



HORIZON™

NEW ROLEPLAYING FRONTIERS

REDLINE™



HIGH-SPEED ROAD DUELS
IN A POST-APOCALYPTIC FUTURE

HORIZON: REDLINE

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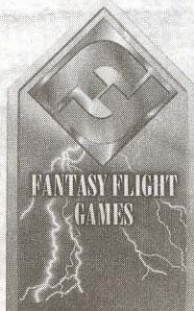
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HORIZON

Welcome to HORIZON. You are holding the first of a new line of self-contained RPGs for the d20 System, published by Fantasy Flight Games. Our goal for the HORIZON line is to explore the farthest possible reaches for new settings, themes, and mechanics, and we want to take you with us. Just as importantly, every HORIZON game will remain completely compatible with the d20 rules you already know, so you can pick up the book and start playing immediately.

HORIZON can play as many roles in your gaming life as you want it to. For some it will be an occasional break from the regular game. For others it will be the foundation for a new campaign setting. Some may add other gaming elements to the rules we present here, others will pick their favorite rules from HORIZON games and use them to augment other games.

Whatever you do with this new line, we hope you'll enjoy pushing roleplaying to the edge as much as we have. And now: *Redline*.

INTRODUCTION

Redline unfolds in a post-apocalyptic world gone mad. Bombs, biological agents, and drought have tested the limits of everything on the planet. Most of humankind's accumulated knowledge and resources are lost to the sands of time and the fires of war. Despite this global

trauma, some humans have clung to life. They now exist on the thin line between extinction and survival.

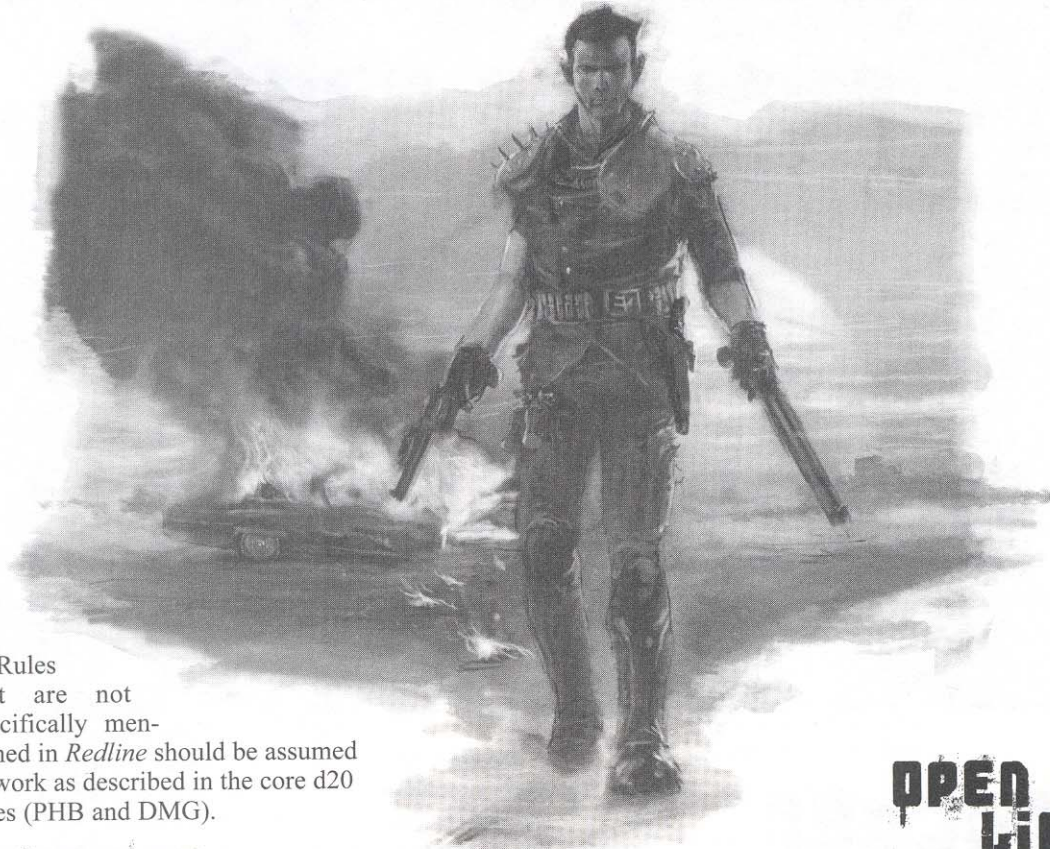
Population centers were targeted most heavily by the weapons, and what wilderness there was has become infested with dangerous creatures. Everything in between has been blasted to dust. There's one thing that survived, though: the open roads, crossing the wastelands between subsistence settlements and derelict towns.

The roads are the lifeblood of the creaking remains of human civilization. They let the survivors explore new areas, trade resources, and stay ahead of the Creep clouds and the warlords. But to do all that, you need a set of wheels, the fuel to keep it going, and the skill to stay alive. The roads are the new battlefields, and the knights of this dying world armor themselves in screaming steel and pounding motors.

RULES OF THE ROAD

Redline is a self-contained d20 System RPG that lets you relive the battles of highway gladiators and post-apocalyptic desperados from film and fiction. It is intended for quick startup and action-packed play, requiring only that you be familiar with the d20 System. You'll want a copy of the core d20 rules in order to play, and most d20 supplements are compatible with *Redline*. The game utilizes updated material from the v.3.5 revision, though the revised rules are not necessary to play.

HORIZON: Redline



Rules that are not specifically mentioned in *Redline* should be assumed to work as described in the core d20 rules (PHB and DMG).

GETTING STARTED

Characters in this world are tough, savvy opportunists who know how to take a bad situation and make it better for themselves and worse for their foes. Some are motivated by a desire to re-establish the civilizations of old. Others want power. Still others may merely be trying to make the world a little more hospitable for themselves, or a little less scary for everyone else.

Creating a character to enter this world of grim and gritty adventures only takes five simple steps. First, generate the character's abilities as described in the PHB (Chapter 1, Ability Scores). Second, select your character's background (as all *Redline* characters are human, backgrounds effectively replace races). Backgrounds not only modify a character's starting abilities and provide special abilities or skills, they also determine some of a character's history and outlook on life.

Third, select a character class. Each class focuses on a different theme from the post-apocalyptic road war genre, as well as specifies what a character does best.

Fourth, assign your skill points and select starting feats. Skill points will help your character in day-to-day survival while feats allow your character to perform those remarkable acts that define him as a hero. Fifth, and finally, purchase starting equipment.

There are no alignments in *Redline*. Everyone's just trying to get by.

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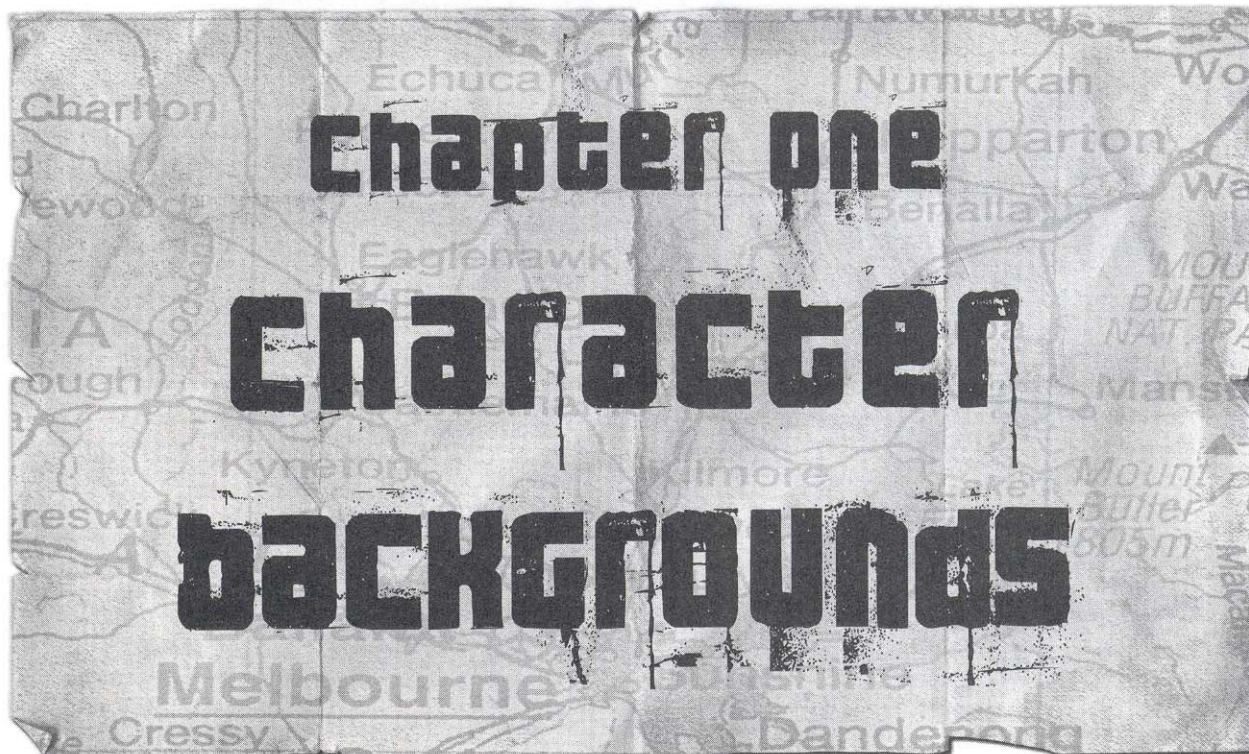
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CHARACTER BACKGROUNDS

"A man can try to outrun his past, but it always seems to catch up. Today's the day you shake hands with yours."

— Edge to Gunner Jon, from *The Last Ride of Gunner Jon*

In a world that has moved on, sometimes where you come from is all that keeps you going. A character's past is called her background. Backgrounds are a character's general bent towards life and include her genetics, youth, training, education, and the struggles that made the character the person she is when the title screen comes up and the action starts. For all practical purposes, a character's background in *Redline* is similar to a character's race in other settings. Backgrounds, once chosen, are permanent.

The descriptions below offer suggestions on how a character might have become the way she is, how she looks at this sorry excuse for a post-apocalyptic life, and what her goals, if any, may be. These are merely role-playing suggestions, however, and should be considered seeds for your ideas rather than ironclad paths. Players are encouraged to come up with their own character histories to describe their motivations.

Redline players have six backgrounds to choose from: bornagains, bygoners, drifters, ferals, rejects, and savants. Bornagains have turned to faith, almost zealously, to help them get by. Bygoners are believers, as well, but in a different time rather than the bornagains' different place. Drifters are loners, searching for something only they can define. Ferals are outsiders, perhaps orphaned in the wild at an early age, looking in on society. Rejects are those who were born not-quite-right, but for all that they're handy to have around. Savants are a bit off-key, as well; maybe it's the Creep that does it to them, or maybe it's a survival skill in this world where being really good at one thing is sometimes all that gets you by.

BORNAGAIN

"The good Lord tells me faith will see me through this one. You? He says I'd better start on your eulogy."

— Squawker Dell to Gunner Jon, from *The Last Ride of Gunner Jon*

In times of great crisis, humanity will seek answers to life's great mysteries outside of the mundane. After the war, the answers have never seemed more elusive or more necessary. Bornagains were raised with a religious or spiritual slant that attempts to provide those answers.

Bornagains spend a lot of time pondering the things that no one else has the heart to or the care to. Often times, bornagains have excellent practical wisdom to share, but just as often, they spew out high-fallutin' nonsense that's likely to get them and their followers killed.



Despite this, bornagains often become great leaders in their communities. Their fevered devotion and passionate beliefs can be contagious.

Most bornagains simply want to follow their faith, wherever it may lead them. At worst, this leads to absurd quests or miniature holy wars. At best, it leads to acts of heroic compassion and selfless sacrifice for the sake of others.

BORNAGAIN BACKGROUND TRAITS

- +2 to Wisdom. Bornagains spend a lot of time pondering mysteries nobody else bothers to. This inward reflection has put them in touch with themselves, others, and the world around them.
- +2 racial bonus to Chatter checks. Bornagains are natural speakers. They always seem to know the right thing to say, even if it's something so ridiculous or annoying that their listener just gives them what they want.
- May take Knowledge (big picture) as a class skill.
- Smite Mutie. Your body is a temple, and the bornagain is out to prove it. Once per day at first level, a bornagain may attempt to smite any creature that has reached the 7th threshold of Creep contamination with a melee or ranged attack within 30 ft. He adds his Charisma bonus (if any) to his attack roll

and deals 1 extra point of damage per character level. If the bornagain accidentally smites a creature that has not reached the 7th threshold of Creep contamination, the smite has no effect, but the ability is still used up for the day. Every three levels, a bornagain may smite mutie one additional time per day and may affect creatures that are one contamination threshold lower. For example, a 3rd-level bornagain can smite mutie three times per day, affecting 7th- and 6th-threshold muties, while a 6th-level bornagain can smite mutie four times per day, affecting 7th-, 6th-, and 5th-threshold muties, etc.

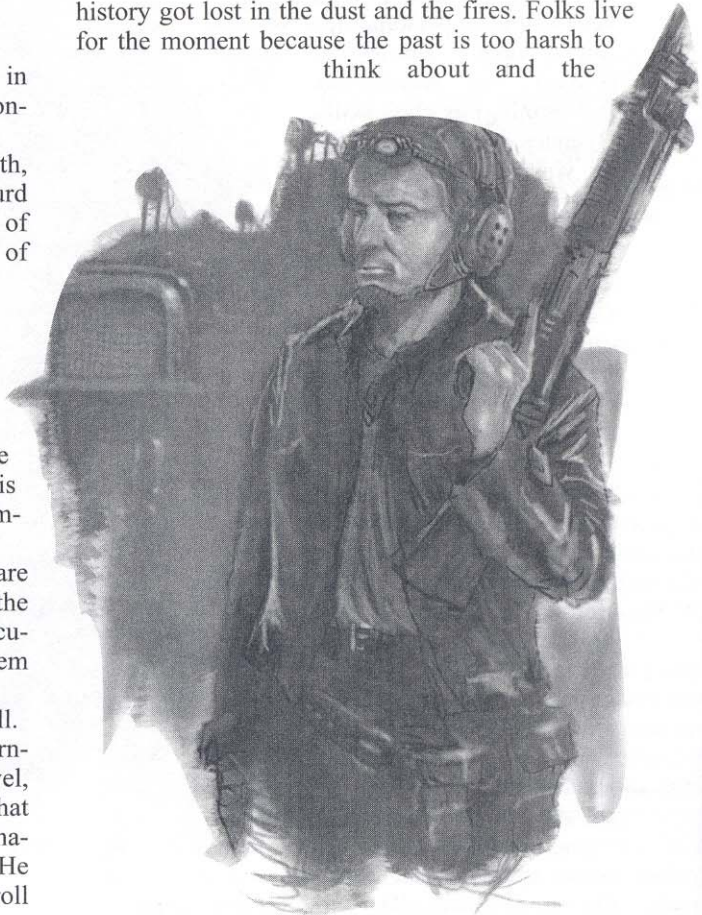
- Divine Reroll. Are the gods a bornagain worships really out there? Bornagains sure believe in 'em. So strongly, in fact, that by sheer force of conviction a bornagain may, once per day, reroll one roll that he has just made before the GM declares whether the roll results in a success or failure. The bornagain must take the result of the reroll, even if it's worse than the original roll.

BYGONE

"You can keep living in the dirt like roaches, or you can start to rebuild, today, now. The world wasn't always like this."

— Roddy Shiner, to the people of Grippe Bay

After the war, anything akin to pride, tradition, and history got lost in the dust and the fires. Folks live for the moment because the past is too harsh to think about and the



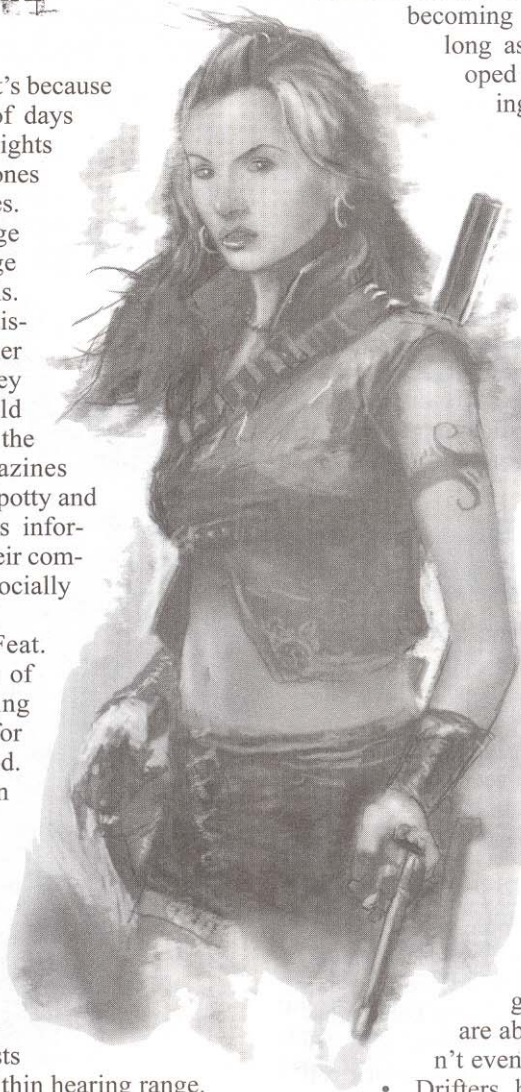
future is probably going to be worse. There are a few, though, who make looking to the past and planning for the future their stock in trade. These folks, called bygones, can draw upon their knowledge to help keep things running, be it a machine or the fabric of society.

Bygones tend to view society as a world gone mad. They firmly believe that if people would just work at remembering the past and honoring tradition, answers to modern traumas would be found. They abhor chaos, and tend to live by setting an example for their fellows. While some bygones become crotchety curmudgeons, always muttering about the “good old days,” most bygones are youthful and optimistic. They often become leaders; their hope and firm convictions, not to mention their willingness to work hard for the common good, garner them followers fairly easily.

Their goals are clear: preserve the past and try to move society out of its current dark age. The obvious hole in their reasoning, which some are quick to point out, is that it was those ways of the past that caused the war. Bygones aren't bothered by that, saying that this time, we have the chance to get it right.

BYGONE BACKGROUND TRAITS

- +2 to Charisma. Whether it's because of their reassuring tales of days gone by or optimistic insights into a possible future, bygones have magnetic personalities.
- May take Knowledge (olden) and Knowledge (subfarming) as class skills. Bygones spent their idealistic youth scraping together whatever information they could, whether from old codgers that lived through the war or scraps of magazines found in a bunker. While spotty and often lacking context, this information helps them keep their communities healthy, both socially and physically.
- Free Heroic Surge Feat. Bygones are the paladins of these dark days, pushing themselves to their limits for the sake of the greater good.
- Heroic Tales. Bygones can inspire those around them with their sacrifice, determination, or even with rousing tales of the past. Once per day per three levels, as a full-round action, a bygone can tell a quick story of an appropriate situation that boosts the morale of any allies within hearing range.



This boost gives the allies a +1 morale bonus on saving throws against charm and fear affects and a +1 morale bonus on attack and weapon damage rolls. Alternatively, the bygone may invoke this ability as a free action whenever he is wounded in combat. In such a situation, all allies that were able to see the bygone get injured receive the bonuses. In either case, the bonuses last for five rounds.

DRIFTER

“Yeah, I have a name. See no reason to give it to ya, though.”

— Overheard at Stubby's Joint

Wandering is a way of life in these harsh times. Folks have to move to find new resources, stay out of the way of the muties and warlords, and keep ahead of the Creep clouds. Most move around en masse, ‘cause the old adage “safety in numbers” is as true now as it ever was. But some are drifters that walk their own path.

You've got to be nuts to wander alone, plain and simple. Drifters usually impose some kind of self-exile on themselves, haunted by something that keeps them from becoming a regular part of society. To last as long as they have, though, they've developed some pretty tough survival and fighting skills.

Drifters keep their goals, like everything else, close to the vest. They're looking for something, that much is obvious. If you could take a peak inside their heads, past the five o' clock shadow and the dead eyes, you'd find they have no idea what they're looking for . . . just that it's something intangible, and it's something to make themselves whole. As often as not, the answer to that search is death.

DRIFTER BACKGROUND TRAITS

- +2 to Constitution. Walking the wastes is tough stuff. Drifters have developed a strong resistance to most of the hazards of the day.
- +2 bonus on all Scrounge and Survival (wastelands) checks. Drifters learn a lot about surviving in the wastes. They are great at finding what they need and are able to avoid perils most others wouldn't even recognize.
- Drifters have been around. They may take

Knowledge (lay of the land) and Knowledge (folks) as class skills.

- Free Advanced Firearm Proficiency Feat. When you need to take down a raging cannibal biker in one shot before he staves your head in with a lead pipe, you get to be a pretty good shot.
- Free Longwalker Feat. Wandering the wastes has toughened drifters. They are able to put in that little bit of extra effort when others would quit.

FERAL

“Grrrrrrrrrr . . .”

— Snaps to Gunner Jon, when asked if she wanted a ride to town

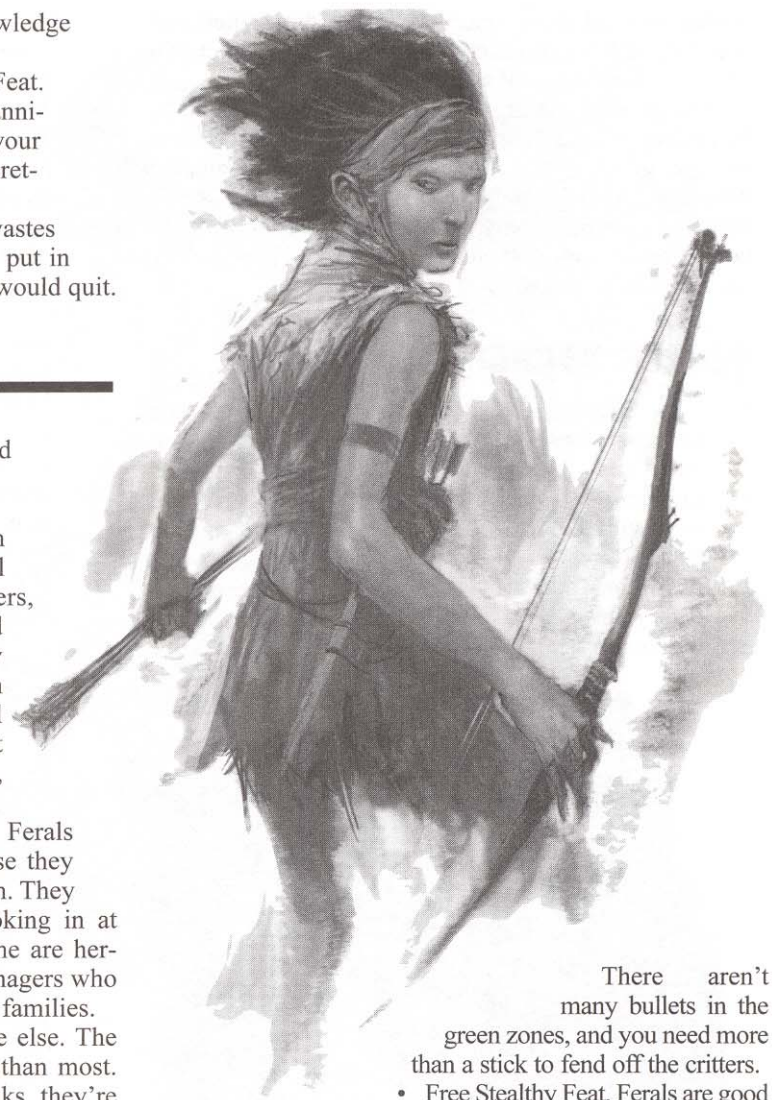
Anyone with a brain knows that the green zones aren't *really* safe. Sure, they look all paradisaical, but you've got hungry critters, quicksand, lost techie deathtraps, and besides, there's no one to talk to. But a few have decided it's safer facing mutie mountain lions than gun-toting raiders, and they'll tell you that living in the wilds will guarantee that you have the best company a person can find, these days: none at all.

Course, some don't even have a choice. Ferals are folks that have gone wild, either because they abandoned society or society abandoned them. They live at the very fringes of civilization, looking in at something they don't quite understand. Some are hermits and eco-freaks, but just as many are teenagers who have managed to stay alive after losing their families.

Ferals want to survive, just like everyone else. The thing is, they've always done it differently than most. Instead of looking to machines and other folks, they're used to looking to their own instincts. Some continue in that vein, others leave their feral lives behind and start drivin' cars and totin' guns; they're not stupid, after all. But they are fiercely independent, quick on their feet, and more than a little lucky.

FERAL BACKGROUND TRAITS

- +2 to Dexterity. Ferals have learned to be fast and sneaky in order to stay alive.
- +2 bonus to Clamber and Heal checks. Ferals are used to getting around in rough places and taking care of themselves.
- May take Survival (green zones) as a class skill. Ferals grew up in the green zones, and know their ins and outs like a normal man knows a carburetor.
- May not begin the game with the following skills: Build/Repair (Complex), Drive, Firearm Proficiency (simple or advanced), or Vehicle Weapon Proficiency (simple or advanced).
- -2 to all Charisma-based skill checks with humans. Ferals don't have much practice talking to other people.
- Free Advanced Archaic Weapon Proficiency Feat.



There aren't many bullets in the green zones, and you need more than a stick to fend off the critters.

- Free Stealthy Feat. Ferals are good at living unnoticed on the fringes.

REJECT

“I got the Creep in me baby. You want the Creep in you?”

— Lyrics from “Reject Love” by the Sand-Muties, a popular traveling band

The earth is long and deep into the Creep. Once the war got going, the bigwigs figured they had nothing to lose and pulled out everything they had: biological, chemical, even nuclear. The lucky ones died horribly. The rest lived on in the aftermath. The rejects are the offspring of those scarred babies of the bomb.

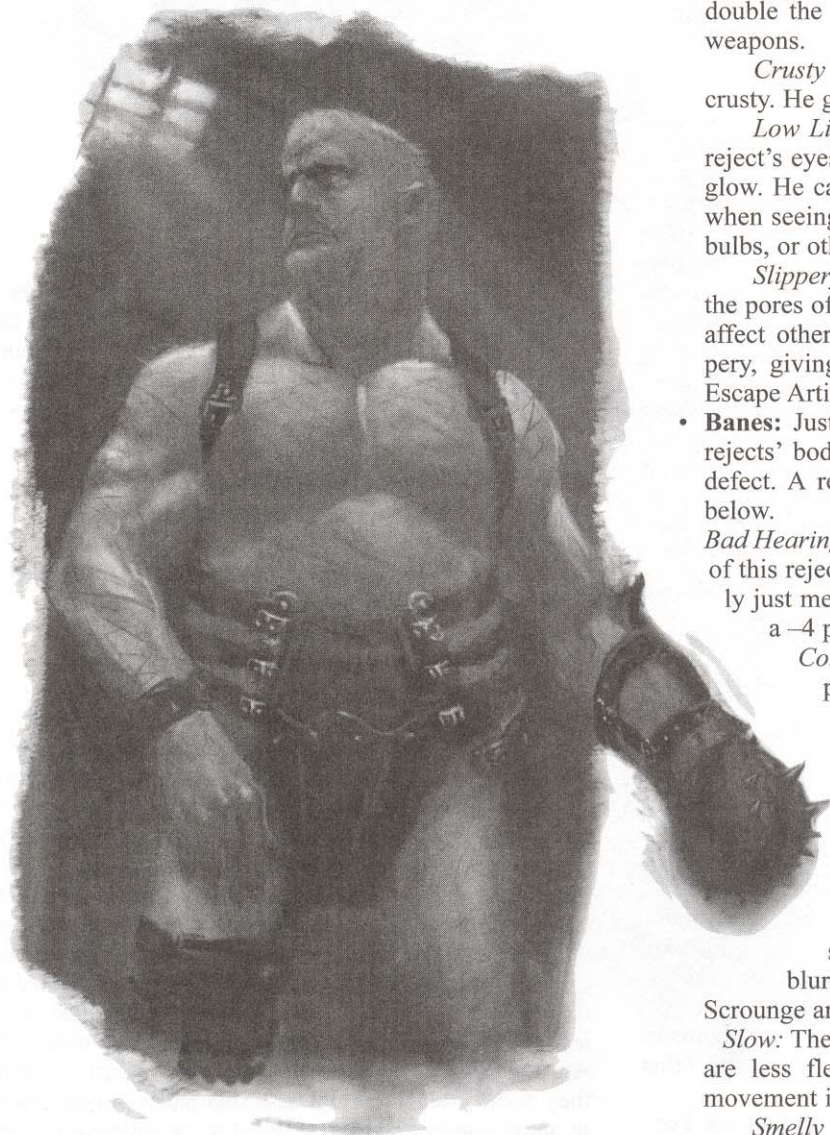
Rejects were born big and dumb. It's as if their genetic code took a look around and decided brawn were better than brains in this Hell on earth. No two rejects are the same, however, as each one's DNA got scrambled in its own special way. Right-minded, non-changed folks look at them with a little bit of fear . . . is it catching? Are they getting together and plotting against us? Will they come after my daughter? This fear can be masked in anger (against those rejects who are violent), patron-

ization (toward those rejects who are dim-witted and passive), or hesitant acceptance (toward the reject that proves himself a useful and loyal citizen).

Rejects' outlooks are as varied as their genetic code. Some live to cause chaos, imposing their often bizarre wills on those around them. Others are simple-minded innocents, blithely obeying others' wishes. This randomness in mindset only makes others even more hesitant to trust them, assuming the worst as soon as they see the telltale brutish form of a reject.

REJECT BACKGROUND TRAITS

- **+2 to Strength.** Rejects have amazing strength due to the adverse effects of chemicals, biology, and radiation.
- **Immunity to Creep.** The body of a reject is coursing with stuff that would kill a normal human. As a result, rejects never accumulate Creep points.
- **Mush for Brains.** Rejects are just a bit more addled than your average human, and don't benefit from the flexibility and learning curve boasted by most.



As a result, they do not receive the normal x4 skill point modifier at 1st level, nor do they receive a bonus feat at 1st level like the other backgrounds.

- May take Knowledge (the Creep) as a class skill. While often too stupid to research it fully, rejects have a very personal knowledge of the Creep and its effects on the human body.
- **Boons:** In addition to their strength, rejects have a positive adaptation that might help them survive. A reject chooses one option from the list below.

Savage: Most folks have adrenaline pumping through their veins; a reject has the Creep coursing through his. This enhances his ferocity in hand-to-hand combat, allowing him to make a savage flurry of attacks as a full attack action in melee. If a reject is wielding a Small or smaller weapon or making unarmed strikes, he may gain one extra attack per round at his highest base attack bonus. All attacks for the round suffer a -2 penalty. This flurry of attacks may not be used in combination with two-weapon fighting.

Bug-eyed: The reject has ugly, bulging eyes, but they work with maximum efficiency. He may double the range increment when he uses ranged weapons.

Crusty Skin: The reject's skin is scabrous and crusty. He gains a +1 bonus to natural armor.

Low Light Vision: The Creep has affected the reject's eyes, giving them a greenish, otherworldly glow. He can see twice as well as normal humans when seeing by the light of the moon, dim electric bulbs, or other similarly poor illumination.

Slippery Skin: The Creep literally oozes from the pores of this reject. While not strong enough to affect others, this emission makes the reject slippery, giving him a +4 bonus to all Grapple and Escape Artist checks.

- **Banes:** Just as their brains are somewhat addled, rejects' bodies always carry some minor physical defect. A reject chooses one option from the list below.

Bad Hearing: The Creep has damaged the eardrums of this reject, or in some cases, the ears are actually just mere nubs. In any event, the reject suffers a -4 penalty on all Listen checks.

Confused: This reject takes a bit longer to process things than most folks. He has a -2 penalty on initiative checks and Sense Motive checks.

Jittery: No Kafedew™ for this reject! The Creep messed with this reject's nerves, making him jittery. He has a -1 penalty on attack rolls with ranged weapons.

Myopic: This reject's eyes just can't seem to focus. Everything is just a bit blurry. The reject suffers a -2 penalty on Scrounge and Spot checks.

Slow: The leg muscles of this reject, while strong, are less flexible than they should be. His base movement is lessened by 5 ft. per round.

Smelly and Ugly: This reject just isn't pretty.

He receives a -2 penalty on all Charisma-based skill checks.

Thin Skin: Whenever a critical hit against this reject is confirmed, the hit becomes "wounding." On each subsequent turn the wound will cause 1 point of bleeding damage until a Heal check (DC 15) can be made to staunch the wound.

SAVANT

Garette muttered "36, yeah . . . definitely 36 . . . 36 . . . definitely" over and over as he fired well-aimed shots into the advancing zombie horde. "What the hell's he going on about?" demanded Gunner Jon, reloading his shotgun. "Kaintcha tell?" Ol' Yappy cackled, "He just cal-ku-lated our ammo, an figgered how many o' them bone bags 'll be left after we're out!"

— From *The Last Ride of Gunner Jon*

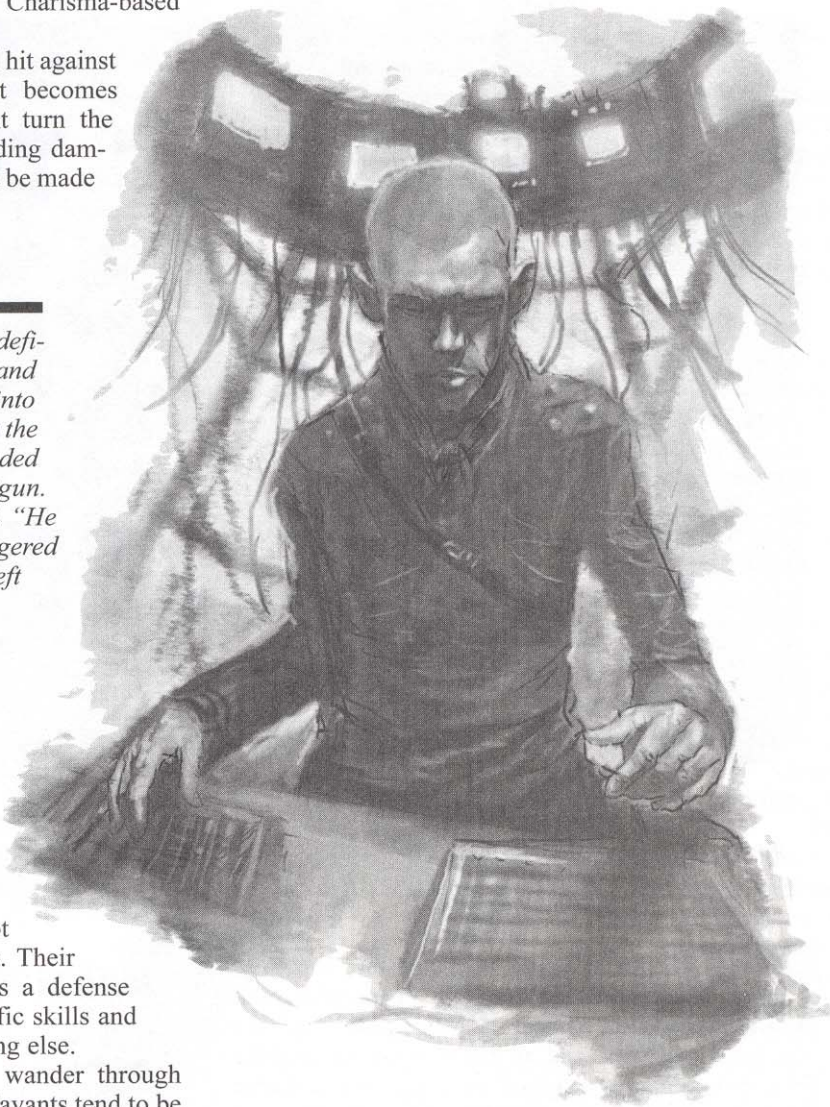
Life after the war is hell. The atrocities that occurred during the fighting left scars, and what passes for human existence today rips those scabs open and cuts new wounds every day. While most survivors "tough it out" and get on with their lives, there are others that simply cannot deal with the horrors of everyday life. Their minds have literally shattered, and as a defense mechanism, they focus on a few specific skills and put blinders on that block out everything else.

These individuals, called savants, wander through life trading their skills for protection. Savants tend to be gentle and caring, even easily manipulated, although if pushed far enough, they can become quite violent. Their minds jumble together any facts and details that do not have something to do with their area of expertise, giving them mannerisms that vary from not-quite-there and easily distracted to completely robotic.

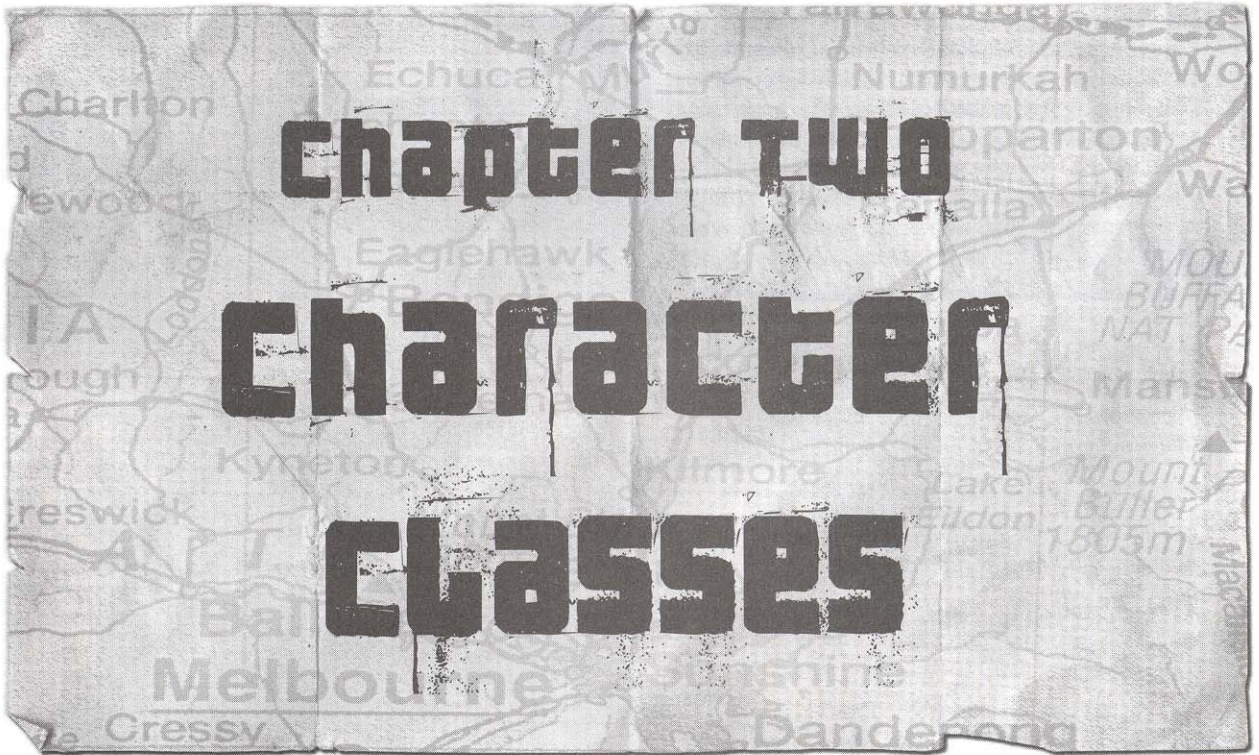
Savants tend not to have any long-term goals aside from being left alone to work on what they do best. They have been known to walk blithely into dangerous places in search of new challenges or the perfect part to finish their latest mechanical project. While tricking them is fairly easy, befriending them is not: Savants tend to truly open themselves only to those individuals who have proven themselves to have the savant's best interests in mind. Once that friendship is gained, however, a savant's loyalty is unbreakable.

SAVANT BACKGROUND TRAITS:

- +2 to Intelligence. Savants may not realize what's going on around them, but their minds are razor-sharp when working out problems



- **Square Roots:** Savants are just plain weird. When you initially create a savant character, choose three non-Charisma-based skills. You gain a +4 bonus in each skill. However, for each +4 bonus gained, you must also take a permanent -4 penalty to all skills based on an ability of your choice. For instance, a savant rigger with a +4 bonus to Build/Repair (complex), Knowledge (tech), and Scrounge, could have a -4 to all Charisma-based skills, Wisdom-based skills, and Dexterity-based skills, or up to -12 in all Strength-based skills, etc. Every three levels (3rd, 5th, 8th, etc.), a savant may increase her bonus in each skill by one, taking an additional permanent penalty to skills based on the chosen ability or abilities.
- **Take a Shot:** Savants' brains are like poorly organized databases. They may have collected any kind of information over the years. Savants can make any Knowledge skill check, even if they do not have ranks in it.
- **Free Dodge Feat:** While their brains don't work like ours, something in them is hard-wired for survival.



"They say ya can drive. I need a driver that'll go where no one else will. Might that be you?"

— Ol' Yappy to Gunner Jon, from *The Last Ride of Gunner Jon*

In *Redline*, heroes are made from their circumstances. A simple farmer loses her family to a gang of marauders and embarks on a quest of justice and vengeance. The local mechanic and an out-of-work truck driver team up to bring needed food and supplies to a village. Rumored caches of pre-war technology tempt a handful of idealistic youths to explore the wasteland. Whatever hand fate has dealt your character, your character's class is the way he deals with it.

Some guys use a wrench to fix their problems, others use a gun. They're all just tools, and if you're still alive to use yours at the end of the day, you've won. *Redline* introduces five new character classes suitable for player characters.

Marauder: a savage warrior that uses his fists and blades before his gun.

Redliner: the classic road warrior, whose wheels are his best weapon.

Rigger: the man that keeps everything running.

Trader: a hero, a thief, or a pure businessman, as the situation demands.

Walker: if he gets by without a rig, you know he's got to be tough.

These classes play on the primary skills folks need to survive in this dead and dusty world. While the core classes could be used in *Redline*, most of them are not appropriate for the game. The game does not support spell systems, so spellcasters would be overpowered if you allowed magic and at a severe disadvantage if you

did not. Non-spellcasting classes like barbarians, fighters, and rogues might be adaptable, but their lack of skill with guns, vehicles, and other mechanical devices would be a major hindrance.

MULTICLASS CHARACTERS

When your character gains enough experience points to achieve her next level, you arrive at a crossroads: continue the way you're going, or veer off down another path. Single-class characters are the most effective in *Redline*, but if you want to add to your bag of tricks you can always learn something new by taking a level in a new class. There are no XP penalties for multiclassing in *Redline*.

MARAUDER

Gorth leapt off the back of the semi. He didn't care that the battle was raging at 60 miles per hour. He didn't care that the land cruiser he was about to land on had twin machine guns firing at him and, against all odds, missing. All he cared about was that he had a two-handed maul in his fists and he was going to use it . . .

— From *The Last Ride of Gunner Jon*

In a world gone mad, sometimes might does make right. Marauders are brutish humans who roam through the wastelands like a tornado through a wheat field. Where marauders go, destruction is sure to follow. Most marauders are no better than mere thugs. However, heroic groups do exist that ride the highways

with a savage furor, seeking out their own brand of justice.

Adventures: Marauders tend to see the world as owing them something. If they're strong enough to hold onto it, they figure, it must be theirs by right. Consequently, marauders like to adventure where there is a good chance for mayhem, destruction, and looting. Not all marauders are without a conscience, but pretty much all of them love to blow things up when they get the chance.

Characteristics: Marauders are the best melee fighters in *Redline*. They are typically tough and strong, and are well-practiced with hand-to-hand weapons. Marauders are too brutish to excel behind the wheel, but they make passable drivers and gunners. Many choose ramming and explosive weapons on their vehicles.

Backgrounds: Marauders can come from any background, but are most typically rejects or ferals.

Game Rule Information

Marauders have the following game statistics.

Abilities: Strength is most important to marauders because of their focus on hand-to-hand combat. A high Dexterity is also useful to avoid getting hit. A high Constitution, of course, keeps marauders going long after normal folks would fall down.

Hit Die: 1d12.

Class Skills

The marauder's class skills (and the key ability for each skill) are Build/Repair (simple) (Int), Clamber (Str or Dex), Concentration (Con), Drive (Dex), Heal (Wis), Intimidate (Cha), Tumble (Dex).

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

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

Class Features

All of the following are class features of the marauder.

Weapons and Armor Proficiency: Marauders like to hit things . . . hard. They favor two-handed weapons and, depending on their fighting style, some amount of armor. They are proficient in all archaic weapons as well as in simple firearms and simple vehicle weapons. They are also proficient with all types of armor as well as shields.

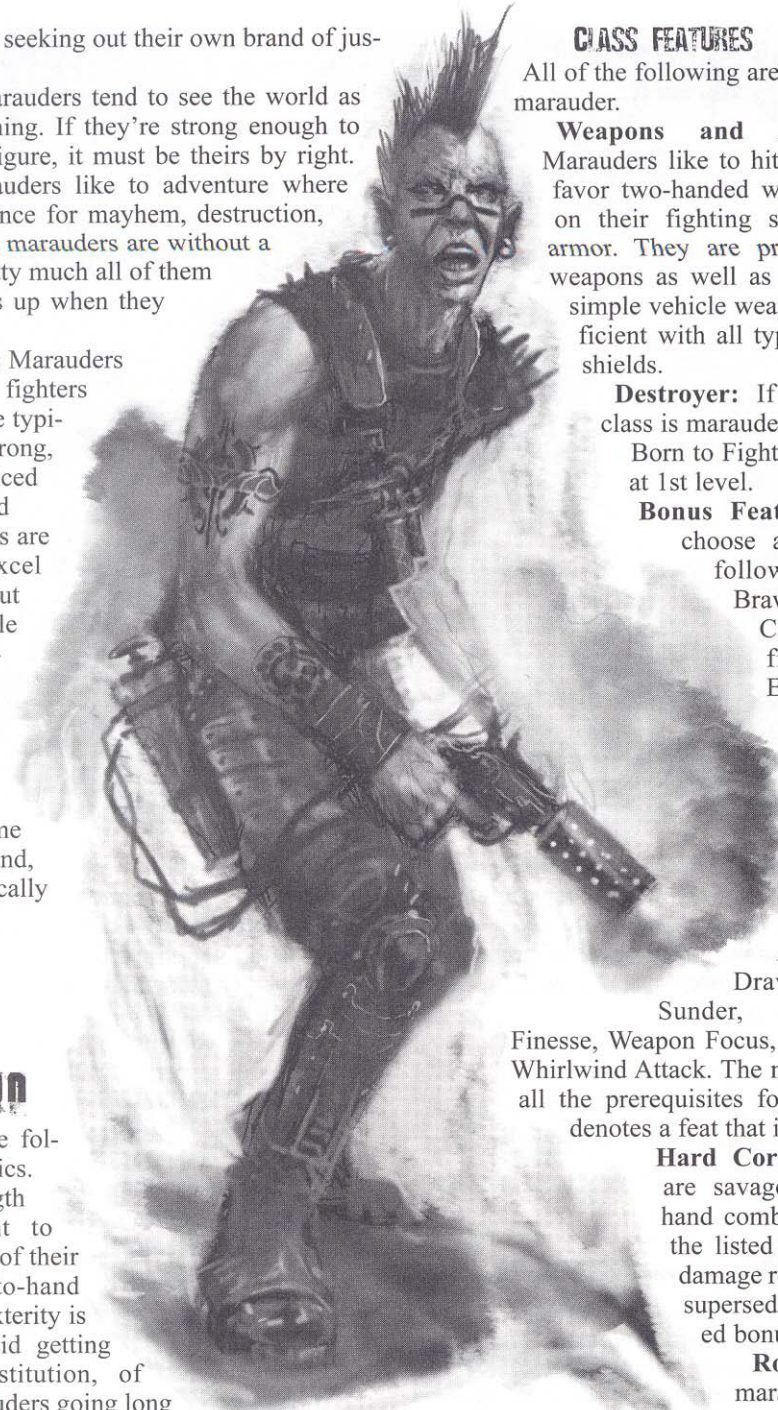
Destroyer: If a starting character's class is marauder, he may take either the Born to Fight or Brawler feat for free at 1st level.

Bonus Feats: The marauder can choose a bonus feat from the following list: Blind-Fight, Brawler*, Combat Reflexes, Cleave, Dodge, Double-fisted Fighting*, Expertise, Great Cleave, Heroic Surge*, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Painless Brawler*, Power Attack, Quick on the Draw*, Savage Brawler*, Sunder, Toughness, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack. The marauder must still meet all the prerequisites for a feat. An asterisk * denotes a feat that is described in this book.

Hard Core Fighting: Marauders are savage warriors in hand-to-hand combat. The marauder gains the listed bonus die to all melee damage rolls. Each new bonus die supersedes the previously granted bonus die.

Roar: At 3rd level, the marauder learns to draw on the depths of his rage, despair, and tendency towards violence, becoming a fearsome combatant. The marauder may roar as a free action; when he does so, he gains a +4 to Strength, Dexterity, and Constitution for a number of rounds equal to 3+ his (newly improved) Constitution modifier. While roaring, the marauder cannot use skills or abilities that require patience or concentration, such as moving silently, repairing equipment, or bartering. He can use any feat he might have except for Expertise. He may not end the roar voluntarily. At the end of the duration, the marauder is fatigued (-2 to Strength and Dexterity, can't charge or run) for 1 hour.

Damage Reduction: The marauder becomes tough



marauder

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Destroyer
2	+2	+3	+0	+0	Bonus feat, hard core fighting (+1d4)
3	+3	+3	+1	+1	Roar 1/day
4	+4	+4	+1	+1	Damage reduction 1/—
5	+5	+4	+1	+1	Bonus feat
6	+6/+1	+5	+2	+2	Hard core fighting (+1d6)
7	+7/+2	+5	+2	+2	Roar 2/day
8	+8/+3	+6	+2	+2	Bonus feat
9	+9/+4	+6	+3	+3	Damage reduction 2/—
10	+10/+5	+7	+3	+3	Hard core fighting (+1d8)
11	+11/+6/+1	+7	+3	+3	Roar 3/day
12	+12/+7/+2	+8	+4	+4	Bonus feat
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/—
14	+14/+9/+4	+9	+4	+4	Bonus feat, hard core fighting (+1d10)
15	+15/+10/+5	+9	+5	+5	Roar 4/day
16	+16/+11/+6/+1	+10	+5	+5	No fatigue
17	+17/+12/+7/+2	+10	+5	+5	Damage reduction 4/—
18	+18/+13/+8/+3	+11	+6	+6	Bonus feat, hard core fighting (+1d12)
19	+19/+14/+9/+4	+11	+6	+6	Roar 5/day
20	+20/+15/+10/+5	+12	+6	+6	Bonus feat

enough to ignore minor wounds. Subtract the listed amount of damage each time the marauder is dealt damage.

Weapon Specialization: At 4th level or higher, the marauder may take the Weapon Specialization feat with melee weapons.

STARTING EQUIPMENT

Motorcycle or dirtbike, 50 RUs worth of vehicle weapons and vehicle component upgrades, 50 RUs worth of personal weapons and armor.

REDLINER

The crevice split the landscape ahead of them. It was wide, but was it too wide to jump? "There's not enough road!" Jayne-jayne screamed. Gunner Jon never took his eyes off the highway. His lips tightened and he slammed the gas harder. "I'll make there be enough, baby..."

—From *The Last Ride of Gunner Jon*

Some people are born to drive. Gasoline is their soap and the roar of an engine their lullaby. Redliners are the royalty of the open road, able to push their vehicles to feats no one else can achieve.

Adventures: Where there is a highway to drive, there will be a redliner cruising its asphalt surface. Cars are power in *Redline*, and knowing how to use a set of wheels is the best skill for keeping alive or keeping employed. Some redliners are bandits and henchmen; others are explorers and rebuilders; and some are simply

drifters with a score to settle. Whatever their goals, the grim reality is this: your car is your life.

Characteristics: Redliners enjoy good hand-eye coordination and a perverse love of speed. They pride themselves on knowing exactly how their vehicle will perform under any condition. They may not know how to repair their vehicle, and shockingly, some don't care. But they still respect a well-cared-for machine and are always imagining ways to push one to its limits.

Background: Many drifters become redliners in order to survive their travels and keep ahead of whatever they're running from. Bygone and savant redliners can be frighteningly effective, while ferals and rejects are almost never redliners.

GAME RULE INFORMATION

Redliners have the following game statistics.

Abilities: Dexterity is the most important ability for redliners, as it directly affects their Drive skill and shooting ability. Intelligence is also useful for its extra skill points.

Hit Die: 1d8.

CLASS SKILLS

The redliner's class skills (and the key ability for each skill) are Build/Repair (simple) (Int), Clamber (Str or Dex), Concentration (Con), Drive (Dex), Heal (Wis), Intimidate (Cha), Listen (Wis), Scrounge (Int), Spot (Wis).

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

Skill Points at Each Additional Level: 4 + Int Modifier.

Redliner

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+2	+0	+0
2	+1	+3	+0	+0
3	+2	+3	+1	+1
4	+3	+4	+1	+1
5	+3	+4	+1	+1
6	+4	+5	+2	+2
7	+5	+5	+2	+2
8	+6/+1	+6	+2	+2
9	+6/+1	+6	+3	+3
10	+7/+2	+7	+3	+3
11	+8/+3	+7	+3	+3
12	+9/+4	+8	+4	+4
13	+9/+4	+8	+4	+4
14	+10/+5	+9	+4	+4
15	+11/+6/+1	+9	+5	+5
16	+12/+7/+2	+10	+5	+5
17	+12/+7/+2	+10	+5	+5
18	+13/+8/+3	+11	+6	+6
19	+14/+9/+4	+11	+6	+6
20	+15/+10/+5	+12	+6	+6

Special

Driver
 Bonus feat, hard core driving (+1d4)
 Gunner 2
 Redline +5
 Bonus feat
 Hard core driving (+1d6)
 Gunner 3
 Bonus feat
 Critical this!
 Hard core driving (+1d8)
 Bonus feat
 Gunner 4
 Redline +10
 Bonus feat, hard core driving (+1d10)
 Gunner 5
 Critical this!
 Bonus feat
 Hard core driving (+1d12)
 Gunner 6
 Bonus Feat

CLASS FEATURES

All of the following are class features of the redliner.

Weapons and Armor Proficiency: Redliners are most comfortable in their cars. They are proficient with simple archaic weapons, simple firearms, and all vehicle weapons. They are proficient with light and medium armor.

Driver: If a starting character's class is redliner, he may take either the Born to the Turret or Combat Driving feat for free at 1st level.

Bonus Feats: Each time the redliner is entitled to a bonus feat, he may choose one from the following list: Combat Driving, Improved Critical (vehicle weapons only), Improved Initiative, Lightning Reflexes, Off-Road, One-handed Driver, Rapid Fire (vehicle weapons only), Suppressing Fire (vehicle weapons only), Vehicle Charging, Vehicle Dodge, Vehicle Focus, Vehicle Gunning, Vehicle Jousting, Vehicle Ramming, Weapon Focus (vehicle weapons only), and Weapon Specialization (vehicle weapons only). The redliner must still meet all the prerequisites for a feat.

Hard Core Driving: Redliners are one with their machines. The redliner gains the listed bonus die to all Drive skill checks. Each new bonus die supersedes the previously granted bonus die.

Gunner: A redliner is a skilled vehicle duelist. He ignores the listed amount of hardness whenever doing damage to vehicles using vehicle weapons.

Redline: Redliners can push their vehicles to maximum speed like nobody else. The maximum speed (in squares per round) of any vehicle the redliner drives is increased by the listed amount.

Weapon Specialization: At 4th level or higher, the

redliner may take the Weapon Specialization feat with vehicle weapons.

Critical This!: In vehicle combat, when a critical is scored, a specific piece of equipment is damaged. At 9th level, when the redliner scores a critical hit on a vehicle, he may adjust the roll on the critical hit chart up or down by five. At 16th level, when the redliner scores a critical hit on a vehicle, he may deal critical damage as if the vehicle was a living creature instead of rolling on the critical hit chart.

STARTING EQUIPMENT

Interceptor, 450 RUs worth of vehicle weapons and vehicle component upgrades, 30 RUs worth of personal weapons and armor.

RIGGER

"Ya wants it fixed when? Shoot, I'm done already!" Ol' Yappy to Gunner Jon.

— From *The Last Ride of Gunner Jon*

Riggers have grease for blood and wrenches for hands. Building and tearing down and rebuilding again is the life of a rigger. They love to work with machinery of any sort, improving, repairing or salvaging what they can from it. Even faced with something they have never seen before, riggers have a chance of making it work or work better.

Adventures: Riggers like to adventure for the same reason most folks like to go to market: for supplies. Riggers live off of old parts and pieces and bits of hard-

ware that anyone else would think was junk. On top of that, while riggers may complain when a redliner takes a vehicle they just repaired into combat, the rigger wouldn't miss that fight for all the food in the world. They love to see how the stuff they built performed, and if not for the guys that blow it all up, they'd have nothing to do afterwards.

Characteristics: Riggers are typically found with a tool box in one hand and a can of food in the other, looking for the next thing to work on. They aggressively compete with each other, tallying up their "RI" (repair index) against other riggers, RI being the total number of hours in a rigger's life spent building and repairing stuff. Some riggers tote around piles of old manuals on various weapons and vehicles, but most just keep that sort of knowledge locked in their skull.

Background: Bygones and savants tend to make good riggers, mostly because of their familiarity with odd bits of knowledge. Ferals and rejects make poor, if not inept, riggers.

Game Rule Information

Riggers have the following game statistics.

Abilities: Intelligence is probably the most important ability to a rigger as it directly affects his Build/Repair skills. Charisma is useful for bartering over parts and labor costs, and Dexterity helps a rigger survive when he rides along into combat.

Hit Die: 1d8.

CLASS SKILLS

The rigger's class skills (and the key ability for each) are Barter (Cha), Build/Repair (complex) (Int), Build/Repair (simple) (Int), Concentration (Con), Drive (Dex), Heal (Wis), Knowledge (Tech) (Int), Scrounge (Int).

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

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

CLASS FEATURES

All of the following are class features of the rigger.

Weapons and Armor Proficiency: Riggers are proficient with all simple weapons, whether archaic, firearms, or vehicle. They are proficient with light and

medium armor.

Focus Fix: Typically, the Build/Repair (complex) skill is a number of separate skills. For instance, one character might have three ranks in Build/Repair (cars & trucks) while another might have three ranks in Build/Repair (firearms & ammo). If the vehicle mechanic tried to work on a weapon, he might blow his face off (see skills, Chapter 3).

There isn't a machine or weapon around that a rigger can't work on, however. Each time the rigger gains this ability, he may select a new category of complex machinery to be skilled in. He applies his full number of Build/Repair ranks to skill checks when working on that type of machinery, instead of half.

Bonus Feat: Each time a rigger is entitled to a bonus feat, he can select one of the following: Alertness, Advanced Vehicle Weapon Proficiency, Build Weapon, Build Vehicle, Focused, Great Fortitude, Iron Will, Process Fuel, Point Blank Shot (vehicle weapons only), Rapid Fire (vehicle weapons only), Skill Focus (Build/Repair), Skill Focus (Scrounge), Suppressing Fire (vehicle weapons only).

Hard Core Repair: Riggers know machines better than they know themselves. The rigger gains the listed bonus die to all Build/Repair (simple or complex) checks. Each new bonus die supersedes the previously granted bonus die.

Pressure Under Fire: Beginning at 11th level, riggers can always take 10 when building or repairing, even when under fire. Further, they are incredibly efficient in high-pressure situations: when using their Build/Repair skill on something that would normally take an hour or less, they can complete the job in half the normal time.

Macgivy: Riggers tell tales of a miraculous mechanic from before the war who could make a car run on spit and fruit juice or build a bomb out of a paper clip and some duct tape. The best riggers can "macgivy" vehicles, guns, and equipment to do amazing things for short periods of time. To perform a macgivy, the rigger must make a Build/Repair (complex) check (DC 10) on an existing item. One of that item's major traits is now doubled. For vehicles, the top speed, acceleration, handling modifier (if positive), or hardness may



RIGGER

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1	+0	+2	+0	+2	Focus fix
2	+1	+3	+0	+3	Bonus feat, hard core repair (+1d4)
3	+2	+3	+1	+3	Macgivy 1/day
4	+3	+4	+1	+4	Focus fix
5	+3	+4	+1	+4	Bonus feat
6	+4	+5	+2	+5	Hard core repair (+1d6)
7	+5	+5	+2	+5	Focus fix
8	+6/+1	+6	+2	+6	Bonus feat
9	+6/+1	+6	+3	+6	Macgivy 2/day
10	+7/+2	+7	+3	+7	Focus fix, hard core repair (+1d8)
11	+8/+3	+7	+3	+7	Pressure under fire
12	+9/+4	+8	+4	+8	Bonus feat
13	+9/+4	+8	+4	+8	Focus fix
14	+10/+5	+9	+4	+9	Hard core repair (+1d10)
15	+11/+6/+1	+9	+5	+9	Macgivy 3/day
16	+12/+7/+2	+10	+5	+10	Focus fix
17	+12/+7/+2	+10	+5	+10	Bonus feat
18	+13/+8/+3	+11	+6	+11	Hard core repair (+1d12)
19	+14/+9/+4	+11	+6	+11	Focus fix
20	+15/+10/+5	+12	+6	+12	Bonus feat

be doubled. For weapons, the range or damage may be doubled. The macgivy lasts for one round, plus one for every 5 points by which the Build/Repair check exceeded 10. Performing a macgivy is a full-round action.

STARTING EQUIPMENT

Economy car, 300 RUs worth of vehicle weapons and equipment upgrades, 30 RUs worth of personal weapons and armor, tool kit.

TRADER

"I'm selling salvation in a six-shooter. All you got to know is my fee. I need food, fuel, or fillies, cause nobody trades for free."

— Lyrics from "Death in a Bottle" by the Sand-Muties, a popular traveling band

The wastelands are a pretty barren place. Knowing how to make a profit is equal parts luck, inspiration, and dedication. Traders have all three in spades. A good trader gets a feel for the seasons, the people of the land, political events, and recent fads; then he stirs them all together and figures what to buy low and what to sell high.

Adventures: Where there is a profit, there is a way. Traders love to adventure to find new treasures to sell and trade back in civilization. A few altruistic types tend to look for stuff that will help locals lead a better life.

Characteristics: Traders tend to be charismatic. They can sense what you really need and, for a profit, provide it. They have a keen eye for appraising an item's true

worth and guessing where the best place to sell it would probably be. If it's a matter of getting an item into or away from somewhere, they can generally do so subtly.

Background: Drifters can sometimes make good traders because they've seen so much territory, while bornagains and bygones have a natural aptitude for the trader's profession.

GAME RULE INFORMATION

Traders have the following game statistics.

Abilities: Charisma is the most important ability to a trader, as it directly affects his social skills. A decent Dexterity or Constitution is helpful in surviving the dangers of travel, while Intelligence and Wisdom may allow the trader to get out of some otherwise sticky situations.

Hit Die: 1d6.

CLASS SKILLS

The trader's class skills (and the key ability for each) are Barter (Cha), Build/Repair (Simple) (Int), Chatter (Cha), Drive (Dex), Escape Artist (Dex), Fake Out (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (folks) (Int), Knowledge (lay of the land) (Int), Knowledge (olden) (Int), Listen (Wis), Move Silently (Dex), Scrounge (Int), Sleight of Hand (Dex), Sense Motive (Wis), Spot (Wis).

Skill Points at 1st Level: (8 + Int Modifier) x 4.

Skill Points at Each Additional Level: 8 + Int Modifier.

Weapons and Armor Proficiency: Traders are proficient with all simple weapons, whether archaic,

firearms, or vehicle. They are proficient with light armor.

Stockpile: Traders make their living off of what they can collect, and you only last long in the wastelands if you have what people need. Whenever a trader needs a piece of salvage, he can check to see if he has it in his stockpile. He makes a Scrounge check, adding his trader level as a bonus modifier, to see if he has found something like it in the past and added it to his collection. If he succeeds, he has the item; for every 5 points by which he exceeds the Scrounge DC, he has 1 extra item of that type. The item or items, if not immediately used, should be noted as being part of the trader's stockpile.

Items in the stockpile are classified by general type; for instance, if a trader checks his stockpile for canned food, he may not specify what type of food, nor may he check later for a different type of food. On the other hand, items with specific differences, like simple rifle ammo vs. simple pistol ammo, may be checked for separately.

Once an item is checked for and used, traded, or sold, the trader may not check for it again until he has a chance to restock his stockpile (at levels 7, 12, and 17).

Fast Talker: A trader wields language like a marauder wields a pickaxe: with lethal intent. He may use a variety of impressive social abilities to get out of trouble . . . as long as the trouble in question has more brains than a two ton megapede, that is. Targets of fast talker abilities must have at least a 4 Intelligence, must be within 30 feet and able to see and hear the trader, and must not have an immediate intent of killing or eating him. A trader may use a fast talker ability once per day per trader level.

Glaze Over: A trader with 3 or more ranks in Chatter can use his fast talking to cause one or more creatures to become fascinated with him. The trader must be able to see the creature, and the creature must be able to pay attention to the trader. The distraction of a nearby combat or other dangers prevents the ability from working. The trader makes a Chatter check, and the target can negate the effect with a Will saving throw equal to or greater than the trader's check result. If the saving throw succeeds, the trader cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the trader babble away for up to 1 minute per level of the trader. While fascinated, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the trader moving

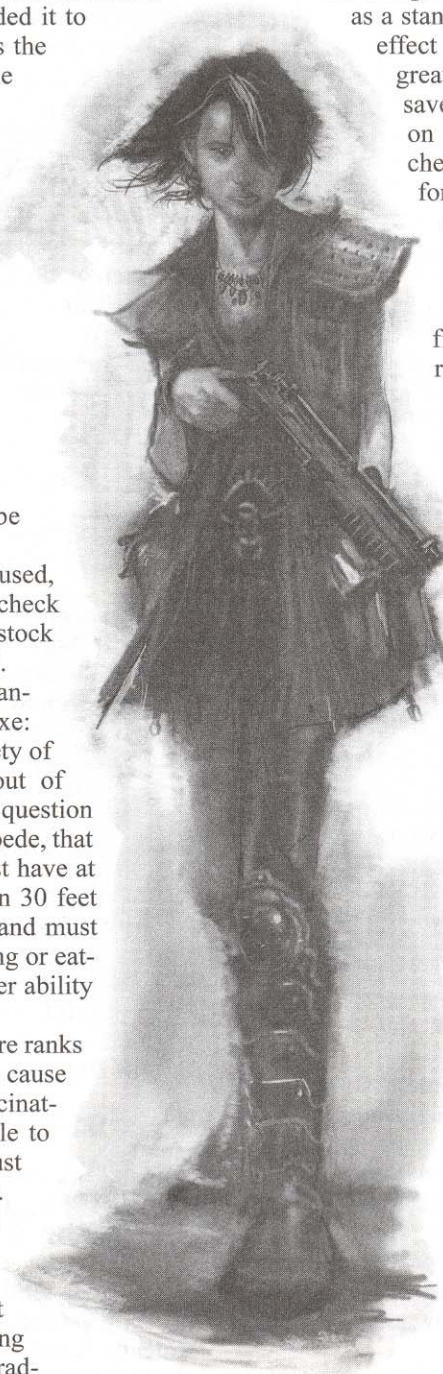
behind the fascinated creature) allows the fascinated creature a second saving throw against a new Chatter check result. Any obvious threat, such as cocking a gun, drawing a knife, or aiming a weapon, automatically breaks the effect.

Baffle: A trader with 6 or more ranks in Chatter can baffle a target through sheer force of personality. To baffle a target, the trader must make a Chatter check as a standard action. The target can negate the effect with a Will saving throw equal to or greater than the trader's check result. If the save fails, the target receives a -1 penalty on attack and damage rolls, AC, ability checks, skill checks, and saving throws for a number of rounds equal to the trader's level.

Flinch: A trader with 9 or more ranks in Chatter can daze a target by hurling a string of invectives so fierce and disturbing that even the roughest ganger would flinch. To daze a target, the trader must make a Chatter check as a standard action. The target can negate the effect with a Will saving throw equal to or greater than the trader's check result. If the save fails, the target is dazed and can take no actions for the following round. This ability only works on humanoids that have half the Hit Dice of the trader's class levels.

Advise: A trader with 9 or more ranks in Chatter can help an ally succeed at a task. The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he or she continues to receive the trader's commonsense advice. The GM may rule that certain uses of this ability are unfeasible. The trader can maintain the effect for 2 minutes (long enough for the ally to take 20).

Taunt: A trader with 12 or more ranks in Chatter can temporarily rattle a humanoid with insults and goading. To taunt a target, the trader must make a Chatter check as a standard action. The target can negate the effect with a Will saving throw equal to or greater than the trader's check result. If the save fails, the target is taunted and must attack the trader in melee the next round. If he cannot attack the trader in melee the next round, he will close with the trader, regardless of the danger of obstacles and the possibility of provoking attacks of opportunity. The target receives a -2 penalty on attack and damage rolls, AC, ability checks, skill checks, and saving throws while he is under the effect of the taunt; after 1 round, the target



TRADER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+0	+2	+2
2	+1	+0	+3	+3
3	+1	+1	+3	+3
4	+2	+1	+4	+4
5	+2	+1	+4	+4
6	+3	+2	+5	+5
7	+3	+2	+5	+5
8	+4	+2	+6	+6
9	+4	+3	+6	+6
10	+5	+3	+7	+7
11	+5	+3	+7	+7
12	+6/+1	+4	+8	+8
13	+6/+1	+4	+8	+8
14	+7/+2	+4	+9	+9
15	+7/+2	+5	+9	+9
16	+8/+3	+5	+10	+10
17	+8/+3	+5	+10	+10
18	+9/+4	+6	+11	+11
19	+9/+4	+6	+11	+11
20	+10/+5	+6	+12	+12

Special

Stockpile, fast talker
 Hard core charisma (+1d4)
 Language expert
 Connection
 Weapons training: any
 Hard core charisma (+1d6)
 Stockpile
 Connection
 Bonus feat
 Hard core charisma (+1d8)
 Weapons training: any
 Stockpile
 Connection
 Hard core charisma (+1d10)
 Bonus feat
 Weapons training: any
 Stockpile
 Hard core charisma (+1d12)
 Connection
 Bonus feat

comes to his senses, and may act normally (which, if the trader doesn't have some staunch allies backing him up, might still be to wring his neck).

Cheerleader: A trader with 12 or more ranks in Chatter can inspire courage in his or her allies as a move-equivalent action. To be affected, an ally must hear the trader's speech for a full round. As long as the trader keeps cheerleading as a move-equivalent action on his turn, allies receive a +2 morale bonus to attack and weapon damage rolls. If the trader is a bygone, allies instead receive a +3 morale bonus to attack and weapon damage rolls when he uses this ability or actively uses his full-round heroic tales ability (but not the heroic tales ability when activated by his being wounded).

That's my boy: A trader with 15 or more ranks in Chatter can pump up an ally to perform above and beyond the call of duty as a full-round action. To be affected, an ally must hear the trader's speech for a full round. For every two ranks in Chatter he has above 15, he can target one additional ally. As long as the trader keeps encouraging as a full-round action, his allies receive a +4 dodge bonus to AC, a +4 competence bonus on attack rolls, 2 bonus Hit Dice (d10s) with commensurate temporary hit points, and can fight to -10 without falling unconscious. When an encouraged ally reaches -10 hit points, he immediately dies.

Hard Core Charisma: A trader is so good at talking, he could get a good price selling a pair of boots to a mutie with no legs. The trader gains the listed bonus die to all Charisma-based skill checks. Each new bonus die supersedes the previously granted bonus die.

Language Expert: Even though everyone knows basic roadspeak, some cultures and settlements use their

own dialects. There always seem to be enclaves of hold-outs that have their own tongue; old books and manuals may be in a different language; heck, some mutie tribes are completely unintelligible, seeing as how their mouths have sealed shut with extra skin. But traders have been around and learned to communicate with all sorts of folks. When attempting to communicate with or read an unfamiliar language, a trader can make an Intelligence check, modified by his trader level, to recognize the basics of the language and understand what he is reading or hearing and be able to communicate in return. The DC is 10 for strange dialects, 20 for different languages, and 30 for completely alien forms of communication.

Bonus Feat: Traders pick up whatever skill a body needs to get along. Each time a trader is entitled to a bonus feat, he can select one of the following: Advanced Archaic Weapons Proficiency, Advanced Firearms Proficiency, Advanced Vehicle Weapons Proficiency, Alertness, Dodge, Focused, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Quick on the Draw, Rapid Fire, Skill Focus (Barter), Skill Focus (Chatter), Skill Focus (Sense Motive), Spring Attack, Suppressing Fire, Weapon Finesse.

Connection: Traders cut deals for the long term, as well as the short term. By collecting IOUs, cutting a desperate rigger a break, or even showing up at a tech-hungry town with a truckload of digital watches, a rigger can become someone's hero. Each time a trader is entitled to a connection, he may acquire the services of one or more NPC characters totaling the level of a cohort gained using the Leadership rules in the DMG (ignoring the 6th level requirement). These NPCs do not blindly

WALKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+2	+2	+0
2	+1	+3	+3	+0
3	+2	+3	+3	+1
4	+3	+4	+4	+1
5	+3	+4	+4	+1
6	+4	+5	+5	+2
7	+5	+5	+5	+2
8	+6/+1	+6	+6	+2
9	+6/+1	+6	+6	+3
10	+7/+2	+7	+7	+3
11	+8/+3	+7	+7	+3
12	+9/+4	+8	+8	+4
13	+9/+4	+8	+8	+4
14	+10/+5	+9	+9	+4
15	+11/+6/+1	+9	+9	+5
16	+12/+7/+2	+10	+10	+5
17	+12/+7/+2	+10	+10	+5
18	+13/+8/+3	+11	+11	+6
19	+14/+9/+4	+11	+11	+6
20	+15/+10/+5	+12	+12	+6

Special

Survivor
 Hard core shooting (+1d4)
 Sneak attack (+1d6)
 Survival expert, animal companion
 Sneak attack (+2d6), Bonus feat
 Hard core shooting (+1d6)
 Sneak attack (+3d6)
 Creep resistance 5, animal companion
 Sneak attack (+4d6), Bonus feat
 Hard core shooting (+1d8)
 Sneak attack (+5d6)
 Survival expert, animal companion
 Sneak attack (+6d6), Bonus feat
 Hard core shooting (+1d10)
 Sneak attack (+7d6)
 Creep resistance 10, animal companion
 Sneak attack (+8d6), Bonus feat
 Hard core shooting (+1d12)
 Sneak attack (+9d6)
 Creep immunity, animal companion

follow the trader or offer to give up their lives for him, but do recognize that they owe the trader a favor, and will act accordingly.

For instance, at 4th level a trader with a 14 Charisma may determine that a feral marauder owes him a favor. His leadership score is 6 (level + Charisma modifier), so he can have a connection with a feral marauder of 3rd level (cannot have a connection of his level or higher). He may pump the marauder for information about gangers that have been passing through the area; later, he may be able to get the marauder to distract or hold off an angry mob of zealots while he escapes. At that point, the marauder would consider his debt paid. At 8th level, the same trader might determine that he has a connection with a group of rebuilders. His leadership score is 10, so he can have a connection with any number of NPCs whose total levels do not exceed seven; in this case, he might choose five 1st-level bygone redliners and one 2nd-level bygone rigger, whom he may be able to convince to build and guard a fuel-processing still for him while he gathers the raw materials for the fuel itself.

Weapons Training: A trader has seen it all. Each time he gets weapon training as a class ability, he may select simple or advanced archaic weapons, firearms, or vehicle weapons. The weapons class he selects must be one he is proficient in. The trader gains a +2 to attack rolls with that class of weapons.

STARTING EQUIPMENT

Van, 300 RUs worth of vehicle weapons and equipment upgrades, 30 RUs worth of personal weapons and armor.

WALKER

"Yeah, it may take me awhile to get places. But a car's a cage, and I'll dry out in the heat of the wastes afore I burn in one o' those."

— Overheard outside of Stubby's Joint

Anywhere "out there" is a desolate place, whether you're talking wastes, ruins, or even some of the dangerous green zones. Yet for some, the heat, the Creep, the giant carnivorous rabbits . . . they all have a certain peacefulness to them. Walkers smirk at the gangers fighting over roadspace and rigs, and simply go their own way. A gun, a sturdy pair of boots, and a hard-as-steel outlook are enough to get them by.

Adventures: A walker never has to look for an adventure because adventures always find him. It seems to be the nature of the game: wandering the wastelands without a vehicle, folks see you as easy prey. On the other hand, you manage to stumble onto things they don't notice screaming by at 90 mph.

Characteristics: Walkers tend to rely on their sturdy constitution, patience, and independence to make it through most problems. Others may be faster, others may be smarter, but a walker will outlast 'em all.

Background: Just about every background is appropriate for walkers. Drifters have the right attitude, while ferals and rejects are tough enough. Bornagains could trust their faith more than a vehicle, and savants could be confused and just *think* they're driving around.

GAME RULE INFORMATION

Walkers have the following game statistics.

Abilities: A walker probably gets the most use out of a hardy Constitution (for surviving Creep) and a decent Dexterity (the better to shoot with). A good Wisdom aids with the Survival skill.

Hit Die: 1d10.

CLASS SKILLS

The walker's class skills (and the key ability for each) are Build/Repair (simple) (Int), Clamber (Str or Dex), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (lay of the land) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

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

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

CLASS FEATURES

All of the following are class features of the walker.

Weapons and Armor Proficiency:

Walkers are proficient in simple archaic weapons and all firearms. They are proficient with light and medium armor, but not with shields.

Survivor: If a starting character's class is walker, he may take either the Longwalker or Track feat for free at first level.

Hard Core Shooting: While they don't know the difference between a clutch pedal and a hood release, walkers are expert marksmen. A walker gains the listed bonus die to all firearm damage rolls. Each new bonus die supersedes the previously granted bonus die.

Sneak Attack: Any time the walker's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the walker flanks the target, the walker's attack deals extra damage. The extra damage is +1d6 at 3rd level and an additional 1d6 every two levels thereafter. Should the walker score a critical hit with a sneak attack, this extra damage is not multiplied.

Survival Expert: Normally, the Survival skill is taken as one of three separate skills: wastes, ruins, or green zones. The walker lives where sane people fear to tread, however, and quickly learns to adapt his skills. At 4th level, he may apply his ranks in Survival to one additional zone. At 12th level, he may use his Survival ranks anywhere.

Animal Companion: At 4th level, a walker gains an animal companion selected from the following list: baboon, donkey, eagle, hawk, hyena, monkey, riding dog, or wolf. The animal is a loyal companion that accompanies the walker wherever he goes to the best of its abilities. The animal may act as a protector, sentry, or hunting animal, but still only has animal intelligence. If the animal is ever mistreated, it leaves. If an animal is dismissed or killed, no new animal may be gained until the appropriate level.

Every four levels after 4th, the walker may replace a dead animal companion or gain a new animal companion or companions. He may never have more Hit Dice of animal companions than half his walker level. The expanded list of animal companions that a walker may choose from at higher levels includes: ape, black bear, boar, brown bear, cheetah, dire badger, dire boar, dire lion, dire weasel, dire wolf, dire wolverine, leopard, lion, tiger, wolverine.

Weapon Specialization: At 4th level or higher, the walker may take the Weapon Specialization feat with advanced or simple firearms.

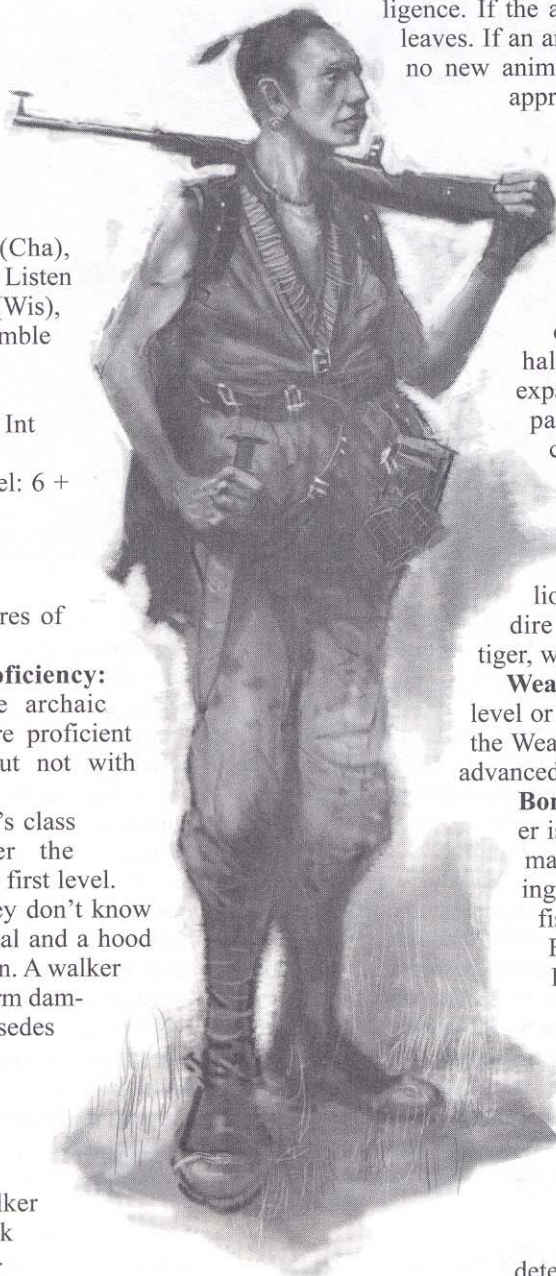
Bonus Feat: Each time a walker is entitled to a bonus feat, he may select one of the following: Alertness, Dodge, Double-fisted Fighting, Double-fisted Firearms, Far Shot, Great Fortitude, Iron Will, Point Blank Shot, Precise Shot, Rapid Fire, Rapid Shot, Skill Focus (Survival), Suppressing Fire, Weapon Proficiency (any), and Weapon Focus (advanced or simple firearms).

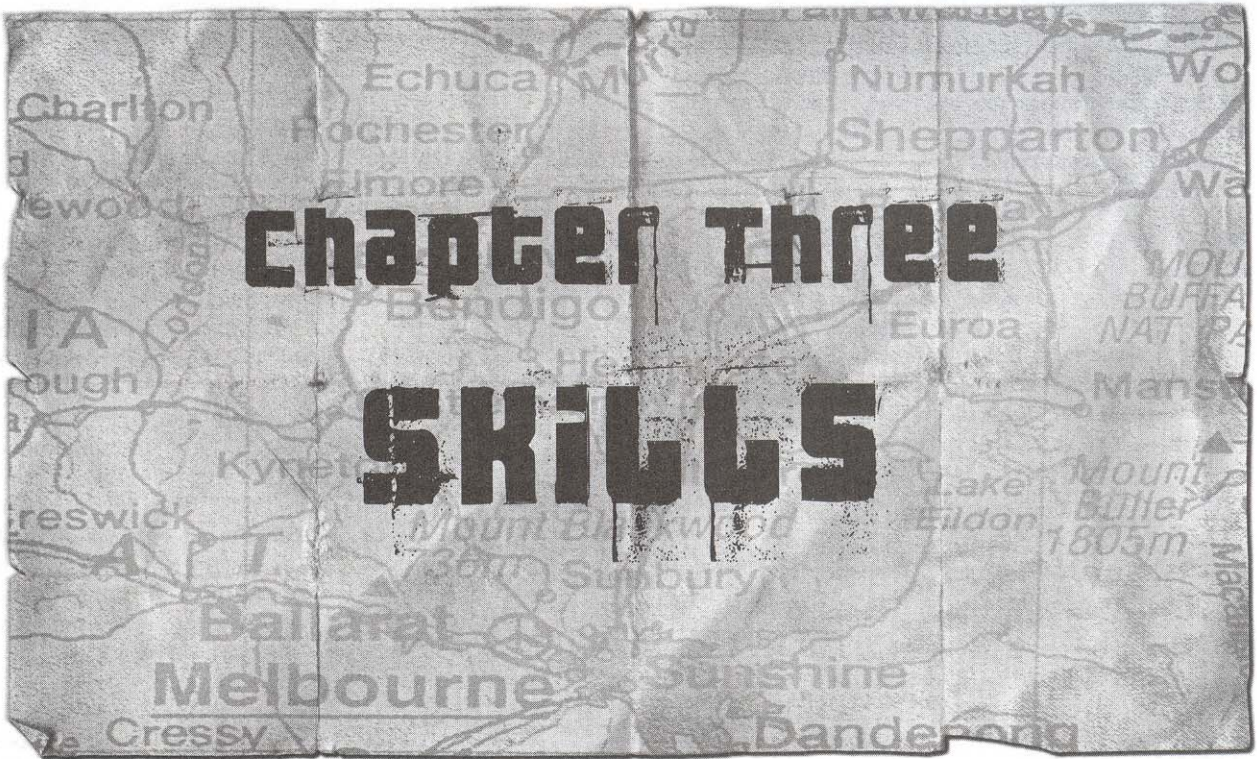
Creep Resistance:

Walkers are hardy and determined. They are resistant to the Creep, reducing any contamination points suffered by the number shown. Eventually, at 20th level, they become completely immune to Creep effects.

STARTING EQUIPMENT

100 RUs worth of personal weapons and armor, 50 RUs worth of common equipment.





"Sure ya got a fancy gun and a fancier car, but do ya knows how ter use 'em?"

— Ol' Yappy to Gunner Jon

There are a number of new skills in *Redline*, and many of the old skills get new uses. For the sake of the "quick and dirty" feel of *Redline*, some groups of skills have also been condensed. For instance, rather than force a character to make a Jump check to land on an enemy truck, a Climb check to work his way up the side of it, and a Balance check to stay on top of it while smashing in the windshield, all of those skills have been combined into Clamber. *Redline* classes and mechanics have taken this condensing of skills into account, but you may break the skills back down into their component forms if you use the *Redline* rules with core classes or other systems.

If a skill does not have a description, assume it follows all of the same rules as those presented in the PHB. The symbols present in the chart are as follows:

- O: Class skill
- X: Cross-class skill
- : May not be purchased by this class

SKILL DESCRIPTIONS

BARTER /CHA/

Use this skill to haggle for more fuel in trade for those weapons you found or to negotiate for the life of a hostage.

Check: Barter is a combination of Appraise and Diplomacy, using a combination of your savvy and per-

suasiveness to get the best end of a deal. Both parties negotiating roll opposing Barter checks. The person with the higher check convinces the loser to lower his asking price, typically by 1% per point by which the winner's exceeded the loser's. Note that NPCs cannot convince a PC to spend or sell for a price he does not want, but the Barter check will give the NPC a solid confidence in his asking price.

It takes five minutes or more of negotiations to make an effective Barter effort. However, circumstances may modify this. For example, the hero is about to charge outside to face some foes. The hero may say "Quick! Give me your gun and I'll give you half of the bounty on each of those marauders!"

The Barter skill is also used to determine the value of a piece of salvage, guess which resources will sell best in specific towns, and find someone to sell you the right piece of equipment.

Retry: No, unless circumstances change.

Special: If you have 5 or more ranks in Chatter, you get a +2 synergy bonus to your Barter check. If you have 5 or more ranks in Fake Out, you get a +2 synergy bonus to your Barter check. If you have 5 or more ranks in Sense Motive, you get a +2 synergy bonus to your Barter check. Other synergy bonuses may apply. For example, if you are bartering with a marauder for the life of a villager, the DM may determine that the marauder gets a synergy bonus for having five ranks in Intimidate.

BUILD/REPAIR SIMPLE /INT/

This skill lets you work on basic mechanical systems like a magazine for your gun or a hose for an engine. It also allows you to disarm simple traps, open basic locks,

Table 3.1: Skills

Skill		Marauder	Redliner	Rigger	Trader	Walker
Barter	Cha	X	X	O	O	X
Build/Repair (simple)	Int	O	O	X	O	O
Build/Repair (complex)	Int	X	X	O	X	X
Chatter	Cha	X	X	X	O	X
Clamber	Str or Dex	O	O	X	X	O
Drive	Dex	O	O	O	O	—
Escape Artist	Dex	X	X	X	O	O
Fake Out	Cha	X	X	X	O	X
Handle Animal	Cha	X	X	X	O	O
Heal	Wis	O	O	O	O	O
Hide	Dex	X	X	X	O	O
Intimidate	Cha	O	O	X	X	O
Knowledge	Int					
(Big Picture)		X	X	X	X	X
(Creep)		X	X	X	X	X
(Folks)		X	X	X	O	X
(Lay of the Land)		X	X	X	O	O
(Olden)		X	X	X	O	X
(Subfarming)		X	X	X	X	X
(Tech)		X	X	O	X	X
Listen	Wis	X	X	X	O	O
Move Silently	Dex	X	X	X	O	O
Scrounge	Int	X	X	O	O	X
Sleight of Hand	Dex	X	X	X	O	X
Sense Motive	Wis	X	X	X	O	X
Spot	Wis	X	X	X	O	O
Survival	Wis	X	X	X	X	O
Swim	Str	X	X	X	X	O
Tumble	Dex	O	X	X	X	O

and wire or plumb a house. Anything that has simple moving parts can be built or repaired with this skill.

Check: The DC for Build/Repair skills is based on the complexity of the job attempted. Easy jobs generally take under an hour, while Difficult jobs rarely take less than a day. A “jury-rigging” can also be attempted. The DC is increased by four and the job takes one minute per five points of the job’s normal DC. A jury-rigged item will only last one hour per rank of the person who jury-rigged it. An untrained person cannot jury-rig an item.

This skill can be used to set or disable devices (such as traps) with a DC of 20 or less, or open simple locks of DC 20 or less.

Use of a tool kit with this skill is presumed for Cake or Easy jobs; using crude tools imposes a -4 penalty to the check. Jobs of Average complexity or higher suffer a -10 penalty without a workshop costing 1,000 RU.

Retry: Yes, although failure by 5-10 means that you have ruined your parts and must supply more; failure by more than 10 means that you have permanently damaged the system you were trying to repair. You may try again, but the job has a +4 DC. Similarly, if you are using this skill to disarm a trap, failure by 5 or more means that the trap goes off.

BUILD/REPAIR COMPLEX /INT/ TRAINED ONLY

BUILD/REPAIR SIMPLE: WORK EXAMPLES

Cost	Complexity	Time	DC	Example
5 RU	Cake	:10	5	Change a tire
5 RU	Cake	:20	8	Clean a gun
5 RU	Cake	:30	10	Find and fix a coolant leak
5 RU	Easy	:30	12	Build a snare trap
10-100 RU	Easy	:10	14	Open a simple lock
100-200 RU	Average	8 hrs	14	Weld iron plating to your car
100-200 RU	Average	4 hrs	16	Replace the shocks on your buggy
200-250 RU	Tough	4 hrs	18	Smelt new bullets for your gun
250-500 RU	Difficult	16 hrs	20	Wire or plumb a house

This skill lets you build and repair advanced mechanical systems like automatic firing mechanisms, vehicle transmissions, or an irrigation system. Also, it allows you to disarm complex traps, master advanced wiring, and complete complex architectural operations.

While the simple version of Build/Repair is a catchall, the complex version is more specialized. When a character takes ranks

BUILD/REPAIR COMPLEX: WORK EXAMPLES

Cost	Complexity	Time	DC	Example
5 FC	Cake	:10	10	Repair the automatic feed on a machine gun
50 FC	Easy	:30	12	Filter water to drink
0 FC	Easy	:05	12	Cut brake lines
100 FC	Average	2 hrs	14	Replace the transmission on a vehicle
500 FC	Average	8 hrs	16	Rebuild an engine
500 FC	Average	8 hrs	18	Build a simple firearm or an advanced archaic weapon
2000 FC	Tough	16 hrs	20	Build an advanced firearm, fix a DVD player
4000 FC	Tough	32 hrs	24	Build a vehicle weapon
8000 FC	Difficult	10 days	28	Build a combat truck from scratch, create an irrigation system from scratch

in Build/Repair (complex), he must choose a category of machinery to specialize in. Checks with that type of machinery are made normally. Checks with all other types of machinery are made with only half skill ranks. The categories below cover a wide gamut of the machinery types a character might encounter in *Redline*, but the GM is free to expand this list: bikes & trikes, cars & trucks, tanks & trailers, fancy sharp stuff (advanced archaic weapons), firearms & ammo, vehicle weapons & ammo, locks & traps, electrical, plumbing, architectural, tech, purifying systems, and irrigation systems.

Whenever doing simple jobs on equipment in which he is specialized, the character may substitute his ranks in Build/Repair (complex) for his ranks in Build/Repair (simple).

Fuel, weapons, and vehicles may not be built from scratch unless the character has the appropriate feat.

Check: The DC is based on the complexity of the job attempted. Easy jobs generally take under an hour, while Difficult jobs rarely take less than a day. A "jury-rigging" can also be attempted. The DC is increased by four and the job takes one minute per five points of the job's normal DC. A jury-rigged item will only last one hour per rank of the person who jury-rigged it.

Perhaps most importantly, Build/Repair (complex) allows characters to repair and rebuild vehicles damaged or destroyed in a gunfight. First the character must make a Build/Repair (complex) check to see if it can be salvaged; the DC is the amount of damage the vehicle took after it reached 0 hit points. If he fails, that character can only Scrounge for parts on the car, not repair it. This does not mean that another character cannot repair it, however. Each character makes his own check. In any case, making the check requires a full day of work.

If the vehicle is salvageable, it may be rebuilt with a series of Build/Repair (complex) checks and a supply of parts and raw materials worth one half the RU cost of the vehicle. Rebuilding the vehicle requires eight hours of work per 10 hit points to be repaired. Each eight-hour session requires a new check (base DC 20). For every point by which the character beats the DC, the vehicle gains one additional hit point over the base 10 hit points for that eight hour session, or the job takes half an hour less to a minimum of one hour (player's choice).

Vehicles may be driven at less than full hit points.

This skill can also be used to disable traps or open locks with DCs higher than 20.

Use of a tool kit with this skill is presumed for Cake or Easy jobs; using crude tools imposes a -4 penalty to

the check. Jobs of Average complexity or higher suffer a -10 penalty without a workshop costing 2,000 RU.

Retry: Yes, although failure by 5-10 means that you have ruined your parts and must supply more; failure by more than 10 means that you have permanently damaged the system you were trying to repair. You may try again, but the job has a +4 DC. Similarly, if you are using this skill to disarm a trap, failure by 5 or more means that the trap goes off.

CHATTER /CHA/

Use this skill to convince a cannibal to not eat you for lunch, and then ask her who she's had for lunch, lately.

Check: Chatter is a catchall social skill used for any sort of non-business, non-threatening interaction. It's a down and dirty use of the common language and street slang, impressing the other party with your style, wit, or friendliness. Chatter can be used to improve relations, learn information, or impress the locals. A Chatter check is opposed by a Sense Motive check. The more your Chatter roll exceeds their Sense Motive roll, the greater the likelihood the other party will warm to you or reveal some bit of information. If attempting to influence large groups of people, the GM assigns a Sense Motive rank to the crowd based on its composition, mood, and circumstances.

DC difference	Result
5 points or more	Get directions I might not kill ya
10 points or more	Local gossip Let's do business
15 points or more	Solid betting tips I'll watch your back
20 points or more	Personal dirt Good allies
30 points or more	State secrets Best friends

Retry: No, unless circumstances change.

Special: If you have five or more ranks in Fake Out, you get a +2 synergy bonus to Chatter. If you have five or more ranks in Sense Motive, you get a +2 synergy bonus to Chatter.

CLAMBER /STR OR DEX/ ARMOR CHECK PENALTY

You can use your Clamber skill to ride on the top of

moving vehicles, to leap over boxes of trash onto your opponents, and to crawl along the underside of a moving semi.

Check: Clambering around, whether it's jumping from a moving car or climbing a ruined skyscraper, requires either strong muscles or good balance. Players may decide which ability modifier, Strength or Dexterity, to use with the skill. You must decide before you roll the dice.

You may use Clamber to do any of the things that Balance, Climb, or Jump specify in the core rules. However, its most important use in *Redline* is to board enemy vehicles during high speed chases. See Chapter 6, Vehicular Combat, for more details.

Clambering characters lose their Dexterity bonus to AC (if any) and attackers receive a +2 bonus to hit them.

Retry: Yes.

CONCENTRATION /CON/

For using a skill or ability under stressful situations.

Check: A Concentration check is appropriate every time the character uses a skill in a less than optimal situation. For example, if a player wants his character to cling to the roof of a moving vehicle, no Concentration check is required as that is what the skill is meant to do. However, if the player's character is also attempting to repair the roof-mounted machine gun and is himself being shot at, then a Concentration check is appropriate. Failure means that the character cannot focus enough to perform the task that round.

Retry: Generally yes, once per round.

DRIVE /DEX/

Anyone can drive; this lets you drive *well*.

Check: See Chapter 6, Piloting Maneuvers.

Retry: No.

FAKE OUT /CHA/

Use this skill to trick others into believing something they would not otherwise believe.

Check: Fake Out is a measure of your skill at trickery and deception. Disguising yourself as a zealot to slip into a camp or bluffing your way past bartertown guards are examples of Fake Out. Fake Out is opposed by our opponent's Sense Motive score. Success means getting away with something; failure means facing the consequences! You may have a circumstance modifier based on how outrageous your attempted Fake Out is.

Action	Modifier	Example
Minor mischief	+2	Your shoe's untied.
Little white lies	+0	Oh, this <i>isn't</i> the ammo shop?
Definite deception	-5	Uh, your boss wants to see you.
Bold faced lie	-10	I work here too.
A real whopper!	-20	It's me, your brother, Reginald.

Fake Out can be used in combat as well. As a standard action, you can try to fake out your opponent. You

make a Fake Out check, and your opponent may make an opposed roll using either its Sense Motive skill or its base attack bonus as a modifier. If you are successful, your target is denied its Dexterity bonus to AC (if any) for the next attack you make against it within one round.

Faking out a non-humanoid opponent is difficult; you take a -4 penalty on your Fake Out check. Against a creature of animal Intelligence (1 or 2) it's even harder; you take a -8 penalty. Against a nonintelligent creature, it's impossible.

Retry: Yes in combat; no for disguise and bluffing.

Special: If you have 5 or more ranks in Sense Motive, you get a +2 bonus on Fake Out checks. If you have 5 or more ranks in Knowledge (folks), you get a +2 bonus on Fake Out checks. If you have the Improved Feint feat, you may use Fake Out in combat as a move-equivalent action instead of a standard action.

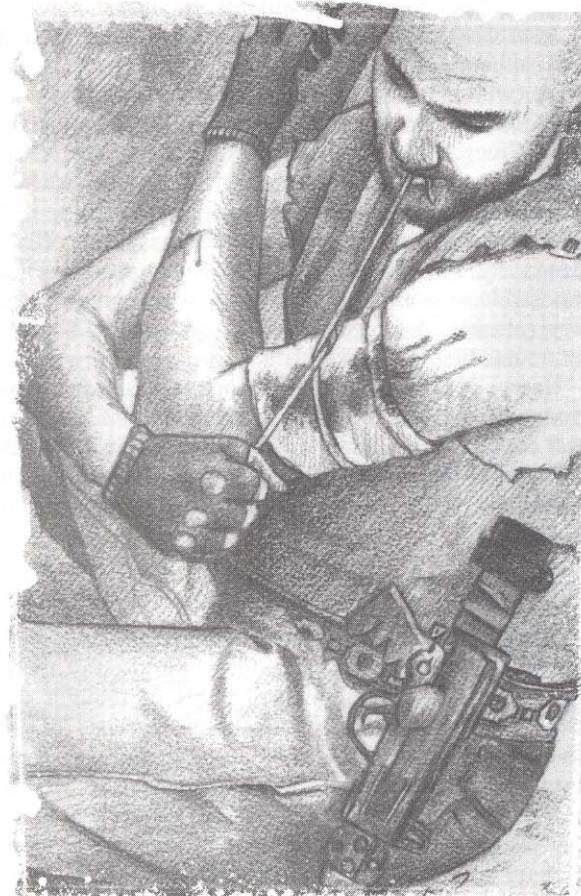
HANDLE ANIMAL /CHA/ TRAINED ONLY

This also allows handling Creep-mutated animals with a +10 to the DC.

HEAL /WIS/

This skill can be used to heal minor cuts and scrapes and keep a badly wounded friend from dying. If you possess the Surgical feat, you can heal even worse injuries and can alleviate the effects of the Creep.

Check: Heal may be used to do all of the things specified in the PHB, as well as the following actions:



Bandage Minor Wounds: This ability to heal minor cuts and scrapes may be used on any person a maximum of once per day. To heal minor cuts and scrapes effectively, you need a first aid kit. Attempting this skill without the first aid kit imposes a -5 penalty to the check. The DC is 10 and it takes 5 full minutes. Success cures 2d4 hit points, plus 1d4 hit points for every 3 points by which your check beat the DC. A first aid kit may be used 10 times before needing to be restocked.

Bandage Major Wounds: If you have the Surgical feat, you may use field dressings to heal major wounds. This ability, which has a DC of 15 and takes 30 minutes per patient, may be used on any person a maximum of once per day. To heal major wounds effectively, you need a medical kit, or at least a first aid kit. Attempting this skill without a medical kit imposes a -10 penalty to the check; if you have a first aid kit instead, the penalty is only -5. Success cures 2d8 hit points and 2 points of temporary ability damage, plus 1d8 hit points and 1 point of temporary ability damage for every 3 points by which your check beat the DC. A surgical kit may be used 5 times before needing to be restocked.

Surgery: If you have the Surgical feat, you may use your skills to repair life-threatening wounds. This ability, which has a DC of 25 and takes 2 hours per patient, may be used on any person a maximum of once per week. Effective surgery is impossible without a well-supplied sterile operating room costing 1,000 RUs. Success cures all hit point and temporary ability damage the patient may have suffered. Failure by 5 or more causes 1 point of temporary Constitution damage to the patient per point over 5 by which you failed the DC.

Treat Creep: If you have the Surgical feat, you may treat someone who has recently been exposed to the Creep (within 1 hour per 5 ranks you have in Heal). To treat Creep, you make a Heal check. If you beat the DC of the Creep, you may halve the amount of Creep damage the patient took, regardless of whether or not he succeeded in his saving throw against it. You may also halve any ability damage or immediate negative effects caused by the Creep. Effective Creep treatment is impossible without Creepkiller kits, which are rare and very valuable. A Creepkiller kit may be used 20 times before needing to be restocked.

Retry: No. However, the bandage minor wounds, bandage major wounds, and surgery actions all stack with each other. A character can only receive one treatment from each once per day. A wounded character can continue to receive all types of treatment every day until healed in full.

KNOWLEDGE /INT/ TRAINED ONLY

These knowledge skills are appropriate for *Redline*.

Big Picture: This is knowledge of philosophy, theology, logic, and several other schools of thought that have less-than-practical applications. Because of the muddling of information and data after the war, these previously separate areas of knowledge have all become lumped together into one confusing, vague, yet somehow enlightening set of information. There are as many takes on the Big Picture as there are living souls in this

world, however, and no two bornagains preach it in quite the same way. It's useful for manipulating the masses and inspiring hope; possibly less useful if you are being charged by radioactive cannibalistic bikers.

Creep: This is knowledge of the biological, radiated, or chemical waste affectionately known as the Creep. If you have 5 or more ranks in this skill, you get a +2 bonus to Heal checks when treating Creep.

Folks: It may be important to know that what sounds like "would you like to stay *for* dinner" is actually "would you like to stay *as* dinner." Knowledge (folks) is knowledge of local customs, taboos, speech, and general way of life in most settlements within a few day's drive. It also lets you pick up details about social power structures in the areas you travel through.

Lay of the Land: Geographical basics mixed with a road map in your head. Lay of the Land tells you who lives where, the best roads to get there, and what kind of bluffs, crevices, and road gangs lie in the way.

Olden: Knowledge of the good old days. There's nothing better than sitting on a porch, sucking down a cold cola creeper, and telling some upstart about the way things were. If you find some odd relic (like an old VCR or a teddy bear) you stand a good chance of figuring out what folks did with it, even if you have no idea how it works or how it was made. You also have a varied, if somewhat irregular, grasp on history, culture, and even political theory and social science.

Subfarming: The only kind of farming possible these days is subsistence farming. Knowledge (subfarming) lets you grow what you need to, when you need to, to survive . . . barely. It includes some knowledge of irrigation techniques, nutritional health, and botany as well.

Tech: Knowledge of the fancy pre-war stuff. This covers anything electronic or computerized, whether a high-tech weapons system or an automated air purification system. Nobody has much tech topside, and those that do usually don't have the stuff they need to power it, so this skill is mostly handy when exploring ruins, army bases, and other high-tech hideouts.

SCROUNGE /INT/

When you need to find some food, a clip of ammunition, or even a good belt to hold up your pants, you can't go wrong with the Scrounge skill!

Check: Scrounge can be used any time a character would normally use the Search skill, but is also a measure of how good the character is at keeping her eyes peeled for anything useful. Keeping yourself fed and supplied isn't a matter of hunting and foraging in *Redline*, it's a matter of guessing where that stockpile of canned goods might be buried, which scrap of metal poking out of the ground is rusted tin and which is solid steel, and how best to use what others might see as junk. The DC depends on what you are looking for, and is modified by the area being searched: a gas station probably has a can of gas laying around, while an old library probably does not. Similarly, an oasis in the wasteland has a good shot of having some old rope left by previous travelers, but good luck finding a fresh clip of ammunition for your firearm. Add or subtract up to 15

from the DC based on the appropriateness of the setting. Most Scrounge checks assume that the character is searching an area roughly the size of a quarter square mile.

Type of Item	DC	Example
Common items	15	A day's worth of food
Uncommon items	20	A hose necessary for engine repair
Rare items	25	A full clip of ammunition
Specific items	30+	A set of spark plugs for a specific car engine

Retry: Yes, but not in the same area. Depending on where you are searching, the DM may say that you can search in the next room, the next building, or the next block.

Special: While it would be possible to make a living through scrounging, it is neither terribly rewarding nor at all interesting. Other folks sell what they scrounge and manage to just get by, but for the PCs, it's a skill to be used to find what you need and move on to the next adventure.

SLEIGHT OF HAND /DEX/ TRAINED ONLY / ARMOR CHECK PENALTY

Sleight of hand allows you to perform minor tricks of misdirection. When you want to reach for your gun but you want everyone else to think you're just going for your canteen, or when you want to relieve a brooding warlord of his shotgun without him noticing, you'll want to use sleight of hand.

Check: A DC 10 Sleight of Hand lets you palm a card-sized, unattended object. Performing a minor feat of legerdemain, such as making a card disappear, also has a DC of 10 unless an observer is determined to note where the item went. If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it.

When you use this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed. The opponent gains a bonus to his Spot check depending on the size of the object being lifted, hidden, or pulled out from hiding.

Diversion	Modifier	Example
Minor	+0	Pull a playing card out of thin air or someone's pocket.
Average	+5	Pull a blade out of your sleeve or someone's belt.
Major	+10	Pull a pistol out of your sleeve or someone's holster.
Amazing	+20	Pull a rifle out of your sleeve or someone's pack.

You can hide a small object on your body. Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Scrounge check of anyone frisking you. In the latter case, the scrounger gains a +4 on the Scrounge check, since it's generally easier to find



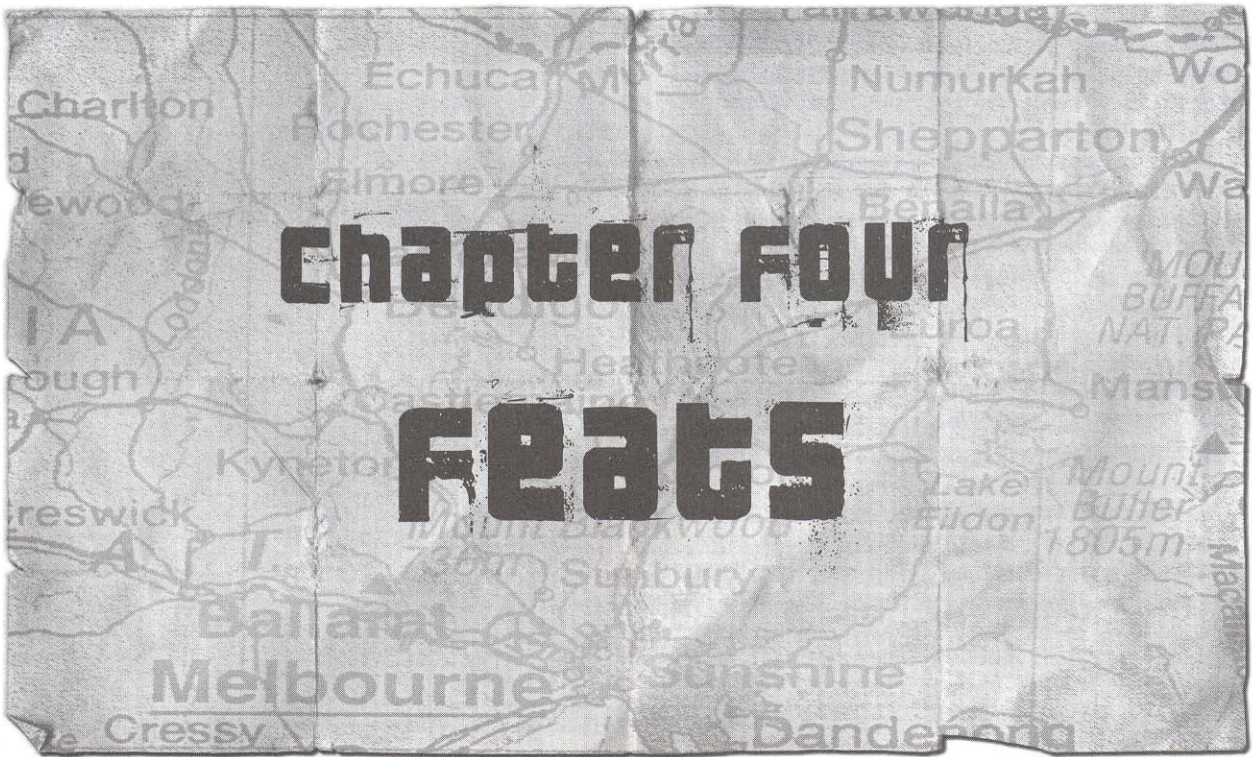
such an object than to hide it. A small object, like a knife, computer disk, or spark plug, grants you a +2 bonus on your Sleight of Hand check to conceal it, while an extraordinarily small object, such as a coin, ring, or car key, grants you a +4 bonus on your Sleight of Hand check to conceal it. Finally, heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check.

This skill may also be used in combat as a move-equivalent action if you are unarmed and your weapon is hidden. Success means that your opponent is flat-footed to you until after your next attack, which must be performed within one round. This use of the skill may only be used once per combat.

Retry: Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Special: If you have 5 or more ranks in Fake Out, you get a +2 bonus on Sleight of Hand checks.

Untrained: An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can't succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.



"Now that's a neat trick . . ."
 — Reported to be Squawker Dell's last words

All characters get one feat at first level. Additionally, all characters except for rejects get a bonus feat for being human. Characters then gain one feat every third level thereafter (at 3rd, 6th, 9th, 12th, 15th, and 18th level) in addition to any bonus feats gained from their character classes. Feats may have prerequisites; if a dose of Creep knocks you down a bit and you no longer meet the prerequisite, you may no longer use the feat.

ADVANCED ARCHAIC WEAPONS PROFICIENCY

Prerequisite: Simple Archaic Weapons Proficiency.
Benefit: You make attack rolls with advanced archaic weapons normally.
Normal: Characters without this feat take a -4 penalty on attack rolls made with advanced archaic weapons.

ADVANCED FIREARMS PROFICIENCY

Prerequisite: Simple Firearms Proficiency.
Benefit: You make attack rolls with advanced firearms normally.
Normal: Characters without this feat take a -4 penalty on attack rolls made with advanced firearms.

ADVANCED VEHICLE WEAPONS PROFICIENCY

Prerequisite: Simple Vehicle Weapons Proficiency.
Benefit: You make attack rolls with advanced vehicle weapons normally.
Normal: Characters without this feat take a -4 penal-

ty on attack rolls made with advanced vehicle weapons.

BORN TO FIGHT

You were born to the clash of weapons, the cheers of the victors, and the cries of the fallen.
Prerequisite: This feat must be taken during character creation.
Benefit: You gain a +1 bonus to damage with all melee weapons.

BORN TO THE GUN

You are never calmer than when the smell of gunpowder fills the air. Where others cringe as bullets sing by, you rejoice in the orchestra of unseen death.
Prerequisite: This feat must be taken during character creation.
Benefit: You gain a +1 bonus to damage with all firearms.

BORN TO THE TURRET

Your crib was the gunner's chair of a turbo-charged pickup racing down the highways of the wasteland.
Prerequisite: This feat must be taken during character creation.
Benefit: You gain a +1 bonus to damage with all vehicle weapons.

BRAWLER

You love to mix it up in unarmed combat.
Prerequisite: None
Benefit: Your unarmed attacks do not provoke attacks of opportunity. Also, you get a +2 bonus to your grapple

Table 4.1: Feats

Feats	Prerequisites
Alertness	—
Blind-Fight	—
Born to Fight	—
Born to the Gun	—
Born to the Turret	—
Brawler	—
Savage Brawler	Brawler
Painless Brawler	Brawler, Savage Brawler
Combat Reflexes	—
Dodge	Dex 13+
Mobility	Dex 13+, Dodge
Spring Attack	Dex 13+, Dodge, Mobility
Double-Fisted Fighting	—
Double-Fisted Firearms	—
Expertise	Int 13+
Improved Disarm	Int 13+, Expertise
Improve Feint	Int 13+, Expertise
Improved Trip	Int 13+, Expertise
Whirlwind Attack	Int 13+, Expertise, Dex 13+, Dodge, Mobility, BAB +4 or higher, Spring Attack
Focused	—
Great Cleave	—
Great Fortitude	—
Heroic Surge	—
Improved Critical	Proficient with weapon, BAB +8 or higher
Improved Initiative	—
Iron Will	—
Lightning Reflexes	—
Longwalker	Con 13+
Multiattack	3+ natural weapons
Point Blank Shot	—
Far Shot	Point Blank Shot
Precise Shot	Point Blank Shot
Skip Shot	Point Blank Shot, Precise Shot
Rapid Fire	Point Blank Shot
Rapid Shot	Point Blank Shot
Shot on the Run	Point Blank Shot, Dex 13+, Dodge, Mobility

Suppressing Fire	Point Blank Shot, Rapid Fire
Power Attack	Str 13+
Cleave	Str 13+, Power Attack
Great Cleave	Str 13+, Power Attack, Cleave
Improved Bull Rush	Str 13+, Power Attack
Sunder	Str 13+, Power Attack
Quick on the Draw	BAB +1 or higher
Run	—
Skill Focus	—
Surgical	Wis 13+
Toughness	—
Track	—
Weapon Finesse	Proficient with weapon, BAB +1 or higher
Weapon Focus	Proficient with weapon, BAB +1 or higher
Weapon Specialization	Special

Vehicle Feats

Combat Driving	—
Fancy Driving	Combat Driving
Vehicle Charging	Combat Driving
Vehicle Gunning	Combat Driving
Vehicle Jousting	Combat Driving
Vehicle Ramming	Combat Driving
Off-Road	—
Vehicle Dodge	Dex 13+
Vehicle Focus	—
One-handed Driver	Wis 13+

Weapon Proficiencies

Simple Archaic	—
Advanced Archaic	—
Simple Firearm	—
Advanced Firearm	—
Simple Vehicle	—
Advanced Vehicle	—

Building Proficiencies

Process Fuel	Rigger Level 3rd+
Build Weapon	Rigger Level 5th+
Build Vehicle	Rigger Level 7th+

checks. Your unarmed attacks do 1d4 points of normal or subdual damage.

BUILD VEHICLE

Without this feat, you cannot build a vehicle from scratch. It represents great efforts in studying the design of various engines, suspensions, and other vehicle components.

Prerequisite: Rigger level 7th.

Benefit: You may now use the Build/Repair (complex) skill to build vehicles.

BUILD WEAPON

Using this feat, you can build a weapon from scratch.

Prerequisite: Rigger level 5th.

Benefit: You may now use the Build/Repair (complex) skill to build any kind of weapon.

COMBAT DRIVING

You can drive while under fire from enemy forces.

Benefit: You gain a +2 competence bonus to all Concentration checks while driving. Additionally, when your vehicle is hit but before damage is rolled, you can

elect to make a Drive check. If your result is greater than the attack roll, the hit against your vehicle is negated. Essentially, your Drive check becomes your vehicle's Armor Class for that hit. Note that you cannot use this feat against a critical hit. This ability may be used a number of times per round equal to your Dexterity modifier.

DOUBLE FISTED FIGHTING

While in melee combat and using a one-handed weapon, you can make one extra attack unarmed or with an off-hand weapon.

Prerequisite: Dex 13+.

Benefit: Penalties for fighting with two melee weapons or for attacking with your off hand are reduced by 2 with the primary hand and reduced by 6 with the off hand. When fighting in this manner, you gain a +1 dodge bonus to your AC because of your fancy fighting style.

Normal: See Table 4.2 for normal two-weapon fighting penalties.

DOUBLE FISTED FIREARMS

When wielding firearms, you can make one extra attack each round with an off-hand firearm.

Prerequisites: Dex 15+, Wis 13+.

Benefit: Penalties for fighting with two firearms are reduced by 2 with the primary hand and reduced by 6 with the off hand.

Normal: See Table 4.2 for normal two-weapon fighting penalties.

FANCY DRIVING

You can maneuver your vehicle through hailstorms of gunfire without a scratch.

Benefit: You may use the Combat Driving feat to negate even critical hits. Additionally, once per round when you or one of your passengers would be hit in vehicle combat, you may decide that all of the damage is applied to your vehicle instead.

FOCUSED

You are able to maintain your focus during the worst of situations.

Benefit: You get a +2 bonus on all Clamber checks and Concentration checks.

HEROIC SURGE

Desperate times call for desperate measures. You get an adrenaline rush that boosts your abilities in combat.

Table 4.2: Two Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal Penalties	-6	-10
Off-hand weapon is light	-4	-8
Double-Fisted feat	-4	-4
Off-hand weapon is light and Double-fisted feat	-2	-2

Benefit: You may take an extra move action or attack action in a round, either before or after your regular actions. You may use Heroic Surge a number of times per day depending on your character level (as shown below), but never more than once per round.

Character Level	Times per Day
1st-4th	1
5th-8th	2
9th-12th	3
13th-16th	4
17th-20th	5

IMPROVED FEINT

You're as tricky in combat as you are in conversation.

Prerequisites: Intelligence 13+, Expertise.

Benefit: You can make a Fake Out check in combat as a move-equivalent action. You receive a +2 bonus on Fake Out checks made to feint in melee combat.

Normal: Feinting in combat requires a standard action.

LONGWALKER

There is nowhere you won't stride, and you can do it quicker and longer than most.

Prerequisite: Constitution 13+.

Benefit: Your tireless walking of the desert wastes has allowed you to fight the adverse effects of exhaustion. You only need half the normal amount of food and water to survive. Further, whenever you make a check for performing a physical action that extends over a long period of time, you get a +4 inherent bonus to the check, +6 if it is a save versus exhaustion. Finally, your movement may increase. Over long distances (traveling for one hour or more) on foot, your overland speed doubles. Over short distances, if your Constitution is 15 or better, you also gain +5 ft. to your base speed.

OFF ROAD

You can handle rough terrain with the best of them.

Benefit: You receive a +4 competence bonus to your drive skill when making drive checks for driving on ice/grease/oil, rough roads, or other hazardous terrain.

ONE HANDED DRIVER

You can drive with one hand and shoot with the other (or perform other skills).

Prerequisite: Wisdom 13+.

Benefit: You suffer no penalty for using a firearm or melee weapon while driving. Additionally, you can use a skill that normally requires your full attention, like Build/Repair, Heal (bandage minor wounds), or Knowledge (lay of the land), albeit at a -4 penalty.

Normal: You receive a -4 penalty for using a non-vehicle weapon while driving, and cannot perform most skills while driving.

PAINLESS BRAWLER

You've bathed your fists in gasoline and punched them into buckets of sand until they're giant calluses. You shrug off attacks that would stun anyone else, and your ferocity is such that you can actually damage vehicles.

Prerequisites: Brawler, Savage Brawler.

Benefit: You are immune to stunning, gain a +4 bonus to all grapple checks, and have damage reduction 5 against attacks that do subdual damage. If you are attempting to damage an object (weapon mount, armor plating, etc.) with an unarmed attack, you ignore its first 3 points of hardness.

PROCESS FUEL

Without this feat, you cannot process fuel.

Prerequisite: Rigger level 3rd.

Benefit: You may now use the Build/Repair (complex) skill to process fuel from raw materials.

QUICK ON THE DRAW

With a flash of steel, a gun appears in your hand, ready for action!

Prerequisite: Base attack bonus +1.

Benefit: You can draw a firearm or archaic weapon as a free action. Further, you can reload an advanced firearm or a crossbow once per round as a free action, or reload your simple firearm as a move-equivalent action.

Normal: Drawing a weapon is a move-equivalent action, and reloading a firearm or crossbow is at least a move-equivalent action.

RAPID FIRE

You may fire a rapid stream of bullets.

Prerequisites: Dex 13+, Point Blank Shot, Advanced Firearms Proficiency or Advanced Vehicle Weapons Proficiency.

Benefit: Choose either advanced firearms or advanced vehicle weapons. When using an automatic weapon of whichever type you choose, you may fire an extra burst. You may make one extra attack at your highest base attack bonus, but each attack that round receives a -4 penalty.

SAVAGE BRAWLER

You truly enjoy getting into a down-and-dirty brawl.

Prerequisite: Brawler.

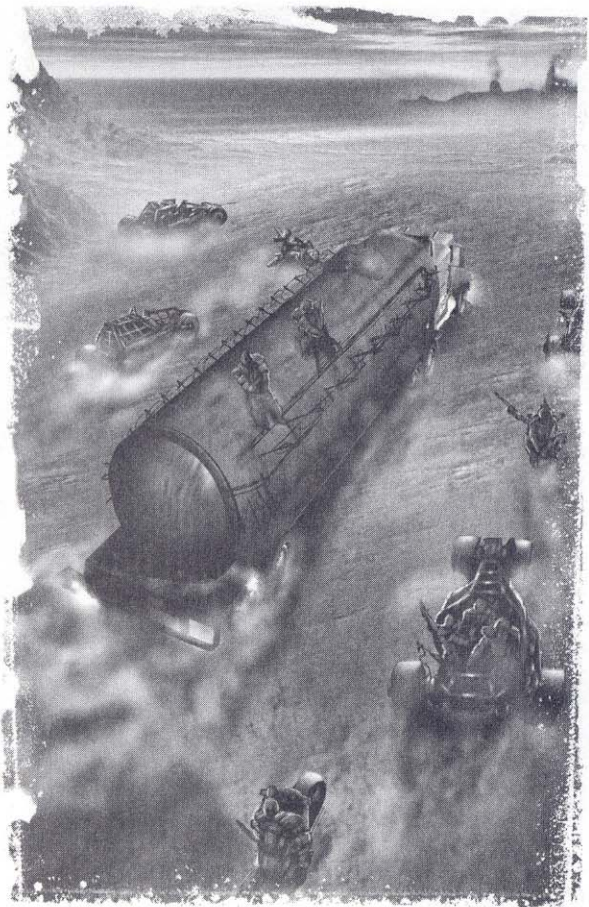
Benefits: Your unarmed attacks do 1d6 points of normal or subdual damage.

SIMPLE ARCHAIC WEAPONS PROFICIENCY

Prerequisite: None.

Benefit: You make attack rolls with simple archaic weapons normally.

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



SIMPLE FIREARMS PROFICIENCY

Prerequisite: None.

Benefit: You make attack rolls with simple firearms normally.

Normal: Characters without this feat take a -4 penalty on attack rolls made with simple firearms.

SIMPLE VEHICLE WEAPONS PROFICIENCY

Prerequisite: None.

Benefit: You make attack rolls with simple vehicle weapons normally.

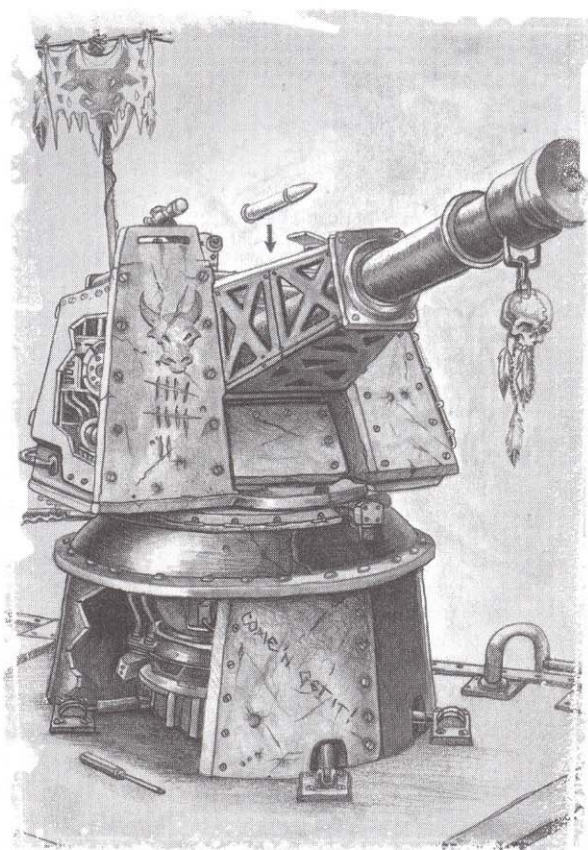
Normal: Characters without this feat take a -4 penalty on attack rolls made with simple vehicle weapons.

SKIP SHOT

You can shoot an opponent hiding behind a fence by ricocheting your shot off the wall behind her.

Prerequisites: Firearm Proficiency, Point Blank Shot, Precise Shot.

Benefit: If you have a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and your target is within 10 feet of that surface, you may ignore cover between yourself and the target for firearm attacks. However, you receive a -2 penalty on your attack roll and you only deal half damage. The target can have no more than nine-tenths cover.



SUPPRESSING FIRE

You are able to blast a stream of firepower over a concentrated area.

Prerequisites: Dex 13+, Advanced Firearms Proficiency or Advanced Vehicle Weapons Proficiency, Point Blank Shot, Rapid Fire.

Benefit: Choose either advanced firearms or advanced vehicle weapons. When making a full attack action and using an automatic weapon of whichever type you choose, you may sacrifice all attacks for the round and instead target four contiguous 5-ft. squares. Make a separate attack roll for each target in that area. You must have line of sight to each square targeted; anything providing half cover or better in an intervening square prevents the square behind it from being targeted.

SURGICAL

You are trained in advanced medical care.

Benefit: See Chapter 3, Heal skill.

VEHICLE CHARGING

You can push your vehicle to make devastating attacks.

Prerequisites: Combat Driving, Vehicle Ramming.

Benefit: When redlining your vehicle and ending your move with a vehicle ram or slam attack, you deal double damage to the opposing vehicle.

VEHICLE DODGE

You are able to sense an opponent's attack before it happens. This allows you to be where your opponent's attack is not.

Prerequisites: Dexterity 13+.

Benefit: When driving a vehicle, during your action you may designate an opposing vehicle or a single opponent. Your vehicle and everyone aboard it receive a +1 dodge bonus to Armor Class against attacks from that vehicle or opponent.

VEHICLE FOCUS

You are an expert at driving a specific class of vehicle.

Prerequisite: Drive 1 rank.

Benefit: Choose a size category of vehicle. You gain a +4 bonus on all Drive checks with vehicles of that size.

Special: You can gain this feat multiple times. Each time you take the feat, you select a different vehicle size.

VEHICLE GUNNING

You can fire a vehicle weapon with better accuracy.

Prerequisite: Combat Driving.

Benefits: You can fire a vehicle weapon from a moving vehicle with no penalty.

Normal: You suffer a -1 to -4 to hit when firing a vehicle weapon from a moving vehicle.

VEHICLE JOUSTING

You can swing a club from the back of a bike.

Prerequisite: Combat Driving.

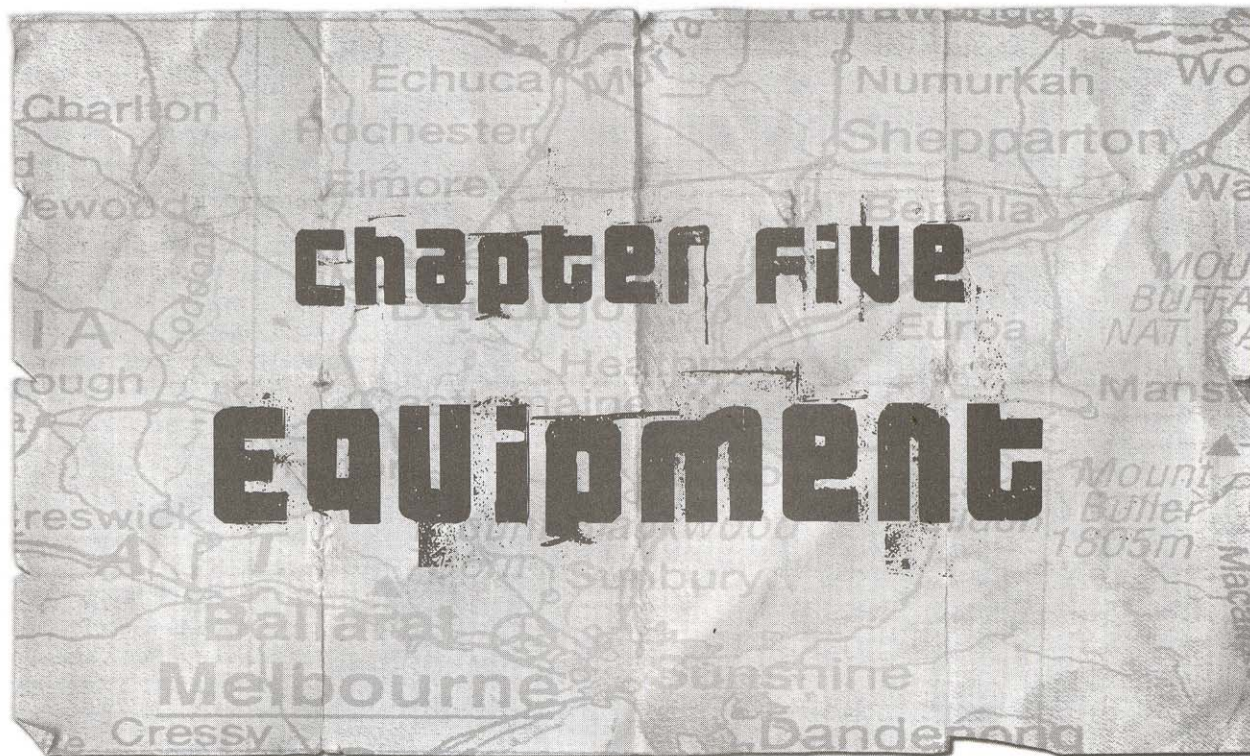
Benefits: When using a melee weapon and driving a vehicle, you may move both before and after your attack with a successful Drive check (DC 20). If successful, your movement does not provoke an attack of opportunity from your target (although it may from others nearby). If unsuccessful, you still move before and after your attack, but you provoke attacks of opportunity as normal.

VEHICLE RAMMING

You know how to slam your vehicle into an opponent without taking much damage, and you're pretty good at smashing your car through a horde of Creep-infested zombies.

Prerequisite: Combat Driving.

Benefits: When you ram your vehicle into an opponent, your vehicle deals an additional 1d6 damage before multiplying, and receives 1d6 less damage before multiplying.



Chapter Five Equipment

Gunner Jon ripped a sheet of iron from the blasted remains of his rig, strapped it on his back to make do as armor, and started walking.

— from *The Last Ride of Gunner Jon*

GETTING EQUIPMENT

Redline uses broad definitions for weapons and armor. Anything that can be swung like a flail (e.g., an electric iron swung by the power cord) is a flail. Every long piercing weapon is a spear. The cosmetic traits of your character's possessions are for you to decide. This is an opportunity for creativity; don't strap statistics to your back when you can make armor out of a stop sign.

Equipment may be bought or salvaged. If bought, its value is measured in resource units (RUs). This is a very abstract unit that is used by players and GMs for ease of game mechanics, but is not referred to by the characters and everyday folk of *Redline*. What comprises an RU depends on a character's surroundings; generally, assume that it is comprised of one of three things: a full tank of gas, a day's worth of food, or a day's worth of water. The primary RU in an area (say, water in a wasteland settlement) determines the value of secondary RUs to a degree of one third. For instance, in the aforementioned wasteland settlement, 1 RU of water = 3 RUs of fuel = 9 RUs of food. In a green zone town, the primary RU would be fuel, so 1 RU of fuel = 3 RUs of water = 9 RUs of food.

Items may also be scrounged for. How easy a given object is to find depends on its size and its complexity. Simple stabbing weapons are easy to find. Chainsaws are harder. Advanced weapons have to be found intact or stolen from those who have them.

sample equipment

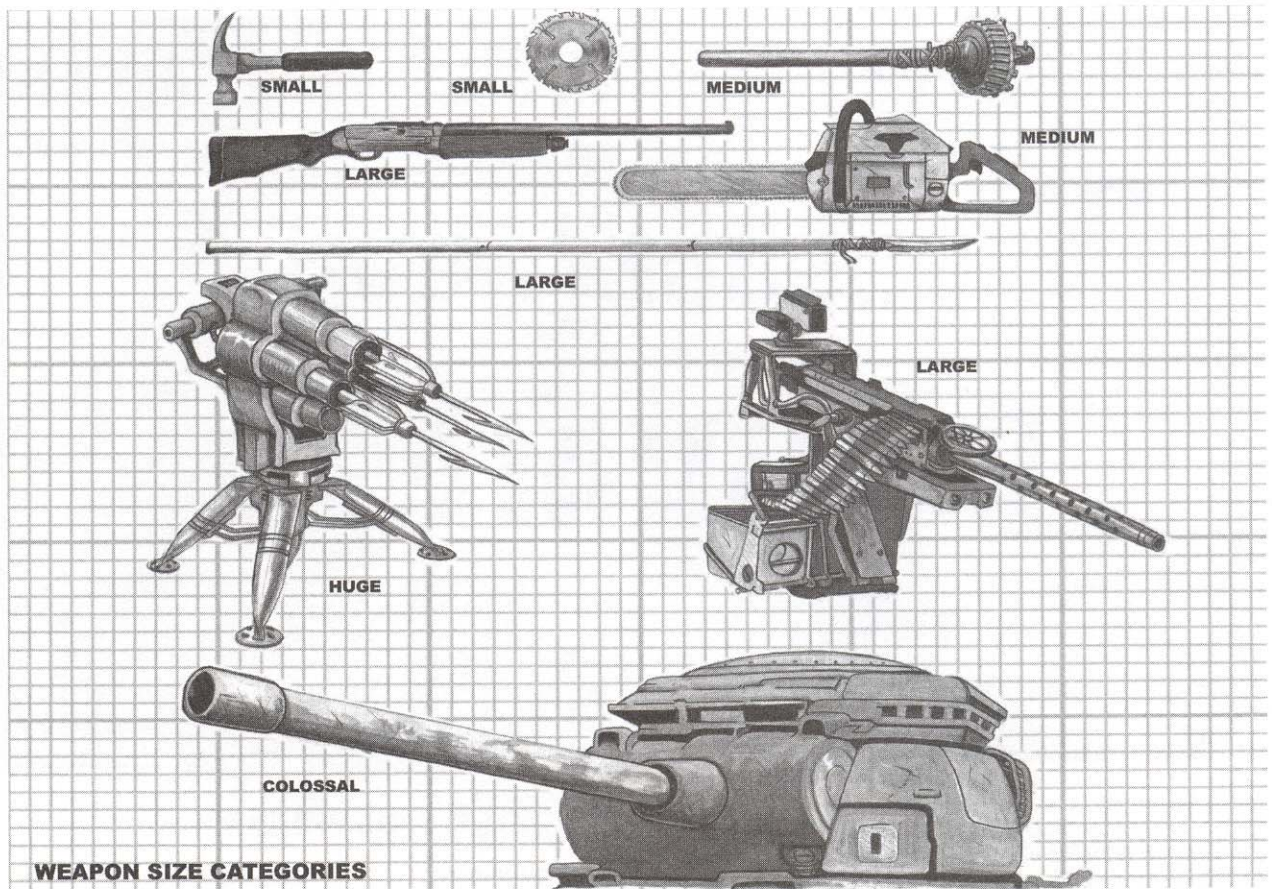
Equipment	Scrounge DC	RU cost
Rope	10	5
Tool Kit	15	25
Flashlight	15	25
Pen, Pencil, Scriber	18	28
First Aid Kit	20	50
Fresh Batteries	20	50
Medical Kit	25	100
Spyglass	30	200
Creepkiller Kit	32	400
Rad Suit	35	500

weapons

In *Redline*, weapons are broken down into three broad categories (archaic, firearm, and vehicle), each with two levels of complexity (simple and advanced). These categories correspond directly to the feats needed for proficiency with those weapons.

Archaic: Archaic weapons are defined by their style of use, rather than their age of origin. A golf club is just a club, for example. Any rudimentary piercing, slashing, or bludgeoning weapon is a simple archaic weapon, whether it is swung or thrown. Advanced archaic weapons either have moving parts like bowstrings or lengths of chain, or require some training in terms of balance, strength, or finesse to use well.

Firearm: Any man-portable gun is a firearm. Most firearms are simple weapons, whether rifles or pistols. Advanced firearms have the capacity for automatic fire, though most characters don't have enough bullets to make use of the feature. As a broad rule, simple firearms hold six (for pistols) or 10 (for rifles) rounds of ammu-



dition while advanced firearms hold 14 (for pistols) or 30 (for rifles) bursts of ammunition. It takes a standard action to reload simple firearms and a move-equivalent action to reload advanced firearms.

Vehicle: Vehicle weapons can also be stationary weapons, but require a stable mounting of some sort to use. Simple vehicle weapons (except for bolted guns) require 2 full-round actions to reload or reset, and hold 5 shots. Advanced vehicle weapons are auto-loading, and hold 20 bursts.

SIMPLE VS. ADVANCED WEAPONS

Simple weapons are generally easier to use than advanced. Simple firearms and vehicle weapons, while doing more damage and being more efficient than most archaic weapons, have two drawbacks: They require ammo, and they only allow for a single attack each round, even if the wielder gets iterative attacks due to a high base attack bonus. Advanced firearms, on the other hand, allow their wielders to take full-attack actions and, if they are automatic weapons, may be used in conjunction with the Rapid Fire and Suppressing Fire feats.

GUNS AND AMMO

Bringing a gun to bear against a spear-wielding savage can get tricky. Firearms provoke attacks of opportunity in melee, just like missile weapons, and do not threaten adjacent spaces for the purposes of attacks of opportunity. Further, when attempting to disarm a firearm, the attacker gets a +4 bonus to the opposed roll.

Ammo is as rare as guns. Assume that one full clip for any firearm has the same RU or Scrounge DC as the weapon itself. Vehicle weapon ammo has 1/4 the RU or Scrounge DC of the weapon. When purchasing a weapon, assume that it has a full clip of rounds or bursts.

WEAPON DETAILS

If a weapon from Table 5.1 is not mentioned below, assume that it has no special rules or qualities.

Pole: May be used as a double weapon.

Crossbows: Reloading all crossbows is a move-equivalent action. The wrist crossbow is strapped to the forearm and therefore never needs to be “drawn.”

Chain: May be used as a weapon with 10 ft. reach or against adjacent opponents; switching between uses does not require any action by the wielder.

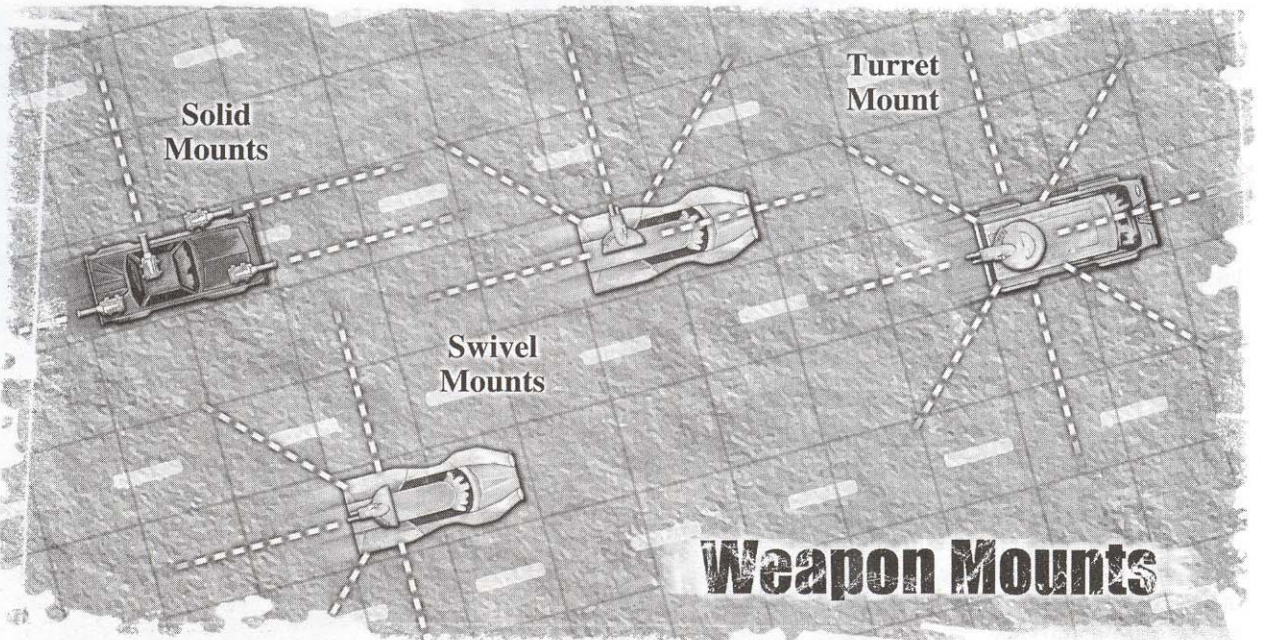
Chains may be used to trip opponents. If tripped during his trip attempt, the wielder may drop the chain to avoid being tripped.

When using a chain, the wielder gains a +2 bonus to opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if he fails to disarm his opponent).

The Weapon Finesse feat may be used with the chain.

Flail: The wielder gains a +2 bonus to opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if he fails to disarm his opponent).

Flails may be used to trip opponents. If tripped during his trip attempt, the wielder may drop the flail to



cone as wide as it is long. Creatures and vehicles caught in the cone may make Reflex saves (DC 20) for half damage.

Tank Gun: Like the mini-tank gun, the tank gun fires shells that deal explosive damage to its target without a saving throw, as well as explosive damage in a blast radius to those near the point of impact. (50 ft. for Gargantuan, 100 ft. for Colossal). Similarly, if mounted on a turret mount, it cannot be fired below its elevated height. This effectively protects creatures, vehicles, structures, and even ground spaces that are lower than its base height and within 100 ft. of a Gargantuan turret or 150 ft. of a Colossal turret.

Vehicle Weapons

Weapons may be mounted on a car in one of three ways. The type of mount is just as important as the weapon itself. Mounted weapons may be placed in such a manner as to threaten interior spaces, if so desired.

A vehicle may not be mounted with weapons of a larger size category than its own. Same-size and smaller weapons may be mounted on vehicles with the following limitations: No more than one weapon of its own size, no more than two weapons one size smaller, no more than four weapons two sizes smaller, and no more than eight weapons three or more sizes smaller.

Mount type RU cost Build/Repair DC

Mount type	RU cost	Build/Repair DC
<i>Solid</i>		
Small	1	5
Medium	5	10
Large	20	15
Huge	50	20
<i>Swivel</i>		
Large	25	20
Huge	50	35
<i>Turret</i>		
Large	250	30
Huge	1000	35

Solid Mount: Weapons can be bolted securely to the surface or chassis of a vehicle, making them easy to aim even while driving. They can only be fired along a single firing line.

Swivel Mount: This is the most common type of mount for harpoon guns and machine guns. A swivel mount has a semicircular firing arc with an area that must be defined when the weapon is mounted. Only weapons of size Large or larger may be swivel-mounted.

Turret Mount: This complex mounting allows a single weapon to fire over a 360-degree area. A 5-ft. step is

Table 5 2: Personal Armor

Substance	DC/RU	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Speed Penalty
Heavy cloth	3	+1	+8	0	-0 ft.
Light plastics	5	+2	+6	0	-0 ft.
Light leathers	10	+3	+5	-1	-0 ft.
Heavy plastics	15	+4	+4	-2	-5 ft.
Furs, hides	10	+5	+2	-3	-10 ft.
Aluminum	50	+6	+1	-4	-10 ft.
Steel	100	+7	+0	-5	-15 ft.
Kevlar	250	+8	+2	-3	-5 ft.
Small flimsy shield	5	+1	+6	-1	—
Small sturdy shield	15	+2	+3	-2	—
Large flimsy shield	10	+2	+2	-4	—
Large sturdy shield	20	+3	+1	-6	—
Door	50	+4	+0	-8	-5 ft.

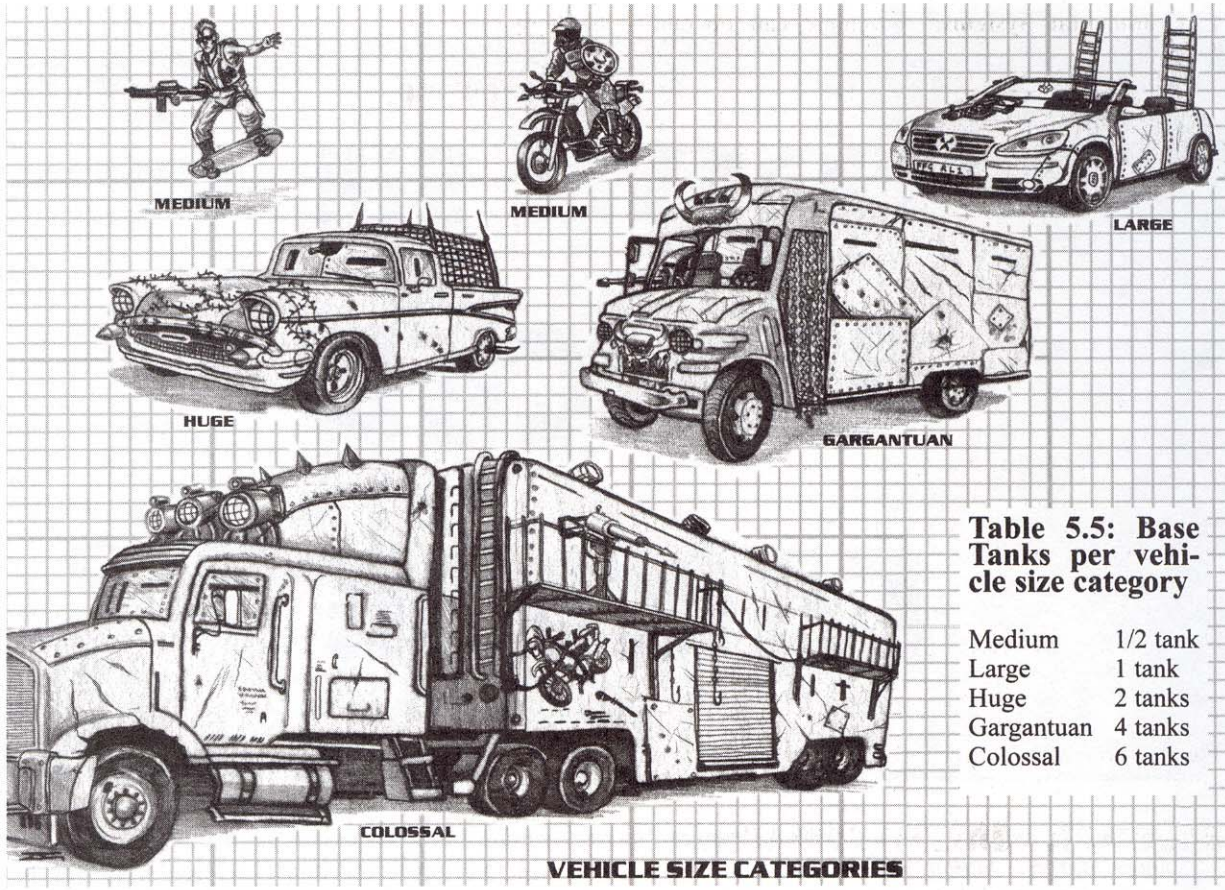


Table 5.5: Base Tanks per vehicle size category

Medium	1/2 tank
Large	1 tank
Huge	2 tanks
Gargantuan	4 tanks
Colossal	6 tanks

VEHICLE SIZE CATEGORIES

GAS TANKS

Vehicles can hold a relative amount of fuel based on their size. Drivers often measure the distances they travel by the number of tanks it took. Thus the tank is the common unit of gasoline, distance, and even money.

A vehicle begins play with tanks according to its size, as shown on Table 5.5. It can drive for one day straight with full tanks. For instance, a Large vehicle can drive all day (and several hundred miles) on one tank, while a Huge vehicle requires two tanks to travel the same distance. Additional tanks may be found with a Scrounge DC of 15 or purchased with 50 RUs per tank. A Build/Repair (complex) check (DC 15) is necessary to attach the tank. A vehicle may hold up to 3x its normal number of tanks.

FUEL TYPES

Fuels are defined according to a few simple characteristics: quality, value, and effect. Values are per tank.

Biosoy: Quality: minimal; RUs: 1; Effect: none. This is the basic petrol-soy hybrid that still lurks in oil drums and gas stations throughout the world.

Cornoil: Quality: minimal; RUs: 3; Effect: may not be tracked by scent. This recent development in fuel was specifically designed to avoid detection by radioactive monsters.

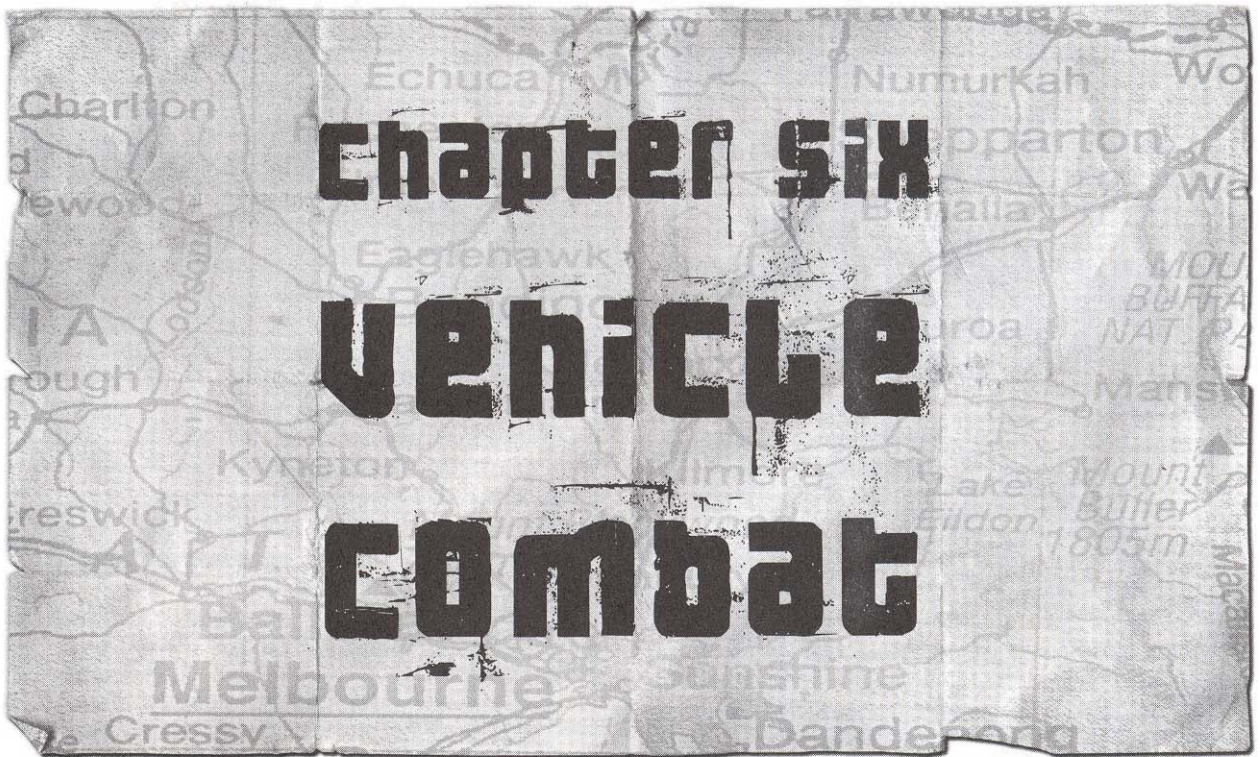
Rad Water: Quality: standard; RUs: 5; Effect: +4 to Drive checks for 10 rounds; 1d4/1d6 Creep contamination points (DC 12) to all passengers. This special chem-

ical clings to engine parts and smooths out all vehicle controls.

Jet Juice: Quality: standard; RUs: 5; Effect: the vehicle may accelerate directly to redline speed. Word on the street is that riggers develop this fuel from the substances they drain from unused missiles.

Safestuff: Quality: premium; RUs: 10; Effect: non-explosive. Safestuff was developed by genius riggers for the road duels that so often end in flaming wrecks. It only ignites when mixed with a catalyst that is injected just before the fuel hits the piston chamber, thus remaining completely inert within the tank. Safestuff never explodes when a tank is destroyed with a critical hit. It does, however, require a special fuel injection add-on to the engine, costing 100 RUs and a Build/Repair (complex) check (DC 25) to install.

Primo: Quality: premium; RUs: 15; Effect: potency. "Primo" is the name for a thick, black fuel found in a series of bunkers in the wasteland. One tank of primo will run a vehicle for 6 tanks without refueling.



"They're gaining!" Roddy Shiner shouted. "Y'know that red button you're always asking about?" Gunner Jon answered. "You're about to find out what it does."

— from *The Last Ride of Gunner Jon*

Redline was built to handle spectacular automotive combat in a manner that's fun and easy. These rules reward daring, not caution. Don't worry about what's necessary to execute a perfect 360-degree turn or if it's possible to jump a car off a flatbed trailer. Just drive.

Scale

On a map of regular 5-foot squares, even a slow-moving vehicle can cross the map in a single round. Therefore, *Redline* uses a larger scale of 50-foot squares for most driving combat scenarios. There are exceptions, of course . . . encounters set on the surfaces of a moving vehicle such as a flat-bed trailer or a train would be played at the character scale, regardless of how fast the vehicle is moving.

It's possible to design long, complex encounters that actually move from one scale to the next; indeed, many crashes at the vehicle scale end up in firefights at the character scale.

CHARACTER SCALE

Character scale is used for encounters involving only characters and creatures, though imaginative GMs will find exceptions to the rule. At this level of resolution, vehicles usually serve as cover or heavy weapons platforms. It's also possible to use a fast-moving car as

something like a trap or environmental hazard at this scale, by pitting characters on foot against an oncoming bus or surprising them with a car that suddenly plows through a garage door, for example. Many combat scale encounters end up at this scale, too, after cars have flipped or tires have been shot out.

VEHICLE SCALE

Vehicle scale encounters involve an unpredictable mix of fast-moving cars and dangerous obstacles. This is what *Redline* is all about. Encounters at this scale deal with relative positions, just like character scale encounters, but with a greater level of flexibility within the given squares. Vehicles moving in many different directions can still run off the map in no time at this scale, however. Therefore, vehicle scale works best for encounters where vehicles battle each other on the open road or inside closed arenas.

Speed

A vehicle's top speed is the maximum number of squares the vehicle may move in a round. For simplicity, speeds in *Redline* are simply referred to by the number of squares they represent. Table 6.1: Speed Conversions lists the conversions of *Redline* speed to other measurements.

IGNITION

Opening and closing a car door requires a move-equivalent action. With a successful Escape Artist or Clamber check against a DC of 12, a character can slip

A general sense of the terrain is also necessary, such as “gravel road,” “wide-open salt flat,” or “blackened four-lane freeway.” In the case of encounters set on a defined roadway, the map should indicate the edges of the road. Bends and turns in the road can be dealt with as hazards when they come within the map area. Redrawing the map every time the road bends is usually more trouble than it’s worth.

Round by round, the map can be redefined according to the new hazards, obstacles, and situations the roving combat drives through. Obstacles such as wreckage, ruins, wildlife, and bystanders are moved across the map relative to the vehicles. Generally, this means that an object appears on the forward edge of the map and exits through the trailing edge.

The environment defined by the map can change from round to round, too. In a round where the combat crosses a bridge, the spaces to either side of the roadway suddenly become a fatal fall. Should the road later pass through a tunnel, those same spaces become solid walls of rock. These sorts of environmental effects can be used to create hair-raising changes in action, as the priorities of characters in the encounter change from fighting to maneuvering and back again.

Because the combat scale allows for using relative movement rather than absolute speed when tracking vehicles, a vehicle may move forward or backward on its turn relative to the other vehicles on the map. Even if the miniature car in your hand is falling back toward the trailing edge of the map, your character’s turbocharged death-wagon in the game universe is still careening forward at 70 or 80 mph.

For example, an interceptor and a motorcycle are in a high-speed duel at 20 squares per round (114 mph), both traveling down an asphalt road. If the motorcyclist wins initiative and chooses not to accelerate, decelerate, or turn, his position on the map doesn’t change. On the interceptor driver’s turn, if he accelerates by 2 squares per round, he moves forward 2 squares. If he decelerates by 10 squares, he moves backward 10 squares. If he, too, does not accelerate, decelerate, or turn, he does not change position on the map.

When using relative speeds, a drastic change in speed categories may result in changes to the encounter. A vehicle that accelerates or decelerates drastically may exit the map area. If no vehicles close with the departing vehicle, then the vehicle can be assumed to have fled the scene. If other drivers do pursue the departing vehicle, then you should clear the map at the end of the round and have each vehicle enter the new map area from the appropriate direction, at the new speed category.

DRIVING YOUR RIG

ONE ROUND SUMMARY

Vehicles do not move as precisely as characters on foot. A vehicle can only travel in the direction it faces, unless traveling in reverse. While a character has the option to double move or run, a vehicle only moves

once per round, when its driver takes a move action. Additionally, the vehicle has to move its speed in number of squares, regardless of whether or not the driver takes an action.

Initiative: All combat participants roll for initiative on the first round of combat. Because the vehicle that goes last can be at an advantage in terms of maneuvering, vehicle scale uses a variation on the delaying rules. Drivers (and drivers only) may delay to negative numbers for initiative, going as low as the negative version of their initiative number. This ensures that the driver with the best initiative always has the option to maneuver in response to all other drivers.

For example, four dune buggies are careening around in the wastelands. The drivers roll a 22, 13, 11, and 5 for initiative. The driver that rolled a 22 may go first (a benefit if he is about to be fired upon) or may delay to an initiative count of -22. Since the lowest one of his opponents can go is -13, he can respond to all of their movements and end the turn exactly where he wants to be.

Normally, you would simply keep the same initiative throughout the combat. If you prefer a fluid combat system and don’t mind some extra rolling, however, you may reroll initiative every round.

Change Speed: As a free action, a driver must declare her vehicle’s speed for the round, even if she does not accelerate or decelerate.

Optional Standard Action: A driver can elect to use a standard action (often shooting a weapon) before or after movement, just as though she were on foot. If a driver foregoes her standard action, she may attempt an attack maneuver (ramming or slamming) as detailed below.

Mandatory Move Action: So long as the vehicle is operating at any speed other than 0, a driver must take a move action to move the vehicle the appropriate number of squares. Any active piloting maneuvers (such as a hard turn) are made at this time as free actions, as are any reactive piloting maneuvers required to deal with external circumstances (such as maintaining control over rough terrain, avoiding obstacles, or jumping a chasm).

Additionally, if the driver did not take her optional standard action before moving, she may make an attack maneuver during her movement.

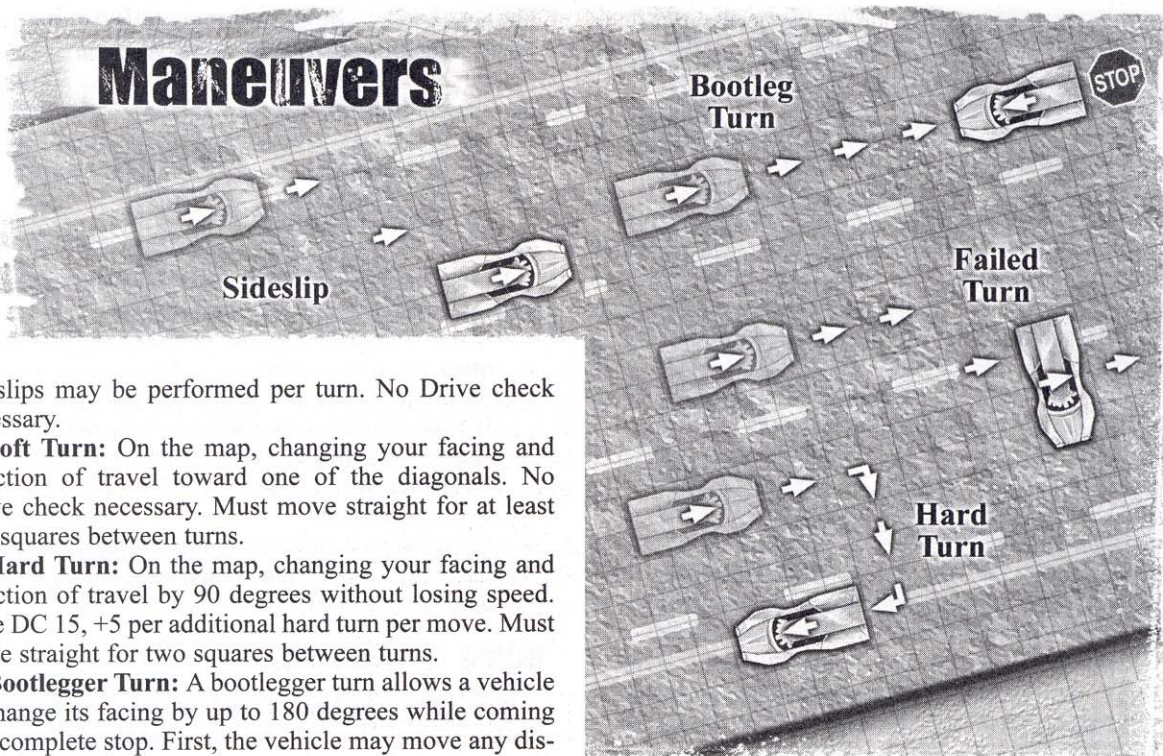
Optional Standard Action: If a driver did not use her standard action before her move action and did not make an attack maneuver during her move action, then she still has a standard action for the round. A standard action may be readied if the vehicle has already performed its movement for the round.

PILOTING MANEUVERS

Maneuvers are part of a vehicle’s movement, carried out on the driver’s move action. Most maneuvers require Drive checks to accomplish.

Sideslip: A vehicle may move from side to side without changing its facing by performing a sideslip. This maneuver moves the vehicle one square to the right or left and one square forward or backward. Only two

Maneuvers



sideslips may be performed per turn. No Drive check necessary.

Soft Turn: On the map, changing your facing and direction of travel toward one of the diagonals. No Drive check necessary. Must move straight for at least two squares between turns.

Hard Turn: On the map, changing your facing and direction of travel by 90 degrees without losing speed. Base DC 15, +5 per additional hard turn per move. Must move straight for two squares between turns.

Bootlegger Turn: A bootlegger turn allows a vehicle to change its facing by up to 180 degrees while coming to a complete stop. First, the vehicle may move any distance of its speed for the round. Then the driver must make a Drive check for the facing change followed by a Drive check to successfully decelerate to 0. Failure of just the facing change check means the vehicle only made it halfway in the turn but comes to a complete stop, while failure of just the rapid deceleration results in loss of control (see Losing Control).

Facing Change	Drive DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

Avoid Hazard or Obstacle: When a vehicle drives into a space containing an obstacle or a hazard, the driver must make a Drive check to avoid it. Obstacles are physical objects in the path a vehicle that can cause damage, such as crates, boulders, disabled vehicles, fences, and structures. A hazard is anything in the path of the vehicle that could cause the driver to lose control, such as ice, oil slicks, vegetation, or small creatures. Hitting an obstacle causes collision damage (see Collisions), while hitting a hazard may cause a loss of control (see Losing Control). If the entire combat takes place in a hazard zone, the GM may simply apply a circumstance penalty to all Drive checks during the combat.

Hazards or Obstacle	DC
Minor hazards (rough road)	10
Medium hazards (ice, nails)	15
Major hazards (caltrops, oil slicks)	20
Small obstacle (tire, keg, fence post)	9
Medium-size obstacle (bicycle, oil drum, zombie)	12

Large obstacle (boulder, wreckage)	15
Huge obstacle (small building)	20
Gargantuan obstacle	25
Colossal obstacle	30

Redline: Redlining a vehicle pushes it past its top speed by up to a quarter of its normal top speed. Every round a vehicle is redlined, there is a 10% cumulative chance that its engine will suffer a critical failure (see Critical Hits). Additionally, all Drive checks while redlining have a -4 penalty in addition to any normal speed penalties.

Jump: To make a successful jump, the vehicle must first move in a straight line a number of squares equal to one quarter its top speed. For jumps requiring height (such as jumping over another vehicle), some sort of object must be available to serve as a ramp or bump. When using an improvised ramp or bump, make a Drive check (DC 15) to maintain control of the vehicle. If this check fails, the vehicle lands out of control (see Losing Control).

The GM should set the DC of the jump maneuver between 15 and 30, depending on the difficulty. Remember that handling modifiers apply, so a semi-trailer, for instance, is unlikely to clear all but the smallest gaps.

Attack maneuvers

Ramming: Ramming another vehicle requires that your vehicle occupy the same square as the enemy and that you make a Drive check equal to the target's AC. Both vehicles suffer collision damage (see Collisions). Ramming another vehicle ends movement that round for

the ramming vehicle; if it would have had movement left over, it can use the remaining movement to push the rammed vehicle forward one square per size category by which it is larger than the other vehicle.

Slamming: This sideswipe maneuver can be used to damage vehicles and push them out of control. Just as with ramming, you must occupy the same square as the target vehicle and you must make a Drive check equal to the target's AC. If you succeed, you do 1d6 points of damage to vehicles of the same size as yours, +1d6 points of damage for every size category larger your vehicle is. If you have movement left over after slamming the enemy vehicle, you may attempt to force the vehicle out of control. You and the enemy driver make opposing Drive checks. The larger vehicle receives a +4 bonus to the check for every size category by which it is larger than the other vehicle. If the slammer wins, he knocks the enemy vehicle out of control.

Loading/Unloading: This maneuver is used to move into a position to let allies jump onto or off of your vehicle from or onto another vehicle. First, you must enter the square with the vehicle you want your allies to be able to board. Assuming the driver of the other vehicle does not want this to happen, you and the driver of the other vehicle make opposed Drive checks. If you succeed, your allies may make a Clamber check to jump vehicles (see Boarding). Likewise, if you are being boarded by enemies or want to prevent enemies from escaping your vehicle, you may make a Drive check to prevent the Clamber attempt.

Mowing the Grass: Last but not least, a driver of a car is at a huge advantage against a pedestrian or creature. Drivers may attempt to mow down creatures by entering their square and making Drive checks against their touch ACs. If the driver wins, treat it as a collision. The creature takes full damage and the vehicle takes half damage after the size multiplier is applied (creatures are treated as archaic weapons for purposes of damaging vehicles, unfortunately for them).

CRASHES

Lots of things can go wrong when you're traveling down a bombed-out road in two-thirds of a car at 100 miles per hour.

COLLISIONS

If a vehicle collides with something, it takes damage based on its current speed. If a vehicle collides with a moving object, such as another vehicle (or a giant cockroach), the GM must determine the net speed of the impact based on velocity and angle of impact.

COLLISION DAMAGE

Collision damage begins with speed. When colliding with a stationary object, both objects suffer Sd6 damage, where S is half the vehicle's current speed. Damage to each object is calculated separately, multiplied by the size category of the other object in the collision.

Size of other Object Damage Multiplier

Tiny	x1/10
Small	x1/4
Medium-size	x1/2
Large	x1
Huge	x2
Gargantuan	x3
Colossal or larger	x4

Collision with a moving object also depends on the angle of impact.

- If two vehicles were moving directly toward each other when they crashed, add their speeds together for the purposes of determining collision damage.
- If two vehicles were moving in the same direction and one rammed the other, subtract the higher from the lower speed. Use the difference to determine collision damage.
- If the target vehicle was moving perpendicular to the other, ignore the target vehicle's speed when determining collision damage.

DAMAGE TO PASSENGERS

Passengers in a vehicle collision take half the damage dealt to the vehicle after accounting for hardness. Passengers who make a Reflex save (DC 20) take half of this damage.

LOSING CONTROL

Collisions, failed maneuvers, and critical hits can cause a driver to lose control of his vehicle. If a vehicle goes out of control, a mishap occurs. Its severity depends on how badly the driver failed the Drive check that resulted in the loss of control.

- **Failed by 5 or less — Slip:** The vehicle slips sideways, loses traction, or swerves slightly. The vehicle completes any maneuver the driver was attempting and moves its current speed. However, the driver suffers a -4 penalty on all maneuvers until he makes a successful Drive check to regain control.
- **Failed by 6-10 — Slide:** The vehicle almost slides out of control. The vehicle only moves half its current speed and completes any attempted maneuver only halfway. If the driver attempted an extreme acceleration or hard turn, he only manages a high acceleration or a soft turn. If he was swerving to avoid an obstacle or hazard, he still clips or sideswipes it, taking half normal collision damage. The driver also suffers a -8 circumstance penalty on all maneuvers until he makes a successful Drive check to regain control.
- **Failed by 11-15 — Spin:** The vehicle spins out of control, continuing in its previous direction and colliding with anything in its path. A spinning vehicle travels a number of squares equal to one-quarter its remaining speed for the round, then comes to a stop facing in a random direction. Roll 1d8 and consult the spin facing diagram.
- **Failed by 16+ — Roll:** An out-of-control vehicle may roll over. A rolling vehicle travels in a straight

line along its previous course for a number of squares equal to one quarter its remaining speed for the round, then comes to a stop facing in a random direction. The vehicle takes damage equal to $2d6 \times$ the number of squares it rolled. Passengers take damage equal to $1d6 \times$ the number of squares it rolled, but may attempt a Reflex save (DC $10 + 1$ per square traveled) for half damage. Passengers that fail their Reflex saves by 10 or more and are not belted in in some way are thrown from the vehicle for collision damage. There is a 50% chance that a rolled vehicle lands on its wheels.

- **Unknown:** If the vehicle was driven out of control as a result of an opposed roll, use the difference of the opposed rolls to determine the mishap. If neither opposed rolls nor a failed Drive check caused the mishap, the GM should assign a mishap using his best judgement.
- **Regaining Control:** The base DC to regain control after a mishap is 10. This is modified, however, by the penalty caused by the mishap as well as by any speed, hazard, and handling modifiers.

VEHICULAR COMBAT

All this fancy driving stuff is well and good, but here's where we get to the real meat of the game: shooting the other guy up and smashing his windshield in with a crowbar.

ATTACKING FROM A VEHICLE

When attacking from a vehicle, a character can use an attack action to make use of his own personal weapons or mounted weapons. Assuming a character is proficient with the weapons at hand, attack rolls are made as normal, plus any modifiers based on the vehicle's current speed (see Table 6.2) and actions taken by the driver (such as driving defensively, below). Some mounted weapons, like turrets, have special rules governing where they can attack and how they can be used.

A few new attack options are available to vehicle-based combatants:

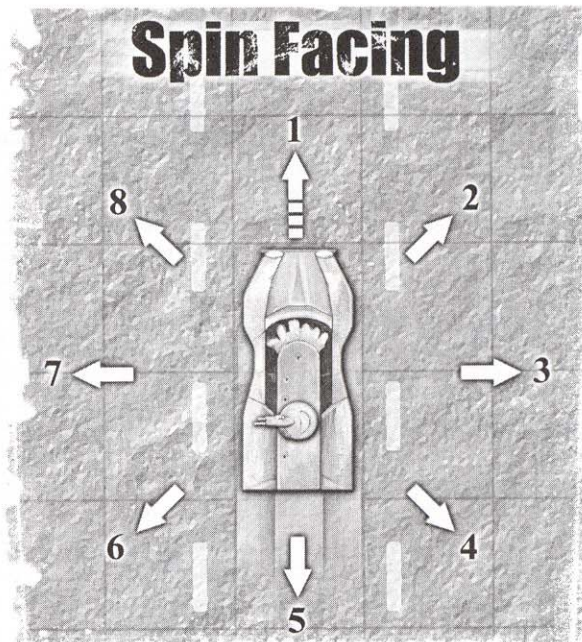
Drive and Shoot: If a driver does not take any attack actions during his turn, he may shoot a bolted weapon or a firearm. A bolted weapon may be fired with a -2 penalty while driving, while a firearm may be fired with a -4 penalty to the attack roll. Swivel and turret mounts are too unwieldy to fire while driving.

Driving Defensively: A driver may choose to drive defensively as part of an attack, earning a $+2$ dodge bonus to the vehicle's AC for one round. All attacks made from the vehicle suffer a -4 penalty.

Total Defense: A driver can use the total defense action to garner a $+4$ dodge bonus to the vehicle's AC by giving up his attacks. Passengers make attacks at a -8 penalty until the driver's next turn.

ATTACKING A VEHICLE

Vehicles in *Redline* are mounts and suits of armor



and weapons platforms, all mixed into one. They dish out the damage and soak up the punishment, but that doesn't mean the folks inside are immune. The following rules apply to damage regarding vehicles.

- **Vulnerability:** A vehicle "shares" damage taken with its passengers if the attacker's unmodified roll is within the vehicle's vulnerability range (see Table 5.3: Vehicles). In this case, the weapon damage is considered to have missed most of the vehicle's essential parts but hit something even more important: one of the folks inside. Roll randomly to determine who takes the machine gun fire in the face, or adjudicate it based on character location. Divide the damage between the character and the vehicle after hardness is applied.
- **Shooting the Tires:** Tires are longshots. First, they receive nine tenths cover ($+9$ AC) and may not be targeted until the vehicle's bonus hit points from armor have been shot away. After that, tires may be destroyed by inflicting 4 points of damage per size category above medium. Each destroyed tire imposes a -4 penalty to all Drive checks and cuts the vehicle's top speed by 20%.
- **Half-damage from archaic:** Vehicles only take half damage from archaic weapons and natural weapons. They are also immune to critical hits from both types of weapons.
- **Critical Hits:** Vehicles, unlike most objects, are subject to critical hits from firearms and vehicle weapons. Because critical hits often overlap with vulnerability, the two are treated as separate events. When a weapon rolls a critical hit, regardless of the target vehicle's vulnerability, roll a percentile die. High means that a passenger was hit square on, taking normal (non-critical) damage from the weapon without subtracting hardness. Low means that no passengers were hit but that a piece of equipment on the vehicle took major damage. In that case, roll randomly on the following table.

Direction of Damage		Equipment Hit
Side	Rear	
1	1	Sensors
2	2	Environmental System
3	3	Communications System
4	4-5	Control System
5	6-9	Weapon System
6	10-12	Engine (minor damage)
7	13-15	Engine (minor damage)
8	16-17	Engine (major damage)
9	18-19	Engine (major damage)
10	20	Explosion
11	—	Explosion
12	—	Tank
13	—	Tank
14	—	Tank
15	—	Tank
16	—	Weapon System
17	—	Control System
18	—	Fuel System
19	—	Fuel System
20	—	Sensors

Sensors: Equipment is destroyed.

Environmental System: Equipment is destroyed.

Communications System: Equipment is destroyed.

Control System: Control system destroyed, vehicle spins out of control.

Weapon System: One vehicle weapon is destroyed, along with ammo. All explosive ammo goes off, doing 1/2 normal damage to the occupants of the vehicle (Reflex save DC 20 for half).

Engine (minor damage): Vehicle's top speed and acceleration are halved.

Engine (major damage): Engine is destroyed. Vehicle's speed decreases by 4 each round until it comes to a stop.

Explosion: Bad news. Your car is completely obliterated, and so are you. Car becomes a flaming wreck and everything within 50 ft. takes 4d6 points of explosive shrapnel damage, +1d6 for each size category of the vehicle above Medium-size. Creatures and vehicle drivers outside the vehicle may make Reflex saves and Drive checks (DC 15) for half damage. Occupants of the vehicle take full damage, unless they make Reflex saves (DC 20) to throw themselves out of the car, in which case they take falling damage (see Falling at Speed) followed by a chance to save for half damage like everyone else.

Tank: Well, at least one of your fuel tanks is gone. And everyone in the vehicle can make a Reflex save (DC 15) to take half damage from the fiery 3d6 points of damage caused by it exploding.

Fuel System: Equipment is destroyed. Vehicle will stall out in 1d6 rounds, after which vehicle's speed decreases by 4 each round until it comes to a stop.

Boarding

Nothing says love like a club through the windshield. But to give 'em that sign of affection, you're going to need to get over there.

The first step to boarding is a successful loading/unloading maneuver by the driver of the car you're on. Once that's done, a character may move on the vehicle at 5 ft. per round unless he wants to try something fancy or the circumstances change, as shown below.

The base DC for any clambering movement is 10, modified by the vehicle's handling modifier (the bigger and slower they are, the more they tend to have to hang onto), not to mention several other factors. A sampling of Clamber actions and the modifiers applied to the skill are listed below.

Action	Clamber Modifier
Jumping between vehicles (after applying Speed Modifier)	-1 per difference in speed
Vehicle moves over rough terrain	-1 to -10
Unmoving, hanging onto roof	+5
Crawling/sidling at 10 ft./round	-5
Walking on roof at 1/2 speed	-10
Walking on roof at normal speed	-20
Climbing inside the vehicle	-5
Hanging on and attacking with one hand	-10
Moving and holding something in one hand	-5

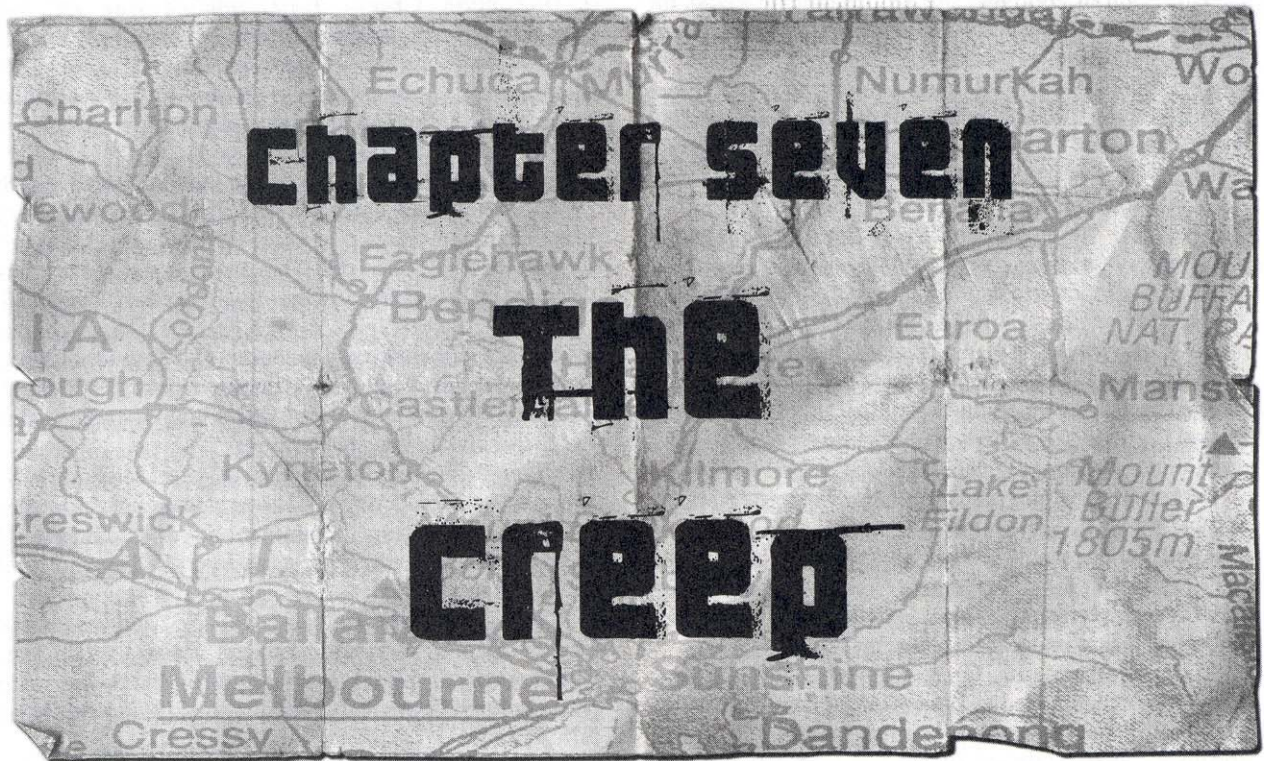
Failure

Failure by 5 or less indicates that the character was unable to move or perform any actions that round other than hang on. Failure by more than 5 means that the character was thrown off the vehicle. If there's another vehicle in the way, the character lands on it and takes normal falling damage.

If there isn't a vehicle for him to land on, he collides with the ground . . . and gets the worse end of the bargain. The faller takes 1d6 points of damage times the speed of the vehicle he fell from. If, on the other hand, someone purposely jumps from a moving vehicle, he may make a Clamber check (DC 10 + 1 per speed of the vehicle) to halve the collision or falling damage.

When a Vehicle Dies . . .

When a vehicle is reduced to 0 hit points, it loses structural integrity. The driver must make a Drive check (DC equal to 10 + the number of points of damage done after it was reduced to 0 hit points) or lose control. Thereafter, the vehicle is basically cover, nothing more, until its structure can be patched back together with a Build/Repair (complex) check (see Chapter 3, Build/Repair skill). While disabled, all hits on a vehicle are considered critical hits.



Chapter Seven

The Creep

“Grrrrrrggggle . . .”
— Snaps to Gunner Jon, after growing gills

The bruised and wounded surface of the world bleeds toxic, infectious substances. The myriad of environmental poisons have mingled to the point where, in regard to modern medicine, they are all the same global ailment. To the folks who roam the remains of the world, all the radioactive goops and lethal pathogens are thought of as a single plague: the Creep.

In truth, the Creep is any effect stemming from radiation, man-made biological agents, and toxic substances. Specific effects vary based on the substance encountered or environment braved, but it’s all Creep.

Creep accumulates in characters following periods of exposure. Although individual effects of the Creep may be temporary, the Creep itself will almost certainly be with you until you die. As the Creep accumulates in your system, more radical effects emerge. In the short-term, some effects might seem beneficial (as any missile-worshipping cultist will tell you), but everyone with the Creep is ultimately driving to the same place.

SOURCES OF THE CREEP

The Creep permeates the ruined cities and underground complexes of the world, but it also seeps out into the wastes and blows through the green zones in radioactive storms. For the most part, the Creep can be avoided by steering clear of the places where it is most common and watching out for the obvious warning signs, such as dead or mutated vegetation and animal life, surfaces with unnatural sheens and glows, or bizarre, teeth-shaking electric hums. Unfortunately,

much of the world’s untapped salvage waits in areas reeking of the Creep. Sometimes the dangers of exposure are worth the rewards, but it’s often impossible to tell until days later when skin flakes off or hair falls out.

While, in actuality, there are two basic kinds of global contagion, in practice they’re not much different to the common folk. Most of the thousands of individual toxins have no names, but some of them can be labeled based on their source (Rad or Bug) or the area where they were first encountered (the Hagshead Creep). Rad Creep is caused by radioactive agents left over from the war. Bug Creep is a descendant of the biological agents presumably used during the war. A great deal of the Creep in the world is made up of both ingredients.

EFFECTS OF THE CREEP

Both the immediate effects and the long-term effects vary based on the particular Creep you are exposed to.

Characters exposed to the Creep must make a Fortitude saving throw at once. This single saving throw typically determines whether or not the character will suffer ill effects in the short-term. Characters who succeed at their saving throws still accumulate points of contamination (see below), but at a reduced rate. Characters who fail their saves begin to suffer the ill effects almost immediately and go on to accumulate Creep according to the toxin’s potency.

Game statistics for Creep are formatted like this: **Name:** type; medium; effect; duration (if applicable); interval (if applicable); contamination. The following characteristics are used to define Creep.

Type: The Creep’s method of exposure (inhaled, ingested, injury, or contact), its classification (Rad or

Bug, if appropriate), and the DC needed to resist the immediate and long-term effects. Toxins that can be inhaled can usually be ingested as well. Sources of Creep without classification are a mélange of both types and are detectable with instruments that detect either sort. Sources of Creep that are classified (Rad or Bug) can only be detected with the proper sensors, though other clues are typically abundant.

Medium: The medium of the toxin, whether emanation, solid, liquid, or gas. Individual entries may have more specific descriptors such as “sludge,” “ooze,” “powder,” or “flaky metallic sheen.” Exposure to emanations is always listed as “contact,” which refers to entry into the afflicted area.

Effect: The immediate effect of a failed saving throw. Typically, the effect is some sort of ability or hit point damage, though many other effects are possible.

Duration: The amount of time the damage or effects persist. Most Creep cannot be healed at all until the afflicted character leaves the contaminated zone, and has no duration entry. Lingering Creep (see below) can carry seemingly arbitrary durations based on half-lives and other forgotten scientific concepts.

Interval: Once the Creep’s interval has elapsed, characters still exposed to it (still in the area of an emanation, still touching the powder, etc.) must make Fortitude saves again or suffer the same effects. For example, Creep with an interval of 1 hour requires a character to make a Fortitude save upon first encountering the substance, and after each hour spent exposed to the substance.

Contamination: The Creep’s potency in contamination points. The value before the slash is that accumulated with a successful saving throw. The number following the slash is that accumulated with a failed save.

LINGERING CREEP

Any Creep that can be carried out of a zone by travelers is said to “linger.” Afflicted travelers become carriers, bringing the Creep with them on the road and infecting anyone they come into contact with. Most forms of lingering Creep don’t persist for much more than a few days outside of their contamination zones, but a few poison paths can be traced across the wastelands and through garden spots where carriers spread the Creep for weeks on end. Finding a way to catch and stop such a carrier without becoming infected could be quite a challenging adventure.

KNOWN CREEP

You may use these various toxic substances as models for creating your own deadly mutagens.

Generic Rad Zone: Type: contact Rad DC 15; Medium: invisible emanation 1d8 miles in diameter; Effect: none; Interval: 1 hour; Contamination: 1d3/1d8. Radioactive fields like this one still cling to most ruins.

Generic Bug Creep: Type: ingested Bug DC 15; Medium: water or foodstuffs; Effect: none; Interval: none; Contamination: 1d3/1d8. Consuming plants, animals, or fluids infected with the Creep is a common means of exposure.

Dandelion Creep: Type: inhaled Bug DC 14; Medium: airborne pollens; Effect: 1d12 hours of unconsciousness; Interval: 1 hour; Contamination: 1d4/1d6. Each spring, fields of lovely flowers give off a mutagenic pollen that’s especially dangerous to drivers behind the wheel.

The Hagshead Creep: Type: inhaled Bug DC 18; Medium: odorless, colorless gas; Effect: 1d6 temporary Wis damage and nausea; Interval: 1 hour; Contamination: 1d4/1d8. The Hagshead Creep seeps through the ground in a riverside town called Hagshead.

Green Buzz: Type: contact Rad DC 16; Medium: invisible, teeth-shaking emanation 100 ft. wide; Effect: none; Interval: 1 minute; Contamination: 1d4/1d4+2. The green buzz is associated with glowing green rocks. Exposure makes your teeth “buzz.”

Silver Juice: Type: contact DC 24; Medium: viscous, silver liquid; Effect: 1d4 temporary Str damage; Interval: 30 minutes; Contamination: 1d10/1d20. Found in stainless steel cisterns beneath a bombed-out hospital in Melbourne.

Black Fog: Type: inhaled DC 15; Medium: black smoke; Effect: 1d8 acid damage; Interval: 1 round; Contamination: 3/9. A giant cloud of black fog once blew through Simp City, killing twenty and mutating thirty more.

Crazy Paint: Type: contact DC 13, ingested DC 17; Medium: flaking paint; Effect: 2d6 temporary Wis damage; Interval: none; Contamination: 1d4/1d6. Found in an underground military bunker’s day care center.

Betty: Type: contact DC 15; Medium: rainfall; Effect: fatigue; Interval: 15 minutes; Contamination: 2d8/2d12. Betty is a strange, small storm system that’s been blowing through the southern hemisphere for years.

Clyde’s Creep: Type: contact DC 20; Medium: 30 ft. diameter emanation with a coppery smell; Effect: 1d6 temporary Con damage; Duration: 1d10+7 days; Interval: 1 day; Contamination: 1d10/1d10. A driver carrying Clyde’s Creep was responsible for the Creep zombie plagues along Radiation Highway.

Contamination

Exposure to the Creep results in continuing contamination resulting in mutation, madness and, hopefully, death. Contamination is recorded on the character sheet as an increasing number of points called contamination points or simply Creep (e.g., “I’ve got a lot of Creep”). As characters pass certain thresholds of contamination, they undergo irreversible mutations. Contamination is with a character forever. The effects of childhood exposures never go away and may even be exaggerated by encounters with the Creep decades later.

As characters become further contaminated, they will become subjected to stranger, more potent, or more horrible mutations. These mutations may be totally random or they may interact with some latent genetic factors and result in a path of increasing divergence from the human norm. In this regard, what the Creep has in store is ultimately up to the GM. Both methods are presented here.

The basic rules of contamination are the same, either way. A character has a contamination threshold equal to his Constitution score. Approximately 24 hours after a character accumulates a number of points equal to or greater than his contamination threshold, he experiences the next magnitude of mutation effects. Thus, a character with a Constitution score of 14 would be affected when his level of contamination equals or exceeds 14 points, 28 points, 42 points, and so on.

A character may accumulate, within a span of minutes, enough contamination points to reach the seventh threshold; however, each threshold lasts for at least one day before the next highest takes effect. For instance, if a marauder with a 14 Constitution soaked up 42 points of contamination from falling into a toxic pool, he would experience the first threshold 24 hours later, the second threshold one day after that, and finally begin seeing the effects of the third threshold on the fourth day.

Effects of the sixth threshold are potent enough to render a character unplayable. Effects of the seventh threshold are enough to dissolve the character into a hungry, radioactive gelatin.

The GM can select either random or linked mutations for the campaign, or any combination of the two. Each character could have a 50/50 chance of having a linked mutation, which would not be discovered until he reached the 2nd threshold. The GM could even let a player decide to have random or linked mutations, but a player should never be able to choose which set of linked mutations will affect his character.

RANDOM MUTATIONS

After brushing up against a sticky, yellow slime while digging through wreckage in the wasteland, a character's hair falls out and never comes back. Not long after he ate some badly packaged nutrition bars in an abandoned gas station, his hands and feet went numb. Then he found a glowing green stone floating in a river of bubbling sludge beneath an old military base, and now his blood lights up at night.

Random effects add an element of mystery and excitement to the game, and make the progressive mutations of a player character into a series of unpredictable roleplaying challenges. Not knowing what weird transmutation is coming next might make players more willing to send their characters into Creep-heavy locales, just to see what happens. A grotesque demise is no fun for the character, but rolling on randomized tables can be great fun for the player running him.

GMs should feel free to add their own mutations into the tables or to create new tables that fit their campaigns. Random mutation effects may be positive or negative, and do not need to be balanced against each other within a given threshold. You could decide to make the effects staggeringly wild, such that ability scores are halved or doubled over the course of several thresholds, or you might rule that most mutations affect only subtle psychological changes leading up to madness or death. The only rules governing random effects are these: higher thresholds have fewer possible muta-

tions, higher thresholds are more potent, and all mutations ultimately lead to death or a zombie-like state.

Table 6.1: RANDOM MUTATION EFFECTS

1st Threshold

(1d20)	Effect
1	Eyes swell to an unnatural size, change color.
2	All body hair is shed permanently.
3	Skin becomes moist, spongy all the time.
4	Teeth grow soft.
5	Fingernails grow a quarter-inch each day.
6	Salt-dependent: 10 oz. of salt needed each day.
7	Body grows 1d6 inches taller.
8	Handedness changes.
9	Blood becomes greenish.
10	Nose is always clogged with green crust.
11	A potent, coppery odor develops.
12	Eyes secrete a slick, yellow mucus.
13	Fingernails and toenails fall out.
14	Throat contracts, voice changes.
15	Ears become translucent.
16	Fingertips, toes, and lips become numb.
17	Skin becomes spotted, leathery.
18	System rejects solid foods.
19	Bones grow random protrusions.
20	Skin becomes sticky.

2nd Threshold

(1d20)	Effect
1	Eyes become hypersensitive: +2 to Spot checks, ignore 20% miss chance due to fog or darkness.
2	Open sores and pustules: suffer 1d4 points of damage daily.
3	Spongy flesh: DR 3/— against falling and bludgeoning damage, -2 to Cha skills.
4	Tongue swells and oozes a mild acid: spit acid 5 ft. as a touch attack for 1d2 damage.
5	Veins swell and bulge, limbs shake: -2 Dex.
6	Memory loss and senility: -2 Int.
7	Muscles become stretched, limp: -2 Str.
8	Necrosis: -2 Con.
9	Eyes and ears clog with mucus: -2 Wis.
10	Nose becomes hypersensitive: automatically smell the Creep within 10 ft.
11	Reek: -4 to Hide checks, -2 to Cha skills.
12	Immune system fights back: +2 bonus to Fortitude saves vs. Creep, disease and poison.
13	Muscles grow taut: +2 bonus to Reflex saves.
14	Hands and feet are hypersensitive: +2 Dex.
15	Muscles tighten, invigorate: +2 Str.
16	Hands and feet go numb, insensitive: cannot hold Tiny or smaller objects.
17	Skin stiffens: +1 natural armor.
18	Blood becomes thick, potent: naturally heal 1d4 hit points each day.
19	Bones break through skin: unarmed attacks deal 1d4 normal damage.
20	Sticky flesh: +4 to Clamber and grapple checks.

3rd Threshold

(1d12) Effect

- 1 Creep psychosis: Will save (DC 16) each round to stop attacking same foe after it drops.
- 2 Creep psychosis: Will save (DC 18) or attack nearest creature when not chewing something.
- 3 Creep psychosis: Will save (DC 16) or become panicked when flanked or boxed in.
- 4 Uncontrollable hallucinations: suffer a -1d6 penalty to Wis, rerolled each day.
- 5 Muscle decay: -4 Str.
- 6 Uncontrollable spasms: -4 Dex.
- 7 Skin grows chitinous layer: -10 ft. base speed, +2 to natural armor.
- 8 Adrenal gland overacts: +4 Str.
- 9 Blood glows in dark: illuminates 10 ft. radius.
- 10 Hyperactive nerve endings: +4 Dex.
- 11 Tongue oozes acidic slime: bite attack deals 1d6 acid damage.
- 12 Strange resolve: +4 to a saving throw (roll 1d6; 1-2: Fort, 3-4: Ref, 5-6: Will).

4th Threshold

(1d10) Effect

- 1 Creep psychosis: Will save (DC 20) or attack any visibly bleeding enemy.
- 2 Creep psychosis: Will save (DC 22) or deal 2d4 points of damage daily to own body.
- 3 Brain damage, roll 1d4: 1-2: unable to form words, 3-4: unable to understand words.
- 4 Brain damage, roll 1d4: 1-2: blindness, 3-4: deafness.
- 5 Flesh becomes soft, weak: -1d8 total hit points.
- 6 Sense of self decays: -2d4 Cha.
- 7 Toxic reek: all within 5 ft. must make a Fort save (DC 15 + Con modifier) or be nauseated.
- 8 Skin hardens: -6 Dex, +4 natural armor.
- 9 Digestive acid: mouth dribbles 1 point of acid damage every hour, uncontrollably.
- 10 Never needs food or water, but always exhausted.

5th Threshold

(1d8) Effect

- 1 Creep psychosis: Will save (DC 22) or attack any creature that is not your friend.
- 2 Creep psychosis: Will save (DC 24) to avoid putting anything that fits into your mouth.
- 3 Creep psychosis: Attack any creature that touches you, Will save (DC 20) each round to stop.
- 4 Brain damage: -8 Int.
- 5 Randomly determined limb dies, falls off.
- 6 Creep pores: body oozes Creep (injury, DC 10+ Con modifier, 1d4 contamination).
- 7 Body grows resilient: +6 Str, +6 Con.
- 8 Nervous system heightens: +6 Dex, +6 Wis.

6th Threshold

(1d6) Effect

- 1 Creep zombie: attack all creatures with fewer than 1d10+40 contamination points.
- 2 Creep zombie: immune to Creep less potent than you; eat and drink everything you can.
- 3 Creep zombie: gains slam attack 1d6 plus Creep (contact, DC 10 + Con modifier, 1d6 contamination).
- 4 Creep zombie: all of the above.
- 5 Brain explosion: +10 Int, +6 Cha
- 6 Sprouting: Body grows two new arms.

7th Threshold

(1d4) Effect

- 1 Creep zombie: all 6th threshold zombie effects are applied.
- 2 Creep zombie: all 6th threshold zombie effects are applied.
- 3 Creep zombie: all 6th threshold zombie effects are applied.
- 4 Creep: body dissolves into a toxic ooze, bones burn off as a poison smoke.

LINKED MUTATIONS

A character falls into an eerily still pool of silver-colored fluid and the next morning new eyes open up on his shoulders and back. Months later, after being hit with an irradiated bullet, new fingers begin budding along his forearms. By the time he gets caught in a Rad cloud and diverges into two incomplete, dead masses of tissue he had grown another head and two new mouths.

Linked mutations add an element of drama to the game that comes from a sense of impending change. Having a clue about what happens next, but not knowing for sure, is exciting. Beyond that, linked mutations provide a sense of continuity and individuality that is often well-used in a roleplaying campaign.

Creating new mutation chains is easy. You can create new, weird effects or steal them from the randomized tables. Arrange them in an ascending order of potency and you have a mutation chain. Mutation chains work best when they're based on a central concept or theme, such as "a gradual development of animalistic instincts" or "a growing dependency on the Creep." Use monster special abilities or feats as models, if you like.

Horrible Growing Body

The character's body grows tissues uncontrollably.

Threshold Effect

- 1 Muscles and fatty regions expand, weight increases by 25%.
- 2 Redundant organs grow, +4 Con.
- 3 Random eyes grow, can no longer be flanked.
- 4 Size increases one step, organs smother each other, -6 Con.
- 5 Useless, drooling mouths grow on body (-4 to Cha-based skills).
- 6 A new head buds (+2 Wis) and stares longingly (-4 to Cha-based skills).

- 7 New tissues split off, reducing character to two Small cripples. Divide Str and Con in half, then apply 1d6 Con damage to each half.

Mental Acceleration

New areas of the brain activate as the body dies.

Threshold Effect

- 1 Character experiences unwanted hyper-real dreams and memories.
- 2 Metabolic energy redirected to developing brain, +4 Int, -2 Str, -2 Dex.
- 3 Neural fires are ignited, +4 Int, +4 Wis, +4 Cha, -4 Str, -4 Dex.
- 4 Body begins to shut down. Character is permanently exhausted.
- 5 Body collapses, head thrives. Character is paralyzed from the neck down, +4 Int.
- 6 Body withers, becomes Small, -1d8 Con.
- 7 Brain grows too large for skull, +4 Int, character dies after 1d12 hours.

Irradiated Eyes

The character's eyes expand in size and ability.

Threshold Effect

- 1 Eyes increase to 150% size, turn greenish.
- 2 Acuity increases, +10 to Spot checks, ignore 20% concealment from smoke or darkness.
- 3 Eyes too big for lids. Unprotected eyes in dust or smoke suffer 1d2 hp damage each round.
- 4 Radioactive vision. Character gains dark-vision 60 ft.
- 5 Eyes become hypersensitive, character is blind in direct sunlight.
- 6 Eyes too big for head. Character is blind.
- 7 Radioactive nerve endings scald grey matter. Fort save (DC 18) each day or die.

Creep-Dependent

The character's body grows dependent on the Creep.

Threshold Effect

- 1 Character is nauseated for 1 hour upon healing ability damage caused by the Creep.
- 2 Body becomes Creep-sensitive, blood glows within 30 feet of Creep.
- 3 1 point of contamination heals 1d4 hit points.
- 4 Character's body oozes the Creep. Physical contact deals 1d4 contamination points on a failed save (DC 10 + Con modifier).
- 5 Character's body oozes the Creep. Physical contact deals 1d6 contamination points on a failed save (DC 12 + Con modifier).
- 6 Character's body radiates the Creep, deals 1d6 contamination on a failed save in a 5-ft. radius (DC 12 + Con modifier).
- 7 Character dissolves into a gelatinous toxin, dealing 1d10 contamination on a failed save in a 15-ft. radius (DC 15 + Con modifier).

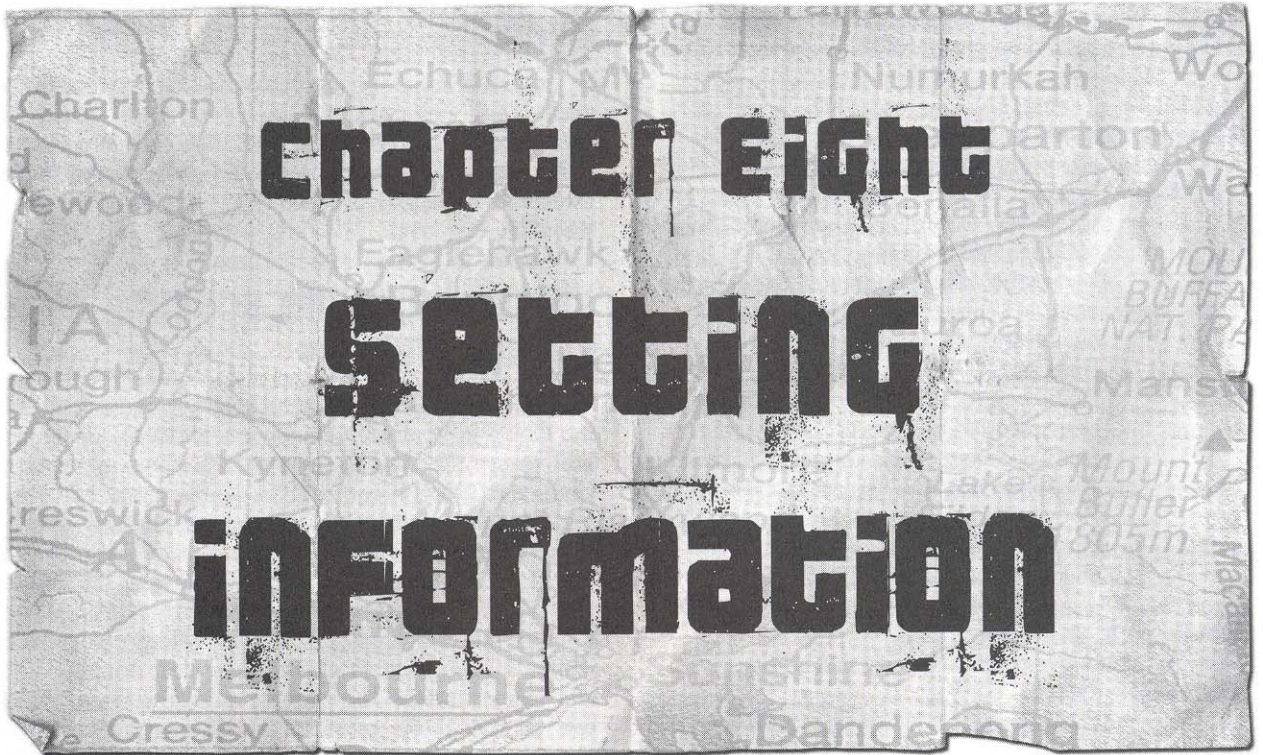
Applying Contamination Effects

As a rule, contamination effects stack. In some cases, such as applying a second bonus to an ability score, this is beneficial. In other cases, such as adding blindness to darkvision, this is a hindrance. When in doubt, higher threshold effects overwhelm the mutations of lower thresholds.

Using the Creep in Your Adventures

The most important thing to keep in mind when using the Creep in your own adventures is how your players will react to it. Some players are anxious to see their characters warped into a horrific monster, but some players will want to keep their characters away from the Creep. When designing an infected missile silo or irradiated trailer park, ask yourself if you want the characters to timidly explore the fringes of the place or go confidently into the depths. Obvious, avoidable sources of contamination such as glowing puddles, dripping acid, and jets of orange fog suggest an environment which can be navigated safely if the players are cautious, clever, and lucky. A vast green haze or a zone full of lifeless, luminescent husks suggests an ambient field and unavoidable doom.

Two things set the Creep apart from standard diseases and poisons in the game. First, contamination is permanent, which means that a single failed saving throw can haunt a character forever. For some players, that doesn't sound like a good time. Second, exposure to the Creep can be more a result of player choice than exposure to diseases or poisons. The PCs don't, after all, really have to enter the radioactive remains of Sydney if they don't want to. Use the second factor to offset the first. Risk is exciting, and consequences are more satisfying when they are the result of an informed choice. It's generally a good idea to give players and their characters fair clues about the nature of Creep-infested areas. A pool with a bed of human skulls at its bottom sends a clear message. A strange, bitter smell in the air suggests something is amiss and raises suspicions, which creates tension. Let the characters explore and let them suffer the consequences of their choices, but avoid mutating the entire party of characters without warning unless you're sure that's the sort of game everyone came to play.



Chapter Eight Setting Information

The sound of 20 guns being cocked and aimed brought the gang to a halt. "I guess they've heard about you, Jon," Roddy Shiner said.

— From *The Last Ride of Gunner John*

FOLKS

While humanity remains as diverse as it ever was, the harsh realities of survival have driven most people into one of a handful of camps. The members of a camp tend to be motivated and bound by a single overriding mindset or priority. Separate groups of a camp are called tribes. Note that tribes of the same camp do not necessarily think of themselves as unified or even related; the terms “camp” and “tribe” and the names specified for the types below are merely game terms.

Warlords

While others fight for survival, warlords fight to conquer and rule. Warlord tribes are highly competitive and aggressive. They also tend to be either totally chaotic (as numerous would-be kings all vie for control) or ruthlessly organized (once the top warlord has established the pecking order).

Warlords in your Campaign: The characters may work for a warlord as scouts, spies, or warriors, but warlords make better adversaries than allies. The characters may help defend a helpless settlement against an invader, start a rebellion against an oppressive ruler, or start a war between two feuding warlord tribes.

Sample Warlords:

- A small-time warlord has taken over a settlement

near the ruins. He is forcing the people of his small tribe to keep him stocked with food and water—even as they themselves are going hungry and thirsty.

- A band of ambitious, honor-bound warlords have sworn themselves to establishing a new age of feudalism and chivalry. Each new settlement they conquer becomes their “vassal,” and is required to pay tribute in exchange for their protection. These neo-knights take their roles as protectors quite seriously, and will fight to the death defending their vassals.

- An army has appeared on the march, driving top-quality rigs and using well-orchestrated tactics as they sweep across the wasteland. Any settlement they find is conquered, marked with a pure black flag, and occupied with a small garrison. No one has seen the cunning strategist behind this campaign.

Gangers

Gangers live for pleasure and excitement. If they see something they want, they take it. If they find something fun to do—like blowing up buildings or shooting at scurrying saloon patrons—they do it, regardless of who gets hurt. Gangers don’t believe in rules or laws and have nothing but contempt for those who do.

Gangers in your Campaign: If you need a band of troublemakers, look no further than the gangers. They can be found burning characters’ homes, stealing characters’ equipment, or killing characters’ friends just for the thrill of it. The random pointlessness of the gangers’ attacks makes them terrific but infuriating enemies.

Sample Gangers:

- A gang from out of the ruins has been bullying its way into unprotected settlements. They set up camp,

break things, and devour the inhabitants' food. Rumor has it the gang leader has sucked down a lethal dose of the Creep, and he's trying to go out with a bang.

- A ganger band puts on shows in each settlement they visit. The locals are willing to put up with a little violence and occasional theft so long as the gangers are entertaining—and back on the road after a few days.

Zealots

Zealots are totally devoted to their beliefs, and mostly congregate with those who share them. Non-believers are pitied, mistrusted, and sometimes attacked. Zealot tribes usually flock around a charismatic leader who either dictates the zealots' beliefs (if he founded the group) or interprets their beliefs for them (if he is merely a disciple himself). Each zealot tribe feels that only its doctrine reveals the one true path.

Zealots in your Campaign: Zealots may be a minor irritant (preaching to the PCs) or a serious threat (attacking them as infidels). Zealots also make powerful allies if the PCs are willing to go along with their beliefs. (Claiming to believe might not be enough. To win the zealots' trust, the PCs may have to pass tests of faith or rites of passage.)

Sample Zealots:

- In a sprawling underground military complex, a zealot settlement worships a missile that wasn't launched during the war. Their leader, the Head Technician, "speaks for the Bomb" and demands that anyone living nearby must pay a monthly tithe lest the missile become "angry" and explode. The complex is self-sufficient, with its own water source and power generators. Others would love to take over the complex, but fear that the Head Technician would detonate the Bomb rather than give up his power.

- According to one zealot tribe, the gods wiped out the old world because they were displeased with man's reliance on technology. Now they roam the wastelands, preaching against the evils of anything more advanced than simple machines. Those who agree with them are spared. Those who do not often wake to find their rigs, generators, and other devices destroyed.

- A self-proclaimed prophet leads a cult of warriors with a "survival of the fittest" philosophy that encourages constant conflict to test themselves. They also embrace a cannibalistic theology, proclaiming that to devour your enemies' flesh is to take on their strength.

Rebuilders

Rebuilders aren't satisfied with mere survival. Some want to recreate the old world exactly as it was before the war, while others have some idealized image of what the world should be like the "second time around"—sometimes with them at the top of the heap. Regardless of their motives, they all want orderly civilization, improved technology, and the preservation of pre-war knowledge. Rebuilders aren't generally violent, but will fight to protect what they have built and to destroy those who would oppose their rebuilding.

Rebuilders in your Campaign: Rebuilders are always in need of salvage for their rebuilding efforts. They may recruit the PCs to explore crumbling ruins, ancient complexes, or abandoned settlements in search of a spare part or piece of equipment they need. Or the PCs might have to defend themselves against militant rebuilders trying to take their equipment (for the greater good of civilization, of course). The PCs might also seek out rebuilders to learn what they have to teach: medicine, for example, or philosophy, or how to make your own fuel with a couple of pigs and some copper tubing.

Sample Rebuilders:

- A rebuilder settlement has dedicated itself to discovering and archiving all pre-war knowledge. The core of its settlement is a vast library containing thousands of books, recordings, and computer files. No one is allowed into the heavily fortified settlement without offering an addition to the library's collection.

- Some rebuilders have taken to traveling. In each settlement they visit, they assist the locals by repairing their gear and teaching their children. All they ask for in return is supplies for the next leg of their journey, and any salvage the settlement can spare.

- In a pleasant green zone, a rebuilder settlement has its own little utopia. The water is clean, the crops are plentiful, and anyone showing the first sign of mutation or disease is executed along with his entire family.

Nomads

Nomads are the most varied of all the camps. The only thing they have in common is their life on the road. Some are drovers, others are merchants, and some are predatory road gangs, taking what they want and killing anyone who stands in their way. Members of nomad tribes are famously loyal to each other. Traveling through the wastelands, a nomad's bond to his tribe is his bond to life.

Nomads in your Campaign: The PCs may accompany nomads from one settlement to another. A merchant caravan may ask the PCs to help them deliver a package. While on the road, the PCs may be attacked by a band of nomads who see them as easy prey. Nomads also have a way of showing up when PCs are lost, starving, and about to die in the middle of the wastelands.

Sample Nomads:

- One nomad tribe is a trade caravan composed of a semi and dozens of smaller vehicles. When the tribe pulls into a settlement, its people spill into the streets and throw open the semi trailer, revealing a showroom full of salvage, food, and other trinkets to trade.

- Led by a red-haired woman with an eye patch, a new road gang styles themselves as "pirates of the highway." They maintain a strange sense of honor. When robbing their prey, they only kill those who resist them, and those who surrender are welcome to join their jolly, violent band.

SAVAGES

Savages are people of the wilderness. They generally don't have rigs or guns or other gear, and wouldn't know how to use them if they did. Instead, savages know the land. They have learned to read the weather, hunt animals, and fashion tools and weapons out of what nature has provided. Savage tribes are isolated, superstitious, and suspicious of outsiders and new ideas. Savages are found commonly in green zones, occasionally in the wasteland, but almost never in the ruins.

Savages in your Campaign: Because they aren't prepared to face raiders on rigs with guns, a savage tribe may enlist the help of the PCs to defend its home. Savages are known to be great guides, but only help those who pay their price or prove themselves worthy. Savages have also been known to raid settlements and nomads in what they consider "their" territory, and are rumored to indulge in cannibalism.

Sample Savages:

- A tribe of feral savages roams the swamps of a murky green zone. Seemingly little more than animals, they communicate in grunts and gestures, survive on roots and raw fish, and kidnap women and children who wander too close to the swamp. No one knows what happens to those they kidnap.
- After burning out in his role as a rebuild, the man called Turner found a green zone to call his home. Here he decided to "return to nature," giving up all technology other than what he could create from the land. Dozens more followed his lead, and have become a tribe of savages who have rejected civilization.

SURVIVORS

Most people are survivors. They don't care about politics, philosophy, or making the world a better place. They just want to live. If that means paying a tribute to the local warlord, offering prayers to the local zealots, or filling a meddling PC with buckshot, then so be it.

Survivors in your Campaign: Survivors make good victims. They often need defending, and can be generous to those who help them in their time of need. On the other hand, they don't like troublemakers. While they probably don't attack the PCs directly, they can make them feel quite unwelcome.

Sample Survivors:

- What was once a ghost town in the wastelands has been brought back to life by a tribe of survivors. The survivors found water in the town well, and have started growing crops in what used to be a small park. Whenever strangers pass through town, the survivors hide in the crumbling buildings and cover their gardens with tarps and rubble.
- An old woman known affectionately as "Grams" has appointed herself as speaker for a rag-tag band of survivors in the ruins. She has negotiated for their survival with the zealots to the north, the warlord to the east, and the gangers to the south, but just can't get the savages in the west to leave her people alone, no matter how many concessions she makes.

RESOURCES

In *Redline*, scarcity is the rule. Food, fuel, and ammunition are all in short supply, and one hard-luck survivor might gladly kill another for a gallon of clean water. Resources are precious, and the battle to own them lies at the heart of virtually every conflict.

Money is useless in the post-apocalyptic economy. Resources are traded on barter. If a highway nomad has excess fuel, he may trade it for food. If an oasis farmer has more food than his family needs, he may give it to a traveling scholar who can teach his children to read.

Barter exchange rates depend entirely on the situation. A gallon of water might be worth three gallons of fuel to a well-fed fuel merchant, but worth nine gallons of fuel to a parched road warrior.

Water

Water lies at the top of everyone's hierarchy of needs. It doesn't matter how big your gun or how fast your rig if you're dying of thirst in the middle of the wastelands.

It doesn't rain much these days, so most water is found deep beneath the ground. In the wasteland, this means ancient wells left over from before the war. In the green zones, water trickles up out of the earth in cold, clear streams. In the ruins, wells and streams are virtually unheard of, so their inhabitants are forced to seek out old cisterns and sewage plants for water to drink.

Finding water is one thing, but making sure it's clean is something else entirely. Water is often tainted with the Creep. This isn't much of a problem in the green zones, but it's a danger in the wasteland and a constant threat in the ruins.

Food

Farms and supermarkets are forgotten relics of the past. To keep their bellies full these days, folks rely on subsistence gardens, livestock, scrounging, and the occasional hunting trip.

Small green gardens are a staple in most settlements. Some gardens are communal, but most belong to a single person or family. They are often protected with barbed wire, pit traps, and armed guards.

Many settlements raise a handful of pigs, goats, and camels for meat. The only people with large herds are the nomadic drovers who drive their herds from one oasis to the next, staying long enough for their animals to graze but not long enough for the beasts to deplete the site of all its greenery. Drovers are constantly looking out for rustlers and attacks from rival nomad tribes.

In the ruins, scrounging is a dangerous but viable way to find your supper. There are thousands of cans of mystery food buried beneath the debris of the city, and most of it's still good. Outside the ruins, unopened cans of food are considered luxury items, easily worth twice their weight in water.

In some large green zones, hunting is an option—but it's never safe. Only the toughest animals have survived, and they aren't afraid to fight back. What's more, due to

radiation, evolution, or some twisted combination of factors no one understands, some of them have *changed*.

FUEL

Food and water mean life, but fuel means freedom. With fuel in their rigs, the characters' world is an open road. Without it, they're either stuck where they are, or worse: forced to walk.

Traders are often found in fuel towns, where they load up as much fuel as they can, then set out to re-trade it for a profit. Small-time traders might drag a few cans of fuel in a wagon behind them or carry a few bottles on their person. A larger-scale operation may include a tanker truck and a crew of redliners to help fight off the road gangs. Trade caravans often haul fuel as well, though they are notorious for watering it down and dealing in low-octane goods.

High-test fuels are rare; they are made by individuals working with unstable and mysterious chemicals. Some of these nitro-riggers are entrepreneurs, selling their goods to the highest bidder. Many are in the "employ" of a single master who provides them with everything they need—except the freedom to leave.

SALVAGE

Rigs break down. Ammunition runs out. Guns get smashed by axe-wielding mutants. When these things happen, the characters need to find salvage.

Salvage is a broad term that includes anything from before the war that isn't commonly made anymore: guns, ammunition, tires, spare engine parts, and so on. In the wastelands, characters can sometimes discover salvage in abandoned ghost towns or ancient compounds, but the pickings are typically slim. Most green zones weren't populated or developed before the war, so there is little salvage to be found there. Finding salvage, then, means heading to the ruins.

Searching the ruins for salvage is very dangerous. Explorers not only have to worry about Creep pockets and building collapses, but must keep an eye out for mutants and other, less human monstrosities. The danger is often worth it, however, since salvage can fetch a high price on the open market.

Of course, if the PCs don't want to risk their lives looking for ammunition, they can usually trade for salvage instead. Most ruins have at least one trading post outside the danger zone. The prices are outrageous, but it's easier than sucking lethal Creep or fighting off a pack of cannibals.

ARTIFACTS

In a world of chaos, there are still some things that aren't for sale. These artifacts are unique items of such value that anyone would fight to get them, and most would kill to keep them.

Artifacts include potentially life-saving technological items like Creep counters, crank-powered flash-



lights, and working walkie-talkies. They also include useless items that have historical significance and act as status symbols: personal music systems, hand-held video games, pretty jewelry, or any number of gizmos.

A character known to have an artifact is often the center of attention. The artifact-holder may turn this attention into power ("Give me food and I will let you watch The Deeveedee!") or may have to protect his artifact against thieves and vandals. Rivals, enemies, and opportunists are often found hovering around an artifact-holder, waiting for a chance to strike.

Some example artifacts are described below. Feel free to come up with your own artifacts.

Creep Counter: This hand-held device clicks when there are dangerous levels of radiation, harmful chemicals, or even biohazards nearby. It emits different clicks with different types of dangers, but to most folks it's all just the Creep. The more Creep nearby, the faster it clicks.

Forever Light: This is a large flashlight powered by a built-in, hand-cranked generator. For every minute you turn the crank (up to 10 minutes), the flashlight will give light for two minutes.

Lowlight Goggles: By wearing these goggles, characters can see by starlight as if it were daylight. The goggles need some light source to function, however, and are useless in absolute darkness.

Freezer: Also known as a "cold box," freezers are great for storing food for long periods of time. A few of



them even make ice. They are very heavy, however, and fragile. They also require electricity to work.

Complete Tool Set: This is the motherlode, the holy grail, the best gift a rigger could ever receive. It is the ultimate tool set with everything anyone could ever want—except for power tools, of course.

Video: A television with video player. It needs electricity, but its owner will never want for friends.

Other possible artifacts include talking toys, electric fans, video recorders, books, global positioning systems, bicycles, instant cameras, and ancient cell phones that talk or sing if you press the sacred buttons in the magical order.

Expert Services

If the PCs want to translate an ancient map, get their gear patched up, or learn how to get their settlement's generator back on-line, they will need the services of an expert. Blacksmiths, riggers, and gunsmiths keep the characters' gear operational. Scholars offer literacy and a basic understanding of history, geography, and the sciences. There are professional entertainers, as well, but few can make an honest living at the trade; most supplement their income through theft, scrounging, and doing "private shows."

REGIONS

The world is divided into three types of regions: wastelands, ruins, and green zones. Wastelands are the dry, dead regions that wouldn't be worth visiting if it weren't for all the fuel found there. Ruins are all that's left of the great cities, full of salvage and crawling with mutants. Green zones are hidden paradises with plenty of water and food as well as mysterious dangers.

Wastelands

The wastelands are desolate, lonely regions of shifting sands, stone lands, and endless plains.

The shifting sands are covered with dunes that are always in motion, flowing from one to the next. The inexperienced traveler can easily get lost in the sands, for there are no landmarks here.

The stone lands take their name partly from their thin, rocky soil, but also from the stone towers that rise suddenly from the desert floor. These towers are not man-made, but have taken on strange shapes: buttes, spires, and tall mounds reminiscent of insect nests.

The endless plains are crisscrossed with cracks and dotted with strangled cacti and bits of greenery. If one is looking for natural life in the wastelands, the plains are the best place to find it. Tiny creatures feed on the plants, and larger predators feed on the creatures. They also feed on people when they get the chance.

All three terrains are hot and arid. Between the blazing sun and the howling winds, the wastelands can suck a traveler dry in under a day.

RESOURCES

Water is scarce everywhere, but it's especially hard to find in the wastelands. Food is likewise limited. The few plants found in the wastelands are tough, hardy, and largely inedible. The animals are just as bad, and likely to attack a would-be hunter.

What the wastelands lack in water they make up for in fuel. In isolated compounds across the region, oil derricks and refineries pump away day and night, churning out gasoline for survival and profit. These compounds are usually well-defended settlements in their own right. The people in these settlements trade their fuel for whatever other resources they need—most often water and ammunition.

Salvage hunters never know what they will find in the wastelands. They can search for weeks and find nothing, then top a sand dune and see an abandoned military base stretched out beneath them, untouched since the war and ready to be looted. Salvage is relatively rare, but when an old vehicle, house, underground bunker, or factory does turn up, chances are good that whoever discovers it will be the first.

HAZARDS OF THE WASTELANDS

Sand Traps: The dunes of the shifting sands can be treacherous. Characters running or charging across the sand must make a Clamber check (DC 15) every round to avoid tripping. There are also patches of "sucking sand" that can pull a person beneath the sand to suffocate. Characters who succeed at a Spot check (DC 25) detect sucking sand before stepping in it. Those who step in it must make a Strength check (DC 15, +1 for each previous check) to work their way out. Characters that fail 3 checks in a row have been pulled under and begin to drown.

Winds of Madness: In the wastelands, the wind is a constant companion. Sometimes it whispers and sometimes it howls. Sometimes it whips up terrible storms that can bury a car under a half-ton of sand, but it never fades away completely. For every day after the first that a character spends in the wind, he must make a Will save (DC = 10 + 1 per day spent in the wind). If he fails, he suffers 1 point of temporary Wisdom damage and suffers an auditory hallucination (whispering voices, screams, music, etc.). These hallucinations become more intense with each failed Will save. A successful save ends the hallucinations.

Sand Storm: When the wind hurls a wall of sand at you, it's best to take cover. A sand storm can last up to 3d6 minutes. Exposed characters take 1 point of damage each minute. Characters in shelters, on the other hand, run the risk of being buried. The storm dumps 1d6 inches of sand on a shelter or vehicle each minute.

Creep Clouds: Green, toxic clouds of Creep drift across the wastelands. Anyone caught in a Creep cloud receives 1d4 points of Creep per round (no saving throw). Luckily, Creep clouds are relatively slow-mov-

ing and easy to spot (even at night, they are lit by internal lightning), so staying ahead of them is rarely a problem. There are stories of clouds changing direction and following people—but they probably aren't true.

Dehydration: In the wastelands, a character must drink three gallons of water per day to avoid dehydration. A character can go without water for one day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check every hour (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage. This subdual damage cannot be recovered until the character gets water.

SITES AND FEATURES

Crumbling Complexes: There are any number of ancient industrial compounds and military bases sprinkled across the wastelands. Many of these have already been torn apart for salvage, but some are still intact, and all of them are full of adventure possibilities. The PCs can find all sorts of amazing plot devices—and stir up all kinds of trouble—by poking around these colossal monuments to an earlier age.

Fields of Glass: There are places in the wastelands where the earth has turned to hard, smooth black glass, stretching for miles. It's generally assumed the glass was formed during the war, but no one knows for sure. What is known is that the glass can be chipped off at the edges, and is good for making blades and arrowheads. Redliners also make liberal use of the fields as dueling arenas when there's a score to be settled . . . it's the widest patch of smooth ground a body's likely to find anywhere, and so what if it's a little slippery? That just adds to the challenge.

Bottomless Pits: While these enormous holes in the ground may not be truly bottomless, no one has touched bottom and lived to say otherwise. It's a common belief that the pits opened up right after the war, though no one can say why or even what they are. Anyone living near a bottomless pit is sure to be full of stories about hideous mutants squirming up out of the hole on moonless nights to hunt for human brains. Or maybe the pits are entrances to ancient fallout shelters stocked high with food and ammunition. Some have even rumored the pits are all connected, and if you jump into one, you will "fall" up out of another, hundreds of miles away.

RUINS

The ruins are vast, chaotic forests of metal, stone, and broken glass. They are all that remain of once-great cities destroyed by the war and the dark years that followed. Now they are corpses, rotting and poisoned, left as carrion for scavengers to fight over and pick clean.

Because the cities were primary targets during the war, the ruins are plagued by the Creep. Some are completely uninhabitable; even the "cleanest" ruins still have areas of contamination so thick, it's death to enter them.

Nevertheless, the ruins are more densely populated than any other region. Many live here because they are drawn to the remains of civilization. Others are descend-



ents of the original city-dwellers who survived the war by burying themselves in shelters. Still others come to the ruins looking to make their fortune in salvage. For those willing to risk their lives, the ruins are an opportunity to strike it rich . . . or die trying.

RESOURCES

The ruins are full of salvage. They're practically *made* of salvage, though only a portion of it is worth anything in trade. Tools, blades, guns, flashlights, and other portable, immediately useful items are worth alot anywhere. Beams of wood, sheets of metal, and other raw materials can be worth dragging out of the ruins, but it's best to have a paying customer lined up first. Generators, ancient vehicles, and other large objects are worth quite a bit in trade, but they are difficult to move, so it's rarely efficient to do so. (Scavengers sometimes work together on these large items and split the profits, but these partnerships never last long.)

There is water in the ruins, but it's not always safe to drink. Old cisterns, sewers, and water pipes have accumulated water, but it's a gamble whether it's pure or not. It rains here more frequently than in the wastelands, but even the rain water is often tainted, and sometimes burns the skin when it falls.

Food in the ruins is limited to whatever the local settlements can grow in their gardens or scrounge out of ancient grocery stores. There's no space for growing large fields of crops or herds of animals.

Fuel is even more limited in the ruins. Any reserves from before the war (such as those found in gas station tanks) have long since disappeared, and there is little raw material for making more.

SETTLEMENTS

Settlements in the ruins tend to be on the outer rim of the ruins themselves, where the contamination is the weakest. These settlements are built in or on top of the remains of ancient buildings. If these buildings are spread apart, a settlement can sprawl for miles. A single large, ruined city may have many different settlements.

Partially because of this spreading, ruins settlements are larger than those in the wastelands, supporting an average of 100 to 200 people.

Trading Posts: Trading posts are the link between the ruins and the rest of the world. This is where road warriors exchange fuel for spare parts, drovers exchange fresh meat for ammunition, and savages exchange skins of fresh water for composite bows and graphite arrows. By day, a trading post is a bazaar filled with competing stalls and merchants hawking their wares. By night, unsavory types prowl the alleys and dank alky-houses. As remarkable as it may seem, trading posts are relatively safe. Anyone causing trouble is banned for life.

Rigger Towns: Everyone knows the best place to buy a set of wheels (or other gear) or have it serviced is in a rigger town. Because these towns are run by riggers, they often feature electricity, running water, and other



rare technological luxuries. Security is tight in a rigger town. Only paying customers are allowed inside the electric fence, and they are escorted out when their business is done. Only riggers and their support crew (including their families) are allowed to actually live here. Most such towns were founded by rebuilders.

Aeries: Inside the ruins, far from the outer edges, people have established settlements on the roofs of the tallest buildings. Two, three, or a dozen stories up, aeries are well defended against ground-based gangers. They grow crops in their roof-top gardens and move from one building to another using rickety jury-rigged catwalks or strung wires, zipping along much faster than ground walkers. Some aerie-dwellers have gone their entire lives without setting foot on the ground.

Drain Holes: Immediately after the war, some people went underground for protection. Today, their descendents still live in the sewers and tunnels beneath the ruins. They live on sewer water, hydroponics, and rats, and sometimes trade salvage and water to “the surface world” in exchange for supplies to keep their underworld running. These “drainers,” as they are often called, are generally safe from outsiders but are often under attack by the strange, mutant creatures that share the tunnels they call home. Drain holes are usually populated by zealots, savages, or survivors.

Boomtowns: When word gets out of a very large salvage lode (a perfectly preserved hospital, for example, or a fully stocked shopping mall), dozens of prospectors descend on the location to pitch tents and stake their

claims. Traders and others quickly follow, turning the lode-site into a short-lived settlement. Boomtowns are temporary, lasting a few months at most, until the lode of recently discovered salvage is depleted. Boomtowns are exciting places to visit. The prospectors are anxious to discover their jackpots, paranoid about having their claims jumped, and alert for any opportunity to jump someone else’s claim.

HAZARDS OF THE RUINS

Water Bugs: Water in the ruins is never pure. Even if all the Creep has been processed out of it, the water may still contain bugs to which the locals have an immunity, but visitors do not. If a character drinks half a gallon or more of clean water from the ruins, he must make a Fortitude saving throw (DC 10). If he fails, he suffers 1d4 points of temporary Constitution damage 1 hour later. Each day after the first, the character must make another Fortitude saving throw (DC 10) or suffer another 1 point of Constitution damage. If the character succeeds, he has adapted to the “water bugs” and need not make any more saving throws.

Hot Zones: The ruins are riddled with Creep. Hot zones can be as small as a 20-foot circle on the floor of a fallout shelter, or as large a 10-block government building complex. Some hot zones glow, others give off a chemical smell that can be detected with a Survival (ruins) check (DC 18) or by animals trained for the purpose. The worst have no signs other than the bodies of

those who traveled here before.

Burning Rain: When storm clouds gather over the ruins, the locals head for cover. Any time it rains in the ruins, there is a 20% chance that the clouds are dropping burning rain, an acid that deals 1d4 points of damage each round to any living creature it touches. Burning rain looks the same as normal rain, so it's difficult to tell one from the other.

Old Air: Some of the ancient buildings found in the ruins have not been disturbed since before the war. Characters exploring them risk ingesting what ruins-dwellers call "old air." Maybe it's the air itself, or maybe it's some sort of mold or fungus, but whatever it is, it can cause hallucinations and respiratory illness in those it infects. Characters can avoid infection by wearing air filters or filtering masks. A character exposed to old air must make a Fortitude saving throw (DC 15) after 15 minutes of exposure, and every 15 minutes he remains in the area. If he fails, he suffers one temporary point of Constitution damage and begins hallucinating. Hallucinations caused by old air start out seeming realistic (hearing voices, seeing things that could be there but are not) but turn increasingly bizarre after the first five or 10 minutes. Hallucinations last for as long as the character remains in the area of old air, plus an additional 5 minutes. More than a few prospectors have, under the influence of old air, become convinced that their friends were monsters and turned on them.

Green Zones

Mother Nature isn't dead. She's just hiding. The world is littered with natural nooks and crannies that survived the war. The water runs clear in these hidden valleys, plants still grow, and animals flourish.

Green zones are far enough from the cities to have avoided not only the bombs themselves but the chaos of the dark years as well. They also avoided the worst of the Creep, but weren't able to escape its effects entirely. The Creep twisted many of the animals here, mutating them into dangerous parodies of what they once were.

Green zones are small, no more than 10 to 20 miles square, and always centered around a source of fresh water. Many are narrow valleys with cold streams bubbling up from the earth on one end, running down the length of the valley, then dispersing into a swamp, pond, or delta. Some green zones are rich in trees, while others are lush grasslands.

Because they are full of life, green zones attract predators. The worst of these are human predators. When word gets out of a green zone nearby, people from across the wastelands flock to the site to fight for their piece of paradise. Green zone settlements, therefore, are either extremely secretive or extremely well defended.

Resources

Green zones rarely lack for water. Most are fed by deep streams, and a handful even get rain if their geography is right. With water comes food. A few green zones naturally produce food in the form of berries, nuts, and fruit. Most green zone settlements grow small

gardens near the water (while they may have enough water to support larger fields of crops, few have the equipment or knowledge for efficient irrigation). Some settlements raise small herds of goats or sheep, and most fish and hunt. Hunting is dangerous, however; not only are the human hunters competing with vicious predators, but the Creep-tainted prey often fights back.

Settlements

Green zone settlements are usually small and isolated, with populations between 50 and 75 people. With the exception of water towns (see below), these settlements typically have no interest in trade or any other contact with outsiders. They already have everything they need to live, and outsiders only bring trouble.

Zone Farms: The most common green zone settlements, zone farms survive on crops grown next to the water and a handful of livestock kept in nearby pens. The people live in caves, trees, or simple mud huts. Each family owns its own chunk of land, and competition between families can become fierce. This competition sometimes turns to violence as one family takes over another's crops and livestock. Zone farms are commonly populated by survivors and savages.

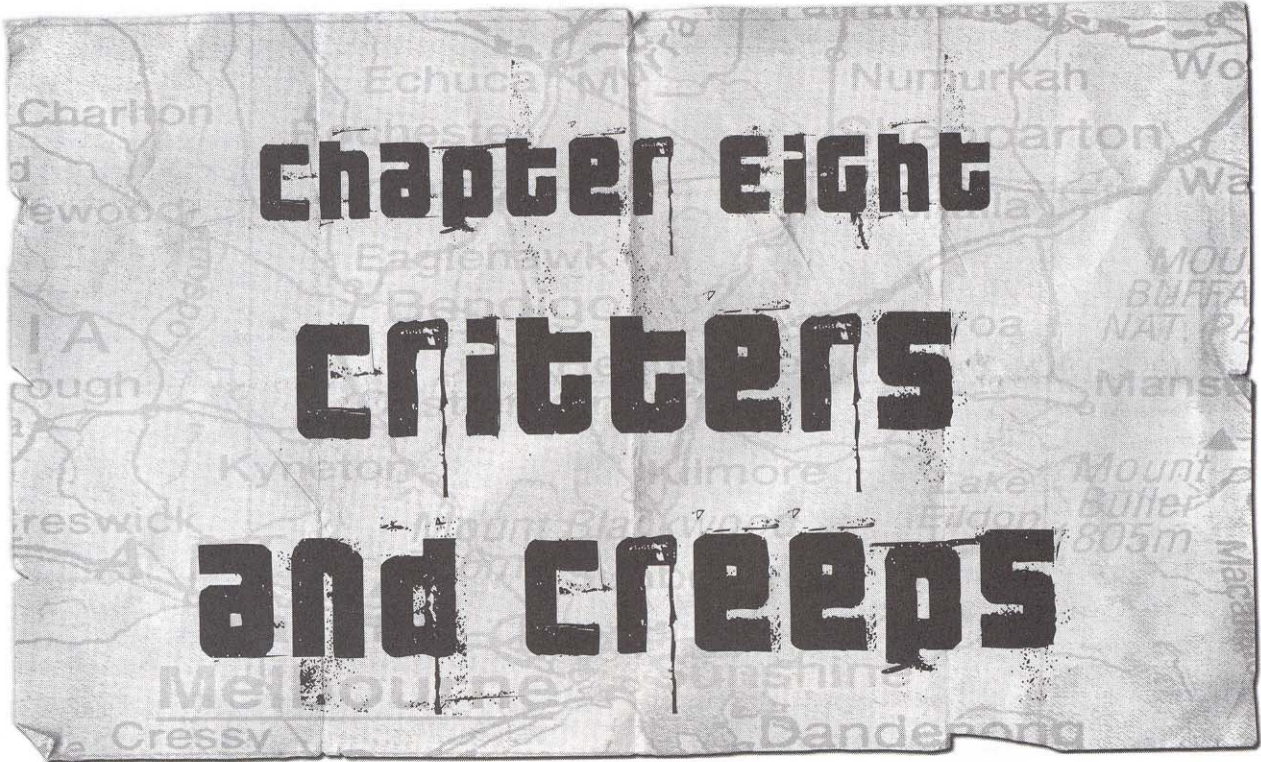
Water Towns: The heart of a water town is the spring. This spot, where fresh water comes up from the earth, is the most protected site in the settlement. Water is a commodity to be traded for salvage, services, and the goodwill of other settlements. Water towns are very well defended with high walls, guards, and traps. Many trade caravans include water towns on their routes. Water picked up here can be traded anywhere for just about anything—and it only gets more valuable the further you are from the water town.

Hazards of the Green Zones

Quicksand: Quicksand is a common occurrence in the green zones. While the locals are probably aware of any patches of quicksand in the area, they may not be willing to share that information with outsiders. Characters who succeed at a Spot check (DC 20) detect quicksand before stepping in it. Those who step in quicksand must make a Reflex saving throw (DC 15, +1 for each previous check) to work their way out. Those who fail three checks in a row sink all the way under the sand and begin to drown.

Mutant Critters: These beasts' mutations (commonly claws, horns, and other tools of rending) have made them more dangerous, more aggressive, and better able to protect themselves from other predators. Some mutant critters have even shifted their spots on the food chain in order to survive in the new world: herbivores have turned into carnivores; carnivores have turned into cannibals that eat their own kind.

Bad Seeds: Though not nearly so dramatic as the animals, plants have also been infected and mutated by the Creep. There are rumors of giant, man-eating plants in hidden jungle valleys, but these have never been confirmed. What have been confirmed are plants that look like edible fruits and berries, but have mutated into bitter poison (Ingestion; DC 15; 1d6/1d6 Con damage).



Chapter Eight Critters and Creeps

Gangers aren't the only things a person has to watch out for. There are man-eating zombies, horrible tentacled things slinking through the sewers, albino monkey-men who steal livestock and turn invisible at night, and worse. Some of these are just tales for the campfire, but some of them are true. A few such critters and creeps are detailed in this chapter. Additionally, provided below are a list of creatures from the MM that are likely to lurk in the dangerous places of your *Redline* game.

In relation to the bornagain's smite mutie ability, each creature should be assigned an effective Creep contamination threshold. The weirder the creature, the higher the threshold should be. Here is a list of sample creatures and their thresholds: Animal, 1st; dire rat, 2nd; giant owl, 3rd; giant ant, 4th; assassin vine, 5th; yrthak, 6th; black pudding or rad vamp, 7th.

Green Zone Creatures: Aboleth, Animals, Assassin vine, Black pudding, Chuul, Dinosaurs, Dire animals, Fungus, Giant bee, Giant eagle, Giant owl, Giant praying mantis, Giant wasp, Girallon, Hydras, Monstrous spider, Ochre jelly, Roc, Shambling mound, Spider eater, Stirge, Tendriculos.

Wasteland Creatures: Ankheg, Bulette, Delver, Giant ant, Giant bombardier beetle, Giant eagle, Giant fire beetle, Giant lizard, Giant stag beetle, Grimlock, Howler, Krenshar, Monstrous centipede, Monstrous scorpion, Monstrous spider, Purple worm, Spider eater, Thoquua, Umber Hulk, Wyvern, Yrthak.

Ruins Creatures: Black pudding, Carrion crawler, Darkmantle, Dire bat, Dire rat, Dire weasel, Gelatinous cube, Giant owl, Giant wasp, Gray ooze, Grick, Kuo-toa, Ochre jelly, Phantom fungus, Roper, Shrieker, Skum, Snakes, Violet Fungus, Vipers.

The monster descriptions provided here do not have treasure entries (as treasure in *Redline* is often a plot device, rather than a monetary unit) or alignments.

MUTIES

Muties are twisted, dangerous parodies of humanity that lurk at the edges of what little civilization remains. They are aggressive and violent, preying on any weaker than themselves. Most are little more than beasts, foraging for food and simple pleasures. Many hunt humans for meat. Some take human captives, and amuse themselves by subjecting their prisoners to unspeakable ordeals.

Intelligent muties are as rare as they are deadly. Unlike their slaving brethren, these "thinkers" are capable of devising elaborate plots and carrying out complicated schemes. They have grandiose dreams, such as eradicating humanity and rebuilding civilization with muties as the dominant species.

Muties usually live in small packs of 2 to 10, either staking out a location as their territory or living on the road, always looking for their next meal. If a mutie pack includes a thinker, the pack is larger (11 to 30 members) and may use guns and other salvage items.

The muties presented here were subjected to mostly physical mutations that have turned them into little more than Creep zombies. For simplicity, assume that their mutations have led to the statistics and ability scores presented. Hundreds of other muties may be created using the tables in Chapter 7.

	"Young" Mutie (5th Threshold) Medium-size Humanoid	"Adult" Mutie (6th Threshold) Medium-size Humanoid	"Elder" Mutie (7th Threshold) Medium-size Humanoid
Hit Dice:	1d8+5 (9 hp)	2d8+13 (22)	3d8+21 (34)
Initiative:	-1	-2	-3
Speed:	30 ft.	20 ft.	20 ft.
AC:	13 (-1 Dex, +3 armor, +1 natural)	12 (-2 Dex, +2 armor, +2 natural)	11 (-3 Dex, +1 armor, +3 natural)
Attacks:	Club +0 melee	Slam +4 melee	Slam +6 melee
Damage:	Club 1d6	Slam 1d6+3 plus Creep	Slam 1d6+4 plus Creep
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	By mutation	By mutation	By mutation
Special Qualities:	By mutation	By mutation	By mutation
Saves:	Fort +4, Ref -1, Will +2	Fort +8, Ref -1, Will +3	Fort +9, Ref -1, Will -2
Abilities:	Str 10, Dex 9, Con 14, Int 6, Wis 10, Cha 10	Str 16, Dex 7, Con 20, Int 5, Wis 10, Cha 4	Str 18, Dex 5, Con 22, Int 4, Wis 8, Cha 4
Skills:	Clamber +4, Listen +2, Spot +2 Alertness, Toughness	Clamber +5 Power Attack, Toughness	Clamber +6 Cleave, Power Attack, Toughness
Climate/Terrain:	Any	Any	Any
Organization:	Solitary, pack (2-10), or tribe (11-30)	Solitary, pack (2-10), or tribe (11-30)	Advancement: Solitary, pack (2-10), or tribe (11-30)
Challenge Rating:	1/4	1/2	1
Advancement:	By character class	By character class	4-12 HD (Medium-size)

Combat

Muties that have reached the 6th or 7th threshold have become what are affectionately called "Creep zombies." They attack any living thing that is not as Creep-infested as they, and do so with no sense of tactics or self-preservation.

Creep contamination: Adult muties—Creep pores: body oozes Creep (injury, DC 10 + Con modifier, 0/1d4 contamination). Elder muties—Creep zombie: gains slam attack 1d6 plus Creep (contact, DC 10 + Con modifier, 0/1d6 contamination).

RAD VAMP

No one knows how rad vamps get made; some say it's a matter of willpower, some say it's a matter of hatred. The fact is, they died, but thanks to the Creep, they're not done yet. They're alot like the old videses folks see about guys with fangs turning into bats and whatnot, so the folks took to calling 'em vamps, and the name just stuck.

"Rad vamp" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). The creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the character.

AC: The character's natural armor improves by +6.

Attacks: A rad vamp retains all the attacks of the character and also gains 2 slam attacks per round if it didn't already have them.

Damage: Rad vamps have 2 slam attacks that do 1d8 points of bludgeoning damage each.

Special Attacks: A rad vamp retains all the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 rad vamp's HD +

rad vamp's Charisma modifier unless noted otherwise.

Domination: A rad vamp is all Creep, and it responds to his commands like a cobra to the snake charmer. As a standard action, a rad vamp can gaze at any humanoid and control it with his words. This works exactly like a *suggestion* spell, except that the rad vamp may, if the target fails his saving throw, give new suggestions every round as a free action. The target gets a saving throw whenever a new suggestion is given. The ability has a range of 30 feet.

Targets with no Creep contamination points automatically make their saving throws, while those with creep receive a -2 penalty per threshold they've reached. Rad vamps therefore tend to surround themselves with those of the 6th and 7th threshold, who become so used to his control that they often stop resisting.

Strength Drain: Characters hit by a rad vamp's slam attack must make a Fortitude save or suffer 1d4 temporary points of Strength damage.

Life Drain: A rad vamp can drain the very life from a living victim, using the siphoned vital force to keep its Creep-infected body alive. First it must make a grapple check. If it pins the foe, it drains vital life energy, inflicting 1d4 points of temporary Constitution damage each round the pin is maintained.

Creep Taint: A rad vamp does not merely steal life energy, it also leaves behind a trace of the Creep that keeps it mobile. For every point of Constitution suffered by a rad vamp's life drain ability, the victim also accumulates 2 contamination points.

Spawn Zombies: A humanoid slain by a rad vamp's life drain attack rises as a rad zombie after 1 hour. The new rad zombie is under the command of the rad vamp that created it and will follow its directions until its master's death, at which point it becomes a free roaming rad zombie.

Children of the Night: Rad vamps prefer the vital life forces of humans, but are not limited to them. They

feed on minor animals when necessary, and as such often have swarms of Creep-tainted animals near them. Once per day the rad vamp can call forth a pack of 4d8 dire rats, dogs, or Small vipers, or 2d4 giant lizards, riding dogs, or Medium-size vipers. For simplicity, give the creatures a +1 to natural armor, a +2 to Strength and -2 to Dexterity, and the Toughness feat to reflect their Creep taint. These creatures arrive in 2d6 rounds and serve the rad vamp for up to 1 hour.

Special Qualities: A rad vamp retains all the special qualities of the base creature and those listed below, and also gains the undead type.

Damage Reduction: A rad vamp's undead body is tough, giving the creature damage reduction 5/— against archaic weapons. It also seems mysteriously resistant to most gunfire, giving it damage reduction 15/— versus firearms.

Spider Climb: A rad vamp can climb sheer surfaces as though with a *spider climb* spell.

Fast Healing: A rad vamp heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a rad vamp automatically dissolves into a pile of Creep-tainted ectoplasmic goo, which has the stats of a gray ooze and inflicts Creep (contact, DC 14, 1/1d6 contamination).

Base Saves: Same as the character.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As undead creatures, rad vamps have no Constitution score.

Skills: Rad vamps receive a +8 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the character.

Feats: Rad vamps gain Alertness, Cleave, Dodge, Improved Initiative, and Power Attack, assuming they meet the prerequisites and don't already have these feats.

Climate/Terrain: Any land and underground.

Organization: Solitary, pair, gang (2-5), or troop (1-2 plus 2-50 rad zombies)

Challenge Rating: Same as the base creature +5

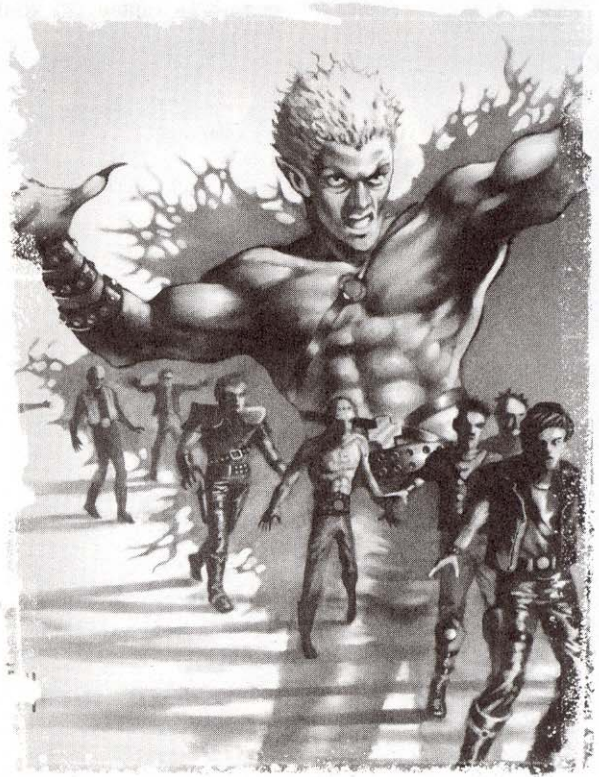
Alignment: Always chaotic evil

Advancement: By character class

Rad Vamp Weaknesses

Rad vamps are terrified of fresh water. No one knows why, but water untainted by the Creep hurts them. A gallon of fresh water thrown as a grenade weapon does 1d6 points of damage to a rad vamp. Holding a rad vamp submerged in fresh water does 1d10 points of damage per round.

The rad vamp's Creep-tainted body also cannot deal with the radiation inflicted by the sun's rays. Exposing any rad vamp to direct sunlight blinds it. If it remains in direct sunlight for longer than one minute, it begins to suffer temporary Strength damage at a rate of one point per minute. If reduced to zero Strength, the rad vamp is helpless until the sun sets or it somehow gets under cover. It regains Strength at a rate of one point per 10 minutes.



RAD ZOMBIE

Medium-Size Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 11 (-1 Dex, +2 natural), touch 11, flat-footed 11)

Attacks: Slam +2 melee

Damage: Slam 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Creeped out, contaminated, partial actions only

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1

Feats: Toughness

Climate/Terrain: Any

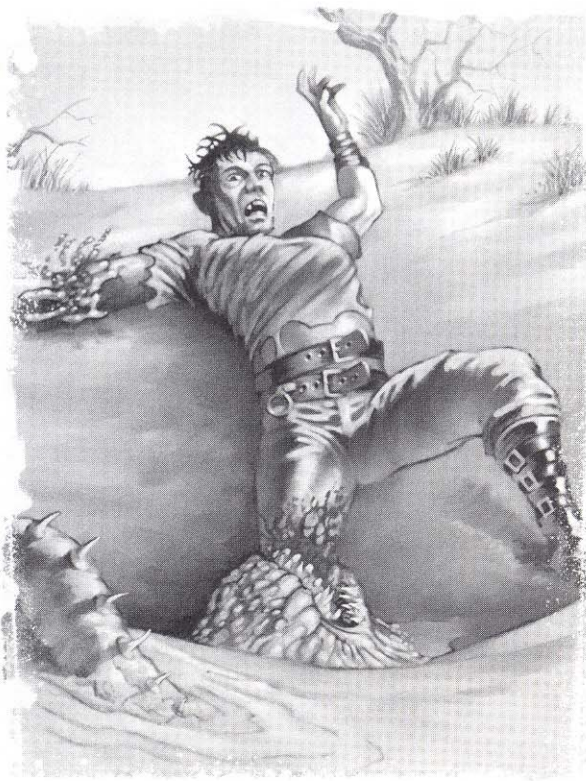
Organization: Pack (2-5), posse (6-15), or horde (16-30)

Challenge Rating: 1

Advancement: 3-6 HD (Medium-size)

Rad zombies are people that are dead . . . but don't know it yet. They died, usually of exposure, thirst, or starvation, in Creep-heavy areas, and the Creep somehow keeps 'em going. Rad zombies are always looking for living flesh. Some with the knowhow and guts to study 'em say they prefer human brains . . . something about a chemical in there easing their agony.

Rad zombies look much like they did before succumbing to death, but with sunken faces, sallow skin, and cloudy eyes. Sometimes they pick up wounds that begin to rot, so portions of their body are often leprous and decaying. Rad zombies are incapable of speech,



reacting to stimulation (excitement, pain, surprise) with a wheezy groaning.

While they aren't smart enough to work as a group, rad zombies do have a herd mentality. They all swarm toward the nearest food source; once that source is used up, they move en masse towards the next nearest food source, where other rad zombies may already be feeding. In this fashion, rad zombies can eventually turn into hordes if left unchecked.

Combat

Rad zombies may drag crude clubs around with them, but rarely remember to use them in combat. They never use guns or ranged weapons, though a rare few may still be carrying them from before their infection.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Single Actions Only (Ex): Rad zombies have poor reflexes and can perform only a single move action or attack action each round. Thus they can only move and attack in the same round if attempting a charge.

Spawn: Rad zombies want one thing: brains. If a human in their midst drops unconscious or dies, every rad zombie adjacent to him will immediately begin feasting on his grey matter. Four or more zombies can empty a person's brain bucket as a full-round action that provokes attacks of opportunity, two or three zombies can do so in two rounds, and a lone zombie can finish a brain all by himself in four rounds.

Anyone whose brain is eaten by a rad zombie becomes a rad zombie himself in 1d4 rounds.

SAND SHARK

Huge Aberration

Hit Dice: 8d8+40 (76 hp)

Initiative: +5

Speed: Burrow 40 ft

AC: 13 (-2 size, +1 Dex, +4 natural)

Attacks: Bite +12 melee

Damage: Bite 4d6+12

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Tremorsense

Saves: Fort +7, Ref +3, Will +6

Abilities: Str 26, Dex 12, Con 21, Int 4, Wis 11, Cha 10

Skills: Move Silently +12, Hide +4

Feats: Improved Initiative

Climate/Terrain: Wastelands (shifting sands)

Organization: Solitary or school (2-4)

Challenge Rating: 7

Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)

The sand shark is a stealthy predator that lives beneath the shifting sands of the wastelands. It hunts by bursting up through the sand and consuming its prey.

A sand shark has a roughly tubular body, the front end of which is all mouth and teeth. It has a row of fins down its spine, the largest of which is visible above the sand just before it attacks. Its underside is lined with powerful digging arms for "swimming" through sand.

Sand sharks cannot swim through rock or thick roots, so they cannot enter the stone lands or endless plains of the wastelands, or any ruins or green zone.

Combat

Sand sharks launch themselves out of the sand, take a bite at their prey, then disappear beneath the earth. Once they engage a person or party, they will continue to harry that prey until it is defeated or moves where they cannot follow.

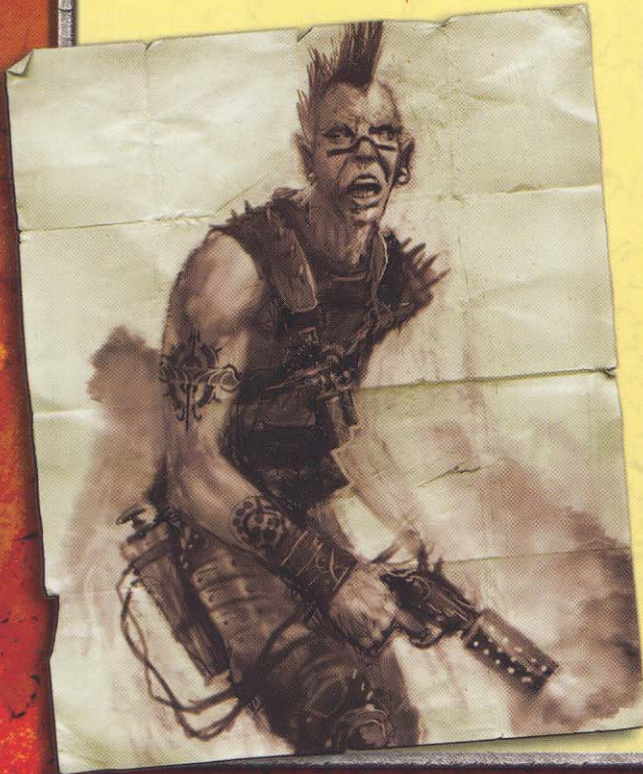
Improved Grab (Ex): To use this ability, the sand shark must hit with its bite attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): A sand shark can try to swallow a grabbed opponent (or vehicle) of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of crushing damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The shark's gullet can hold one Large, four Medium-size, sixteen Small, or sixty-four Tiny or smaller opponents.

Tremorsense (Ex): Sand sharks can automatically sense the location of anything within 60 feet that is in contact with the ground.

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