistance to kinetic shocks.

Benefit: The mutant gains +2 bonus on Toughness saves against bludgeoning, concussion, and slashing damage.

Advancement: Each advancement of this mutation increases the Toughness save by +1, to a maximum of +5.

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INCREASED MOVEMENT

The mutant has developed the ability to move incredibly fast. Possible reasons for this ability include enhanced adrenal gland function and development of a higher tensile strength in the muscles and tendons of the lower torso and legs. Other possibilities also exist.

Benefit: The mutant's speed is increased by 10 feet.

Advancement: Each advancement of this mutation increases the mutant's speed by 10 feet.

Special: This mutation can stack with other feats or abilities that increase movement.

INDEPENDENT CEREBRAL CONTROL

The forward motor cortex of the mutant's brain has developed to such a point that each hemisphere can control a limb independently, without dividing the mutant's attention. This results in skilled manipulation of both hands simultaneously, with equal proficiency.

Benefit: A mutant with this mutation operates as if she possessed the Two-Weapon Fighting feat.

Advancement: None.

INTERIOR MOISTURE RESERVOIR

Like a camel, the mutant has an internal reservoir (most likely located in the buttock and stomach area), which collects residual moisture in the body and provides the mutant with an emergency source in circumstances where drinking water is unavailable.

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

Advancement: Each advancement of this mutation allows the mutant to survive an additional week without food and water.

LIGHT DISTORTION FIELD

The mutant is capable of emitting a powerful "distortion field," which alters light patterns surrounding him and makes him literally invisible. The field is large enough to envelop his entire body, as well as any clothes and surface gear he might be wearing. The biology and physics surrounding this phenomenon are not well understood.

Benefit: The mutant can become invisible for up to 6 rounds per Constitution modifier per day (minimum 6 rounds). Creating the distortion field counts as a move action. The mutant becomes visible after attacking.

Advancement: Each advancement of this mutation increases the duration of the effect by 1 round per Constitution modifier.

MULTI-FACETED EYES

The mutant has developed multi-faceted, insect-like eyes, which allow her to discern minute areas of space and to notice even the most subtle movements.

Benefit: The mutant receives a +2 bonus Search checks, and because she can notice flaws another worker would miss, she also gains a +2 bonus to Craft (Mechanics) checks.

Advancement: Each advancement of this mutation increases the bonuses by +2 to a maximum of +6.

MULTIPLE STOMACHS

The mutant has developed a series of interconnecting stomachs (similar to those of a cow), which allow him to break down and digest nearly any substance, be it animal, vegetable, or mineral.

Benefit: The mutant can subsist on nearly anything that is not inherently poisonous.

Advancement: None.

MULTIPLE EYES

The mutant has developed additional eyes, which might be located anywhere on her body.

Benefit: The mutant gains a +4 bonus to Notice (spot) checks.

Advancement: Each advancement of this mutation grants a +2 bonus to Notice checks.

Special: The mutation can only be advanced at first level.

NEUROTOXIN STING

This mutation works like Hemotoxin Sting, above, with the exception that it produces neurotoxins instead of hemotoxins.

Benefit: Neurotoxins act to paralyze the body and respiratory system. Any creature coming into contact with the mutant suffers damage from a +1 damage bonus. If this attack succeeds in damaging the target she must make a Fortitude save (DC 15) or suffer a temporary loss of 2 Dexterity. The ability score loss lasts for 4 hours.

Advancement: Each advancement of this mutation increases the damage by +1, the duration of ability loss by 4 hours, and the Fortitude save DC to resist ability damage by 2.

NEURAL MUTATION - PRECOGNITION

The mutant has a sixth sense. He can sense danger and has an extraordinary ability to predict the future. Whether this neural ability actually allows the mutant to see the future or is an uncanny ability to predict it, is left for the player to decide. Regardless of that fact, this mutant possesses a heightened awareness that separates it from other creatures.

Benefit: The mutant may make a Will Save (DC 20) any time he is surprised. If he makes the save, he

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is not surprised. This ability may be used at will.

For Precognition-based neural feats that have limited use, the mutant can manifest these abilities 2 times per day plus this mutant's Wisdom modifier.

Advancement: Each advancement of this mutation lowers the Will DC by 2.

In addition, the mutant can manifest 2 additional Precognition-based neural feats per day and the DC to resist any Precognition neural feats is increased by +1.

Special: Note that each neural mutation has its own uses per day.

NEURAL MUTATION - TELEKINESIS

The mutant can move small objects with his mind, though it requires a great effort.

Benefit: The mutant may move objects weighing 10 lbs. per Constitution modifier (minimum 10). The mutant can move these objects at a speed of 10 feet per round. Using this ability is a move action and may be used at will. Unwilling targets (or objects they hold) cannot be moved with Telekinesis, nor can the mutant move himself.

For Telekinesis-based neural feats that have limited use, the mutant can manifest these abilities 2 times per day plus this mutant's Constitution modifier.

Unless otherwise specified, all Telekinesis-based abilities have a range of 50 feet plus 10 feet per Constitution modifier (minimum 50).

Advancement: Each advancement of this mutation increases the weight the mutant can move by 10 lbs. times per Constitution modifier.

In addition, the mutant can manifest 2 additional Telekinesis-based neural feats per day and the DC to resist any Telekinesis neural feats is increased by +1.

Special: Note that each neural mutation has its own uses per day.

NEURAL MUTATIONS

Sometimes mutations develop in the brain rather than the body. These mutations can unlock neural powers, often called Psionics, which allow the mutant to perform extraordinary feats. The unlocked potential varies greatly from mutant to mutant. Some barely understand the true nature of their mental powers, while others learn to master and expand their mutant gifts.

In addition, neural mutations serve as prerequisites for specific neural feats. Some neural feats have unlimited use, while others are limited. The mutant has a "pool" of limited feat uses for each neural mutation determined by a key ability score modifier and possibly increased with mutation advancements. For instance, a mutant with an un-advanced Precognition neural mutation and a Wisdom score of +4 has a pool of 6 (2 base + 4 Wisdom modifier) uses from which to activate "limited-use" Precognition-based neural feats.

NEURAL MUTATION - TELEPATHY

The mutant can read the thoughts and emotions of those around him.

Benefit: The mutant character can gain an insight into the feelings of someone he is interacting with, gaining a +2 circumstance bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks. Using this ability is a free action and may be used at will.

For Telepathy-based neural feats that have limited use, the mutant can manifest these abilities 2 times per day plus this mutant's Charisma modifier.

Unless otherwise specified, all Telepathy abilities have a range of 100 feet plus 10 feet per Charisma modifier (minimum 100).

Advancement: Each advancement of this mutation increases the circumstance bonus by +1.

In addition, the mutant can manifest 2 additional Telepathy-based neural feats per day and the DC to resist any Telepathy neural feats is increased by +1.

Special: Note that each neural mutation has its own uses per day.

OPTIC EMISSIONS

The mutant gains the ability to emit blazing atoms from her eyes. These "eyebeams" are streams of charged ions that are cycled in the optic center. The beams act much like lasers, searing and burning flesh much as thermonuclear radiation can cause a flash burn. As eyebeams are mostly energy, they can also be used to deflect other forms of light-based attack.

Benefit: The mutant gains an optic emissions attack with a base range of 100 feet +1 Damage bonus. In addition, once per round the mutant can deflect one light-based attack (such as another mutant's eye beams or even laser fire, but not other forms of energy attack) with a successful Reflex save (DC 20).

Advancement: Each advancement of this mutation increases the damage bonus by +1.

PROTECTIVE DERMAL DEVELOPMENT

The skin cells of the mutant's epidermis have thickened and hardened, turning into a tough "armor." This mutation can take the form of a thick leathery dermal overgrowth (like "jowls" or an extra layer of

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callous tissue, for instance) or hardened “scales,” like a lizard’s.

Benefit: The mutant gains a Toughness bonus of +2.

Advancement: Each advancement of this mutation increases the Toughness bonus by +1.

Special: The mutant cannot wear armor unless it is specifically designed to fit her.

PYROKINETIC PULSE GENERATION

The mutant is able to excite the air molecules surrounding him to such an extent that he generates a wave of super-heated air that blasts out from him in a direction of his choice.

Benefit: The mutant can generate a 5-foot-wide heat blast that reaches up to 10 feet with a damage bonus equal to one-half the mutant’s character level (minimum +1). All creatures in the area may make a Reflex save (DC 15) for half damage. Generating the heat blast is a full-round action. The mutant can use this mutation a number of times per day equal to 3 + the mutant’s Constitution modifier (minimum 3).

Advancement: Each advancement of this mutation increases the range by 10 ft and the Reflex save DC by 1.

RADIATION IMMUNITY

Having adapted to life in a harsh radiated environment, the mutant is immune to radiation (as well as heat generated by radiation).

Benefit: The mutant is immune to *moderate* radiation exposure (see *Radiation*).

Advancement: The first advancement of this mutation makes the character immune to *high* radiation exposure. The second advancement makes the mutant immune to *severe* radiation (thus completely immune).

REGENERATIVE CAPABILITY

This mutation allows the mutant to recuperate from injury at a staggering rate, provided she gets proper rest and food. The mutant may recover from critical wounds in mere days and even, according to some reports, re-grow severed limbs.

Benefit: The mutant gains a +1 bonus on Recovery checks. If she should lose a limb and survive, the lost body part will regenerate over a period of 5 weeks.

Advancement: The first advancement of this grants an additional +1 bonus on Recovery checks and also decreases the time to regenerate limbs by 1 week (minimum 1 week).

RESPIRATORY MEMBRANE

The mutant has developed a set of gills and the associated membranes within the respiratory tract. This allows him to breathe underwater by extracting oxygen molecules from the water just as a fish does.

Benefit: The mutant is a true amphibian, able to breathe underwater as well as he does in air. It is assumed that a mutant with this mutation has spent significant time in water and gains Swim as a bonus starting skill at 1st level.

Advancement: None.

SERRATED DENTAL DEVELOPMENT

The mutant has developed mandibles, beak, saber teeth, or other rigid mouthparts. The actual nature of the mutation can vary tremendously depending upon the player’s choice. The mouthparts can be used to make a bite attack.

Benefit: The mutant gains a natural weapon that can be used to make a bite attack. The bite has a damage bonus of +2, and has a threat range of 19-20 for a critical hit.

Advancement: Each advancement of this mutation increases the damage bonus by +1.

SHRIEK

The mutant’s vocal cords can produce sounds both above and below the normal human auditory range. This mutation also allows the mutant to produce a multi-layered, multi-timbre shriek, whose sonic vibrations affect everyone in the mutant’s immediate vicinity.

Benefit: Once per day, the mutant can let out a horrible shriek that affects everyone within a 10-foot radius of him. This sonic attack has a damage bonus of +1 and all targets in the area of effect must make a Fortitude save (DC 15) or be deafened for 5 rounds. Those who successfully save are not deafened.

Advancement: Each advancement of this mutation increases the radius of the effect by 5 feet, damage bonus by +1, duration of deafness by 2 rounds, and the Fortitude save DC to resist deafness by 2.

SIMIAN DEFORMITY

This mutation gives the mutant a set of physical features that resemble those of the great apes (such as gorillas and orangutans). These features include stunted legs, a hunched and slope-shouldered posture, and elongated arms that cause the knuckles to drag on the ground. The mutant’s overall speed is reduced unless his arms are used to assist in locomotion.

Benefit: If the mutant uses both his arms and legs to move, his speed is increased by 1/3 (40 feet for humans). His elongated arms extend his reach by 5 feet. The mutant also gains a climb bonus of +4.

Penalty: If the mutant does not use his arms to aid in locomotion, his shortened legs reduced his base speed to 2/3 normal (20 feet for humans). If he uses

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his arms to assist in movement he cannot wield a weapon or carry items in his hands.

Advancement: None

SKELETAL FORTIFICATION

The calcium deposits in the mutant's skeletal system have been replaced with other minerals. This mineral substitution strengthens and fortifies the bones.

Benefit: A mutant with this mutation increases his unarmed damage bonus by +1 and gains a +1 bonus on Toughness saves against bludgeoning damage.

Advancement: Each advancement of this mutation increases the unarmed damage and Toughness bonuses by +1.

SPONTANEOUS ELECTRIC CHARGE GENERATION

The mutant's nervous system generates a surplus of ionizing electrical energy, which can be discharged from his body in the form of an electrical jolt. The mutant need only touch his target or a conductive material. The biology and physics behind this phenomenon are not well understood.

Benefit: The mutant can emit an electrical pulse as a touch attack, with a damage bonus of +3. The mutant can use this mutation a number of times per day equal to 2+ the mutant's Constitution modifier (minimum 2).

Advancement: Each advancement of this mutation increases the damage bonus by +1 and the number of uses per day by 2.

STENCH

The mutant can secrete an oily, musk-like chemical whose smell is unpleasant to most animal life.

Benefit: All living creatures that possess a sense of smell within 10 feet of the mutant must succeed a Fortitude save (DC 15) or take a -2 penalty on attack rolls, skill checks, and saving throws (except for Toughness saves) for 10 rounds. Creatures affected by this stench cannot be affected again until the current effect expires. Attackers with an Intelligence



score of 2 or less flee if they fail their save.

Advancement: Each advancement of this mutation increases the Fortitude save DC by 2 and the range by 5 feet.

Special: Mutants with this ability are easier to detect, reduce all Tracking DCs by 5 and opponents gain a +2 bonus on Notice checks to detect the mutant's presence.

SUPERIOR KIDNEY DEVELOPMENT

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

Benefit: The mutant becomes immune to ingested poisons of all types, and her urine becomes a poisonous byproduct of roughly equal strength and effect to the toxin imbibed. If the mutant decides to harvest her urine and use it as an ingested poison, the DC for saving throws against the urine decreases by 2 from the DC of the original poison.

Advancement: None



DEFECTS

ABERRANT DEFORMITY

The mutant has developed limbs in places where they don't belong (an arm where a leg should be, for instance, or an extra foot growing from the heel). This results in a hideous appearance. The player must choose a limb and another feature, and

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TABLE 2-3: RANDOM DEFECT

Defect	d100
A aberrant Deformity	1 - 4
Adrenaline Deficiency	5 - 7
Albinism	8 - 10
Anaphylaxis	11 - 13
Atrophied Cerebellum	14 - 16
Attention Deficit	17 - 19
Bilirubin Imbalance	20 - 22
Bizarre Pigmentation	23 - 26
Blindness	27 - 29
Brachydactyly	30 - 32
Cannibalism	33 - 35
Critical Vulnerability	36 - 38
Cystic Fibrosis	39 - 41
Deafness	42 - 44
Dyslexia	45 - 47
Hemihypertrophy	48 - 50
Hemophilia	51 - 53
Hunchback	54 - 56
Immune-System Abnormality	57 - 59
Negative Chemical Reaction	60 - 62
Neuro-Fibromatosis	63 - 65
Night Blindness	66 - 68
Phobia	69 - 71
Photoluminescent Aural Emission	72 - 74
Photosensitivity	75 - 77
Pituitary Deformation	78 - 80
Sensitivity	81 - 84
Sickle Cells	85 - 87
Skeletal Deterioration	88 - 90
Syncop e	91 - 93
Terminal Limb Deficiency	94 - 96
Underdeveloped Organ	97 - 100

switch them. Examples might be the placement of the face on the chest or the replacement of a foot with a hand.

Penalty: Though this does not affect the mutant's physical abilities, it serves as a blatant sign that he is a mutant and cannot pass as a normal human. The

mutant suffers a -1 penalty to Charisma and a -6 penalty to Diplomacy and Disguise checks.

Advancement: None.

Special: For game balance purposes, GMs may prefer to allow players to choose only one Charisma penalty defect: Aberrant Deformity, Bilirubin Imbalance, or Bizarre Pigmentation.

ADRENALINE DEFICIENCY

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

Penalty: The mutant suffers a -4 penalty on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks for the mutant to hold her breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Constitution checks to resist suffocation or drowning. It also incurs a -2 penalty to initiative.

Advancement: Each advancement of this defect increases the penalties by -4 and -2 respectively.

Special: A mutant with this defect may not have Rage or Rage-like abilities, including the Adrenaline Control mutation.

ALBINISM

The mutant's body has adjusted to a life sheltered from UV radiation (underground or in some type of shelter), and thus reacts poorly to direct sunlight and UV sources.

Penalty: When exposed to natural light or other UV sources, the mutant suffers a temporary -2 reduction to Constitution and Strength.

Advancement: Each advancement of this defect decreases the mutant's Constitution and Strength penalties by -2.

ANAPHYLAXIS

The mutant's metabolism reacts adversely to the presence of certain materials, which are normally harmless. This extreme reaction is such a shock to the mutant's system that it could kill her if the exposure is long enough. The player chooses a common material from the following list: alcohol, corium, feathers, ferrous metal, fur, leather and hide, plastic, rubber, or wood.

Penalty: Each round the mutant is in contact with the offending material, she reacts as if poisoned (Type: Contact DC15, Initial/Secondary Damage: 1-2 Dex/1-2 Dex).

Advancement: Each advancement of this defect increases the DC by 2 and the damage die by one.

ATROPHIED CEREBELLUM

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

Penalty: A mutant with this defect suffers a one-time reduction of Intelligence, Wisdom, or Charisma by 1.

Advancement: Each advancement of this defect decreases another mental ability score by 1. It must be a *different* mental ability score, not previously chosen.

ATTENTION DEFICIT

The mutant has developed a chemical imbalance that prevents him from concentrating.

Penalty: A mutant with this defect suffers a -2

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penalty to Concentration, Craft, Disable Device and Perform skill checks.

Advancement: Each advancement of this defect increases the skill check penalties by -2.

BILIRUBIN IMBALANCE

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. This results in telltale yellow eyes.

Penalty: Though this does not affect the mutant's physical abilities, it serves as a blatant sign that she is a mutant and cannot pass as a normal human. The mutant suffers a -1 penalty to Charisma, and since many consider yellow eyes a sign of deceit, the mutant incurs a -4 penalty to Bluff and Diplomacy checks.

In addition, her yellow eyes make hiding more difficult, incurring a -4 penalty to Stealth skill checks unless the mutant closes or conceals her eyes.

Advancement: None.

Special: For game balance purposes, GMs may prefer to allow players to choose only one Charisma penalty defect: Aberrant Deformity, Bilirubin Imbalance, or Bizarre Pigmentation.

BIZARRE PIGMENTATION

The mutant's hair color, eye color, and skin color (the player chooses two of the three) are of a color not normally found in humans. Odd hair colors include light red, unusually fair blond, white, platinum, and silvery gray. Unusual skin hues include extensive freckling, melanin blotches, and irregularly livid (bruised-looking) tones. Abnormal eye colors include red, pink, white, and unusual flecked combinations. Whatever the abnormal coloration, it is clear that the mutant is not a normal human. Many other choices

exist for all of these features.

Penalty: The mutant suffers a -1 penalty to Charisma and a -4 penalty to Bluff, Diplomacy, and Disguise skill checks. He is clearly a mutant and cannot pass as a human.

Advancement: None

Special: If the player applies this defect to the mutant's eyes, he cannot also have Bilirubin Imbalance.

Special: For game balance purposes, GMs may prefer to allow players to choose only one Charisma penalty defect: Aberrant Deformity, Bilirubin Imbalance, or Bizarre Pigmentation.

BLINDNESS

The mutant has developed a deficiency in her visual system, resulting in poor sight or blindness.

Penalty: The mutant suffers from poor vision, effectively granting all combat targets partial concealment (20% miss chance in combat)

Advancement: Advancing this mutation renders you completely blind, increasing the miss chance to 50%.

BRACHYDACTYLY

The mutant has developed significantly shortened fingers and toes.

Penalty: This defect severely reduces manual dexterity, resulting in a -2 penalty to skills checks that require good coordination and motor skills such as Climb, Craft, Disable Device, Medicine and Sleight of Hand.

Advancement: Each advancement of this defect increases the skill check penalties by -2.

CANNIBALISM

The mutant has developed a taste (or dependency) for feeding on others of its own kind. This could be a physical or mental defect. Regardless of the cause, the mutant must eat a certain amount of flesh from its own species or suffer withdrawal sickness

Penalty: This defect requires the mutant to consume 1/2 pound of flesh (or blood) from its own species. If the mutant fails to feed in a 24-hour period, he suffers a temporary loss of 1 Strength, Constitution, and Dexterity. The mutant suffers cumulative ability score loss each day until he feeds. The mutant recovers 1 point of Strength, Constitution, and Dexterity per day after he has feed.

The mutant suffers normal starvation penalties (if applicable) in addition to the withdrawal penalties.

Advancement: Each advancement of this defect increases the amount of flesh needed to be consumed per day by 1/2 pound and increases the ability score loss by 1.

Special: Cannibals (or Ghouls) are universally hated in the wasteland and thus have an additional social burden. Often an adventurer afflicted with this defect must hide his cannibalism or risk severe persecution.

CRITICAL VULNERABILITY

The mutant has developed a crucial weakness in his body that makes him especially susceptible to additional damage. Typical causes include lack of protective bone or cartilage around vital organs, exposed nerves or pressure points in certain locations, and organs that are unusually sensitive to trauma.

Penalty: The critical threat range of all weapons used against the mutant increases by 1.

Advancement: Each advancement to this defect increases the critical threat range by 1 additional

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point.

Special: The mutant cannot have the Extreme Resilience mutation

CYSTIC FIBROSIS

This defect results in defective programming of the glands that produce mucus. The defect causes a build-up of salt in the lungs and produces mucus that erodes the lungs' tissues and inhibits the mutant's ability to breathe. This can cause suffocation, infection, and eventual death. A mutant with this genetic defect has a limited lifespan. When this time has passed, the mutant is considered to have died of the eventual salt and mucus build-up.

Penalty: The mutant will have a maximum lifespan of 20+2d10 years. In addition, the mutant suffers a -2 penalty on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks for the mutant to hold his breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Constitution checks to resist suffocation or drowning.

Advancement: Each advancement of this defect decreases the life span of the mutant by 10 years to a minimum of 0+2d10 years. Also, the mutant's check and save penalties are decreased by -2.

Special: A mutant may not have both the Cystic Fibrosis and Pituitary Deformation defects. A mutant with Cystic Fibrosis may never have Rage or any Rage-like abilities.

DEAFNESS

The mutant has developed a deficiency in his hearing, resulting in deafness.

Penalty: The mutant is deaf, suffering all related

penalties.

Advancement: None

Special: Deafened characters can't make Notice (listen) checks and suffer a -4 to initiative checks.

DYSLEXIA

The mutant has developed a mental defect that impairs his ability to recognize and comprehend written words.

Penalty: The mutant cannot read or write and suffers a -2 penalty to all Intelligence-based skills

Advancement: None

HEMIHYPERTROPHY

The mutant suffers from a severe case of hemihypertrophy, a genetic disorder in which one side of the body fails to grow normally. This results in a grotesque, lopsided, and stunted development. On one side the mutant has a shortened leg with a diminutive foot and an arm with a diminutive hand. A mutant with this defect has an unusual gait and reduced dexterity.

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

Advancement: Each advancement of this defect decreases the mutant's speed by 5 feet and increases the skill check penalties by -1.

HEMOPHILIA

The mutant's white blood cell count is diminished, preventing him from healing as quickly as others of his species.

Penalty: A mutant with this genetic defect suffers a

-2 penalty to all Recovery checks.

Advancement: Each advancement of this mutation increases the penalty on Recovery checks by -2.

HUNCHBACK

The mutant has a spinal deformity that manifests as a pronounced hump on her back.

Penalty: This defect causes a slight hindrance to movement, reducing the mutant's movement speed by 5. The mutant also suffers a -1 reduction to his Charisma score.

Advancement: Each advancement of this defect decreases the mutant's speed by 5 feet and Charisma by -1.

IMMUNE-SYSTEM ABNORMALITY

The mutant has developed an immune system defect that diminishes resistance to disease. The manner in which this defect manifests itself varies greatly from mutant to mutant. Examples include depleted white blood cell count (diminishing the body's defenses against foreign viral infection) and kidney atrophy (diminishing the body's ability to purify its system).

Penalty: This mutant makes Fortitude checks against diseases at -4 and increases the disease's initial and secondary damage by 1.

Advancement: Each advancement of this defect incurs an additional -4 to Fortitude saves and increases the disease's initial and secondary damage by 1.

Special: Depending on the form this defect takes, the mutant may not be able to take one of the following mutations: Accelerated White Blood Cell Activity, Accumulated Resistance, Regenerative Capability, or Superior Kidney Development.

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NEGATIVE CHEMICAL REACTION

The mutant suffers from a genetic disease (such as malignant hyperthermia) that increases the chances of negative reaction to treatment with foreign drugs.

Penalty: The mutant's modifier for Medical Incompatibility does not change, but if she fails a Medical Incompatibility check, the effect roll is made with with a -2 penalty.

Advancement: Each advancement of this defect increases the penalty by -2.

Special: A mutant with this defect may not take the Accumulated Resistance mutation with the resistance toward chemicals.

NEUROFIBROMATOSIS

This is an advanced form of tumor development, once known as "The Elephant Man's Disease." A mutant with this defect develops massive and grotesque tumors that completely distort and pervert the human form, causing a reduction in vision and negatively impacting movement.

Penalty: This defect severely restricts a mutant. A mutant with this defect suffers a -1 reduction to Dexterity and Charisma, and -1 penalty on Notice (spot) checks.

Advancement: Each advancement of this defect incurs an additional -1 to Dexterity, Charisma, and Notice (spot) checks.

NIGHT BLINDNESS

The mutant suffers from retinitis pigmentosa, a genetic disorder that causes degeneration of the retina. This condition results in diminished vision under low-light conditions.

Penalty: A mutant with this defect suffers the effects of blindness in any poorly lit or deeply

shadowed environment (i.e. any conditions short of natural sunlight or bright illumination).

Advancement: None

Special: The mutant may not choose this defect if he already has Blindness defect or Night Vision feat.

PHOBIA

The mutant has developed an undefeatable fear. This could be a physical defect caused by a chemical imbalance or mental defect developed from early childhood. Regardless of the cause, the mutant's fear is incurable.

Penalty: The player must choose a fear (with the GM's approval). At any point the mutant is confronted with this fear he must make a Will save (DC 15). If the mutant fails the save, he is *panicked* (flees or cowers). If the mutant successfully saves, he is *shaken* (-2 penalty on attack rolls, saving throws, and skill checks). GMs should ensure that characters choose a fear that has a realistic chance of coming into play. Some appropriate options include Fire, Darkness, Bugs, Opposite Sex, Heights, Crowds, Enclosed Spaces or Spiders.

Advancement: Each advancement of the defect increases the DC by 2.

Special: The GM should consider special modifiers depending on the severity and magnitude of the situation. For example, a mutant that fears spiders might have a more difficult time remaining calm when confronted by a giant mutant spider than a small spider.

PHOTOLUMINESCENT AURAL EMISSION

A strange glow emanates from the mutant's body. The cause of this condition is typically a constant (but harmless) combustion of dying (or dead) inner-body cells, a process that occurs as old cells die and new

ones are created. Sometimes, however, this condition is the result of the ionization of latent radiation within the mutant's body. The glow is usually neon green, blue, white, or yellow, but the player may choose another color.

Benefit: The mutant emits a glow that sheds light up to 20 feet in all directions.

Penalty: The mutant is easily visible, because the glow is constant.

Advancement: None

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

PHOTOSENSITIVITY

The mutant's eyes have developed an extreme sensitivity to intense light.

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

Advancement: None

PITUITARY DEFORMATION

The mutant's pituitary gland has developed a defect that causes unnatural aging.

Penalty: A mutant with this defect appears much older than he really is, generally two to three times his actual age. The mutant has a maximum lifespan of 25+2d10 years.

Advancement: Each advancement of this defect decreases the mutant's lifespan by 10 years, to a minimum of 5+2d10 years. The mutant is considered middle age at 50% of his maximum lifespan and old

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at 75% of his maximum lifespan. At middle age the mutant suffers a -1 penalty to Str, Dex and Con. The mutant suffers these penalties again at Old age.

Special: A mutant may not have both the Cystic Fibrosis and Pituitary Deformation defects.

SENSITIVITY

The mutant is particularly sensitive to one or more forms of attack or special effects. The player chooses the particular form of this sensitivity

Penalty: The mutant suffers -2 penalty on Toughness saves from one category in the following list: heat, cold, electricity, acid, energy weapons, sonic attack, poison, or radiation.

Advancement: Each advancement of this mutation increases the Toughness penalty by -2.

Special: The mutant may not take this defect if she has already taken Inherent Immunity (see Mutations) for the same attack form.

SICKLE CELLS

The mutant has developed abnormal hemoglobin, which results in a shortage of healthy red blood cells, or anemia.

Penalty: The mutant suffers a -2 penalty to non-disease Fortitude saves and a -1 reduction to Strength.

Advancement: Each advancement of this defect incurs an additional -2 penalty to the mutant's Fortitude saves and an additional -1 reduction to Strength.

SKELETAL DETERIORATION

The calcium deposits in the mutant's skeletal system have been replaced with other minerals (cadmium being the most prevalent in this post-holocaust

environment). This mineral substitution weakens and deforms the bones and causes brittleness.

Penalty: The mutant suffers -2 penalty on Toughness saves against bludgeoning damage.

Advancement: Each advancement of this mutation increases the Toughness penalty by -2.

Special: A character with this defect may not have the Skeletal Fortification mutation.

SYNCOPE

The mutant is afflicted with cerebral anemia and is thus vulnerable to fainting. These swoons commonly strike at the most inopportune times, though never more than once a day.

Penalty: Any time the mutant fails a Toughness save he must make a Fortitude save (DC 10 + damage inflicted) or lose consciousness. Unconsciousness lasts for 4 rounds, after which the mutant recovers from the syncope and may act normally. This affliction will not affect the mutant more than once per day.

Advancement: Each advancement of this defect increases by 1 the number of times per day the mutant can lose consciousness.

TERMINAL LIMB DEFICIENCY

The mutant's defective genes failed to fully develop one or more limbs. In some cases, this means that the mutant was born with missing limbs. In other cases, a genetic deformity has caused one of the mutant's limbs to degenerate and atrophy, in which case the mutant has a short, stubby, or disfigured limb, evidence of mutation in transition. The limb chosen (arm or leg) is severely handicapped (if any vestigial portion is present) or entirely absent.

Penalty: An affected arm suffers a -2 penalty to Strength and Dexterity. Anytime the mutant

attempts an action that requires both arms, she uses the reduced scores to determine success or failure. Typical examples include wielding a two-handed weapon, Climbing, Swimming, etc. If this penalty reduces the arm's Strength or Dexterity to 0, then the arm is completely missing (two-handed attacks cannot be made, and a -6 penalty is applied to appropriate skill checks).

An affected leg reduces the mutant's speed by 10 feet. This penalty can be halved with the aid of a crutch. The mutant is limited to walking speed; she may not trot or run. Acrobatics, Climb, Jump, and Swim checks suffer a -6 penalty, whether the leg is partially present or not. If the mutant's speed is reduced to 10 feet or less, then the leg is completely missing, and she is unable to walk effectively without the aid of a crutch.

Advancement: Each advancement of this defect causes either an additional -4 penalty to Strength and Dexterity in the affected arm, or a 10-foot penalty to movement in the case of an affected leg. A missing arm or leg cannot be advanced further.

Note: If the GM wishes to determine the limb type randomly, he can roll 1d20. A roll of 1-15 is an arm, and a roll of 16-20 is a leg.

UNDERDEVELOPED ORGAN

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

Penalty: Player must choose one of the following underdeveloped organs.

Voice Box: The mutant cannot speak.

Lung: The mutant cannot move more than x2 his base speed.

Intestines: The mutant requires 2x the amount of

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food daily.

Muscles: The mutant suffers a -2 penalty to Strength.

Inner ear: The mutant suffers a -2 on Acrobatics and Notice (listen) checks.

Advancement: With each advancement of this mutation the mutant chooses another organ.

Special: Players and GMs may want to create new variants to this mutation. As a general guideline, this mutation should give a -2 to one ability score (but not Charisma), a -4 to one skill, a -2 to several skills, or an equivalent penalty.



MUTANT FEATS

The following feats are for mutant characters. Each of these feats requires a specific mutation or group of mutations as prerequisites.

AERIAL MANEUVERABILITY

You are more maneuverable when flying.

Prerequisite: Dexterity +1, Complete Wing Development

Benefit: Your maneuverability class when flying improves by one step. For example, a clumsy flyer would improve to poor.

Special: This feat may be taken multiple times.

ANIMAL-FRIEND

The mutant has a special power over animals, gaining her the reputation of “animal-friend”.

Prerequisite: Fragrance Development (mutation).

Benefits: Instead of her normal fragrance the mutant can emit a scent that calms and improves

the attitude of animals. This ability conforms to the same rules as *Fragrance Development*, except that it affects all creatures in a 15-foot radius. Instead of being hypnotized, however, on a failed save the attitude of the animal(s) is automatically changed to *Helpful*.

This ability only works on creatures with an Intelligence of 2 or lower. The effect lasts 1 hour per point of Charisma bonus (minimum 1), at which point the animal(s) becomes *Indifferent*.

DEFECT ADAPTATION

A mutant with this feat has learned to minimize the debilitating effects of one of his defects. This represents his ability to adapt to the defect and thus reduce its impact.

Benefit: This feat will remove one level of a defect from a character. This feat may *never* be used to remove a defect completely.

Special: This feat may *not* be taken at first level. A player may take this feat multiple times.

DUCK

You have a knack for dodging ranged attacks.

Prerequisite: Dexterity +2, Dodge Focus, Dwarfism

Benefit: You may make a Reflex save (DC equal to the attack roll) against any one ranged attack per round; success indicates the attack against you misses.

HORN CHARGE

You can lower your head and make a deadly charge attack.

Prerequisite: Aberrant Horn Development

Benefit: If you attack with your horns while charging, the damage bonus is increased by +3.

IRRADIATED

You are an irradiated creature and can inflict radiation sickness by touch or natural attack.

Prerequisite: Radiation Immunity

Benefit: You are considered a radiation source equal to your Radiation Immunity degree. For example, a mutant with immunity to *high* radiation is a *high* radiation source.

When you make an unarmed or natural attack that deals damage, you expose your opponent to radiation.

MUTATION ADVANCEMENT

This feat does not represent a physical advancement of the mutation, but rather an improvement through training and discipline. A mutant with this feat has learned to master her mutations and increase their overall usefulness.

Benefit: This feat will advance a mutation one level, as if the character had taken it multiple times. See the Advancement section in the description of each mutation for information on this effect.

Special: This feat may *not* be taken at first level. A player may take this feat multiple times.

NATURAL ARMOR EXPERTISE

You are adept at using your natural armor to greater effect.

Prerequisite: Intelligence +1, Aberrant Endoskeletal Encasing, Dermal Spike Growth or Protective Dermal Development.

Benefit: You gain a +1 Toughness bonus. You lose this bonus when you are denied your Dodge bonus or are unable to take a free action.

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PLAGUE CARRIER

You carry a nasty disease that you can spread by touch or natural attacks.

Prerequisite: Accumulated Resistance

Benefit: When you make an unarmed or natural attack that deals damage, your opponent must make a Fortitude save (DC 10 + ½ your Character level + your Con modifier) or be infected with one of the following diseases: anthrax, small pox, hantavirus, necrotizing faciitis, or west nile virus.

Disease	Incubation Period	Initial Damage	Secondary Damage
Anthrax	2 days	1 Con	1-2 Con*
Small pox	4 days	1 Str and 1 Con	1 Str and 1 Con
Hantavirus	1 day	1 Str	1 Str* and 1 Con*
Necrotizing faciitis	3 days	1 Con	1-2 Con*
West Nile virus	2 days	1 Dex and 1 Con	1 Dex and 1 Con*

*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

POWER DIVE

You make deadly dive attacks from the sky.

Prerequisite: Complete Wing Development

Benefit: If you make a charge attack while flying your damage bonus is increased by +3. Unless your maneuverability is Perfect you must land after performing this maneuver.

REMOVE DEFECT

A mutant with this feat represents the future of humanity. Through natural selection, she has shed the defects of previous generations. She is the next step in human evolution, destined to wipe out lesser races as Homo Sapiens did to the Neanderthal.

Benefit: This feat will remove one defect (or defect level) from a character.

Special: This feat may only be taken at first level. A player may take this feat multiple times to remove additional defects.

SPINELESS

Though not truly an invertebrate, you can move through tight spaces with fluid ease.

Prerequisite: Abnormal Joint Flexibility or Elongation

Benefit: You gain a +4 bonus to Escape Artist checks. When attempting to escape a grapple, the opponent does not add a size bonus to its grapple check.

STRONG FLYER

You can carry a heavy load when flying.

Prerequisite: Strength +2, Complete Wing Development

Benefit: You may carry a heavy load and move at your listed flight speed.

Normal: The character may only carry a Medium load and move at full speed.

STUNNING BOOM

Your shriek is powerful enough to stun opponents.

Prerequisite: Shriek (mutation).

Benefits: In addition to normal damage, targets struck by your shriek must make a Fortitude save (equal to the DC of your *Shriek* mutation) or become *stunned* for 1 round.

SUPER MUTANT

A mutant with this feat is heavily mutated. Whether through mutant parents or as a result of the environment, he has more mutations than average.

Benefit: The mutant gains an additional mutation. The same mutation may be selected more than once (this advances the mutation a level). In addition, each time this feat is taken, the mutant suffers a -2 penalty to Medical Incompatibility checks.

Special: This feat may only be taken at first level. A player may take this feat multiple times.

SUREFOOTED

Your small size makes you nimble and athletic.

Prerequisite: Dwarfism

Benefit: You gain a +2 bonus on Climb, Jump, and Stealth checks.

TEARING BITE

You dart in and tear at prey with your jagged mandibles, beak, saber teeth, or other rigid mouthpart.

Prerequisite: Serrated Dental Development

Benefit: Your opponents take a -1 penalty on Recovery checks against your bite attacks. You may take this feat more than once and its effects stack.

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NEURAL FEATS

The following are neural feats. Each of these feats requires a specific neural mutation (or group) as a prerequisite. Unlike standard feats, neural feats have two more attributes to their description. Unless stated otherwise, these abilities are attack actions.

Action: What type of action to perform the feat: free, move, attack, or full.

Duration: How long the feat's effects last.

Usage: Indicates whether the power has unlimited use or counts against the mutants pool of Precognition, Telekinesis, or Telepathy uses per day.

PRECOGNITION FEATS

BATTLE PLAN

You can see the course of a battle in your mind. The further out you forecast the battle, the more variables come into play, and the less accurate you can be.

Prerequisites: Precognition, Foresight, Precognitive Combat, Concentration 8 ranks.

Benefit: You decide when this ability is activated how long it will last, from 1 round to 3 rounds. If the duration is one round, you gain a +6 bonus to one attack roll, saving throw, or skill check for that round. If the duration is two rounds, you gain a +3 on any one roll in each of those two rounds, and if the duration is 3 rounds, you gain a +2 on any one roll in each of those three rounds.

Action: Free.

Duration: Up to 3 rounds.

Usage: Precognition.

CLAIRAUDIENCE

You can hear a location that is a great distance away by simply concentrating on the location.

Prerequisite: Precognition, Concentration 3 ranks.

Benefit: This ability enables you to concentrate on some locale and hear it as if you were there. Distance is not a factor, but the locale must be known—either a place familiar to you or an obvious place.

Action: Move.

Duration: One minute plus one minute per Precognition advancement.

Usage: Precognition.

CLAIRVOYANCE

You can see a location that is a great distance away by simply concentrating on the location.

Prerequisite: Precognition, Concentration 3 ranks.

Benefit: This ability enables you to concentrate on some locale and see it as if you were there. Distance is not a factor, but the locale must be known—either a place familiar to you or an obvious place.

Action: Move.

Duration: One minute plus one minute per Precognition advancement.

Usage: Precognition.

DANGER SENSE

You can sense danger unforeseen by others.

Prerequisites: Precognition, Foresight, Concentration 5 ranks.

Effect: You sense the presence of danger before it happens. You do not know the nature of the danger; only that it is imminent. As a result, you cannot be caught flat-footed, gain a +4 bonus to Reflex saves to avoid traps and a +4 to your Dodge bonus against attacks by traps

Action: Free.

Duration: Instant.

Usage: Unlimited.

DO OVER

You can gain insight into the outcome of one action and use that knowledge to try again.

Prerequisites: Precognition, Foresight, Perceive Outcome, Concentration 8 ranks.

Effect: After using Perceive Outcome, you can attempt the same action, using the knowledge of the outcome to improve your chances. You gain a bonus to the roll equal to your Wisdom modifier. This ability may only be used once per round.

Action: Free.

Duration: One d20 roll.

Usage: Precognition.

FORESIGHT

You gain glimpses of the very near future. To the casual observer (someone without the recognition class ability) this will appear as though you have lightning fast reflexes.

Prerequisite: Precognition, Concentration 3 ranks.

Effect: You gain a bonus to initiative equal to your Wisdom modifier plus one for each time you have advanced your Precognition mutation. These bonuses stack with any other initiative bonuses you possess, including Improved Initiative and Dexterity modifier.

Action: Free.

Duration: Combat.

Usage: Unlimited.

PRECOGNITIVE COMBAT

You sense your opponent's defensive measures before they are taken.

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Prerequisites: Precognition, Foresight, Concentration 5 ranks.

Effect: You gain an insight bonus equal to your Wisdom modifier to attack rolls. Activating this ability is a free action and lasts to the end of combat.

Action: Free.

Duration: Combat.

Usage: Precognition.

PRECOGNITIVE DODGE

You sense your opponent's attacks before they are launched.

Prerequisites: Precognition, Foresight, Concentration 5 ranks.

Effect: Your Dodge bonus is increased by your Wisdom modifier and you cannot be flanked while this ability is functioning. Activating this ability is a free action and lasts to the end of combat.

Action: Free.

Duration: Combat.

Usage: Precognition.

PRECOGNITIVE REFLEXES

You see your opponent's attacks before they are launched.

Prerequisites: Precognition, Foresight, Precognitive Dodge, Concentration 8 ranks.

Effect: For one round, if an opponent attacks you and misses, you gain an attack against that opponent as a free action. With your normal action for the round you may either attack that opponent again or a different opponent.

Action: Free.

Duration: One Round.

Usage: Precognition.

PERCEIVE DANGER

A heightened form of danger sense, this ability allows you to actually visualize danger before it happens.

Prerequisites: Precognition, Foresight, Danger Sense, Concentration 8 ranks.

Effect: When you are required to make a Reflex save, you may, instead, make a Will save to avoid the danger. If the save is successful, you suffer no ill effects. Just like the *Evasion* ability, if a successful save normally dictates half damage, you suffer no damage.

Action: Free.

Duration: One d20 roll.

Usage: Precognition.

PERCEIVE OUTCOME

You can gain insight into the outcome of one action.

Prerequisites: Precognition, Foresight, Concentration 5 ranks.

Effect: After you have made a d20 roll (attack roll, skill check, or similar action), you may choose to commit to that action or take a different action. You must declare you are using this ability before you roll and may not attempt the same action twice. For example, you declare you are using Perceive Outcome on an attack roll with your sword. You fail to hit an enemy with your sword. With this knowledge, you then choose to tumble away instead of attacking. This ability may only be used once per round.

Action: Free.

Duration: One d20 roll.

Usage: Precognition.

TELEKINESIS FEATS

LEVITATION

You have mastered Telekinesis sufficiently to allow you to float above the ground and move around at a sedate pace.

Prerequisites: Telekinesis, Telekinetic Hand, Telekinesis Mastery, Concentration 8 ranks.

Effect: You may float above the ground and move yourself telekinetically. This requires a move action. You may float with a speed of 20 feet and may go as high as 30 feet above the ground. The amount of weight you may carry with you is determined by the Telekinesis mutation (your body weight does not count towards this).

Special: If the duration ends before you have landed, you immediately drift to the ground without harm (unless you choose to activate the feat again).

Action: Move.

Duration: 5 rounds plus one round per Telekinesis Advancement.

Usage: Telekinesis.

RAIN OF OBJECTS

You shower your opponent with a storm of small objects in combat, damaging and distracting him.

Prerequisites: Telekinesis, Telekinetic Hand, Concentration 3 ranks.

Effect: You make a ranged attack against your opponent with a damage bonus of +2. This damage bonus is increased by +1 for each time you have advanced your Telekinesis mutation. The target also suffers a -1 penalty to attack rolls on the round this ability is used. This ability is an attack action and has a range increment of 10 feet.

Action: Attack.

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Duration: One attack.

Usage: Unlimited.

TELEKINETIC MASTERY

You have mastered the skill of basic Telekinesis. You can now move more weight and unwilling targets. Additionally, you can move objects faster.

Prerequisites: Telekinesis, Telekinetic Hand, Concentration 5 ranks.

Effect: This ability doubles the amount of weight you are capable of moving with Telekinesis and allows you to move objects at a speed of 20 feet per round. In addition, you can move unwilling creatures or items they hold. Unwilling creatures are granted a Strength check (DC 10 + your Constitution modifier) to negate the effects.

Action: Attack.

Duration: 5 rounds plus one round per Telekinesis advancement

Usage: Telekinesis.

TELEKINETIC THROW

You can use Telekinesis to hurl one object at another object.

Prerequisites: Telekinesis, Telekinetic Hand, Telekinesis Mastery, Rain of Objects, Concentration 8 ranks.

Effect: You can hurl one object toward another target within 20 feet plus 20 feet per Telekinesis advancement of each other. You must be able to move the weight of the object you are attempting to throw (*see Telekinesis mutation*) and it must be within the range of your Telekinesis. Unwilling creatures are granted a Will save (DC 10 + your Constitution modifier) to avoid being thrown.

To hit the target, you must succeed at an attack roll, using your base attack plus Intelligence modifier.

Both the target and thrown objects take the same damage. The damage bonus of this attack is +1 per 25 pounds of the object thrown. The narrator may grant a bonus of +1 to +3 to the damage inflicted if the object would be more damaging than normal (such as a sharp object, an object covered in spikes, a red hot object and so on).

Action: Attack.

Duration: Full round attack

Usage: Telekinesis.



TELEKINETIC DISARM

You can deprive your opponent of his weapon with telekinetic force at a distance.

Prerequisites: Telekinesis, Telekinetic Hand, Concentration 5 ranks.

Effect: You may make a

Disarm attack at range with no penalty to your attack roll. You do not need a ranged weapon to perform this ability but the target must be within range of your Telekinesis, typically 50 feet plus 10 feet per Constitution modifier (minimum 50).

Action: Attack.

Duration: One Disarm attempt.

Usage: Telekinesis.

TELEKINETIC GUIDE

Using Telekinesis, you can help guide and propel thrown weapons.

Prerequisite: Telekinesis, Concentration 3 ranks.

Effect: You can direct a thrown weapon in flight, giving that weapon +2 to hit and increasing its range increment by 50%.

Action: Free.

Duration: One Attack.

Usage: Unlimited.

TELEKINETIC HAND

You are beginning to master your telekinetic abilities, and can now create a telekinetic hand that is able to grasp and handle objects

Prerequisite: Telekinesis, Concentration 3 ranks.

Effect: You can use a telekinetic hand to grasp and handle objects just like a normal hand. It can open doors, turn keys, or attack with weapons. Whatever action the telekinetic hand takes is counted against your actions for that round. For example, if the telekinetic hand opened a door, it uses your move action. If the telekinetic hand attacks with a melee weapon, it uses your attack action. The telekinetic hand may make a full round action. Using a move action, you can move the telekinetic hand 20 feet.

The telekinetic hand cannot be damaged and is considered a medium sized hand. It can hold only half the weight as your *Telekinesis* ability and has +0 Strength. You can only create and control one telekinetic hand at a time. Creating a telekinetic hand is a move-equivalent action. A telekinetic hand is nearly invisible when not holding an object. Observant creatures may notice a visual distortion in the space it occupies with a successful Notice check (DC 16).

Special: If you attempt to take a full round attack action, using both your telekinetic and natural hands, your telekinetic hand is considered a secondary attack, suffering all the relevant penalties.

Action: Move to create.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Unlimited.

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TELEKINETIC HAND II

You can now create two telekinetic hands that are able to grasp and handle objects

Prerequisite: Telekinesis, Concentration 5 ranks.

Effect: This ability functions the same as Telekinetic Hand except that you may create an additional hand. The additional hand may be used in conjunction with the first telekinetic hand to hold a 2-hand weapon or may function on its own. You may move both hands 20 feet with a single move action. If you take a full round attack, attacking with both your telekinetic and natural hands, the telekinetic hands are considered secondary attacks, suffering all the relevant penalties.

You can create both telekinetic hands as a single move-equivalent action.

Action: Move to create.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Telekinesis.

TELEKINETIC PUNCH

You strike your opponent with a blast of pure telekinetic force.

Prerequisites: Telekinesis, Telekinetic Hand, Concentration 5 ranks.

Effect: You may make a ranged attack with a damage bonus of +3, +1 for each time you have advanced your Telekinesis mutation (maximum +5).

Action: Attack.

Duration: One Attack.

Usage: Telekinesis.

TELEKINETIC SHIELD

You have learned how to focus your telekinetic abilities to create a “shield” of force to deflect

attacks.

Prerequisite: Telekinesis, Concentration 3 ranks.

Effect: You can create a shield in front of you that provides cover (+4 Defense and +2 on Reflex saves against attacks that affect her area), but does not impede you in any way. Raising a telekinetic shield is a move-equivalent action. A telekinetic shield is nearly invisible. Observant creatures may notice a visual distortion in the space around you with a successful Notice check (DC 16).

Action: Move.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Telekinesis.

TELEKINETIC SLAM

You strike your opponent with an improved blast of pure telekinetic force.

Prerequisites: Telekinesis, Telekinetic Hand, Telekinetic Punch, Concentration 8 ranks.

Effect: You may make a ranged attack with a damage bonus of +4, +1 for each time you have advanced your Telekinesis mutation (maximum +10).

Action: Attack.

Duration: One Attack.

Usage: Telekinesis.

TELEKINETIC SWORD

You can generate a melee weapon of kinetic energy using the power of your thoughts alone.

Prerequisites: Telekinesis, Telekinetic Hand, Concentration 5 ranks.

Effect: The weapon sprouts from your palm and can be grasped without harm, permitting you to wield it like a sword. The telekinetic

sword (critical 19-20/+3) cannot be dropped or sundered, and it has a damage bonus of +2, +1 for each time you have advanced your Telekinesis mutation (maximum +5). Creating a telekinetic sword is a move-equivalent action. A telekinetic sword is visible and glows in a 10-foot radius.

Action: Move.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Telekinesis.



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TELEKINETIC SWORD II

You can generate a melee weapon of powerful kinetic energy using the power of your thoughts alone.

Prerequisites: Telekinesis, Telekinetic Hand, Telekinetic Sword, Concentration 8 ranks.

Effect: The weapon sprouts from your palm and can be grasped without harm, permitting you to wield it like a sword. The telekinetic sword (critical 19-20/+3) cannot be dropped or sundered, and it has a damage bonus of +4, +1 for each time you have advanced your Telekinesis mutation (maximum +10). Creating a telekinetic sword is a move-equivalent action.

Action: Move.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Telekinesis

TELEPATHY FEATS

ANXIETY TRIGGER

You unleash a deep-seated phobia into the conscious mind of your target.

Prerequisite: Telepathy, Concentration 3 ranks.

Effect: By unleashing the fears that dwell deep inside the mind of everyone, you trigger an anxiety attack in your opponent. If the victim of this attack fails a Will save (DC 10 + your Charisma modifier), the target suffers an anxiety attack, becoming shaken. A shaken character takes a -2 penalty on attack rolls, saving throws, and skill checks. If the target makes the save, he or she is immune to this ability for 24 hours.

Action: Attack.

Duration: 5 rounds plus one round per Telepathy

advancement.

Usage: Unlimited.

ATTRACTION TRIGGER

You plant a compelling attraction in the mind of the target.

Prerequisite: Telepathy, Concentration 3 ranks.

Effect: If the target of this ability fails a Will Save (DC 10 + your Charisma modifier), he or she is attracted toward a particular person, an object, an action, or an event. The target takes reasonable steps to meet, get close to, attend, find, or perform the object of its implanted attraction. For the purposes of this power, “reasonable” means that while fascinated, the target doesn’t suffer from blind obsession. The target will not undertake obviously self-destructive actions. The subject can still recognize danger, but will not flee unless the threat is immediate. If the target makes the save, he or she is immune to this ability for 24 hours.

Successfully instilling an attraction to another person in your target does not mean that the target will follow orders from that person indiscriminately. However, the target will view the object of his attraction favorably and will listen (even if he disagrees). This power grants a +4 bonus to all Charisma-based skills when dealing with the subject.

Action: Attack.

Duration: One hour plus one hour per Telepathy advancement.

Usage: Telepathy.

CHARM PERSON

You can make a humanoid creature (mutant or human) regard you as his or her trusted friend and ally.

Prerequisites: Telepathy, Attraction Trigger,

Concentration 5 ranks.

Effect: If the target of this ability fails a Will Save (DC 10 + your Charisma modifier), he or she is charmed. If the target is currently being threatened or attacked by you or allies, however, the subject receives a +5 bonus on his or her saving throw.

You cannot control the charmed creature as if he or she was an automaton, but he or she does perceive your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince the subject to do anything he or she would not ordinarily do. (You can’t try again.) A charmed creature never obeys suicidal or obviously harmful orders. Any act by you or your apparent allies that threatens the charmed creature breaks the power.

If the target makes the save, he or she is immune to this ability for 24 hours.

Action: Attack.

Duration: One hour plus one hour per Telepathy advancement.

Usage: Telepathy

DOMINATION

You can assert your will over another creature and control his or her actions.

Prerequisites: Telepathy, Attraction Trigger, Charm Person, Concentration 8 ranks.

Effect: If the target of this ability fails a Will Save (DC 10 + your Charisma modifier), he or she is under your direct control. You establish a telepathic link with the target’s mind. If you and your subject share a common language, you can generally force the subject to perform, as you desire, within the limits of the subject’s abilities. If no common language is shared, you can only communicate basic commands. You know what the target is experiencing but do not

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receive direct sensory input from him or her.

The target resists this control, and if forced to take an action that goes against his or her nature he or she receives a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are ignored, regardless of the result of the saving throw.

Once control is established, the range at which it can be exercised is unlimited. You need not see the target to control him or her.

If the target makes the save, he or she is immune to domination attempts from you for 24 hours.

Action: Attack.

Duration: One day plus one day per Telepathy advancement.

Usage: Telepathy



FIGHT TRIGGER

You have learned how to stimulate one of the most basic emotional triggers inside the mind of your target: the fight response.

Prerequisites: Telepathy, Anxiety Trigger, Concentration 3 ranks.

Effect: You choose a target to become enraged. This target gains bonuses as if she possessed the Rage feat. This ability is an attack action and may only be used on a willing target.

Action: Attack.

Duration: 5 rounds plus one round per Telepathy advancement.

Usage: Telepathy.

FLIGHT TRIGGER

You have learned how to stimulate one of the most basic emotional triggers inside the mind of your target: the flight response.

Prerequisite: Telepathy, Concentration 3 ranks.

Effect: If the target of this ability fails a Will Save (DC 10 + your Charisma modifier), the target is panicked. A panicked character flees as fast as possible and cowers if unable to get away. He defends normally but cannot attack. If the target makes the save, he is immune to this ability for 24 hours.

Action: Attack.

Duration: 5 rounds plus one round per Telepathy advancement.

Usage: Telepathy.

LIE DETECTOR

By scanning for subtle surface cues in your target's mind, you can tell with complete certainty whether your target is lying.

Prerequisites: Telepathy, Mental Communication, Concentration 5 ranks.

Effect: While this ability is active, you gain a +20 bonus to Sense Motive. Using this ability is a free action.

Action: Attack.

Duration: 5 rounds plus one round per Telepathy advancement.

Usage: Telepathy.

MENTAL COMMUNICATION

You have learned the most basic form of telepathy, the ability to send and receive thoughts to and from a willing target.

Prerequisite: Telepathy, Concentration 3 ranks.

Effect: You may engage in silent, mind-to-mind communication with any target in your line of sight. Unwilling targets may attempt to block the communication with a successful Will Save (DC 10 + your Charisma modifier). This ability may be used at will as a free action.

Action: Free.

Duration: Unlimited.

Usage: Unlimited.

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MIND STUN

You can mentally stun a target for a short duration.

Prerequisite: Telepathy, Concentration 3 ranks.

Effect: If the target of this ability fails a Will Save (DC 10 + your Charisma modifier), the target is stunned. A character that becomes stunned loses his or her Dexterity bonus, drops what he or she is holding, and can take no attack or move actions. In addition, they take a -2 penalty to Dodge.

Action: Attack.

Duration: Instant.

Usage: Unlimited.

MIND BLAST

You can mentally stun a target for a longer duration.

Prerequisites: Telepathy, Mind Stun, Concentration 5 ranks.

Effect: If the target of this ability fails a Will Save (DC 10 + your Charisma modifier), the target is stunned. A character that becomes stunned loses his or her Dexterity bonus, drops what he or she is holding, and can take no attack or move actions. In addition, they take a -2 penalty to Defense.

Action: Attack.

Duration: 5 rounds plus one round per Telepathy advancement.

Usage: Telepathy.

MIND STRIKE

You can mentally attack a target, inflicting pain and agony.

Prerequisites: Telepathy, Mind Stun, Concentration 5 ranks.

Effect: You attack the target's mind, with a damage bonus of +2, +1 for each time you have advanced your Telepathy mutation (maximum +5). The target may make a Will save (DC 10 + your Charisma modifier) to reduce the damage by half.

Action: Attack.

Duration: Instant.

Usage: Telepathy.

MIND CRUSH

You can mentally attack a target, inflicting pain and agony.

Prerequisites: Telepathy, Mind Stun, Mind Strike, Concentration 8 ranks.

Effect: You attack the target's mind, with a damage bonus of +4, +1 for each time you have advanced your Telepathy mutation (maximum +10). The target may make a Will save (DC 10 + your Charisma modifier) to reduce the damage by half.

Action: Attack.

Duration: Instant.

Usage: Telepathy.

PSYCHIC INTERROGATION

You place your target in a deep hypnotic trance in which he cannot lie.

Prerequisites: Telepathy, Mental Communication, Lie Detector, Concentration 8 ranks.

Effect: If the target of this ability fails a Will save (DC 10 + your Charisma modifier), he enters into a trance and must answer questions truthfully to the best of his ability. The trance lasts a maximum of 10 minutes plus 10 minutes for each time you have advanced your Telepathy mutation.

Action: Attack.

Duration: 10 minutes plus 10 minutes per Telepathy advancement.

Usage: Telepathy.

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TABLE 2-4: MUTATIONS AND DEFECTS

Mutation	Benefit	Advancement
Aberrant Horn Development	+2 damage bonus	+1 damage bonus
Aberrant Endoskeletal Encasing	+1 bonus on Toughness saves	+1 bonus on Toughness saves
Abnormal Joint Flexibility	+2 on Escape Artist, Sleight of Hand, Tumble, Climb checks, and Grappling attempts.	Increases bonus by +2
Accelerated White Blood Cell Activity	Cuts the time between recovery checks in half	Make recovery checks even faster
Accumulated Resistance	+4 on Fortitude saves against chemicals, poisons, drugs, and diseases	Increases the bonus by +2
Acid Excretion Glands	Ranged acid attack 10 ft +2 damage bonus	+1 damage bonus and 5 feet range
Adrenaline Control	Adrenaline rush 1/day	Additional adrenaline rush per day
Additional Limb Development	See Text	See Text
Autism	+20 on Int skill on a 5-6 of a d6	Increased chance by 1
Blindsense	Blindsense 10 feet	Increase 10 feet
Chameleon Epidermis	Chameleon Ability 1/day	Additional Chameleon per day
Claws	+2 damage bonus	+1 damage bonus
Complete Wing Development	Fly 50 (Clumsy)	Increases speed by 10
Dermal Suction	climb speed of half his base speed	climb at his full base speed
Dermal Poison Sap	Poision Melee attack (DC14, Initial/Secondary Damage: 1/1 Str).	Increases Fortitude DC by 2 and damage 1
Dermal Spike Growth	damage with grapple and +1 Toughness saves	+1 damage and Toughness
Diurnal/Nocturnal	+1 bonus to Strength or Dexterity	Increases the bonus by +1
Dual Cerebellum	Intelligence modifier doubled	None
Dual Headed	+1 bonus to Notice skill checks	+1 bonus to Notice skill checks
Dwarfism	Reduced one size category	None
Elongation	Extend limbs 5 rounds per Con mod	Doubles duration
Energy Immunity	+2 against the given energy type	+2 against the given energy type
Energy-Retaining Cell Structure	Absorbs energy	Absorbs energy
Enhanced Respiration	Hold breath for 1 extra minute per Con	None
Epidermal Acid Enzymes	Acid touch attack	Increases damage
Expanded Optic Orbit	Negates effects that cause blindness	None
Extreme Resilience	Immune to critical 50%	Immune to critical 100%
Fragrance Development	Hypnotize 2d4 HD creatures, Will save (DC 15), duration 2d4 rounds, and range 15 feet	Increases HD of creatures affected by 1d4, Will DC by 2, duration by 1d4, and range by 5 feet
Gamma-Ray Visual Sensitivity	Radation detection	None
Gigantism	Increases size	Increases Strength and Constitution by 1.
Haemotoxin Sting	Touch attack	Increases damage
Hyper Olfactory	Scent 20 feet	Increase range 10 feet
Increased Body Density	+2 Toughness vs bludgeoning, concussion, and slashing	+1 Toughness
Increased Movement	Speed increased by 10 feet	Speed increased by 10 feet
Independent Cerebral Control	Two Weapon Fighting feat	None
Interior Moisture Reservoir	Survive week without food or water	survive additional week

CHAPTER 2: MUTANTS AND MUTATIONS

TABLE 2-4: MUTATIONS AND DEFECTS (CONT.)

Mutation	Benefit	Advancement
Light Distortion Field	Invisible 6 rounds per Con modifier per day	Increases duration by 1 round per Con modifier
Multi-Faceted Eyes	+2 on Search and Craft (Mechanics) checks	Increases bonuses by +2
Multiple Stomachs	Subsist on anything not inherently poisonous	None
Multiple Eyes	+4 bonus to Notice (spot) checks	Increases bonuses by +2
Neurotoxin Sting	Contact does +1 damage and 1d4 Dexterity damage for 1d4 hours. Fortitude save DC 15 negates.	Increases acid damage by +1, duration by 1d4 hours, and Fortitude save DC by 2
Neural Mutation - Precognition	Will Save (DC 20) to avoid surprise	Reduce Will save by 2.
Neural Mutation - Telekinesis	Move objects weighing 10 lbs. per Con modifier at a speed of 10 feet per round.	Increases the weight by 10 lbs. times per Con modifier
Neural Mutation - Telepathy	+2 bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks	Increases bonuses by +1
Optic Emissions	100 feet range +1 Damage bonus attack	Increases damage by +1
Protective Dermal Development	+2 Toughness	Increases bonuses by +2
Pyrokinetic Pulse Generation	5-foot-wide heat blast that extends 10 feet and inflicts +1 damage per 2 character levels. Reflex save (DC 15) for half damage.	Increases range by 10 ft and Reflex save DC by 1
Radiation Immunity	Immune to moderate radiation exposure	Increase radiation exposure immunity on level
Regenerative Capability	+1 Recovery checks	+1 Recovery checks
Respiratory Membrane	Breathe underwater	None
Sensitive Sight	Low-light vision 60 feet	Dark Vision 60 feet
Serrated Dental Development	Bite attack +2 damage	Increases damage dice +1
Shriek	10 foot radius sonic attack Fortitude save DC 15 or take +1 damage and deafened for 1d4+4 rounds. Save negates	Increases radius by 5 feet, damage by +1, duration by 1d4 rounds, and DC by 2
Simian Deformity	Speed increased by 1/3, extend reach by 5 feet, and +4 to Climb checks	None
Skeletal Fortification	Damage +1 and +1 Toughness saves against bludgeoning damage	Increases damage and Toughness by +1
Spontaneous Electric Charge Generation	Touch attack +3 electricity damage. Use 2 + Con modifier per day	Increases damage by +1 and uses per day by 2.
Stench	Fortitude save DC 15 or -2 morale penalty on attack rolls, skill checks, and saving throws for 10 rounds. Range 10 feet.	Increases Fortitude save DC by 2 and range by 5 feet
Superior Kidney Development	Immune to ingested poisons	None
Defect	Penalty	Advancement
Aberrant Deformity	-2 to Charisma and -6 penalty to Diplomacy and Disguise checks	None
Adrenaline Deficiency	-4 penalty Con checks and -2 Init	Increase penalty by -4 and -2
Albinism	-2 to Constitution and Strength when exposed to natural light or other UV sources	Increase penalty by -2
Anaphylaxis	Poisoned (Type: Contact DC15, Initial/Secondary Damage: 1d2 Dex/1d2 Dex) when contact with the offending material	Increases the DC by 2 and the damage die by one rank.
Atrophied Cerebellum	Reduce Intelligence, Wisdom, or Charisma by 1	Decreases another mental ability score by 1
Attention Deficit	-2 penalty to to Concentration, Craft, Disable Device and Perform	Increases penalties by -2
Bilirubin Imbalance	-1 to Charisma and -4 penalty to Bluff and Diplomacy checks	None
Bizarre Pigmentation	-1 to Charisma and -4 penalty to Bluff, Diplomacy, and Disguise skill checks	None

CHAPTER 2: MUTANTS AND MUTATIONS

TABLE 2-4: MUTATIONS AND DEFECTS (CONT.)

Defect	Penalty	Advancement
Blindness	Poor vision (20% miss chance)	Blind (50% miss chance)
Brachydactyly	-2 penalty Climb, Craft, Disable Device, Medicine and Sleight of Hand	Increases penalties by -2
Cannibalism	Consume 1/2 pound of flesh every 24-hours or suffer a temporary loss of 1 Strength, Constitution, and Dexterity	Increases amount of flesh consumed by 1/2 pound and increases ability score loss by 1
Critical Vulnerability	Critical threat range of all weapons used against increases by 1	Increases the critical threat range by 1
Cystic Fibrosis	Lifespan of 20+2d10 years	Reduce lifespan by 10 years
Deafness	Can't make listen checks and -4 to initiative checks	None
Dyslexia	Cannot read or write and suffer -2 penalty to any skill check that requires reading	None
Hemihypertrophy	Speed reduced by 5 feet and -2 on some skill checks.	Decreases speed by 5 feet and increases skill check penalties by -1
Hemophilia	-2 Recovery checks	-2 Recovery checks
Hunchback	Reduce speed by 5 and -1 reduction to his Charisma score	Decrease speed by 5 feet and Charisma by 1
Immune-System Abnormality	-4 Fortitude saves against diseases and increases disease's initial and secondary damage by 1	Additional -4 to Fortitude saves and increases disease's initial and secondary damage by 1
Negative Chemical Reaction	Medical Incompatibility check with d12	Lower die range (d10, d8)
Neuro-Fibromatosis	-1 reduction to Dexterity and Charisma and -1 penalty on Notice (spot) checks.	Additional -1 to Dexterity, Charisma, and Notice (spot) checks
Night Blindness	Blindness in any poorly lit or deeply shadowed environment	None
Phobia	Will save (DC 15) or Panic	Increases the DC by 2
Photoluminescent Aural Emission	Glow that sheds light up to 20 feet	None
Photosensitivity	Blindness in natural or bright light	None
Pituitary Deformation	Lifespan of 20+2d10 years	Reduce lifespan by 10 years
Sensitivity	-2 Toughness from heat, cold, electricity, acid, energy weapons, sonic attack, poison, or radiation	-2 Toughness
Sickle Cells	-2 penalty on non-disease Fortitude saves and -1 reduction to Strength	Additional -2 penalty to Fortitude saves and a-1 to Strength.
Skeletal Deterioration	-2 Toughness against bludgeoning	-2 Toughness
Syncope	Fortitude save (DC 10 + damage inflicted) or lose consciousness when fail toughness	Increases by 1 the number of times per day lose consciousness
Terminal Limb Deficiency	Limb impaired	Limb impaired
Underdeveloped Organ	One underdeveloped organ	Additional underdeveloped organ

CHAPTER 2: MUTANTS AND MUTATIONS

TABLE 2-5: MUTANT FEATS

Feat	Prerequisite	Benefit
Aerial Maneuverability	Dexterity 13, Complete Wing Development	Maneuverability class increased
Animal-Friend	Fragrance Development (mutation).	Improves the attitude of animals
Defect Adaptation	Mutant	Lower level of one defect
Duck	Dexterity +2, Dodge Focus, Dwarfism	Dodge one ranged attack
Horn Charge	Aberrant Horn Development	Gore attack that deals +3 damage on charge
Improved Grab	Strength 17, Aberrant Horn Development, Claw, or Serrated Dental Development	Start a grapple as a free action
Irradiated	Radiation Resistance	Cause radiation with unarmed attacks
Mutation Advancement	Mutant	Advance one mutation
Natural Armor Expertise	Intelligence +1, Aberrant Endoskeletal Encasing, Dermal Spike Growth, or Protective Dermal Development	+2 equipment bonus
Plague Carrier	Accumulated Resistance	Cause disease with unarmed attack
Power Dive	Base Attack Bonus +5, Complete Wing Development	Dive attack inflicts +3 damage
Remove Defect	1st level	Remove one defect
Spineless	Abnormal Joint Flexibility or Elongation	+4 on Escape Artist checks and opponent does not add a size bonus to its grapple check
Strong Flyer	Strength +2, Complete Wing Development	Carry a heavy load and move at listed flight speed
Stunning Boom	Shriek	Targets of shriek must make a Fortitude save or become stunned
Super Mutant	1st level	Extra mutation
Surefooted	Dwarfism	+2 on Climb, Jump, and Move Silently
Tearing Bite	Serrated Dental Development	-1 penalty on Recovery checks

CHAPTER 2: MUTANTS AND MUTATIONS

TABLE 2-6: NEURAL FEATS

Feat	Prerequisite	Benefit
Anxiety Trigger	Telepathy, Concentration 3 ranks	Target suffers an anxiety attack
Fight Trigger	Telepathy, Anxiety Trigger, Concentration 3 ranks	Target is enraged
Attraction Trigger	Telepathy, Concentration 3 ranks	Target attracted toward a person, object, action, or event
Charm Person	Telepathy, Attraction Trigger, Concentration 5 ranks	Target is charmed
Domination	Telepathy, Attraction Trigger, Charm Person, Concentration 8 ranks	Target is Dominated
Clairaudience	Precognition, Concentration 3 ranks	Hear location it as if you were there
Clairvoyance	Precognition, Concentration 3 ranks	See location it as if you were there
Flight Trigger	Telepathy, Concentration 3 ranks	Target is panicked
Foresight	Precognition, Concentration 3 ranks	Initiative bonus equal to Wis modifier
Danger Sense	Precognition, Foresight, Concentration 5 ranks	Target is Dominated
Perceive Danger	Precognition, Foresight, Danger Sense, Concentration 8 ranks	Make Will save instead Reflex save
Precognitive Combat	Precognition, Foresight, Concentration 5 ranks	Insight bonus equal to Wisdom modifier to attack rolls
Battle Plan	Precognition, Foresight, Precognitive Combat, Concentration 8 ranks	Insight bonus to attack rolls, damage rolls, saving throws, or skill check for 1-3 rounds.
Precognitive Dodge	Precognition, Foresight, Concentration 5 ranks	Dodge bonus to Defense equal to Wisdom modifier and cannot be flanked.
Precognitive Reflexes	Precognition, Foresight, Precognitive Dodge, Concentration 8 ranks	Take attack of opportunity on every opponent that attempts to make a melee attack.
Perceive Outcome	Precognition, Foresight, Concentration 5 ranks	Know the outcome of one action
Second Chance	Precognition, Foresight, Perceive Outcome, Concentration 8 ranks	You can attempt the same action, using the knowledge of the outcome to improve your chances
Mental Communication	Telepathy, Concentration 3 ranks	Mind-to-mind communication
Lie Detector	Telepathy, Mental Communication, Concentration 5 ranks	+20 insight bonus to Sense Motive
Psychic Interrogation	Telepathy, Mental Communication, Lie Detector, Concentration 8 ranks	Target enters trance and must answer questions truthfully to the best of his ability
Mind Stun	Telepathy, Concentration 3 ranks	Target is stunned for 1 round
Mind Blast	Telepathy, Mind Stun, Concentration 5 ranks	Target stunned for 5 rds + 1 rd per Telepathy advancement
Mind Strike	Telepathy, Mind Stun, Concentration 5 ranks	Mind attack causing damage bonus of +2 plus +1 for each Telepathy advancement
Mind Crush	Telepathy, Mind Stun, Mind Strike, Concentration 8 ranks	Mind attack causing damage bonus of +4 plus +1 for each Telepathy advancement
Telekinetic Guide	Telekinesis, Concentration 3 ranks	+2 to hit and increase range increment by 50%.
Telekinetic Hand	Telekinesis, Concentration 3 ranks	Telekinetic hand to grasp and handle objects
Rain of Objects	Telekinesis, Telekinetic Hand, Concentration 3 ranks	Inflict 1d6 bludgeoning damage + 1 per Telekinesis advancement.
Telekinetic Throw	Telekinesis, Telekinetic Hand, Telekinetic Mastery, Rain of Objects, Concentration 8 ranks	Hurl one object toward another target within 20 feet plus 20 feet per Telekinesis advancement.
Telekinetic Disarm	Telekinesis, Telekinetic Hand, Concentration 5 ranks	Make a Disarm attack at range.
Telekinetic Mastery	Telekinesis, Telekinetic Hand, Concentration 5 ranks	Doubles weight you can move and objects move at a speed of 20 feet per round
Levitation	Telekinesis, Telekinetic Hand, Telekinesis Mastery, Concentration 8 ranks	Float with a speed of 20 feet and may go as high as 30 feet above the ground.
Telekinetic Punch	Telekinesis, Telekinetic Hand, Concentration 5 ranks	Inflicts damage bonus of +2 plus +1 for each Telekinesis advancement
Telekinetic Slam	Telekinesis, Telekinetic Hand, Telekinetic Punch, Concentration 8 ranks	Inflicts damage bonus of +3 plus +1 for each Telekinesis advancement
Telekinetic Sword	Telekinesis, Telekinetic Hand, Concentration 5 ranks	Sword inflicts damage bonus of +2 plus +1 for each Telekinesis advancement
Telekinetic Sword II	Telekinesis, Telekinetic Hand, Telekinetic Sword, Concentration 8 ranks	Sword inflicts damage bonus of +3 plus +1 for each Telekinesis advancement
Telekinetic Hand II	Telekinesis, Telekinetic Hand, Concentration 5 ranks	2 Telekinetic hand
Telekinetic Shield	Telekinesis, Concentration 3 ranks	Shield that provides half cover
Telekinetic Shield II	Telekinesis, Telekinetic Shield, Concentration 5 ranks	Shield that provides three quarter cover

CHAPTER 3:

ARTIFACTS OF THE ANCIENTS

*“Mr. President, we are rapidly approaching a moment of truth both for ourselves as human beings and for the life of our nation. Now, truth is not always a pleasant thing. But it is necessary now to make a choice, to choose between two admittedly regrettable, but nevertheless *distinguishable*, postwar environments: one where you got twenty million people killed, and the other where you got a hundred and fifty million people killed.”*

“You’re talking about mass murder, General, not war!”

“Mr. President, I’m not saying we wouldn’t get our hair mussed. But I do say no more than ten to twenty million killed, tops. Uh, depending on the breaks.”

- General “Buck” Turgidson and President Merkin Muffley, Dr. Strangelove

EVERY SCAV

, raider, and merchant 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, finding, and bringing back to life.

CHAPTER 3: ARTIFACTS OF THE ANCIENTS



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 is 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.

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 it when there's an emptiness in your stomach. Indeed, even fancy minerals and metals like gold and silver holds 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)!

To negotiate a barter agreement using Wealth, the base Diplomacy DC is 15 plus or minus the difference in Wealth DC between the item being bought and the item being sold. For example if a character wished to trade a Wealth 13 item for a Wealth 17 item the DC would be 15 (base) plus 4 (the difference in value between the items) or 19.

CORIUM PIECES (CP; EQUALS ONE “GOLD PIECE” OR “DOLLAR”)

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 is 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 “pay slips”, or transferable meal tickets good for one meal in that community's soup kitchens.

CHAPTER 3: ARTIFACTS OF THE ANCIENTS

CORIUM PIECES VS. WEALTH

Darwin's World uses a coin-based system rather than the standard Wealth system. Should the narrator and players wish to use Wealth, they can use the following simple conversion system: if the item's cost is 10 or less, multiply the cost by 10 to reach a price in cp. If the item's cost is 11-15 multiply the cost by 100 to reach a price in cp. If the item's cost is 16+ multiply by 1,000 to reach a price in cp.



FIREARMS

Still in use, after all these decades, are the primitive firearms—weapons that fire (in general) projectiles of lead or lead shot. This section includes a selection of both generic firearms (such as black powder weapons) and specific “near futuristic firearms” not covered in the *d20 Modern* rulebook. For completeness, this section includes those firearms from *d20 Modern* that are commonly found in the wasteland.

HANDGUNS

BLACK POWDER PISTOL

These primitive weapons are still created in the wasteland, and resemble their historical counterparts in both appearance and function. Indeed, some museum pieces are still around, used in the manner for which they were originally intended for, but in the hands of raiders, thugs, and killers.

A black powder pistol requires a full-round action to reload.

CALICO M100

The Calico M100 was a revolutionary weapon that made use of a special helical magazine, which feeds the ammunition into the weapon along a curled, helix-like train. Attached to the upper back of the weapon, it gives the M100 a unique appearance. Using .22 long rifle ammunition, this permits the magazine to hold an unprecedented 100 rounds! The Calico M100 is light enough to be fired in one hand, though longer (and heavier) 9mm versions require a wood or folding stock.

The M-100, when broken down, can fit in a standard backpack. Disassembling the weapon is a full-round action.

Though low-powered, the high ammunition capacity of the M100, as well as the widespread availability of .22 long rifle ammunition (used in many sport and “varmint” rifles before the Fall), have made this a weapon prized by scavgs and others who must survive for long periods without contact with civilization.

DART PISTOL

Dart guns (usually rifles, but sometimes pistols) use compressed air to fire a hypodermic dart; this dart can be filled with chemicals, drugs, or poisons and loaded into the single-shot breech before firing.

Damage from a dart gun is negligible, but any hit injects the chemical into the target (up to two doses of any given chemical/drug can be loaded into a dart).

FA CASULL

The Freedom Arms Casull is a huge revolver designed primarily for hunting - and exotic collecting. Though a number of variants were produced, all employed high caliber cartridges (.357 magnum, .44 magnum, .454, and .50 caliber), making the Casull one of the most powerful revolvers ever produced. Made from stainless steel, with a hardwood stock and grip, the Casull is a work of art.



Black Powder Pistol



Calico M100



Dart Pistol

CHAPTER 3: ARTIFACTS OF THE ANCIENTS

TABLE 3-1: FIREARMS

Weapon	Damage	Critical	Damage Descriptor	Range	Size	Cost
Pistols						
Black Powder Pistol	+3	20/+2	Ballistic	50 ft.	Small	100 cp
Calico M100	+3	20/+3	Ballistic, Autofire	50 ft.	Med.	200 cp
Dart Pistol	See below	---	Ballistic	20 ft.	Small	200 cp
FA Casull	+4	20/+3	Ballistic	40 ft.	Med.	120 cp
Gsh-18	+3	20/+3	Ballistic	30 ft.	Small	200 cp
MP-443 Grach	+3	20/+3	Ballistic	30 ft.	Small	180 cp
PSM	+3	20/+3	Ballistic	30 ft.	Tiny	180 cp
Sa.23	+3	20/+3	Ballistic, Autofire	50 ft.	Med.	240 cp
Zip Gun	See below	20/+3	Ballistic	20 ft.	Tiny	See below
Longarms						
AN-94	+5	20/+3	Ballistic, Autofire	70 ft.	Large	300 cp
AR-7 Explorer	+3	20/+3	Ballistic	70 ft.	Large	240 cp
Bizon	+4	20/+3	Ballistic, Autofire	40 ft.	Med.	240 cp
Black Powder Rifle	+4	20/+2	Ballistic	50 ft.	Large	120 cp
Bushmaster M-17S	+4	20/+3	Ballistic, Autofire	80 ft.	Large	260 cp
Calico Liberty 50	+4	20/+3	Ballistic, Autofire	75 ft.	Large	240 cp
Colt 635	+4	20/+3	Ballistic, Autofire	75 ft.	Med	240 cp
Dart Rifle	See below	---	Ballistic	50 ft.	Large	220 cp
FN Herstal F2000	+4	20/+3	Ballistic, Autofire	60 ft.	Large	300 cp
FN-P90	+5	20/+3	Ballistic, Autofire	50 ft.	Large	260 cp
H&K CAWS	+5/+6*	20/+3	Ballistic, Autofire	30 ft.	Large	260 cp
Jackhammer Mk3A1	+5/+6*	20/+3	Ballistic, Autofire	30 ft.	Large	260 cp
OC-14 Groza	+4	20/+3	Ballistic, Autofire	70 ft.	Large	240 cp
Pipe Rifle	See below	20/+3	Ballistic	30 ft.	Large	See below
QBZ-95	+4	20/+3	Ballistic, Autofire	80 ft.	Large	260 cp
Steyr ACR	+5	20/+3	Ballistic, Autofire	90 ft.	Large	300 cp
Steyr IWS 2000	+6	19-20/+4	Ballistic	350 ft.	Large	360 cp
Valtro-PM-5-350	+4/+5*	20/+3	Ballistic	30 ft.	Med.	180 cp
VSS Vintorez	+4	20/+3	Ballistic	140 ft.	Large	160 cp
Heavy						
Calico 2-22 (exotic)	+3	20/+3	Ballistic, Autofire	70 ft.	Huge	200 cp
M214 Minigun (exotic)	+7	20/+3	Ballistic, Autofire	100 ft.	Huge	600 cp

CHAPTER 3: ARTIFACTS OF THE ANCIENTS

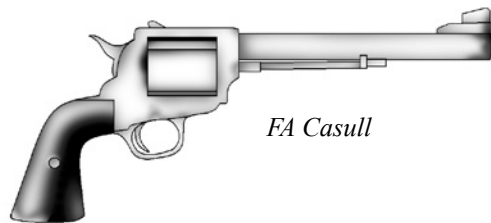
Due to its high quality of manufacture, the Casull is considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Extremely powerful, the Casull is beloved by many leaders of the world's various raider gangs, and by would-be "raider kings" to whom the Casull is an excellent match for their own ego and cruelty.

GSH-18

The Gryazev and Shipunov GSh-18 is an extremely rugged sidearm of Russian manufacture. While it has an exceptional magazine capacity (18 rounds), the most remarkable feature of the weapon is its ability to fire both 9mm Russian and 9mm NATO cartridges.

While rare, owners of a GSh-18 prize the weapon for its extended magazine capacity (very useful in a prolonged firefight with ghouls or other ruin-denizens) and the fact that ammunition for it is easy to find across the wasteland.



FA Casull



GSh-18

MP-443 GRACH

Designed as the replacement for the Makarov, the MP-443 Grach is a high ammo capacity automatic pistol with ambidextrous grip.

PSM

A Russian-made pistol, the PSM (*Pistolet Samozaryadny Malogabaritny*, or "small self-loading pistol") was originally designed as the personal sidearm of top Army commanders, though its construction was relatively low-grade utilizing thin aluminum and steel. The 5.45mm cartridge, however, proved superior to the .22 LR and .25 ACP rounds used in many guns of a similar size.

The rarity of these weapons has made them a favorite of raider leaders and bandit lords of the desert wasteland.

SA.23

The Czech-manufactured Sa.23 was widely used by a number of third world countries across the globe, with extensive use in Africa. Because it is a compact weapon with relatively well-distributed weight, it can be fired one-handed.

These cheap, antiquated firearms are quite abundant all across the Twisted Earth, a testament to the diversity and numbers of impoverished enemies who threw their lot in with the other powers of the world to invade America in the Final War.

ZIP GUN

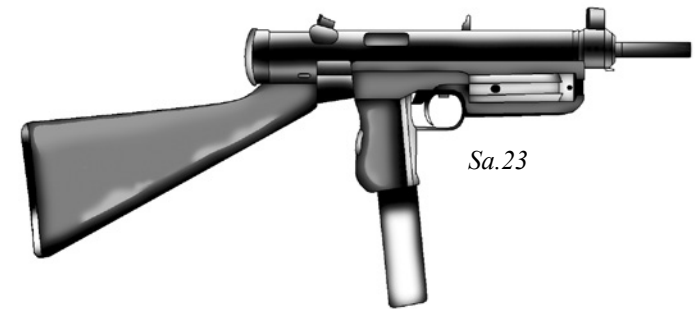
The "zip gun" is a cheaply manufactured piece of homemade hardware, usually just a metal frame or wooden handled "pistol". The barrel can be made from any piece of pipe or tube. Real pistol cartridges are used in the gun, however, and a high-tensile spring is used as a hammer. When the spring is



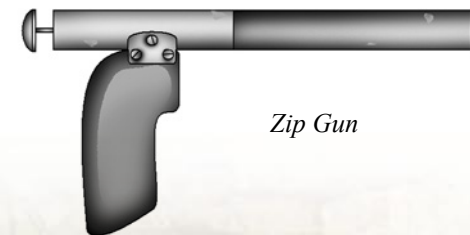
MP-443 Grach



PSM



Sa.23



Zip Gun

CHAPTER 3: ARTIFACTS OF THE ANCIENTS

triggered, the bullet is hammered and fired out of the barrel.

The damage inflicted by a zip gun depends on what kind of round it is designed to fire (use any pistol round). The purchase price is based on the caliber.

Zip guns can only be fired once (the shot ruins the barrel and firing mechanism), and are of limited range and accuracy.

Raiders and desperados seeking an easily concealed weapon craft zip guns. Virtually any thug with at least one spare round of ammunition can make a zip gun from readily available materials such as pipe or tubing.

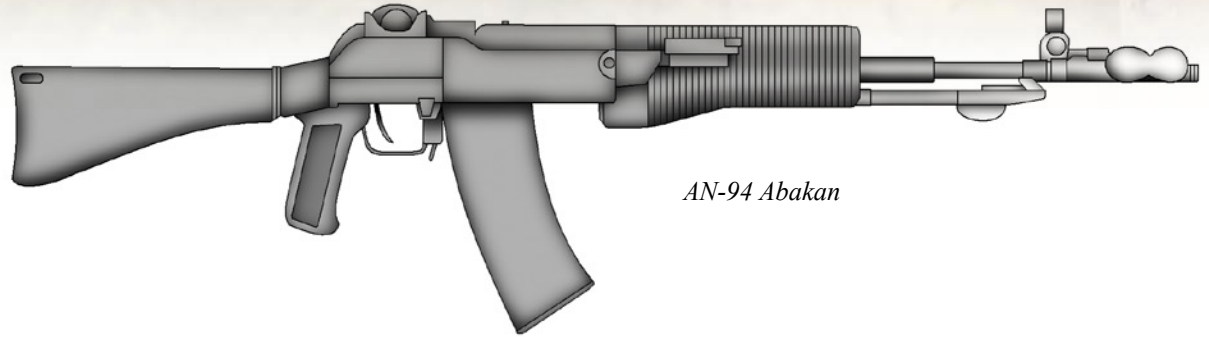
Zip Gun Type	Damage	Cost
9mm	+3	15 cp
10mm	+3	15 cp
.22 caliber	+2	10 cp
.32 caliber	+2	10 cp
.38 caliber	+3	15 cp
.357 caliber	+3	15 cp
.44 caliber	+4	20 cp
.45 caliber	+4	20 cp
.50AE caliber	+4	20 cp

LONGARMS

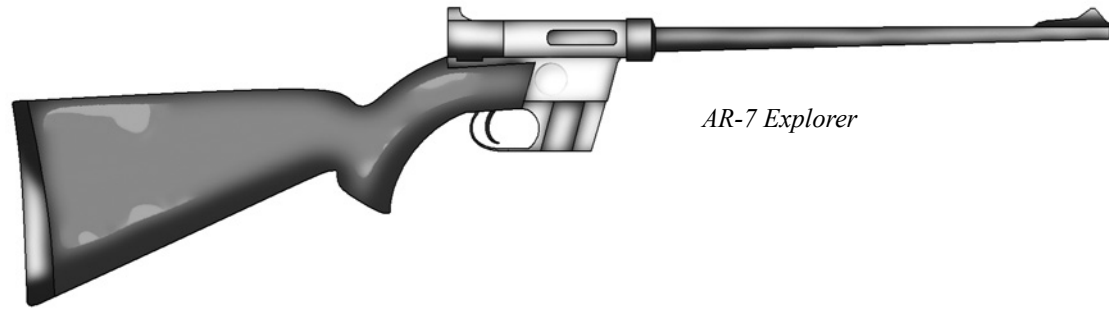
AN-94 ABAKAN

Designed as a replacement for the aging AK-74, the AN-94 is essentially a more accurate version of that venerable workhorse. Because of the AN-94's special delayed blowback mechanism, recoil is only felt at the end of a sustained burst – making it far more accurate a weapon than many automatic weapons.

Due to its high quality of manufacture, the AN-94 Abakan is considered a mastercraft weapon. As such,



AN-94 Abakan



AR-7 Explorer

it grants a +1 bonus on attack rolls.

AK-47s and AK-74s are commonly found among the communities of the atomic ruin, and the AN-94 is likewise a frequent sight in the hands of many post-war survivors and peoples across the Twisted Earth.

AR-7 EXPLORER

The Charter Arms AR-7 “Explorer” is one of the more unique guns of the past, first created to arm aircraft pilots in the event of an ejection over enemy territory – for defense as well as for hunting game. A skeletal design, the AR-7 is completely collapsible and the entire weapon can be stored inside its own buttstock! In addition, the construction of the weapon permits it to float harmlessly in water,

whether completely assembled or not, without risking malfunction.

The AR-7, when broken down, can fit in a standard backpack. Disassembling the weapon is a full-round action.

Weapons of this kind became extremely popular among survivalists during the Years of Entropy, when a handful fled to the few remaining wilderness areas to escape the “decadence” of civilization - and what they perceived to be the inevitable “invasion” of America. A hunter’s weapon, it was also a favorite of so-called “militia cells”. Today it remains a common sight among scavengers and other wilderness travelers.

CHAPTER 3: ARTIFACTS OF THE ANCIENTS

BIZON

The Russia-made “Bizon” heavy submachine gun utilizes a helical magazine not unlike the kind seen on the Calico M100 and Calico Liberty 50, though with the improved 9mm round the Bizon’s magazine holds 67 rounds. The rest of the weapon is based largely on the aging AK-47 design.

BLACK POWDER RIFLE

The black powder rifle, or “musket”, is one of the most common firearms in the wasteland. Similar to those fashioned in early American history, these weapons are unpredictable, have a slow reload rate, and require constant and tedious maintenance.

A black powder rifle requires a full-round action to reload.

Carved from sacred wood with religious reverence, and fitted with intricate workings of metal scavenged from the ruins and re-shaped by mutant hands, muskets are the ultimate tool of war for many primitive communities and survivors from the savage wasteland. Made with a deteriorating understanding of technology, the musket is an impressive artifact that roars with sound, smoke, and fire. Oftentimes those who use muskets decorate them with carvings of their primitive “war gods” or picture stories of the great enemies they have been instrumental in slaying. As such each musket is a work of art.

BUSHMASTER M-17S

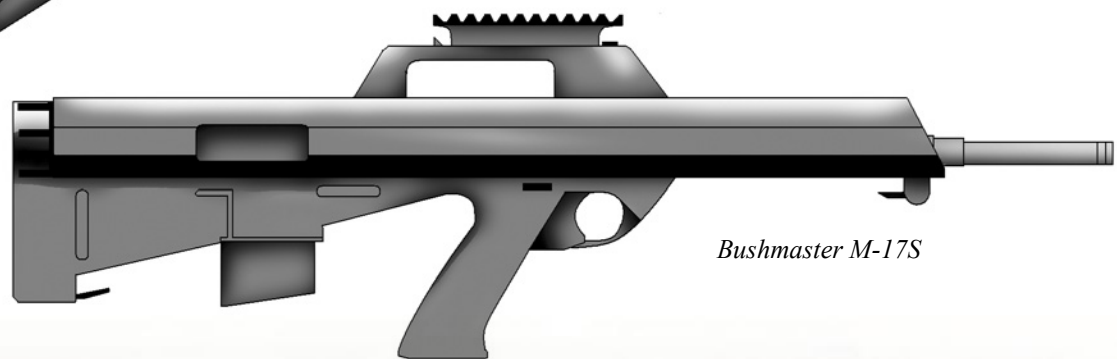
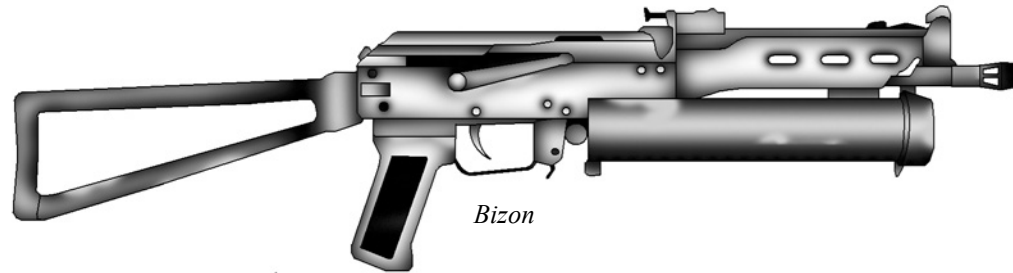
The Bushmaster is an American-manufactured bullpup .223 assault carbine, based on the AR-18 and capable of accepting all M-16 and AR-15 magazines. The majority of the weapon is made of composite polymers, Teflon, and aircraft aluminum.

CALICO LIBERTY 50

The Liberty 50 is the 9mm variant of the Calico M100, a carbine version with a longer barrel, wooden or polymer buttstock, and 50 round helical magazine (the reduced magazine capacity is due to the larger round).

COLT 635

Though outwardly resembling the M16 (and thus easy for users familiar with that weapon to master), the Colt 635 uses pistol rounds instead of the standard rifle projectile. Though not exactly on par with the “non-lethal weapons” developed for that purpose, this low-powered weapon was issued extensively to



CHAPTER 3: ARTIFACTS OF THE ANCIENTS

Department of Energy nuclear power plant security forces (in addition to other special security and law enforcement buyers).

These weapons are often found in the mutated hands of the Brotherhood of Radiation, whose bizarre monastic order often controls the few remaining ruined atomic power plants from before the Fall as “holy sites”.

DART RIFLE

A dart rifle is a longer-range version of a dart pistol.

Damage from a dart gun is negligible, but any hit injects the chemical payload into the target when hit (up to two doses of any given chemical/drug can be loaded into a dart).

FN HERSTAL F2000

A truly futuristic weapon, in appearance as well as construction, the F2000 is a modular bullpup weapon of Belgian design. The unique part of the F2000 is its modular components, which allow a user to mount either a 40mm grenade launcher, or a non-lethal module that fires 12 gauge tear gas pellets. Cartridges are ejected from the front of the weapon, and ambidextrous controls mean it is usable by right- and left-handed users.

Though the F2000 comes with a standard scope, an advanced scope specifically designed for the weapon (“computerized fire control module”) grants a +1 mastercraft bonus to both the weapon and any grenade launcher attached to it.

Tear gas dispensed via the tear gas pellets fired from the F2000 only fills the four squares around the target, and does not expand each round (like an actual *tear gas grenade*). Dispersion is as normal.



Calico Liberty 50



Colt 635



Dart Rifle

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FN P-90

Designed primarily for the close-in defense of vehicle crews, the FN P-90 is a futuristic bullpup weapon of Belgian design that employs the unique SS190 5.56mm round to defeat most body armor and similar infantry protection – something that most submachine guns have difficulty with. In addition, the weapon's overall lightweight and high magazine capacity (50 rounds) make it an exceptional firearm.

Ambidextrous components make the P-90 usable by both right- and left-handed users.

HECKLER & KOCH CAWS

The Heckler & Koch Close Assault Weapon System is an advanced automatic shotgun that fires a specialized form of ammunition of tungsten pellets or “flechettes”. The design of the weapon is such that recoil is greatly reduced and rate of fire is comparable to many other burst-capable weapons.

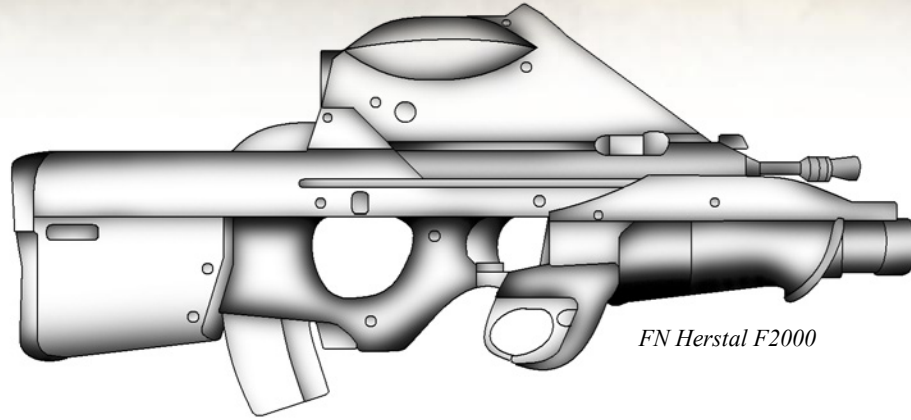
While not widely used by the military forces of the Ancients, the HK CAWS saw widespread deployment among SWAT teams and law enforcement in many of the major cities during the chaotic years preceding the Fall.

JACKHAMMER MK3A1

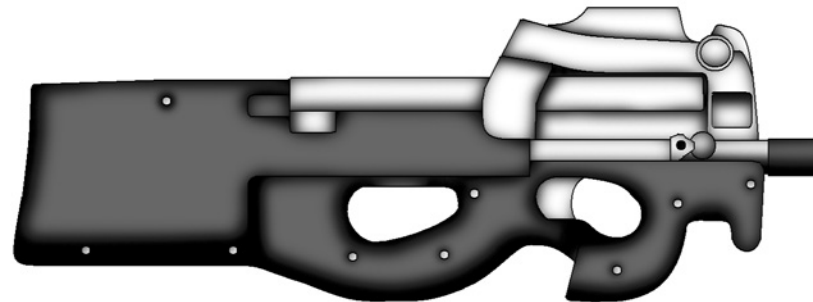
The American-made Jackhammer is an unusual shotgun design in that it is *solely* automatic, unlike even the powerful HK CAWS (which is also an automatic shotgun). As if this weren't unconventional enough, the Jackhammer employs a revolutionary revolving 10-round cylinder, not too different in appearance and operation from traditional sidearm revolvers.

The weapon's cylinder must be manually reloaded just like a normal revolver.

While extraordinarily rare, the Jackhammer is



FN Herstal F2000



FN P-90



Heckler & Koch CAWS

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avored by the warrior-monks of the Foundation as the weapon of choice for their knights and paladins. This is due not only to the weapon's capabilities as a fully automatic shotgun, but also because of its futuristic appearance.

OC-14 GROZA

The Groza ("thunder") is a remarkable weapons system that was designed to be easily converted for various duties. Using a kit, quick alterations to the weapon convert it from a basic assault rifle to an assault carbine, silenced assault rifle, or assault rifle/grenade launcher (40mm) combination. A special version, the "Groza-1", was developed for the Spetsnaz and utilizes the same clip as the AK-74. The Groza accepts a suppressor without modification.

PIPE RIFLE

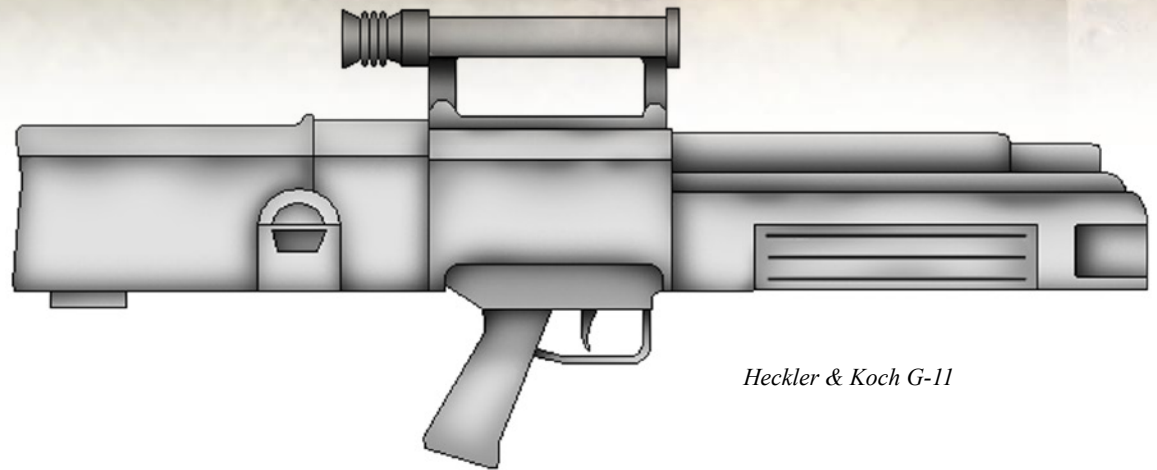
These generic weapons are simply homemade rifles (much like the zip gun), making use of any length of pipe and attaching it crudely to a stock to control recoil. Regular rifle cartridges are used in the gun, and a primitive breech-load is generally fitted. Shot capacity is invariably one round at a time.

The damage inflicted by a pipe rifle depends on what kind of round it is designed to fire (use any rifle round). The purchase DC is based on the caliber.

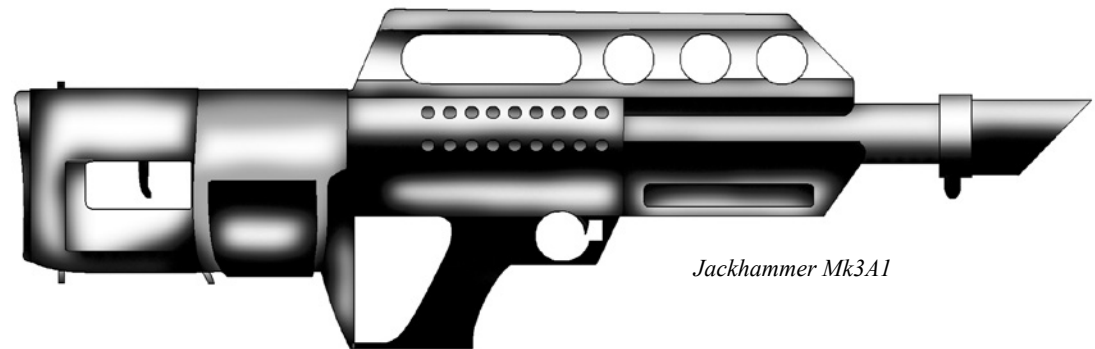
Any critical miss with a pipe rifle results in the weapon being destroyed due to misfire.

Pipe rifles are extremely common weapons among tribal communities, desert villages, and raider gangs alike, due primarily to their ease of manufacture and the quickness with which they can be produced.

Pipe Rifle Type	Damage	Cost
.22 LR	+2	15 cp
5.56mm	+4	20 cp
7.62mmR	+4	25 cp
7.62mm	+5	35 cp



Heckler & Koch G-11

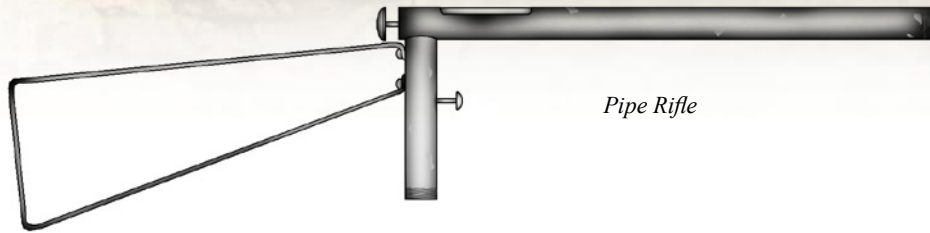


Jackhammer Mk3A1



OC-14 Groza

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Pipe Rifle

Due to unreliable construction, .444 caliber, .50 caliber, and shotgun ammunition cannot be used in a pipe rifle.

QBZ-95

A Chinese bullpup assault rifle, the QBZ-95 has a polymer casing and magazine, chambered to fire the 5.8mm round (though export versions use the 5.56mm NATO cartridge). There is also a carbine version of this weapon with a significantly shortened barrel.

While rare elsewhere, the QBZ-95 is relatively common along what used to be the west coast of the United States - apparently leftovers from the now-vanished Asian invaders that stormed the beaches just prior to the Fall.



QBZ-95



Steyr ACR

STEYR ACR

The Steyr Advanced Combat Rifle (or “ACR”) is a unique weapon with uncommon characteristics – it fires a flechette “dart” within a sabot round that maintains velocity and accuracy over great ranges. Firing an extremely fast and stable projectile, it has been described as having almost “ray-gun performance”, hitting exactly where it is aimed almost regardless of the target’s movement. This same high velocity gives the ACR excellent



Steyr IWS-2000

CHAPTER 3: ARTIFACTS OF THE ANCIENTS

penetrating power, and the relatively diminutive size of the flechette results in minimal recoil.

Like the Steyr AUG, the ACR has ambidextrous components that make it usable by both right- and left-handed users. A *standard scope* is built in.

Due to its high quality of manufacture, the Steyr ACR is considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

STEYR IWS-2000

The IWS-2000 was probably the most powerful rifle of its kind during its day. Employing a 15.2mm tungsten flechette projectile, sheathed in a fin-stabilized plastic sabot, it was designed to bring down helicopters, penetrate the armor of light vehicles (including most armored personnel carriers), and other “soft” targets up to a kilometer away.

Though it uses a massive round, the IWS-2000’s composite construction, weight distribution, and huge muzzle brake reduce the recoil to that of a large-caliber sporting rifle. A *standard scope* is built in, as is a bipod.

VALTRO PM-5-350

The Italian Valtro PM-5-350 is a shotgun of unusual design, with a much shorter barrel than most tactical shotguns, an assault foregrip, and a seven round box magazine that feeds from below like a traditional assault rifle. While unconventional in design, the Valtro is a compact weapon comparable in size to many sawed-off shotgun variants.

VSS VINTOREZ

The VSS (*Vintovka Snajperskaja Spetsialnaya*, or “special sniper rifle”) is a truly insidious weapon, utilizing the special subsonic SP-5 sniper cartridges that reduce the sound repeat of the rifle to something

similar to a .22 rifle. The Vintorez is considered to have a built-in suppressor.

HEAVY WEAPONS

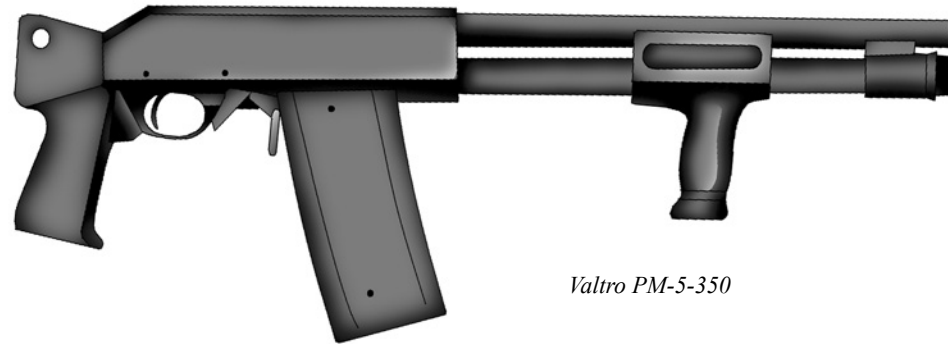
CALICO TWO-TWENTY-TWO

An odd weapon, the “Two-Twenty-Two” is a dual-barreled “gatling gun” conversion using .22 long rifle ammunition. A hand crank at the rear of the weapon fires the guns alternately with a cam system not unlike a low rate-of-fire machinegun. The Two-Twenty-Two requires two separate 10-round clips, one for each gun.

Although not exactly an efficient or practical weapon, the formidable “two barreled” appearance of the Two-Twenty-Two (as well as its simple method of operation) has made it a popular vehicle-mounted weapon among the Twisted Earth’s raider gangs.

M214 MINIGUN

Developed for use on helicopters and light aircraft, the M214 “minigun” is an impressive weapon with many legends surrounding it. A “gatling” style weapon, the M214 has six electrically driven barrels that revolve at up to a colossal 10,000-rpm, making it able to spit out 166 rounds per *second*. Despite the impressive rate of fire, however, the weapon



Valtro PM-5-350



VSS Vintorez

CHAPTER 3: ARTIFACTS OF THE ANCIENTS

itself is prohibitively heavy (30 lbs), not including its ammunition supply, and requires the equivalent of two truck batteries to operate.

A regular *power backpack* must be used to power this weapon, in addition to standard ammunition.



EXPLOSIVES AND SPLASH WEAPONS

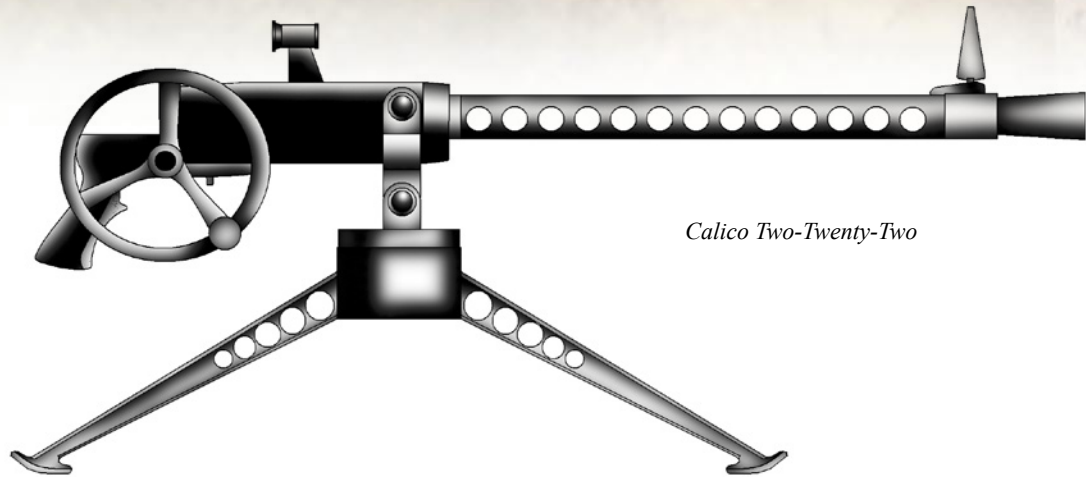
After the nuclear war, the entire face of the wasteland is often littered with the remnants of the brutal conflict that ravaged the world. In addition to radiated hotspots and destroyed cities, old battlefields are often encountered where military hardware can be scavenged. Among those items prized by scavengers are military-grade explosives; this section details a selection of such items not found in the core rules.

GRENADES AND EXPLOSIVES

Many explosives require detonators, which are described in the Weapon Accessories section.

BLOOD AGENT GRENADE

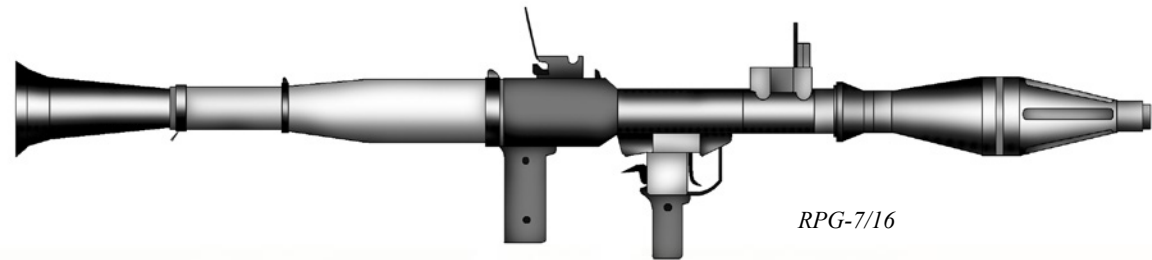
This type of grenade jellifies the lungs of those who breathe it (chemicals used include mustard gas and chlorine gas). On the round that it is thrown, a grenade of this type fills the four squares around it with a cloud of gas. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses



Calico Two-Twenty-Two



M214 Minigun



RPG-7/16

CHAPTER 3: ARTIFACTS OF THE ANCIENTS

TABLE 3-3: EXPLOSIVES AND SPLASH WEAPONS

Weapon	Effect	Radius	Save DC (Type)	Size	Cost
Blood Agent Grenade	Acid damage (+5)	15 ft.	25 (Fortitude)	Small	900 cp
Energy Grenade	Energy damage (+8)	20 ft.	15 (Reflex)	Small	900 cp
Glitter Grenade	Energy cover	15 ft.	---	Small	200 cp
Mine	Explosion (+5)	50 ft.	15 (Reflex)	Small	500 cp
Negation Grenade	EMP	20 ft.	25 (Reflex)	Small	900 cp
Nerve Gas Grenade	Poison	15 ft.	22 (Fortitude)	Small	900 cp
Photon Grenade	Blindness	30 ft.	18/15(Reflex/Fortitude)	Tiny	900 cp
Plasma Grenade	Fire/Energy (+12)	20 ft.	15 (Reflex)	Small	1,000 cp
Radiation Grenade	Acid/Radiation	15 ft.	See below	Small	1,000 cp
Shock Grenade	Electricity (+6)	20 ft.	18 (Reflex)	Small	200 cp
Stun Grenade	Nonlethal (+5)	10 ft.	15 (Reflex)	Tiny	50 cp
Thermite Grenade	Fire (+10)	20 ft.	18 (Reflex)	Small	300 cp
White Phosphorous Grenade	Fire (+4)	20 ft.	12 (Reflex)	Small	200 cp

the gas in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Each round a target remains in the gas, he must make a Fortitude save (DC 25) or suffer acid damage with a damage bonus of +5.

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.

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 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. On the round that it is thrown, a grenade of this type fills the four squares around it with a cloud of glitter.

On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the glitter in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Lasers will not affect targets in or fire through the glitter cloud (the cloud provides total cover against such attacks). Targets within the cloud have an effective concealment (20% miss chance) against all other types of attack.

MINE

These types of explosives were incredibly common throughout the world prior to the Fall, and remain as a deadly threat to survivors in the aftermath of the nuclear holocaust. Capable of being hidden for decades and still working (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.

Treat mines as *fragmentation grenades* (unless designed to destroy tanks, in which case use the stats for the *anti-tank grenade*), which detonate when

activated, like a trap. A Disable Device check is required to disarm a mine for later use (typical DC is 16).

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) within the burst radius for 2d4 rounds. Robots and androids caught within the blast radius of a negation grenade must make a Reflex save (DC 25) or suffer the same effects.

NERVE GAS GRENADE

This type of grenade creates a cloud of nerve gas, which works to destroy the central nervous system of living beings. Colorless and odorless, it kills. On the round that it is thrown, a grenade of this type fills the four squares around it with a cloud of gas. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the gas in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

Each round a target remains in the gas he is subject to the nerve gas effects. 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. The nerve gas has a Fortitude save (DC 22), initial damage of 2 Con, and secondary damage of 3 Con.

CHAPTER 3: ARTIFACTS OF THE ANCIENTS

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 30 ft radius and facing the grenade when it detonates must make a Reflex save (DC 18) to avoid its effects. If affected, the victim must make Fortitude save (DC 15) or be blinded permanently. A successful save still incurs *blindness*, but only 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.

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. On the round that it is thrown, a grenade of this type fills the four squares around it with a cloud of radioactive acid gas. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10

rounds, though a moderate wind (11+ mph) disperses the gas in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

Each round a target remains in the gas cloud, it suffers acid damage (damage bonus +2) as well as exposure to *high* or *severe* radiation (see *Radiation*). If the target remains in the cloud for a single round, they must resist *high* radiation sickness (Fort DC 21; Damage 2 Con). Targets spending more than 1 round must resist *severe* radiation sickness (Fort DC 24; Damage 3 Con). Targets that fail the save, take immediate Constitution damage and Radiation Sickness (see *Diseases*).

SHOCK GRENADE

This type of grenade lets off a blast of electricity in its area of effect. This causes regular damage but yet metal obstacles do not afford protection or cover (the charge passes right through, so the area of effect stays the same even in close quarters).

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 as well.

THERMITE GRENADE

Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Pre-Fall military forces used thermite grenades to quickly destroy key pieces of equipment.

WHITE PHOSPHORUS GRENADE

White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus grenade is dealt additional fire damage (damage bonus +3) in the following round and risks catching on fire.

In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade.



LASERS

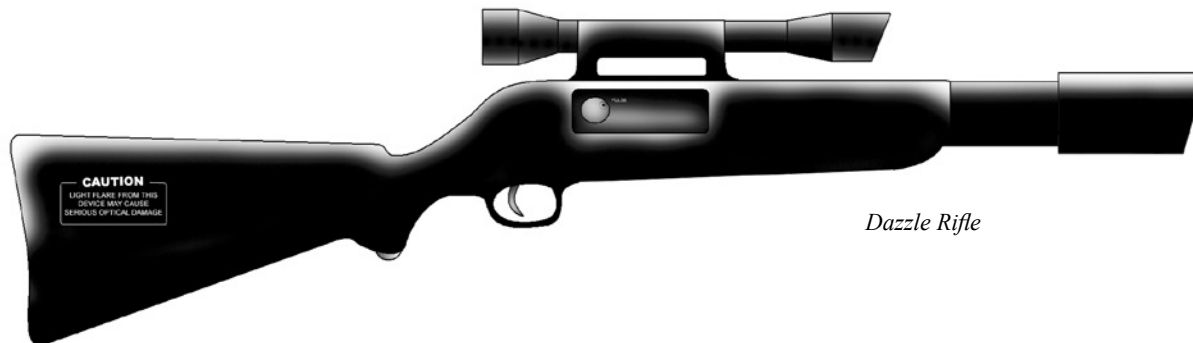
Well known in science fiction long before they actually became viable weapons, lasers were a natural evolution of the advanced military science of the “Ancients.”

Lasers weapons work by colliding lasing atoms with electrically accelerated electrons within some form of active medium (usually a gas, crystal, or liquid high in *chromium*). The earliest versions use a synthetic ruby “rod” with a mirrored surface on one end and a partially silvered tip 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 in the medium (in this case the crystal rod); as the electrons begin to get excited, variations in the energy levels of these electrons cause an emission of *photons*, or light particles. These photons bounce back and forth down the rod off of each of the mirrored ends, creating more energy as they strikes each other, in effect amplifying the laser’s power exponentially. This process occurs in a mere fraction of a second, and

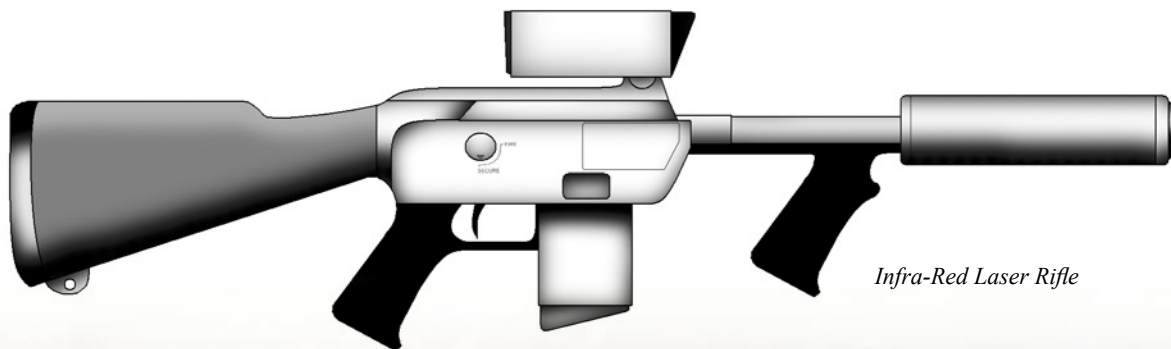
CHAPTER 3: ARTIFACTS OF THE ANCIENTS

TABLE 3-4: LASERS

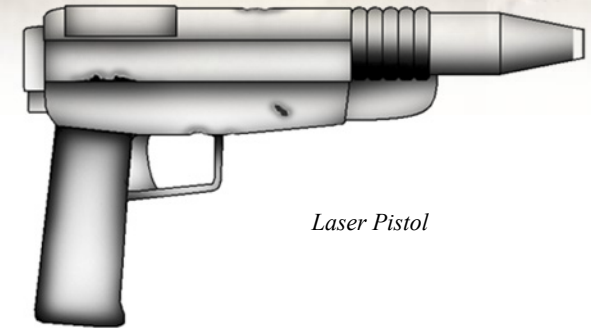
Weapon	Damage	Critical	Damage Descriptor	Range	Cost
Handguns					
Laser pistol	2d12	20	Energy	50 ft.	6,000 cp
Longarms					
Dazzle rifle	Blindness	---	Energy	50 ft.	Large
Infra-red rifle	+12	20/+3	Energy	150 ft.	Large
Pulse laser rifle	+9	20/+3	Energy, Autofire	100 ft.	Large
X-Laser	+9	20/+3	Energy	100 ft.	Large
Heavy Weapons					
Laser anti-tank rifle	+20	20/+3	Energy	100 ft.	Large
Laser cannon	+24	20/+3	Energy	300 ft.	Huge



Dazzle Rifle



Infra-Red Laser Rifle



Laser Pistol

when the beam reaches an intensity sufficient to burn tissue it is emitted through one end, refined through a refining crystal, and discharged towards the target.

Lasers may be set to fire in “continuous wavelength” mode, which means the weapon continues to fire a single beam as long as the trigger is depressed. This is especially useful against non-mobile targets (such as obstacles), allowing the weapon to literally “drill” through them. Once a laser firing on this mode hits, it does not need to roll to hit again each round, inflicting regular damage automatically until the firer decides to end the beam (or the weapon’s power source runs out of charges). This mode can only be used on non-mobile targets.

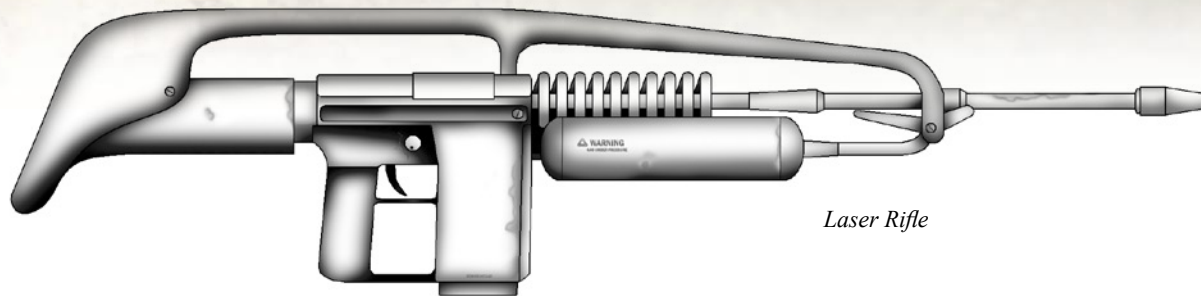
Unless specified, lasers cannot fire through smoke or glitter clouds

LONGARMS

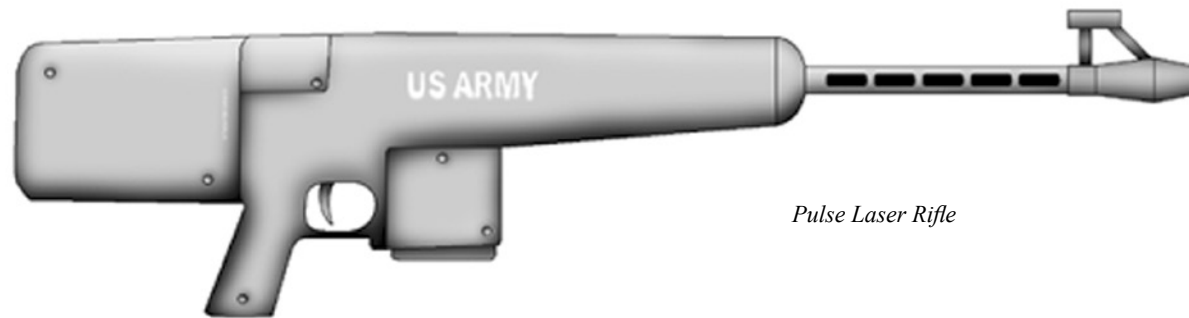
DAZZLE RIFLE (NLW)

The “dazzle rifle” resembles any ordinary rifle, but it is in fact a non-lethal weapon designed for subduing and disabling targets in high-risk areas (such as within nuclear power plants and missile silos, biological containment areas, etc.). The dazzle

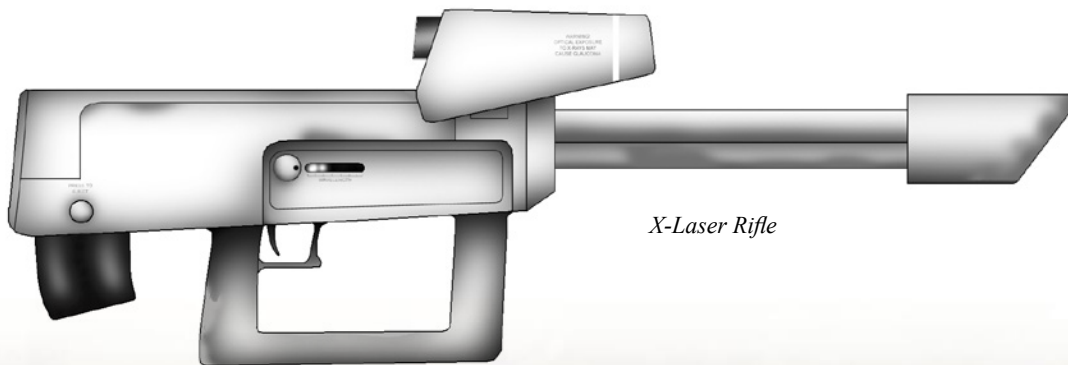
CHAPTER 3: ARTIFACTS OF THE ANCIENTS



Laser Rifle



Pulse Laser Rifle



X-Laser Rifle

rifle operates by emitting a brilliant beam of photons in a wide “pulse”, affecting unshielded eyes with immediate flash burns and blindness.

The target of a Dazzle Rifle must make a Reflex save when hit (the DC is equal to the attacker’s attack roll) or be blinded for 5 minutes.

Dazzle rifles do not have a *continuous wavelength* mode.

INFRA-RED LASER RIFLE

The infra-red laser is a special laser with a coated discharge lens that filters out all light except for that emitted at .01 cm wavelength or greater – in effect, generating a beam exclusively in the infra-red spectrum. Though the IR laser is substantially low-powered when compared with other laser weapons (it produces far less energy with each discharge), the IR laser is totally *invisible* except when viewed with IR goggles (which show the beam solidly).

IR lasers are unaffected by smoke, but are impeded by glitter as normal lasers.

PULSE LASER RIFLE

The pulse laser rifle is an advanced development of the standard laser rifle, modified to fire pulses of laser light in the manner of a fully automatic weapon. This ability is provided by a high capacity xenon flash tube (which provides a stream of steady flash pulses) instead of the normal single-pulse flash lamp of most traditional laser weapons. 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, and thus risks breakage).

Pulse laser rifles do not have a *continuous wavelength* mode.

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X-LASER

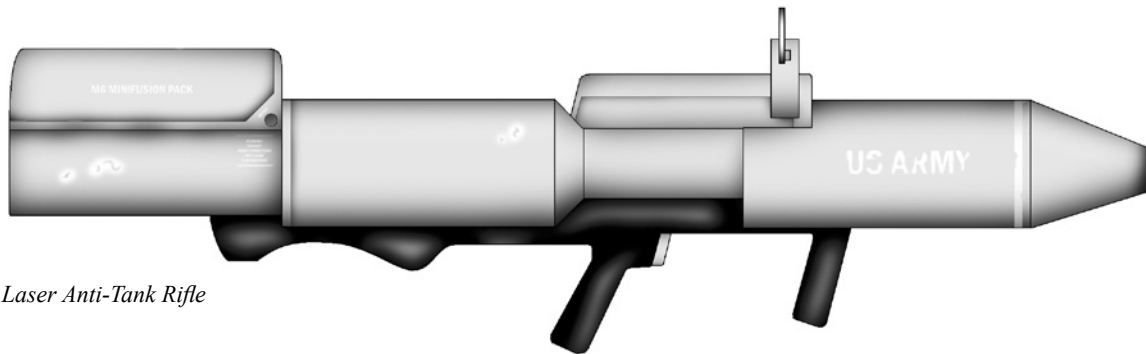
The so-called “x-laser” is a bulky and difficult energy weapon to employ. The common x-ray device used in all Ancient-era medical facilities shares the principle behind the x-laser; high-speed electrons, creating an emission of “x-rays”, bombard a tungsten or yttrium “target” inside the weapon. These rays are quite potent, able to penetrate a far greater amount

of tissue and materials than most forms of radiation. Unlike the relatively harmless x-ray machine, however, the weapon version of this technology emits rays at a shorter wavelength, causing a more violent “disruption” effect.

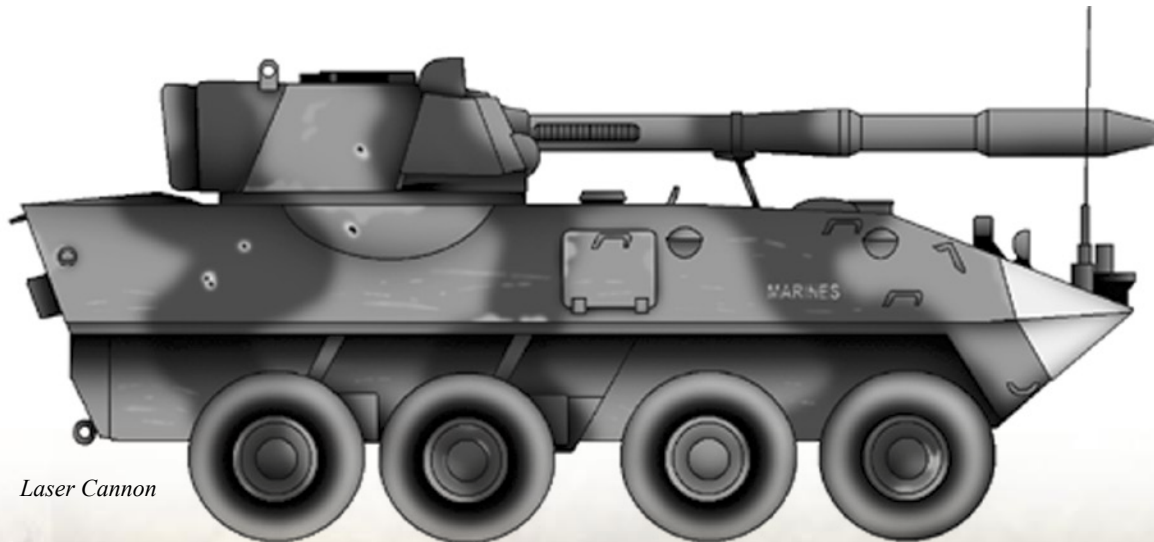
The x-laser causes damage mainly by breaking down and disintegrating the tissues its beam comes in contact with. In addition, an x-laser can fire straight

through walls and other obstructions without reduced effect against targets concealed behind them. The x-laser can penetrate 20 feet of cloth, wood, or similar animal or vegetable matter. It can penetrate up to 10 feet of stone, 10 inches of iron, steel, copper, and brass, but it cannot penetrate lead, gold, or platinum. As a result, the x-laser ignores the Hardness of obstacles (including vehicles and armor). Often an x-laser will be mated with X-ray goggles to allow the firer to see through walls and identify targets behind them at which to fire.

X-lasers do not have a *continuous wavelength* mode.



Laser Anti-Tank Rifle



Laser Cannon

HEAVY WEAPONS

LASER ANTI-TANK RIFLE

A heavy laser, this man-portable laser anti-tank rifle is a shoulder-mounted weapon (so-made because the internal photon generator coils are rather heavy, since they generate a far more powerful pulse than the typical laser). The laser anti-tank rifle was primarily used to destroy light to medium armored threats: armored vehicles, attack skimmers, and light fortifications such as bunkers and pillboxes.

Laser anti-tank rifles do not have a *continuous wavelength* mode. Though it requires a fully charged minifusion cell to operate, one shot from this weapon drains the entire cell.

LASER CANNON

The laser cannon is simply a gigantic laser weapon with extra-heavy photon generators, allowing it to produce a significantly more destructive burst of lasing energy with each buildup of power. These weapons are extraordinarily large (generally only mounted on special laser tanks or in ground-based

CHAPTER 3: ARTIFACTS OF THE ANCIENTS

AAA batteries, for instance), but are effective against almost all forms of heavy vehicles and fortifications.

Laser cannons do not have a *continuous wavelength* mode. Though it requires a fully charged minifusion cell to operate, one shot from this weapon drains the entire cell.



MASERS

The *maser* (or “thermal gun” as it is sometimes known) is basically a “microwave laser”. Originally designed to make the use of smoke and glitter as a countermeasure ineffective,

the maser operates using light outside the visible spectrum (unlike the traditional laser), and thus is not affected by such obstacles.

Maser weapons are built around a central high-capacity magnetron tube (similar to the kind found in a microwave oven), which emits a narrow stream of microwaves at the target, causing extreme vibration and energization of water molecules – in effect, boiling the target area in a flash of intense, highly-focused heat.



Maser Pistol

TABLE 3-5: MASERS

Weapon	Damage	Critical	Damage Descriptor	Range	Size	Cost
Handguns						
Maser pistol	+6	20/+3	Energy	100 ft.	Small	6,000 cp
Longarms						
Maser rifle	+9	20/+3	Energy	150 ft.	Large	15,000 cp

Maser weapons receive a +2 attack bonus against opponents wearing metal armor.

HANDGUNS

MASER PISTOL

Simply a scaled-down version of the maser rifle, the maser pistol has a smaller energy capacitor, a reduced magnetron tube, and only a “flash” shot capability. Although it does less damage, its small size permits the microwave pistol to be more easily carried as a sidearm. Such weapons were actually quite widespread as a civilian and police sidearm during the final years of the Fall, when cities were shrouded in thick smog from over polluting industry, and came in a number of models with varying appearances (from simply advanced pistols to hand-held “microwave lamps”).

LONGARMS

MASER RIFLE

The maser rifle, though designed to replace the laser rifle as the standard weapon of the American armed forces, was never officially adopted. Despite this fact, many found their way into front-line units, and became especially desirable in long-term battles when smoke from ruined vehicles and bombarded cityscapes made traditional lasers less effective.

A relatively light weapon, the maser rifle has a folding stock (usually made of aluminum).



Maser Rifle



ENERGY FIELD GENERATORS

The weapons that comprise this special category are varied in design and function. In essence, however, all of these weapons operate by generating an “energy field” of some sort. In addition to the two new weapons presented here, the blaster pistol and blaster rifle from the core rules also appear in *Darwin’s World*, their statistics are unchanged.

DISINTEGRATOR RAY

The “disintegrator ray” was the most advanced kind of personal weapon in military service before the fall of civilization, the ultimate advancement of blaster technology, developed especially to complement suits of advanced powered armor. Made of connecting metal rods, the disintegrator ray is most often shoulder-mounted on such suits, or installed in the wrist; with a touch of a button, the device folds itself up and out of the way (and can be just as easily deployed).

The disintegrator ray, when fired, shoots a narrow beam that affects the air *around* the target, creating an enveloping energy field that rises with the convection of the air beneath it. This powerful energy field is highly agitated, and disrupts organic tissue and even inorganic substances – in effect, the disintegrator ray disintegrates its target from the bottom-up.

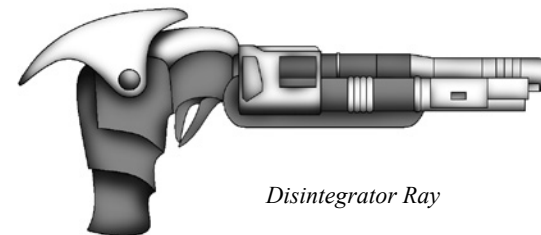
A target hit by a disintegrator ray must make a Fortitude save (DC 25) to avoid being immediately disintegrated; even if she saves, she still suffers damage from the physical disruption of her body with a +8 damage bonus.

TABLE 3-6: ENERGY FIELD GENERATORS

Weapon	Damage	Critical	Damage Descriptor	Range	Size	Cost
Handguns						
Disintegrator Ray	See below	---	Energy	20 ft.	Small	50,000 cp
Plasma Pistol	+9	20/+3	Energy	100 ft.	Small	25,000 cp
Longarms						
EMP Rifle	See below	---	Energy	20 ft.	Large	25,000 cp
HPM Rifle	See below	---	Energy	20 ft.	Large	30,000 cp
Heavy Weapons						
Plasma rifle	+15	20/+3	Energy	200 ft.	Large	35,000 cp

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, and the plasma generated was comparatively low-powered and short lived. Despite this, these weapons were showing promise before the Fall, and may have come to replace lasers altogether had time permitted.



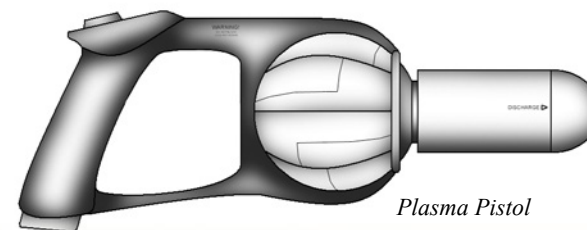
Disintegrator Ray

LONGARMS

EMP RIFLE (NLW)

The electromagnetic pulse rifle was an advanced weapon developed during the Final War. Weapons of this type were being rush-developed 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 diminishing numbers with artificial surrogates).

The EMP rifle generates a powerful electromagnetic pulse and projects this at the target; the pulse is strong and centralized enough to cause



Plasma Pistol

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damage to electronic, cybernetic, and robotic components. The weapon is largely ineffective against living tissue, however, causing only minor burns and disorientation at the closest ranges. It does nonlethal damage (+2 damage bonus) against living creatures, and then only in the first range increment (after that it has no effect).

The EMP rifle deals lethal damage against robots, cyborgs, and androids with a +15 damage bonus (unless the android in question has specific countermeasures, in which case the rifle has no effect). If a robot is “killed” by this weapon it shuts down until repaired.

HPM RIFLE

An advanced form of anti-material weapon, the HPM (high power microwave) rifle is, in essence, a powerful hand-held radar emitter. The HPM operates by emitting a disruptive microwave radio-frequency beam at the target, designed to scramble electronic systems. Though it operates much like an EMP rifle, at close ranges the HPM can cause unconsciousness and even death in humans by upsetting the neural pathways with the beam’s unpredictable electronic activity. It does normal damage against living creatures within the first range increment (after that it has no effect).

The HPM rifle deals normal damage against robots, cyborgs, and androids (unless the android in question has specific countermeasures, in which case the rifle has no effect) at all ranges. A robot “killed” by this weapon shuts down until repaired.

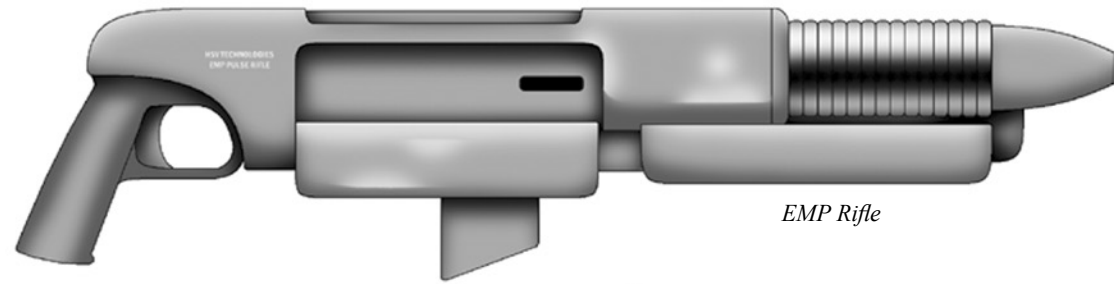
HEAVY WEAPONS

PLASMA RIFLE

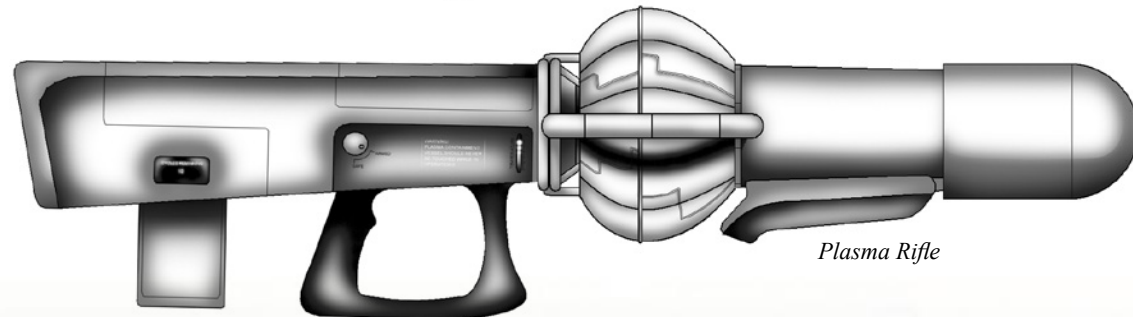
The plasma “rifle” (really a man-portable cannon) is a very advanced form of weaponry. The weapon generates a strong electric field, applying it to a low-pressure gas; this gas is heated to nearly 180,000 degrees F by injecting it with high-speed ions (typically from a compact synchrotron or betatron 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.

Though complex, miniaturized plasma technology was well within the grasp of the Ancients prior to the Fall. Though these enormous weapons were not prolific, given time the plasma may certainly have replaced most other forms of energy weapon in the armed services.



EMP Rifle



Plasma Rifle

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MASS DRIVERS

While similar in some respects to the category of energy field generators, the principle behind *mass drivers* is the generation of a specific form of containment field—the gravity field. Mass-driving weapons (more commonly known as “mass drivers” or “gauss weapons”, after the unit of gravity measurement, the *gauss*) use artificially generated gravity to propel a mass to dangerously high velocities to punch through armor, metal, tissue, etc. Though they fire ballistic projectiles (usually a high density “needle” or bullet made from uranium that has expended most of its radioactive properties, collapsing in on itself becoming highly-dense and solid; this is known as “depleted uranium”), mass drivers also require a great deal of energy to produce the gravity field necessary to reach these high velocities.

In operation mass drivers are relatively simple. Coils along the length of the weapon produce opposing fields of gravity that keep the projectile

TABLE 3-7: MASS DRIVERS

Weapon	Damage	Critical	Damage Descriptor	Range	Size	Cost
Handguns						
Gauss pistol	+6	19-20/+4	Ballistic	100 ft.	Small	4,000 cp
Gauss submachine gun	+6	19-20/+4	Ballistic, Autofire	100 ft.	Small	5,000 cp
Longarms						
Electro-Saw Thrower	+8	20/+3	Ballistic	80 ft.	Large	2,000 cp
Gauss Automatic Rifle	+8	19-20/+4	Ballistic, Autofire	100 ft.	Large	15,000 cp
Gauss Rifle	+8	19-20/+4	Ballistic	150 ft.	Large	17,000 cp
Heavy Weapons						
Gauss anti-tank rifle	+15	19-20/+4	Ballistic	100 ft.	Large	30,000 cp
Gauss cannon	+20	19-20/+4	Ballistic	300 ft.	Huge	50,000 cp

under enormous strain. When the weapon is fired one of these fields is dropped, propelling the projectile down the barrel. The gravity of each coil along the barrel increases as it goes, so that when it finally exits the barrel the needle is moving with colossal velocity.

Gauss weapons use special projectiles as well as power discharges from a regular power source when fired. Propelled at high velocity, gauss needles pierce armor extraordinarily well.

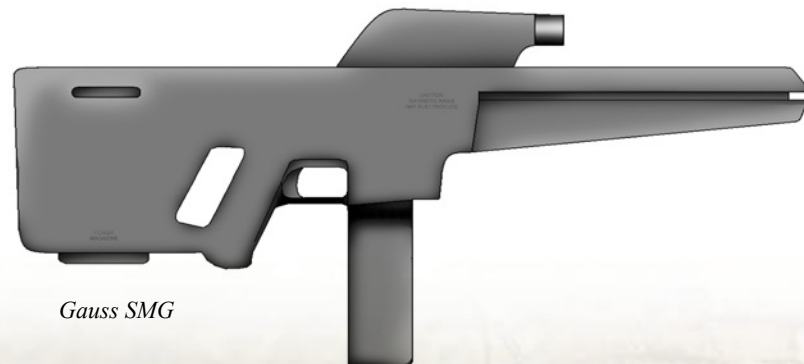
HANDGUNS

GAUSS PISTOL

The gauss pistol is a miniaturized version of the mass-driving rifle, utilizing compact gravitic rails to propel its DU flechettes at range. Though these flechettes are of a smaller size and lower velocity when compared to rifles, the compact nature of the pistol and its ease of use make the pistol version attractive.

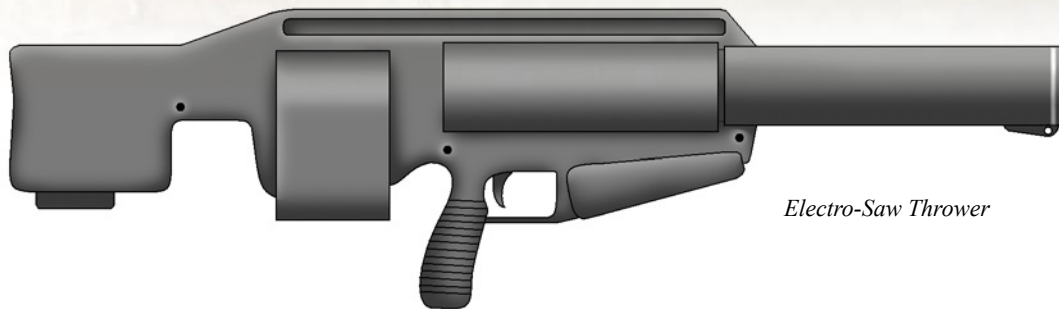


Gauss Pistol



Gauss SMG

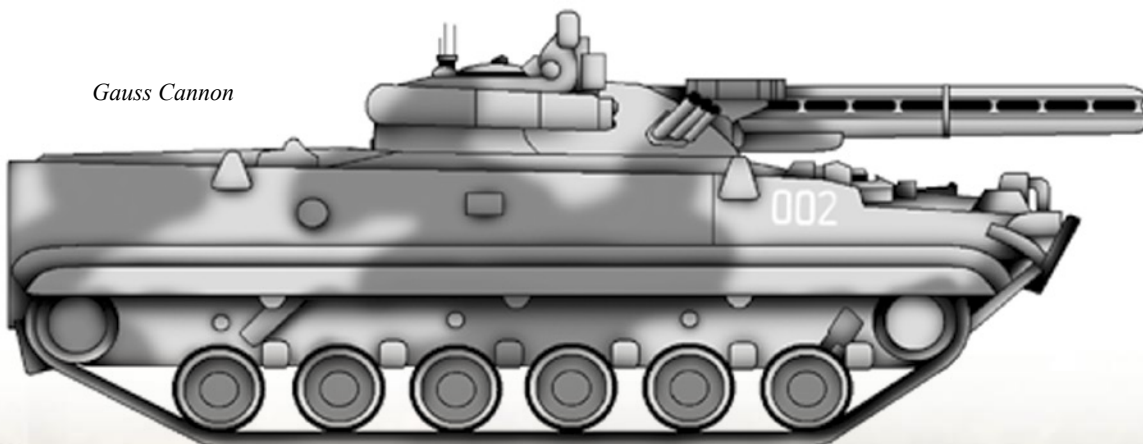
CHAPTER 3: ARTIFACTS OF THE ANCIENTS



Electro-Saw Thrower



Gauss Anti-Tanks Rifle



Gauss Cannon

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 a fast autoloading device that feeds gauss ammo into the magnetic force chamber at a lightning high rate—permitting a continuous stream of uninterrupted fire. The drawback is that this lessens the magnetic buildup of each shot, reducing the momentum and damage, but as a close-in weapon the rate of fire is still a desirable bonus.

Because it is designed to penetrate armor, a gauss SMG ignores up to 5 points of hardness if it strikes a vehicle, building, or object.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

LONGARMS

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.

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GAUSS AUTOMATIC RIFLE

This is a special gauss rifle that is capable of full auto fire. Like the gauss submachine gun, 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.

GAUSS RIFLE

Developed from generations of mass driving weapons, the “modern” gauss rifle incorporates a larger and longer barrel than earlier models (permitting more rails, and thus increased momentum for the gauss round) and more reliable magnetic generators that reduce the risk of instability and explosion to almost nothing.

HEAVY WEAPONS

GAUSS ANTI-TANK RIFLE

This weapon appears to be a huge shoulder-mounted “railgun,” like an advanced anti-tank weapon. The weapon fires a large (10mm) depleted uranium mushrooming sliver, which was primarily used to defeat armor and armored vehicles. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well.

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.

TABLE 3-8: PARTICLE BEAM WEAPONS

Weapon	Damage	Critical	Damage Descriptor	Range	Size	Cost
Longarms						
Atom gun	+18	20/+3	Energy	10 ft.	Large	35,000 cp
Ion ray	+12	19-20/+4	Energy	100 ft.	Large	25,000 cp
Meson cannon	+15	20/+3	Energy	150 ft.	Large	35,000 cp



PARTICLE-BEAM WEAPONS

While the United States explored the use of lasers as a means to counter the ballistic missile threat, its enemies explored particle beam technology during the 1960s for the same purpose. Though their designs (like early lasers) were projected to require a truly massive apparatus to be effective, the miniaturization of this technology would come about – on both sides – nearly 40 years later.

Particle-beam weapons are advanced energy weapons that emit a single charged particle or stream of particles to inflict damage. Ions, mesons, or other subatomic particles are propelled by these complex weapon systems at colossal speeds to achieve damage against organic and inorganic substances.

LONGARMS

ATOM GUN

The so-called “atom gun” is essentially a pocket nuclear reactor around which a rather effective assault weapon was developed. In essence, atomic particles in the central reactor of the weapon collide and split, the energy of the reaction being channeled

out through the barrel. The atom gun fires clusters of these atomic particles down its barrel, at colossal speeds, throwing out a spread at a high rate and over a wide area, just like a “shotgun”.

The atom gun’s damage is reduced by the range increment of the target just as attack rolls are (reduce the damage bonus by the same amount that the range penalty reduces the attack roll).

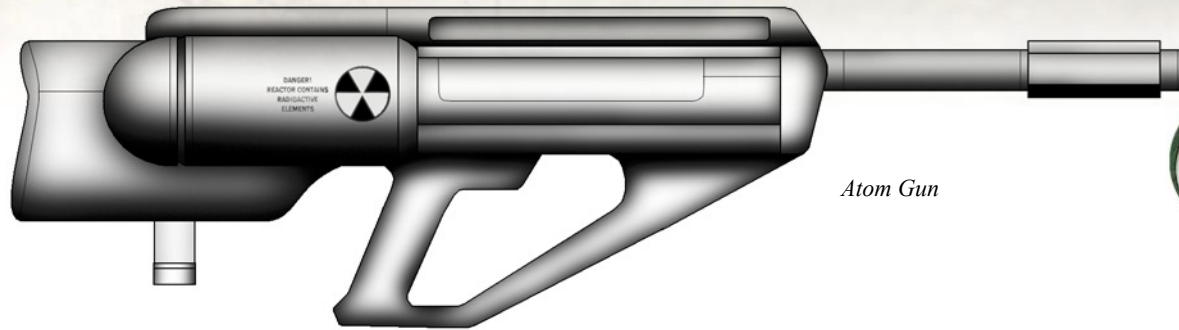
ION RAY

The ion ray is actually a rather simple device, utilizing an advanced *synchrotron* (a subatomic-particle accelerator) to generate a concentrated, pencil-thin stream of ions that are directed towards the target tissue or surface. This ion burst is extremely rapid, causing intense damage to living tissue, as it literally “bombards” the target area with excited ions. Flash burns and spontaneous incineration usually result from a hit by this weapon.

MESON CANNON

The meson “cannon” is a powerful energy weapon that fires a narrow stream of positively charged mesons at its target, causing a disruptive effect on living tissue. These weapons, often referred to as “particle projectors”, are basically a miniaturized version of the anti-ballistic missile particle weapons experimented with by both the Soviets and the United States prior to the Fall.

A folding stock is often attached to the weapon, along with a *standard scope*.



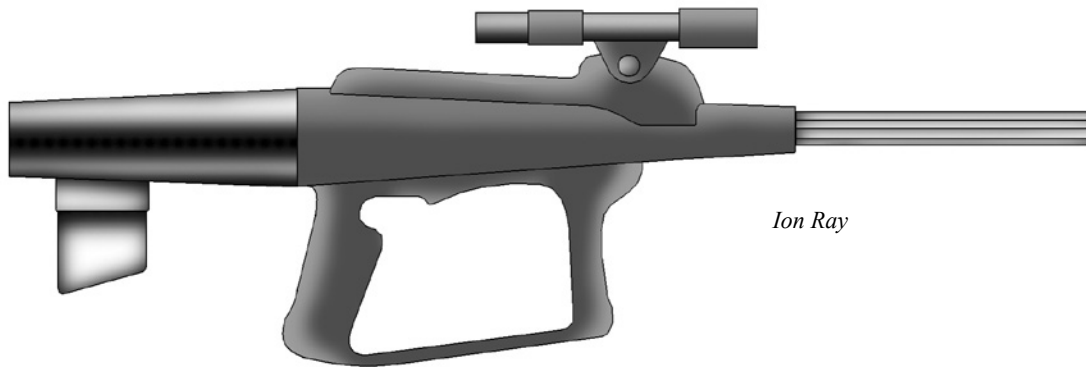
Atom Gun



OTHER UNCONVENTIONAL WEAPONS

In addition to more familiar weapon types, there are a number of unconventional arms that contribute to the cocktail of deadly tools available to ruin pickers and wasteland survivors.

HANDGUNS



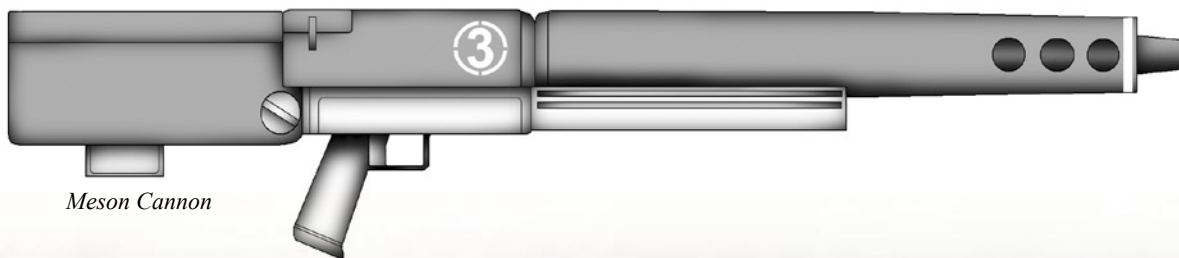
Ion Ray

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.

HAND STUNNER

This type of weapon is a miniaturized stun gun, often no larger than a deck of cards (thus it can be held easily in the palm of the hand), developed primarily for civilians to defend themselves in the event of mugging, rape, or assault. The weapon generates a short-range stun field by pressing one button on its exterior casing, ejecting its power cell with another.



Meson Cannon

STUN PISTOL

These widely used weapons were one of the standard armaments of civil authorities during the

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TABLE 3-9: OTHER UNCONVENTIONAL WEAPONS

Weapon	Damage	Critical	Damage Descriptor	Range	Size	Cost
Handguns						
Flame pistol	+6	---	Fire	---	Small	6,000 cp
Hand stunner §	+4 nonlethal	20/+3	Energy	20 ft.	Tiny	2,000 cp
Stun pistol §	+6 nonlethal	20/+3	Energy	50 ft.	Small	3,000 cp
Longarms						
Ramjet rifle	+9	20/+3	Ballistic	200 ft.	Large	5,000 cp
Sonic rifle (NLW) §	+9 nonlethal	20/+3	Sonic	20 ft.	Large	5,000 cp
Sonic rifle B	+9	20/+3	Sonic	20 ft.	Large	10,000 cp
UH radiation rifle	+4 + radiation	20/+3	Radiation	20 ft.	Large	25,000 cp
Heavy Weapons						
Gyrojet launcher	+14	19-20/+4	Ballistic, Autofire	100 ft.	Large	3,000 cp

decadent and chaotic final years of civilization, when forced incapacitation of criminals or drug-addicted psychotics was often called for. Stun pistols come in a wide variety of forms and shapes, but most are usually pistol-sized or smaller. In general, the principle behind the stun pistol is the transformation of power from its source (usually a clip) into a low-voltage field, ray, or emission that “stuns” the nervous system of the target into temporary paralysis, lasting just long enough for the target to be overcome and bound.

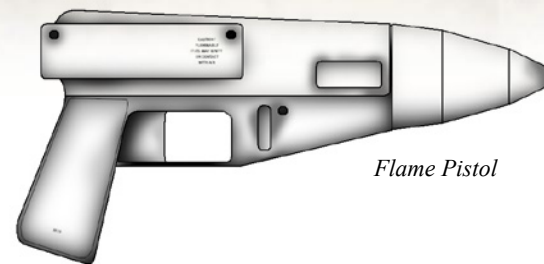
LONGARMS

RAMJET RIFLE

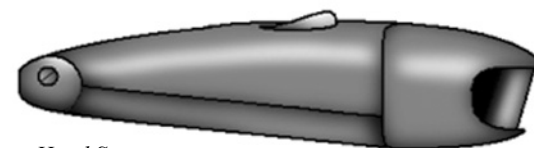
The ramjet is a special rifle that fires a unique “gyrojet” round. This weapon, however, is far more advanced than early experimental gyrojet projectiles (experimented with in the 1950s), instead employing advanced propellant and design features that propel the miniature rocket at speeds approaching Mach 5. In addition, the tiny rocket also contains a high-grade

advanced explosive compound that causes the round to *explode* on contact.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.



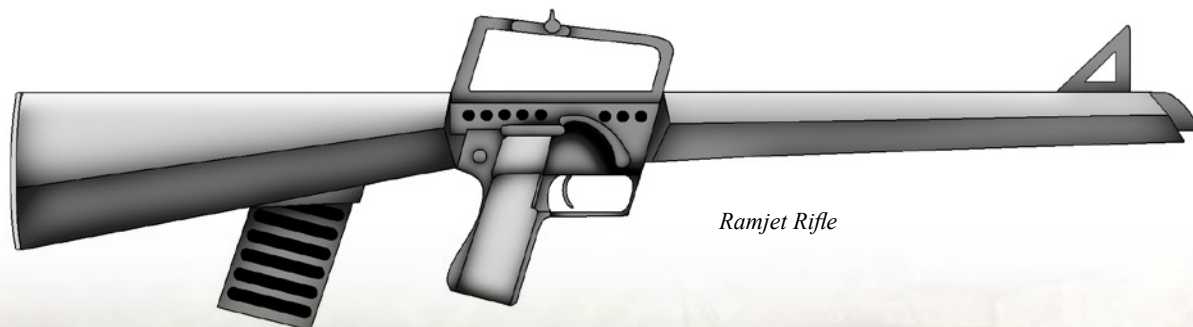
Flame Pistol



Hand Stunner

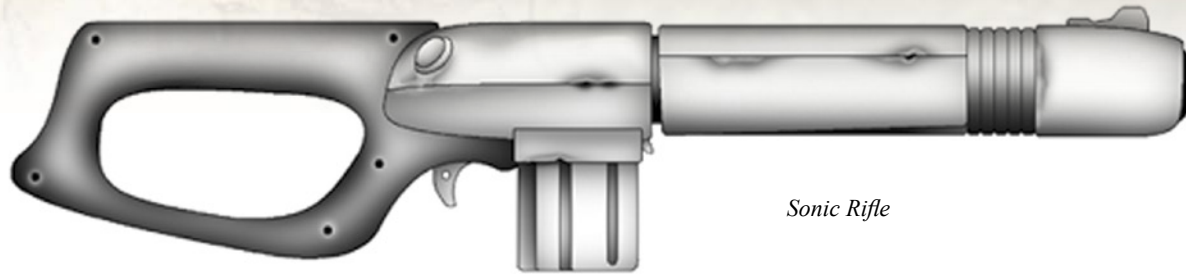


Stun Pistol



Ramjet Rifle

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Sonic Rifle



UH Rifle

The “ramjet” rifle was the standard advanced weapon of the German state that rose from the ashes of WWII to spearhead the invasion of the Eastern United States – a war that ended mankind’s rule of the earth. Most Mauser ramjet rifles are fine weapons, excellently balanced and designed, though some examples have been recovered showing signs of deteriorating craftsmanship later on in the war (made of low-grade metals such as pressed aluminum, or even wood and plastic for non-essential parts). An original, early-make Mauser ramjet is a highly valued weapon indeed!

SONIC RIFLE (NLW)

Sonic weapons were originally designed as a form of non-lethal weapon for use in high-risk areas where collateral damage might prove disastrous, such as nuclear power plants, weapon and ammunition depots and armories, etc.. The sonic rifle generates concentrated sound waves to cause strong vibrations to reverberate through the target, which in turn causes disorientation and nausea. Most human targets are incapacitated with a single discharge of the weapon.

SONIC RIFLE B

The more powerful sonic rifle B is a combat development of the original non-lethal variant, designed to improve the ability to drop the aggressor while still avoiding collateral damage. Emissions of more violent sound waves (at shorter wavelengths) cause actual tissue and arterial disruption on impact, and the potential for damage to bones and internal organs is great. The sound waves are still not strong enough to damage most non-organic substances, however, making the sonic rifle B ideal in high-risk situations.

Unlike the typical sonic rifle, the sonic rifle B inflicts lethal damage.

UH “RADIATION” RIFLE

An experimental weapon even during the twilight of the Ancients, this unusually large and bulky rifle consists of numerous high-pressure gas cylinders built around a central venting barrel. The weapon operates by emitting a directed and controlled cloud of *uranium hexafluoride*, a corrosive and radioactive gas kept under pressure, by breaking down the radioactive elements in the weapon’s plutonium-based clip.

The cloud created by a UH rifle is expelled not unlike a flamethrower jet (or an exterminator’s poison gas spray). In addition to doing acid damage with a damage bonus of +4, the UH radiation rifle also inflicts a *severe* radiation (see the Radiation section). The target must resist *severe* radiation sickness (Fort DC 24; Damage 3 Con) or take immediate Constitution damage and Radiation Sickness (see the Diseases section).

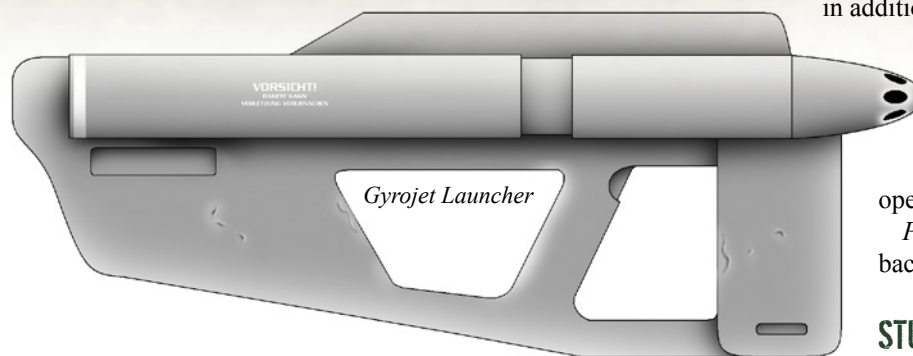
CHAPTER 3: ARTIFACTS OF THE ANCIENTS

HEAVY WEAPONS

GYROJET LAUNCHER

Gyrojets are the smallest type of “missile”, usually no more than four or five inches long. Originally developed as an unconventional ammunition for rifles and pistols (these early experiments failed), gyrojets saw much more widespread use arming suits of powered or power-assisted armor on future battlefields. Fired from special multi-tube launchers using compressed air, the gyrojet engine only activates after it has traveled a few feet to avoid burning the firer. Gyrojets retain stability over great distance due to folding plastic or aluminum fins along the rocket’s length.

The gyrojet has a minimum range of 10 feet. If fired against a target closer than 10 feet away, it does not arm and will not explode.



electric field. Each time a hit is scored, in addition to regular punch damage, a powerful shock shoots through the target. The shock glove requires the Post-Apocalyptic Technology feat to operate.

Power Source: Beltpack or backpack.

STUN BATON

This appears to be a simple metal baton which emits an energetic glow and subtle hum when activated. The stun baton has two settings: nonlethal and lethal. When it hits an opponent, the stun baton lets off a low-voltage charge that effectively stuns the target, causing the target to make a Fortitude saving throw (DC 15) or be paralyzed for 5 rounds. The stun baton requires the Post-Apocalyptic Technology feat to operate.

Power Source: Beltpack or backpack.

METAL BATON

This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is Small and can’t be used as a weapon. Extending or collapsing the baton is a free action.

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



NEW MELEE WEAPONS

The following melee weapons are those available in a *Darwin’s World* campaign, in addition to those found in the core rules.

NEW SIMPLE MELEE WEAPONS

Generally lightweight and inexpensive, simple weapons nevertheless get the job done. All of the following weapons require the Simple Weapons Proficiency feat (and in some cases, the appropriate Technology feat) to operate.

TABLE 3-10: MELEE WEAPONS

Weapon	Damage	Critical	Damage Descriptor	Size	Cost
Simple					
Metal Baton	+2	19-20/+3	Bludgeoning	Med.	5
Shock Gloves	+3 unarmed	20/+3	Electricity	Small	20
Stun Baton	+6 nonlethal or +2 lethal	20/+3	Electricity	Med.	10
Martial					
Energy Pike	+6	18-20/+3	Slashing	Large	36
Power Sword	+4	19-20/+3	Slashing	Med.	24
Exotic					
Chain Saw	+6	20/+3	Slashing	Large	10
Chain Sword	+6	18-20/+3	Slashing	Med.	28
Warp-Field Sword	+4	19-20/+3	Slashing	Med.	45

CHAPTER 3: ARTIFACTS OF THE ANCIENTS

NEW MARTIAL MELEE WEAPONS

Most of these weapons deal damage by means of a blade or a sharp point. All of the following weapons require the Archaic Weapons Proficiency feat (and in some cases, the appropriate Technology feat) to operate.

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 at first glance to be a simple dull black or gray staff, universally 8' long. When activated, however—usually by pressing a button or switch on the pommel—the last three feet begins to glow brightly. The pike uses a powerful ion emitter to ionize the air around the business end of the weapon, in effect creating a high-energy “power field” around it.

The weapon attacks like a regular melee weapon, but is far more deadly when it hits (increased critical range). In addition, it emits a *glow* up to 30 ft. around the user. An energy pike requires the Post-Apocalyptic Technology feat to operate.

Power Source: Beltpack or backpack.

POWER SWORD

This item operates much like an *energy pike*, except that it is in the shape of a typical long sword and is commonly used in close quarter combat situations. A power sword requires the Post-Apocalyptic Technology feat to operate.

Power Source: Beltpack or backpack.

NEW EXOTIC MELEE WEAPONS

Most exotic weapons are either atypical in form or improved variations of other melee weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate Exotic Melee Weapon Proficiency feat is required for each one in order to avoid the –4 nonproficient penalty.

CHAIN SAW

Pre-Fall military and police units used powered saws to cut through fences and open doors rapidly. They are sometimes pressed into service as weapons, often by people who watch too many movies. A chainsaw requires the Post-Apocalyptic Technology feat to operate.

Power Source: One-half tank of gasoline (last for 1 hour).

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. A chainsword requires the Post-Apocalyptic Technology feat to operate.

Power Source: Beltpack or backpack.

WARP-FIELD SWORD

This tremendously advanced device is 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 warp-field sword generates a field that causes the blade to “dance” between dimensions, allowing it to pass right

through obstructions—specifically, through *armor*. The sword is completely unaffected by non-organic armor and only damages flesh. A target of one of these weapons gains no Toughness bonus from armor. A warp-field sword requires the Post-Apocalyptic Technology feat to operate.

Power Source: Minifusion cell.



ARMOR

NEW MEDIUM ARMOR

All forms of armor from the core rules are available in *Darwin's World*. In

addition, the following new types of medium armor are available as well. These new armors are made of space-age polymers and are lighter than standard armors. Their armor check penalty is reduced by 2.

CIVIL SECURITY 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 is generally fashioned to mimic a uniform of some kind—the officer's number and the words “MetPol” or “LAPD” are blatantly evident on the armor panels. Generally, a web belt is also included for the placement of a sidearm, tear gas or photon grenades, and a walkie-talkie.

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TABLE 3-11: ARMOR

Armor (Type)	Toughness	Strength	Movement	Cost
Civil Security Suit (Medium)	+5	---	---	12
Military Combat Suit (Medium)	+6	---	---	21
Advanced Metal (Heavy)	+9	---	---	24
Environment Suit (Heavy)	+4	---	---	12
LazAb (Heavy)	+7 (+11)	---	---	22
NBC Suit (Heavy)	+4	---	---	15
Plastex (Heavy)	+10	---	---	26
Special Security Suit (Heavy)	+9	---	---	23
Mk. 1 Ares (Powered)	+10	+3	---	40
Mk. 2 Ares (Powered)	+10	+2	---	50
Mk. 3 Ares (Powered)	+10	+2	---	50
Mk. 1 Hermes (Powered)	+7	+1	+40 ft.	50
Mk. 2 Hermes (Powered)	+7	+1	+40 ft.	58
Zeus (Powered)	+10	+4	---	60

MILITARY COMBAT SUIT

The majority of the world's armed forces employed this kind of armor. 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 is found.

NEW HEAVY ARMOR

All forms of armor from the core rules are available in *Darwin's World*. In addition, the following new types of heavy armor are available as well. These new armors are made of space-age polymers and are lighter than standard armors. Their armor check penalty is reduced by 2.

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. Much more resistant to rounds and lasers than more archaic armors, these suits are a sign of technological achievement in a wasteland people.

ENVIRONMENT SUIT

The environment suit is a heavy-duty version of the more common NBC suit, built to protect against industrial-grade radioactive contaminants and long-term radiation exposure. Environment suits are made heavy with lead body panels, utilizing an aluminum support frame to evenly distribute weight and self-powered internal pressurization unit to further keep out minute radioactive particles (such as dust). An environment suit protects against up to *high* radiation (see *Radiation Sickness*), and also has a built-in head-mounted flashlight for work in powerless areas. A suit has a limited version of an advanced breathing apparatus that operates for 12 hours at a time (recharging itself after 12 hours takes another 30 minutes).

Unlike most of the armors in this section, the Environment Suit is bulky and has its full Armor Check Penalty (-4).

LAZAB

Short for "laser ablative", this type of experimental armor appears to be a highly reflective form of metallic plate. In reality, LazAb is composed of a weave of billions of crystalline metallic structures, covered in a sprayed-on coating of super-reflective aerosol metal. Appearing almost mirror-like, LazAb is especially effective in the diffusion and reflection of directed energy attack forms.

When defending from directed energy-based attacks (lasers, masers, etc), LazAb grants a +4 additional bonus to Toughness saves against energy 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 pullover 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. Some forms, designed for work in certain facilities, have a flexible umbilical (connected to a static installation's own 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, a NBC suit found by characters will likely be suited for exploration of all three

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environments, with a maximum protection of up to *moderate* radiation (see *Radiation Sickness*).

Unlike most of the armors in this section, the NBC Suit is bulky and has its full Armor Check Penalty (-4).

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 whose protective capabilities 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 most powered armor. 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, assume a 25% the suit is close enough to the character's specifications to be usable. If the character has a mutation that changes his size or otherwise makes armor harder or more expensive to fit, this chance is 0%.

SPECIAL SECURITY 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 gas mask is integral to the helmet, allowing the trooper to operate in tear gas or other irritant agents unimpeded. The special security suit also has a web-belt for carrying optional riot gear.

POWERED ARMOR

Depending on the level of technology that existed before the Fall in your specific campaign, the concept of "powered armor" may or may not even be an issue. While they are certainly a "sci-fi" element, the rules here assume that the technological level of the Ancients was advanced to such a degree that potent suits of protective armoring could be developed for individual soldiers; whether only to equip elite teams in the field, or prolific enough to be the standard equipment for the cutting edges armed forces of the world's last superpowers, powered armor is a potent reminder of the greatness of Ancient man.

In essence "powered armor" is more than personal body armor, it is an all-encompassing suit that not only protects the individual soldier from rounds and fragments, but also from the invisible elements of the battlefield such as radiation, biological weapons, and chemical attack. Most powered armor is made from a heavy, futuristic metal armor combining metal fiber-weaving construction and super-advanced design elements.

Because the metals and protective systems involved are prohibitive in weight, special "power-assisted" musculature and exoskeletal framework must be used to allow movement. With the advent of stronger and more sensitive electronic musculature, powered armor suits could not only support their own armor mass, but also mount weapons systems usually unheard of on an individual such as machineguns and rocket launchers.

So-called "scout armor" is a development of basic powered armor, utilizing lighter body construction materials to permit greater body flexibility and a marked increase in speed. A completely powered leg framework permits the wearer to literally run for virtually unlimited periods, since the work is being done by the armor suit and is not reliant on the

individual's muscle strength. Such armor would have been especially valuable in front line reconnaissance, intelligence gathering, pursuit, and harassment roles on the nuclear battlefield.

Mounted Weapons: Note that mounted weapons need their own power. For example, the Zeus suit requires an additional power source to fire its gauss anti-tank rifle. The cost of the armor does not include any mounted weapons.

ANCIENT POWERED ARMOR

The following armors were developed and constructed in the time of the Ancients.

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 second-line units by the time of the Fall). The Mk1 suit is a bulky, all-encompassing shell of heavy powered armor, almost like a small "pod" on huge robotic legs. The user slips into the suit through a rear hatch not unlike a deep-sea pressure suit, slipping his arms into the suit's arms (reaching to about the elbow; fine manipulation is done with sensitive joystick controls in each arm).

The MK1 Ares has the following features.

Air Supply: This armor features an advanced respiratory system in the main compartment (good for 3 continuous hours, after which time it must rest and recharge itself for 1 hour).

Communication System: A built-in microwave communications system (with a 15 mile range) in the helmet.

HazMat Protection: An overpressure system that

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helps prevent biological and chemical agents from penetrating the armor. This grants a +2 bonus to saves vs. radiation or hazardous chemical damage. If the save is failed, the wearer suffers reduced effects from the environment as if affected by one category less of a danger (Severe radiation would be reduced to High or Industrial Waste would be reduced to low-grade pollutants).

Night Vision Optics: A flexible bullet and blast resistant view screen that can be electrically polarized to serve in an infrared capacity, granting night vision of 120 feet.

Power Source: Minifusion cell.

MK2 ARES ARMOR (BATTLE ARMOR)

This type of armor was by far the most effective (and tactically valuable) of the early powered types. Mk2 armor owes much of its success to the miniaturization of powered armor technology, which reduces the size (and inherent lack of dexterity) of the Mk1 suit. The advanced design actually has a much more humanoid shape, corresponding to the actual body shape of the suit's pilot. Though the strength of the Mk1's massive musculature is somewhat reduced as a result, this is more than made up for in other built-in systems.

The MK2 Ares has all the features of the Mk1 and the following features.

Gamma Radiation Protection: The Mk2 provides total protection against *moderate* or lower radiation.

Weapon Mounts: A weapon mount slot is built into each wrist of the armor that can hold a medium or smaller weapon (traditionally a Laser Pistol). The mounted weapon still requires a hand to fire, but cannot be disarmed. Installing a weapon in the mount slots requires a Craft (mechanics) check (DC 20) and 120 cp in raw materials.

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, and is most exceptional for the addition of heavier weapon systems.

The MK3 Ares has all the features of the Mk2 but with a different weapon mount.

Weapon Mounts: A weapon mount slot is built into the shoulder of the armor that can hold a huge or smaller weapon (traditionally a M27 Grenade Launcher). The mounted weapon does not require a hand to fire and cannot be disarmed. Installing a weapon in the mount slots requires a Craft (mechanics) check (DC 20) and 120 cp in raw materials.

Power Source: Minifusion cell.

MK1 HERMES ARMOR (LIGHT INFANTRY ARMOR)

The first generation of "powered scout" armor, the Mk1 Hermes suit was designed for special forces and scout units for the war. Taking advantage of leaps in powered armor technology, the suit allows for greater protection than conventional armor, while maintaining the personal flexibility and mobility most desired by scout troops.

Mk1 Hermes armor is lighter than normal powered armor, with most of the mass made up by the large robotic legs. These legs are capable of propelling the entire armor to higher speeds; because of its design, the only repetitive motion felt by the wearer is akin to walking on a treadmill.

In addition to providing enhanced speed, the Mk1 Hermes was designed to hold an advanced electronics suite to complete its primary mission as a scout platform.

The MK1 Hermes has the following features.

Air Supply: The armor features an advanced

respiratory system in the main compartment (good for 3 continuous hours, after which time it must rest and recharge itself for 1 hour).

Communication System: A built-in microwave communications system (with a 15 mile range) in the helmet.

Night Vision Optics: A flexible bullet and blast resistant view screen that can be electrically polarized to serve in an infrared capacity, granting night vision of 120 feet.

Telescopic Optics: A telescopic camera on the headpiece projects directly onto the heads-up display of the helmet, allowing the wearer of the suit to spy his surroundings at magnification. This grants a +4 bonus to Spot skill checks.

Geiger Counter: This permits the wearer to detect traditional levels as a *Geiger Counter* (see Darwin's World 2nd edition).

Chemical Sensor: This permits the wearer to detect hazardous chemicals as a *Chemical Sensor* (see Darwin's World 2nd edition).

Power Source: Minifusion cell.

MK2 HERMES ARMOR (SCOUT ARMOR PLUS)

An improvement of the Mk1 Hermes armor, the Mk2 has improved scouting capabilities.

While the Mk2 Hermes possesses none of the built-in weaponry of heavier suits of powered armor (such as the "Ares" series), the focus of the Mk2 Hermes remains on recon work.

The suit combines all of the elements of the Mk1 Hermes armor, but with the following added features:

X-Ray Optics: This permits the wearer to see into and through solid matter and function exactly as X-Ray goggles (see Darwin's World 2nd edition).

Power Source: Minifusion cell.

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ZEUS SUIT (ASSAULT ARMOR)

This most impressive 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 Zeus Suit has the following features.

Air Supply: The armor features an advanced respiratory system in the main compartment (good for 3 continuous hours, after which time it must rest and recharge itself for 1 hour).

Communication System: A built-in microwave communications system (with a 15 mile range) in the helmet.

HazMat Protection: An overpressure system that helps prevent biological and chemical agents from penetrating the armor. This grants a +2 bonus to saves vs. radiation or hazardous chemical damage. If the save is failed, the wearer suffers reduced effects from the environment as if affected by one category less of a danger (Severe radiation would be reduced to High or Industrial Waste would be reduced to low-grade pollutants).

Night Vision Optics: A flexible bullet and blast resistant view screen that can be electrically polarized to serve in an infrared capacity, granting night vision of 120 feet.

Gamma Radiation Protection: This provides total protection against *high* or lower radiation.

Weapon Mounts: The *Zeus Suit* has weapon mount slots in both wrists and the shoulder of the armor. The wrists mounts can hold medium or smaller weapons (traditionally a Blaster and Laser Pistol) and the shoulder mount can hold a huge or smaller weapon (traditionally a Gauss Anti-Tank Rifle). The wrist-mounted weapons require one hand (each) to fire and the shoulder-mounted weapon does not require a hand to fire. Mounted weapons cannot be disarmed.

Installing a weapon in the mount slots requires a Craft (mechanics) check (DC 20) and 120 cp in raw materials.

Power Source: Minifusion cell.



GENERAL EQUIPMENT

COMPUTERS AND ELECTRONICS

Computer equipment, often referred to simply as “gizmos” by the uneducated, have become rarer and rarer with the passage of time. Their intricate components, delicate manufacture, and susceptibility to the elements have left many useless or destroyed. As a result, what was once available in every city is now a rare and precious resource.

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.

If a character does not have a card of the appropriate level, he may attempt a Disable Device check to disable the card lock. The DCs listed above reflect the average difficulty for locks of each security stage.

INDUCTION TRANSFORMER

The induction transformer, or “leech”, appears to be a small electronic device, no larger than a cigarette pack, with a small digital readout, numerous buttons, and ports for numerous kinds of plugs of all types. An attached cord of durable rubber, with a jack on

TABLE 3-12: IDENTITY CARDS

Color	Rank	Notes	Access	Disable Device DC	Cost
White	Stage IC	Typical citizen's ID card	IC	25	500 cp
Yellow	Stage IIC	Technician's access card	IIC	27	1,000 cp
Blue	Stage IIIC	Civil Authority access card	IC, IIC, IIIC	30	3,500 cp
Purple	Stage IVC	Federal Authority access card	IC, IIC, IIIC, IVC	30	5,000 cp
Red	Stage VC	Regional Governor's access card	VC	40	12,000 cp
Black	Stage VIC	Presidential access card	VC, VIC	50	15,000 cp
Lead	Stage IM	Enlisted Military ID card	IM/C	27	500 cp
Copper	Stage IIM	NCO access card	IM/C, IIM/C	30	4,000 cp
Bronze	Stage IIIM	Officer access card	IM/C, IIM/C, IIIM	35	5,000 cp
Silver	Stage IVM	Base Armory access card	IVM	40	7,000 cp
Gold	Stage VM	Base Commander access card	IM/C, IIM/C, IIIM, IVM, VM	40	16,000 cp
Platinum	Stage VIM	Military Research access card	VIM	50	21,000 cp

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TABLE 3-13: GENERAL EQUIPMENT

Object	Size	Weight	Cost
Computers and Consumer Electronics			
Identity card	Fine	-	varies
Induction transformer	Tiny	.5 lb.	30,000 cp
Language translator	Small	1 lb.	2,600 cp
Memory chips, android	Fine	-	Varies
Optic scanner	Med	3 lb.	1,000 cp
Power Sources			
Harmonic cell	Small	1 lb.	20,000 cp
Minifusion cell	Tiny	.5 lb.	2,000 cp
Plutonium clip	Small	1 lb.	4,000 cp
Power backpack	Med	4 lb.	2,000 cp
Power backpack	Small	2 lb.	1,000 cp
Power cell	Tiny	.5 lb.	50 cp
Power clip	Small	1 lb.	400 cp
Power pack	Med	3 lb.	200 cp
Hazard Detection Devices			
Chemical sensor	Small	1 lb.	750 cp
Geiger counter	Small	3 lb.	750 cp
Rad tab	Fine	-	75 cp
Ion bonding tape	Med	12 lb.	100 cp
Medical			
Antitox	-	-	375 cp
Diagnostic scanner	Tiny	.5 lb.	5,000 cp
Filter dose	-	-	400 cp
Healing pack	Tiny	1 lb.	25,000 cp
Hemochem	-	-	300 cp
Juju kit	Med	6 lb.	200 cp
K-O shot	-	-	250 cp
Medi-spray	Tiny	.5 lb.	1,000 cp
Pocket nurse	Small	2 lb.	3,000 cp
Proton energy pill	Dim	-	250 cp
Rad-purge shot	-	-	100 cp
Ready syringe	Dim	-	50 cp
Regen tank	Huge	2,000 lb.	100,000 cp
Stimshot A	-	-	500 cp

Stimshot B	-	-	1,000 cp
Superegen	-	-	200 cp
Sustainer shot	-	-	300 cp
Tailored narcotics	Dim	-	25 cp
Truth serum	-	-	100 cp
UV sterilizer	Small	2 lb.	1,000 cp

Professional Equipment

Animatron, construction	Huge	1000 lb.	20,000 cp
Animatron, digger	Huge	2000 lb.	26,000 cp
Animatron, task	Large	200 lb.	9,500 cp
Astronaut pen	Fine	-	50 cp
Books	Small	2 lb.	50 cp - 1,000 cp
Boron solution spray	Med	3 lb.	500 cp
Corium lantern	Small	2 lb.	90 cp
Spike strip	Huge	22 lb.	300 cp

Surveillance Gear

Impulse detector	Small	3 lb.	3,000 cp
Metal detector	Small	2 lb.	200 cp
Motion detector	Med	4 lb.	1,000 cp
Portable detection radar	Med	5 lb.	10,000 cp
X-Ray goggles	Small	3 lb.	15,000 cp

Survival Gear

Advanced breathing apparatus	Med	8 lb.	1,000 cp
Autograpnel	Med	6 lb.	250 cp
Cyborg sustenance tube	Tiny	1 lb.	50 cp
Dehydrated pills	Dim	-	20 cp
Firestarter cube	Dim	-	25 cp
Flash goggles	Tiny	2 lb.	75 cp
Gas mask	Small	5 lb.	100 cp
Gravity boots	Small	2 lb.	10,000 cp
Halazone tablets	Dim	-	50 cp
HEVE candy	Dim	-	20 cp
Instant pillow	Dim	-	50 cp
Light rod	Dim	-	15 cp

Magnesium firestarter	Dim	-	150 cp
Map			
Road atlas	Tiny	1 lb.	200 cp
Tactical map	Tiny	0.5 lb.	400 cp
Portable petrol power generator	Large	100 lb.	2,000 cp
Portable stove	Tiny	1 lb.	125 cp
Potassium iodide tablets	Dim	-	100 cp
Power bar	Dim	-	10 cp
Ready meal	Tiny	1 lb.	20 cp
Salt pills	Dim	-	20 cp
Synthihol	Tiny	.5 lb.	20 cp

Military Hardware

Animatron, weapon	Large	300 lb.	13,000 cp
Auto-mortar platform	Large	300 lb.	22,000 cp
Bollix pack	Small	1 lb.	5,000 cp
Control rod	Small	2 lb.	500 cp
Energy shield	Tiny	.5 lb.	5,000cp - 30,000 cp
Force field belt	Small	2 lb.	50,000 cp
Jetpack	Large	25 lb.	2,000 cp
Magnetic shield	Tiny	.5 lb.	5,000cp - 30,000 cp
Neural control pod	Med	4 lb.	18,000 cp
Obedience collar	Small	1 lb.	1,000 cp
Pain collar	Small	1 lb.	1,000 cp
Power fist	Med	8 lb.	5,000 cp
Stealth pack	Med	3 lb.	30,000 cp

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one end, can be uncoiled from a slender compartment on one side. The induction transformer, when jacked into any form of generator or industrial-sized storage capacitor that will permit it, draws off some of the machine's power to re-charge a smaller, depleted power battery also hooked to it. Assuming the source-generator is currently in operation (or, in the case of a power storage unit, charges are still left in it), the transformer will recharge any *power cell, pack, clip, beltpack, or backpack* at a rate of one charge per hour. If the transformer's hook-ups are detached at any time, the charge is lost from both source and destination. A transformer itself requires no power.

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 10 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 in which 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.

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.

Chip Rating	Skill Rank Given	Cost
A	6	18,000 cp
B	12	36,000 cp
C	18	54,000 cp

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 number of chips equal to the number of chip slots built in to the android. If removed, or in some way damaged, the rank bonus is lost.

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 (by way of the Computers skill; most optic scanners are of *exceptional* or *maximum* security, with a DC of 35 or 40).

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 on pre-holocaust Earth used hydrogen as a fuel. The various types of power sources 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.

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 Beltpack. The power beltpack 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 beltpack can be used to power energy weapons and other devices that will accept it.

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

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cord with universal adapter/capacitor (fits into any item that will receive it).

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 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 one device at a time.

Power sources cannot be recharged with the diminished resources of most post-holocaust communities. Only the most advanced (which

TABLE 3-14: 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 Beltpack	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

might well be considered out of the scope of player involvement) have this ability.

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), including hazardous chemicals (any form), chemical contaminants, and various nerve/irritant/blood agents. A chemical sensor’s range is 50 ft.

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 radiation level areas. Such an item changes from black to yellow at *mild* levels, yellow to orange at *low* levels, and orange to red at *moderate* levels or more. After exposure to radiation, a Rad Tab cannot be used again. Range is *immediate*.

Power Source: NA.

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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 tape requires a Strength check (DC 20) to tear or detach.

MEDICINE

Numerous drugs and chemicals were devised by the Ancients, some capable of saving lives, others capable of enhancing mankind's inherited abilities - dictating what was once the sole domain of nature. These items, though limited in uses (i.e. they are consumed when used) are often among the greatest treasures.

Medicines are known by many names in the post holocaust world. To the 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". Medicines, though vastly misunderstood by the savage survivors of the 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, that is).

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 partial action.

MEDICAL INCOMPATIBILITY

Mutant physiology is not always compatible with medicine created by the Ancients. As stated in the mutant template, mutants must make medical incompatibility checks when using medicine created

for pure breed humans. While the standard DC for such checks is 15, each of the drugs below has its own DC that reflects its compatibility with mutants.

ANTITOX (IMMUNE BOOSTER ALPHA)

This drug, usually found in a *Ready Syringe* (see below), completely dilutes and cleanses poisons and chemical toxins from the system 2 rounds after injection and removes all negative effects. Antitox does not remove Incompatibility effects.

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, electrical 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 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 bonus to Medicine checks.

Power Source: Beltpack.

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).

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 allowing him to instantly make a Recovery check with a +6 bonus. 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* damage with a +3 damage bonus from its use. Using a healing pack is a full-round action. A healing pack weighs 2 lbs.

Power Source: Minifusion cell.

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 instantly removes the *Dying* condition from an injured character, stabilizing him.

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 +2 Strength and Constitution for a full 4 hours. There are no side effects once the effects wear off.

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JUJU KIT

In post-Fall earth, modern medical kits are hard to come by. In their absence, many of the post-apocalyptic healers rely on Juju Kits to administer treatment to their patients. Juju Kits are a mixture of salvaged medical equipment and herbal ingredients, more often the latter. Despite its reliance on natural ingredients, a Juju Kit is just as effective as a Medical Kit when treating injuries.

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 8 rounds. Although originally made to keep patients “under” during operations, it makes an effective subdual weapon.

MEDI-SPRAY (POLYREGENERATIVE SERUM I AND 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 *spore neutralization*.

The first kind sprays a liquid-form artificial “flesh” onto any wounded area, which quickly bonds and closes the wound, allowing an immediate Recovery check with a +4 bonus; 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.

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.

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 +5 for two consecutive rounds. After the effect wears off *all* ability scores are at -1 for 48 hours.

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 grant a new save to fight off Radiation Sickness. Even if the save fails, the Radiation is lower by one degree. Thus a recipient with *moderate* radiation sickness would have the radiation degree reduced to *low*.

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 12 hours to fully regenerate any and all lost limbs or body organs, as well as full recovery from all damage (though fatal injuries are not reversed, those with potentially fatal consequences, such as diseases, are).

Power Source: Pack.

STIMSHOT A (POLYREGENERATIVE SUPPLEMENT A)

This drug, usually found in individual Ready Syringes, provides instant accelerated healing. One dose of Stimshot A will allow an immediate recovery check with a +6 bonus.

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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 allow an immediate recovery check with a +10 bonus.

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 (the subject makes two Recovery checks each day, one every 12 hours) as well as temporary ability damage (e.g. 2 points per day instead of 1). The chemical remains active for 7 days.

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 lower 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, etc., but not those suffering from massive physical injuries), the sustainer shot will keep the character barely alive for 2 days until the proper healing can be performed.

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).

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.

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 2 rounds. This works on all viruses and bacteria, but is harmful to living tissue (requiring a Toughness save against a +1 damage bonus for every two rounds of direct exposure; +6 vs. fungi and plant-like creatures). One discharge is used for each round of

operation. A UV sterilizer weighs 3 lbs.

Power Source: Backpack.

PROFESSIONAL EQUIPMENT

With the degenerate and backwards mentality of the chaotic wasteland, what constitutes "professional equipment" often becomes the basis for a community's entire way of life. As a result, common kits, instruments, and individual tools are often considered strategic resources to be jealously guarded. A simple chemical kit could become the basis for a community's drug-based economy, or an electronics tool kit could be vital to keeping a sheltered dome community in power. Professional equipment is seldom for sale.

ANIMATRON, CONSTRUCTION

This device looks like a broad, round cylinder, with three articulate "arms" and a trio of heavy, metal legs to support its weight. The entire machine weighs roughly 1,000 lbs, and stands altogether 8 feet above the ground.

An *animatron*, this device is a simple type of robotic machine that follows commands to perform a simple function, and will continue to do so as long as it is left alone (or until commanded to stop). In its case, the construction animatron takes recognizable building materials, and precisely constructs anything it is programmed to build. In general this is limited to structures such as walls, arches, and stairs, but entire houses and even bridges are not outside their capabilities. The construction animatron can take the place of up to twenty men in a construction project, and never tires, so that it's non-stop work halves the time needed to complete a building. A construction animatron can also move slowly with it's broad, metal legs (at a rate of 5 feet per round), and can

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work unsupervised so long as it is programmed with a complete floor plan or blueprint diagram of the structure it is building.

Programming a construction animatron requires an operator to make a Computer Use check at DC 15.

ANIMATRON, DIGGER

This type of *animatron* looks like a large metal “box” on four spider-like legs, with a large drill bit on a flexible “arm” rising from the top of it’s body. The entire machine weighs roughly 2,000 lbs, and stands altogether 10 feet above the ground.

When activated, the digger will continuously dig away at any indicated rock, soil, or similar earthen structure or obstacle with it’s bit, at a rate of 10 feet each hour (for normal soil or earth), or 10 feet every three hours (for hard rock). The digger can also move slowly with its legs (at a rate of 5 feet per round), and can be programmed through an integral keyboard station to follow a basic plan (for instance, stopping once it punches through a wall, or taking up to five separate turns along the path of it’s digging).

Programming a digger animatron requires an operator to make a Computer Use check at DC 12.

ANIMATRON, TASK

This type of *animatron* looks like a metal “stick-figure”, walking noisily along on thin metal legs. Two metal arms permit it to perform whatever function it is programmed with – usually these are simple tasks, such as walking a specific route, re-lighting torches or lanterns along a perimeter, flicking switches in a pre-determined order, etc. The task animatron cannot carry items, cannot detect the presence of living things (or react to them), nor can it be commanded on a whim.

A task animatron moves at a rate of 10 feet per

round, and stands roughly five feet tall, though it’s arms can extend out another 10 feet if need be. A task animatron weighs no more than 200 lbs.

Programming a task animatron to perform a new task requires an operator to make a Computer Use check at DC 10.

BOOKS

Books are among the last evidence that a culture beyond the warring, desperate civilizations of today once existed on the Twisted Earth. The books, propaganda, and other educational devices of the Ancients are called “Arcanum”, and are as revered as artifacts as firearms, fancy armor, and their fancy 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 are useful as well, providing in many cases access to skills otherwise denied primitive or uneducated people (e.g. texts on cybernetics, robotic repair, and the use of laser weapons). In game terms, the referee may permit the owner of a book on a certain skill to earn that skill, one rank at a time, through study, even without a mentor. Most books are written in the language of the Ancients, however, requiring knowledge of that language to be used with any appreciable effect.

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 lowers the level of Radiation by one level for each

application (thus, applying two charges of spray on a *high* radiation source would bring it down to *low* radiation).

Each boron spray container generally contains 5 spray charges.

CORIUM LANTERN

These items come in a wide variety of sizes and shapes, depending on where and how they were made. Mostly these are made from discarded kerosene lanterns, the core of which has been replaced by a solid chunk of *corium*. The corium in the lamp provides a dim silvery-white light out to 20’, just like a regular lantern; however, a corium lantern cannot be extinguished (though it can be shuttered or covered to block the light). Though the corium in the lantern is radioactive, the level is so weak that it is harmless (but is still detectable by mutations or devices that detect gamma radiation).

ELECTRONIC SKELETON KEY

This type of device was highly illegal before the Fall, and is thus *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 often be bypassed.

Using an electronic skeleton key provides a +10 bonus to Disable Device checks to open electronic locks. Military security of stage IV and above cannot be bypassed with this device, however. An electronic skeleton key weighs 2 lbs.

Power Source: Cell.

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SPIKE STRIP

This device was designed to help pre-Fall police end car chases. The strip comes rolled in a spool about the size of a small suitcase. Deploy it by rolling it across a roadway, where it lies like a flat, segmented belt. (The user can roll it out onto the road without entering the lane of traffic.) Until the strip is activated, the spikes do not protrude, and cars can pass safely over it. When the user activates it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend.

Each time a creature moves through a square containing an activated spike strip at any rate greater than half speed, or each round a creature spends fighting in such an area, he suffers the effects listed under caltrops in the core rules. Wheeled vehicles passing over the strip are automatically hit—although vehicles equipped with puncture-resistant tires are not affected.

SURVEILLANCE GEAR

Like computer equipment, surveillance gear is a dwindling category of gear in the post-nuclear world. In most cases characters would be very hard pressed to locate operable examples of this type of equipment.

IMPULSE DETECTOR

This device looks vaguely like a boxy, hand-held set of binoculars, with a digitalized display on the user's end. The impulse detector, when pointed at a subject within 20 feet, uses a combination of microwave and x-ray sensors to detect unnatural electric impulses occurring within the target. In effect, the device detects whether the subject is natural and *organic*, or artificial and *robotic*. Using an impulse detector is a standard action. However, if a full-round action

is taken, the detector also reveals the presence of built-in weapons or special android features, such as infrared photoreceptors, an internal power source, etc.

Such devices were used by late-war Ancients (the few remaining left) to find human-mimicking androids within their midst. An impulse detector is 100% effective in determining whether or not a target is an android.

Power Source: Cell.

METAL DETECTOR

This handheld device provides a +10 equipment bonus on all Search checks involving metal objects.

MOTION DETECTOR

This item appears to be a large metal device, with a glass T.V. tube on its upper side. 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 within this area 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 is unaffected by darkness, smoke or fog, or concealment

Power Source: Backpack.

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, displaying this information on its screen. A Portable Detection Radar is unaffected by darkness,

smoke or fog, or concealment

Power Source: Pack.

X-RAY GOGGLES

This form of super-advanced eyewear permits the wearer to see into and through solid matter. The range is as per normal sight (not limited by darkness, however), with the viewer seeing as if he were looking at something in normal light even if there is no illumination (for example, if looking through a wall into a darkened room, he can see beyond even if it is utterly dark).

The vision provided by x-ray goggles can penetrate 20 feet of cloth, wood, or similar animal or vegetable matter. It can see through up to 10 feet of stone, 10 inches of iron, steel, copper, and brass, but cannot penetrate lead, gold, or platinum.

Power Source: Cell.

SURVIVAL GEAR

Of the various basic categories of equipment, survival gear is by far the most important to the inhabitants of the post-nuclear world. While there is great demand for most items useful in surviving the world's terrible dangers and climate hazards, a number of communities have virtual "cottage industries" that produce these vital items to make life in the wasteland possible.

ADVANCED BREATHING APPARATUS

This is a generic term used to describe a variety of breathing-assistance devices, such as diver air tanks, firefighter 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

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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 inhaled toxins, including poisonous gas, inhaled radiated dust, and airborne diseases.

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 retract from 5 ft. to 60 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.

CYBORG SUSTENANCE TUBE

This foodstuff item resembles a normal *goo tube*, but the contents are even worse – a greenish-gray, vomit-like “soup” edible only by cyborgs. The soup is composed almost entirely of purely nutritional proteins, but its look, taste, and smell would make any organic creature sick. Since cyborgs still need sustenance to feed their organic tissue, these are the most efficient form of food – and are produced en masse to feed them in robotic armies. A single sustenance tube will feed a cyborg for 2 weeks.

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. Quite tasty (they come in various flavors, such as French fries, hamburger, etc.), they also manage to meet the nutritional requirements of a full meal.

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.

A firestarter cube is a one-use item.

FLASH GOGGLES

These eye coverings provide total protection against blinding light.

GAS MASK

This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action.

GRAVITY BOOTS

These items appear to be thick plastic boots; they can be either 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 bonus to Climb and Jump checks. A single charge powers the boots for 10 minutes.

Power Source: Beltpack or backpack.

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.

HEVE CANDY

The name, HEVE, 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, when eaten, supplements nutrition intake (each candy cube provides for one full meal).

INSTANT PILLOW

This item is often packaged in a “high-tech” looking metallic package, no larger than a pack of sealed baseball cards. 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 hard 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 of a light rod provides illumination up to 50 ft, and lasts up to eight continuous hours, before the rod is used up.

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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).

MAP

While a compass can help characters find their way through the wilderness, a map can tell a character where she is going and what to expect when she gets there.

Road Atlas: Road atlases are for the entire United States, showing all major roads in each state. They can also be for most major metropolitan areas, detailing every street in the entire region.

Tactical Map: A tactical map covers a small area—usually a few miles on a side—in exacting detail. Generally, every building is represented, along with all roads, trails, and areas of vegetation.

PORTABLE PETROL POWER GENERATOR

This appears to be a heavy machine with plastic or metal carrying bars (it is 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 STOVE

This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

POTASSIUM IODIDE TABLETS

These pills help reduce the amount of radioactivity the body absorbs during a 24 hour period. For a character that has taken a potassium iodide tablet, calculate the time of radiation exposure normally, but drop the final result by one category. For example, a character that has spent 10 minutes exposed to radiation counts as only having been exposed for 1 minute. There is no additional benefit for taking more than one pill in a 24-hour period.

POWER BAR

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; each provides for about one-half a meal's worth of nutrients.

READY MEAL

These excellent examples of pre-Fall food technology 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 heats, cools, or rehydrates the food within (depending, of course, on the type of dish). In addition, a *spork* is usually attached to the package to eat with. Ready meals remain preserved for centuries due to space-age packaging, and are

actually quite delicious and nutritious. The nutrition value of one meal is equal to a full day's nutritional requirements.

SALT PILLS

Salt pills increase the salt content in the body, which as a result helps retain ingested moisture. One pill reduces the need for ingested moisture by *one half* for 1 week.

SYNTHIOL

“Synthiol” was all the rage in the United States prior to the Fall. Synthiol comprises a variety of synthetic and engineered alcoholic products; the effect was to allow the manufacturer to create an astounding variety of taste, scent, and richness qualities heretofore alien to traditional alcoholic beverages. Synthiol 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”. In effect, however, they are little more than exotic beers or wines.

MILITARY HARDWARE

The category of military hardware covers a wide variety of miscellaneous items used for combat. Most examples of these items are rare, since most military assets were of course obliterated in the nuclear conflict. Wherever surviving examples can be found, they are sure to be snatched by jealous locals for their defense, by raiders to employ against the meek, or by selfish wanderers seeking the edge necessary to keep themselves alive.

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ANIMATRON, WEAPON

A *weapon animatron* is a robotic mounting for any weapon, usually light support weapons (such as machineguns, but sometimes also flamethrowers or pulse lasers). The animatron is a simple robot that detects intruders and fires upon them, in the manner of a defense or sentry turret.

Whatever weapon is used with the animatron is mounted on its robotic tripod or turret ring, and is fed by a supply of rounds (or by power source, with variable charges left) in a bin beside it. In addition, animatrons possess a *portable motion detector* and *power pack* (variable hours remaining), which allows it to detect motion by anything larger than a dog within its scan-able area.

These animatrons are usually cleverly disguised, or hidden inside bunkers or pillboxes. As such, the animatron fires with automatic surprise on the first round of combat, utilizing as many attacks as possible each round until either it runs out of ammunition or all detected targets are neutralized.

Weapon animatrons have a Combat Bonus of +10 and a Toughness Bonus of +6.

Power Source: Pack.

AUTO-MORTAR PLATFORM

An *auto-mortar platform* is an animatron, generally teamed with a security or war robot to provide additional fire support in combat. It is otherwise similar to the basic *weapon animatron*, being an automated weapon system, with a *portable motion detector* and *power pack*.

An auto-mortar fires weapons just like a standard *grenade launcher*, but it fires two shots each round from its double barrels. Though meant for bombardment, the robot is mounted on treads and can move of its own volition (at a rate of 20 feet

per round) – and can also alter the inclination of its weapons to fire *indirectly* (ignoring line-of-sight rules). It carries its own ammo supply in a tracked cart behind it – usually up to 20 grenades of varying types, and has the basic programming needed to choose the best round to deal with an enemy’s particular disposition.

Auto-mortar platforms are considered a CR 5 creature, with Hardness 10, hp 40, Init +4, and a +10/+10 ranged attack bonus. An auto-mortar will continue to attack until destroyed, or until its controlling robot is destroyed.

Power Source: Pack.

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, 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 charge per *round* of operation).

Power Source: Backpack or backpack.

CONTROL ROD

This item appears to be a small hand-held “rod” (or sometimes a “box”), with one or two buttons. The control rod is used solely to activate and de-activate *obedience* and *pain collars* through broadcast impulses. The control rod can be tuned to affect an individual collar, a particular type of collar, or can be used to affect all collars within a 30 ft radius of the rod’s holder. One discharge of power is used up for every three rounds of the rod’s continued operation.

Power Source: Clip or beltclip.

ENERGY SHIELD

With the development of new energy-based weaponry in the final years of humanity’s reign over 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. The actual bonus depends on the model of shield.

Shield Type	Toughness Bonus	Cost
A	+2	5,000 cp
B	+4	15,000 cp
C	+6	30,000 cp

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 charge per hit).

Power Source: Backpack or backpack.

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 a Toughness bonus of +6. In addition, the force field belt also gives the wearer a +4 bonus to Dodge. 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.

CHAPTER 3: ARTIFACTS OF THE ANCIENTS

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; 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 one hour's worth of fuel.

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 (*see energy shield*).

The magnetic shield works against all non-energy effects only (melee and ballistic ranged weapons, firearms, and mass-drivers). Power is only used if the wearer is struck by an attack.

Power Source: Beltpack or backpack.

OBEDIENCE COLLAR

The obedience collar is used by androids to force intelligent organic creatures, such as humans and mutants, to do their bidding or conform to their will, at the threat of death. The obedience collar is a simple device that looks like a metal "torc" or neckband, with two small metal rectangles on each side. The device does nothing while it remains inert, but if triggered by a *control rod* (a separate item) the

obedience collar *explodes* – taking the head of the wearer with it. A Fortitude save (DC 24) is allowed to resist *instant death*; if made, the wearer suffers an attack with a damage bonus of +15, and suffers deafness for 2 days thereafter. The collar is destroyed if ever activated; it will only activate if being worn against organic flesh, and will not detonate if simply sitting around in a box, for example.

PAIN COLLAR

Created by androids to "train" organic creatures to do their bidding, the pain collar looks like a simple metal "torc" or neckband, with a single flat flange of metal at the front. By activating a button on the collar's *control rod* (a separate item), the collar can be made to send potent doses of pain sensation through the wearer's nervous system, in the form of erratic electric shocks. If this occurs, the wearer is wracked with agony, and is effectively *stunned*. If a Fortitude check (DC 24) is made, he still suffers from a reduction of Dexterity by 2, and an imposition of a –4 penalty to attack rolls, skill checks, and ability checks. The collar continues to impart pain for as long as the rod's controller keeps it active.

POWER FIST

This appears to be a heavy 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 device acts to magnify the strength of the user in melee attacks (or feats of strength), giving an enhancement bonus of +2 to the wearer's Strength. If two power fists are used, the bonus increases to +4,

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.

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 Partial Concealment (20% miss chance). The pack uses up one power charge per round of use. A stealth pack weighs 3 lbs.

Power Source: Beltpack or backpack.



RADIATION SICKNESS

Radiation can be naturally or artificially produced. All stars produce radiation in some variety, and planets

closer to these stars typically suffer more severe effects than worlds farther away. Many starships and other pieces of technology incorporate radioactive parts and fuel cells that can flood an area with harmful radiation when ruptured or exposed. Ancient alien civilizations might leave behind powerful artifacts that emit harmful radiation. Whether the source of the radiation is natural or artificial, any character in an environment rich with radiation may suffer some negative effects for exposure.

RADIATION EXPOSURE

When characters are exposed to radiation, they may be afflicted with radiation sickness. Radiation sickness functions exactly like exposure to any other disease, following the normal rules for diseases. The Fortitude save DC and the effects of radiation sickness vary with the dose of radiation to which a creature is exposed.

Radiation exposure has five degrees: mild, low, moderate, high, and severe. To determine the degree of exposure, start with the type of exposure: either an irradiated area (such as the area near a nuclear explosion, after the fact, or a lab that has been flooded with radioactive gas), or a specific source of radiation (such as a lump of radioactive material).

TABLE 3-15: RADIATION EXPOSURE

Situation	Time of Exposure (Minimum)				
	1 round	1 minute	10 minutes	1 hour	1 day
Character in irradiated area:					
Lightly irradiated	mild	mild	mild	mild	low
Moderately irradiated	mild	mild	low	low	moderate
Highly irradiated	low	low	moderate	moderate	high
Severely irradiated	moderate	moderate	high	high	severe
Character exposed to radiation source:					
Lightly radioactive materials	mild	mild	low	low	low
Moderately radioactive materials	low	low	moderate	moderate	moderate
Highly radioactive materials	moderate	moderate	high	high	high
Severely radioactive materials	high	high	severe	severe	severe

Then consult Table: Radiation Exposure to determine the degree of exposure based on the total time of exposure within a given 24-hour period (rounding up).

RADIATION SICKNESS

The degree of the exposure determines the severity of the radiation sickness, as indicated on Table: Radiation Sickness. At low levels, radiation sickness is a slow disease. Often, a sick character suffers no severe short-term effects. This is reflected in the fact that even with a failed Fortitude save, the character might not suffer any Constitution loss.

TREATING RADIATION SICKNESS

Radiation sickness is considered a treatable disease that can be cured using the “treat disease” aspect of the Medicine skill. Treating radiation sickness requires a medical kit. Advanced medicine (such as neutrad) and advanced technology (including nanites and cybernetic implants) can also eliminate radiation sickness or obviate its harmful effects.

TABLE 3-16: RADIATION SICKNESS

Degree of Exposure	Fortitude Save DC	Incubation Period	Initial and Secondary Damage
Mild	12	1 day	1 Con*
Low	15	4d6 hours	2 Con*
Moderate	18	3d6 hours	3 Con*
High	21	2d6 hours	4 Con
Severe	24	1d6 hours	5 Con

* Minimum damage 0 Con.

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