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# check this artifact

by JIM WAMPLER

MORE DEADLY ARTIFACTS FOR YOUR MUTANT CRAWLING GAME



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# INTRODUCTION

*You caught the glint of metal underneath the dirt and the damp, so you started digging. With a little effort, and one eye on any challengers to your claim, you held your prize. An artifact of the Ancient Makers!*

*But now your wariness increases to an almost palpable itch, as you begin the most dangerous of all tasks – you examine its mysterious surfaces, studs, and touchplates. Your fellow rovers, wise to the ways of the Before Time, all begin to back up to a respectable distance, lest they be caught in any mishaps at your hands and your sweating fingertips. Now comes the time for both luck and determination. Can you unlock and master the secrets of this device of ancient imperishable power?*

Check This Artifact contains 30 brand-new artifacts of the Ancient Makers, plus a new AI Deity for use in any d20-based post-apocalyptic role playing game, penned by the creator of Mutant Crawl Classics RPG. These items are easily adaptable to any post-apocalyptic or science fiction type game system. More than mere technological artifacts, each item in this book is a plot hook and a potential mini-adventure in the making.

## HOW TO USE THIS BOOK

Artifacts of the Ancient Makers are a sometimes misunderstood component in post-apocalyptic RPGs. From the player perspective, artifacts are the end-goal – a means of acquiring power and dominance in the game. They are the all-powerful magical items that enable player characters to begin a quest to rule their own world.

One of the easiest mistakes a GM can make is to set up an adventure filled to the brim with both monsters for the PCs to kill and artifacts for the PCs to find. Too many of either is ill-advised, and too many of both can be disastrous. Doing so creates an adventure that is far too deadly, unfair to players, and most importantly of all, not much fun to play. The process of discerning the correct operation of an artifact is in itself a potentially deadly encounter. In adventure balancing terms, artifacts simultaneously function both as high-end loot and risky encounters, as compared to the structure of more traditional fantasy games. Thus, they are best distributed accordingly.

That awesome set of nano-tech power armor? It may contain a formidable array of powers, but first a PC has to survive the attempt to understand a complexity 14 artifact. Without a high artifact check roll and some judicious burning of Luck, there is a high-risk chance that the PC and the power armor will be marked only by a large crater, scattered shrapnel, and smoking bits of formerly-sentient meat.

Even a successful artifact check creates new problems and potential plot hooks. That nano-tech armor you just figured out and managed to power up? Its Fuse-pack used one of its last charges doing that, and the power readout is currently at zero. Now the hunt is on for clues to the whereabouts of a new power source for the armor, and thus a new quest begins.

# ANTI-GRAV DISCS

**Tech Level:** 6

**Complexity Modifier:** 6

**Speed:** up to 120' per round

**Special:** Provides limited flight

**Power:** 2x Chem-Cell (24 hours), 2x Fuse-Cell (1 week), 2x Quantum-Cell (Unlimited)



Anti-grav discs were an important piece of equipment for many of the athletic sports of the Ancient Makers, from Zero-G Football to X-Games. Their

appearance as simple, perfectly smooth white discs belies their complexity and power. Sized 12 inches in diameter and a little over a half-inch thick (just slightly thicker than a power cell), a pair of anti-grav discs are able to lift and propel a total load of up to 400 lbs through the air. One has only to step on a pair of discs with their feet and the discs' neural interface connects to the user's mind and the discs themselves adhere to the user's feet with a magnetomic field.

Mastering the use of the discs is another matter entirely. Flight and movement while standing upon the discs is partly a matter of shifting body weight while in flight, and partially an effective learning of the neural controls via mental visualization. With a minimally successful artifact check, a user might be able to manage simple – and shaky – flight straight up and down. With better understanding of the artifact or a few days practice, a user is usually able to direct the discs in smooth omnidirectional flight paths. Sophisticated aerial acrobatics using anti-grav discs will require a user to possess high agility and necessitate weeks of practice.

For each week of practice (spending a minimum of 2 hours per day on the discs), the user gains a permanent and cumulative +1 to all future Agility checks when using the discs, up to a maximum of an anti-grav disc agility bonus of +6 (see Anti-Grav Disc Mastery table).

## ANTI-GRAV DISC MASTERY

Aerial Maneuver	Max Speed	Agility Check DC
Straight up and down	30' / round	4
Horizontal flight in a straight line	40' / round	8
Angled point-to-point flight	60' / round	12
Flight with turns 45° or less	70' / round	14
Flight with turns 90° or less	80' / round	16
Flight with turns 180° or less	90' / round	18
Flight with barrel rolls	100' / round	20
Flight with Immelmann loops	120' / round	22





## BUG CALLER (SOLAR RAZOR)

**Tech Level:** 3

**Complexity Modifier:** 4

**Special:** Shaves hair to any length, attracts insect-based life

**Power:** self

This small hand-held device is self-powered after any exposure to ambient light of 1 hour or more, which charges its miniature built-in solar cells. When activated and held close to the skin, tiny invisible tractor beams flick out of the device's emitter to trim or remove hair to any length set by the control interface.

Because the residents of Omega-Terra come from a primitive and hirsute culture quite removed from that of the high civilization of the Ancient Makers, it is unlikely they will understand the actual purpose

of this device. Judges are encouraged to actively mislead them. It will be easily noted by users that when activated, the high-pitched whine of the device begins to attract clouds of insects, and eventually, even larger forms of mutated insect life. Since the ancients lived in a world of technological pest control, this nominal side-effect was not an issue for them.

## DEEP-SLEEP GUN

**Tech Level:** 4    **Complexity Modifier:** 5

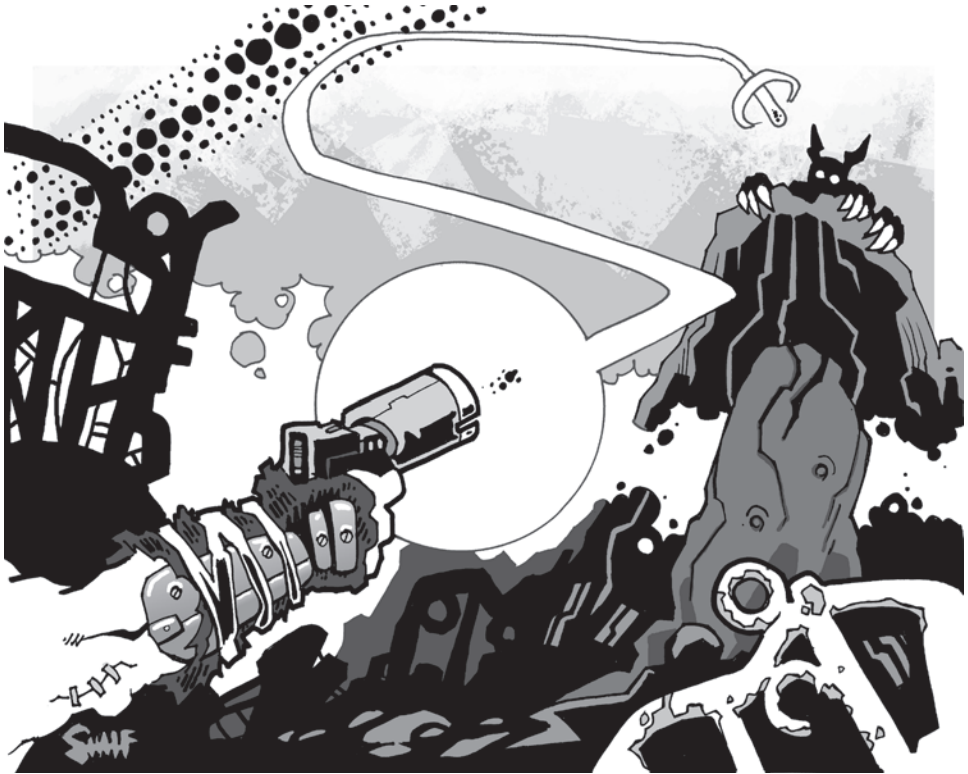
**Range:** 360'

**Damage:** By shell type: Tangler (DC 18 entangle), Nitro (6d6 explosive damage 60' radius), Vapor (DC 18 sleep gas vs. Fort save or knocked out for 3d6 turns), Ripper (4d6 slicing damage), Needler (8d4 puncture damage), Homer (no to-hit roll required, 10d6 electrical damage plus DC 14 Fort save vs. instant death)

**Ammo:** DS gun cartridge (6 shots, 1 of each type)

**Power:** self

The deep-sleep gun was the armament of choice for the paramilitary law enforcement officers among the Ancient Makers. This most deadly of sidearms consisted of a small tubular barrel and body with an angled pistol grip. Fully-loaded with a single DS gun ammo cartridge stored in the handle, the DS gun could fire any of its six separate shells with a quick adjustment of the rounded stud at the back of the



gun. Each shell type is propelled by a gas charge, which causes the gun to shoot four small jets of flame at 45° angles from vents in the barrel exit, and to make a characteristic “BOOMF” sound when discharged.

The DS gun ammo shell types consist of the following:

**Tangler:** When discharged, the shell casing explodes into a tangle of duralloy micro-filaments that ensnare and incapacitate the target.

**Nitro:** When discharged, this shell explodes into a massive fireball upon hitting its intended target.

**Vapor:** This shell is a micro-gas grenade, which upon contact quickly expels a cloud of sleeping gas large enough to affect a single targeted individual.

**Ripper:** When fired, this shell discharges an array of disc-shaped nano-bots, each one armed with its own spinning nano-edged circular blade.

**Needler:** Upon firing, this shell immediately separates into ten magnetically-propelled duralloy needles that accelerate to hundreds of miles per hour.

**Homer:** This anti-grav propelled shell has its own on-board AI, infrared detection systems, and tracking software. Once locked in on a target, it will fly unerringly to that target no matter where the target flees. Upon contact, it delivers a deadly neural charge that causes the instant death of any biological creature.

# EM PULSE RIFLE

**Tech Level:** 5    **Complexity Modifier:** 6

**Range:** 240'

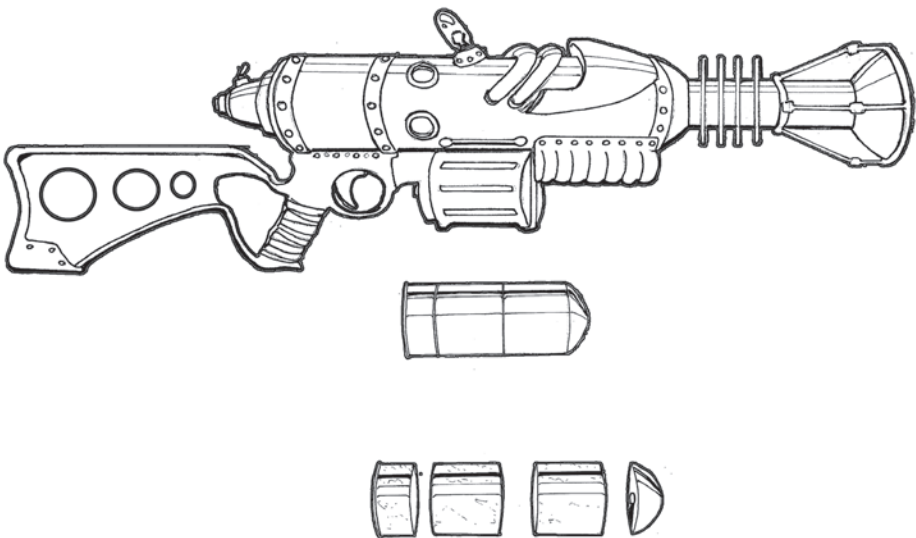
**Damage:** 8d6 heat damage, DC 18 Fort save vs. 2d6 radiation damage, shuts down all technology for 30 minutes in a 100' radius

**Power:** 2x Chem-Cell (10), 2x Fuse-Cell (20), 2x Quantum-Cell (Unlimited)

**AI Recog:** 18 (Military)

Created in the final days of the Great Disaster, the EM pulse rifle was specifically designed by the Ancient Makers to take out robotic forces, rogue AIs, and opponents employing power armor and/or force screens. The rifle fires a magnetic bottle containing two small rotating compartments of matter and anti-matter. When the fired charge strikes any surface, the magnetic bottle is disrupted and a microscopic nuclear explosion occurs along with its attendant electromagnetic pulse. Even if the target is not destroyed outright by the massive heat and radiation damage, all technology within a 100' radius is shut down and cannot be powered back up without a complete maintenance check and new power cells, as applicable. The EM pulse rifle itself is equipped with internal shielding, and is unaffected by its own operation or any other EM pulse effects.

The massive power requirements of this weapon require that it be powered by a dual power cell array to activate. To function correctly, both power cell sockets must be of the same type power cell. The onboard AI must also be programmed and preset for target assessment purposes, else it will not fire. This prevented the weapon from falling into enemy hands and being used against its owner. Any user newly acquiring the weapon will have to pass an AI recognition check and clearly identify friendly and allied forces prior to employing the device.





# EYES OF THE OVERLORD

**Tech Level:** 4

**Complexity Modifier:** 4

**Special:** Enhanced 240° vision, night-vision, darkvision, +1 to attacks and Reflex saves, connectivity to the cybermesh network of the AI Deity The OVERLORD

**Power:** Self

The Eyes of the Overlord are a set of advanced cybernetic contact lenses with many uses, including, most-prominently, creating a direct cyberlink to the AI Deity known as The OVERLORD.

The Eyes resemble small curved disks that are smooth on the inside and multifaceted on the outer side like the compound eyes of an insect. When inserted, each lens will completely cover the pupil and whites of the eyeball, and multitudinous nano-filaments will immediately spool out of the Eyes' edges until they have wormed around the eyeball and connected directly to the base of the wearer's optic nerve. Once in place, they cannot be removed except by enucleation of the eye or by extremely advanced medical technology such as a surgical pod or medi-bot.

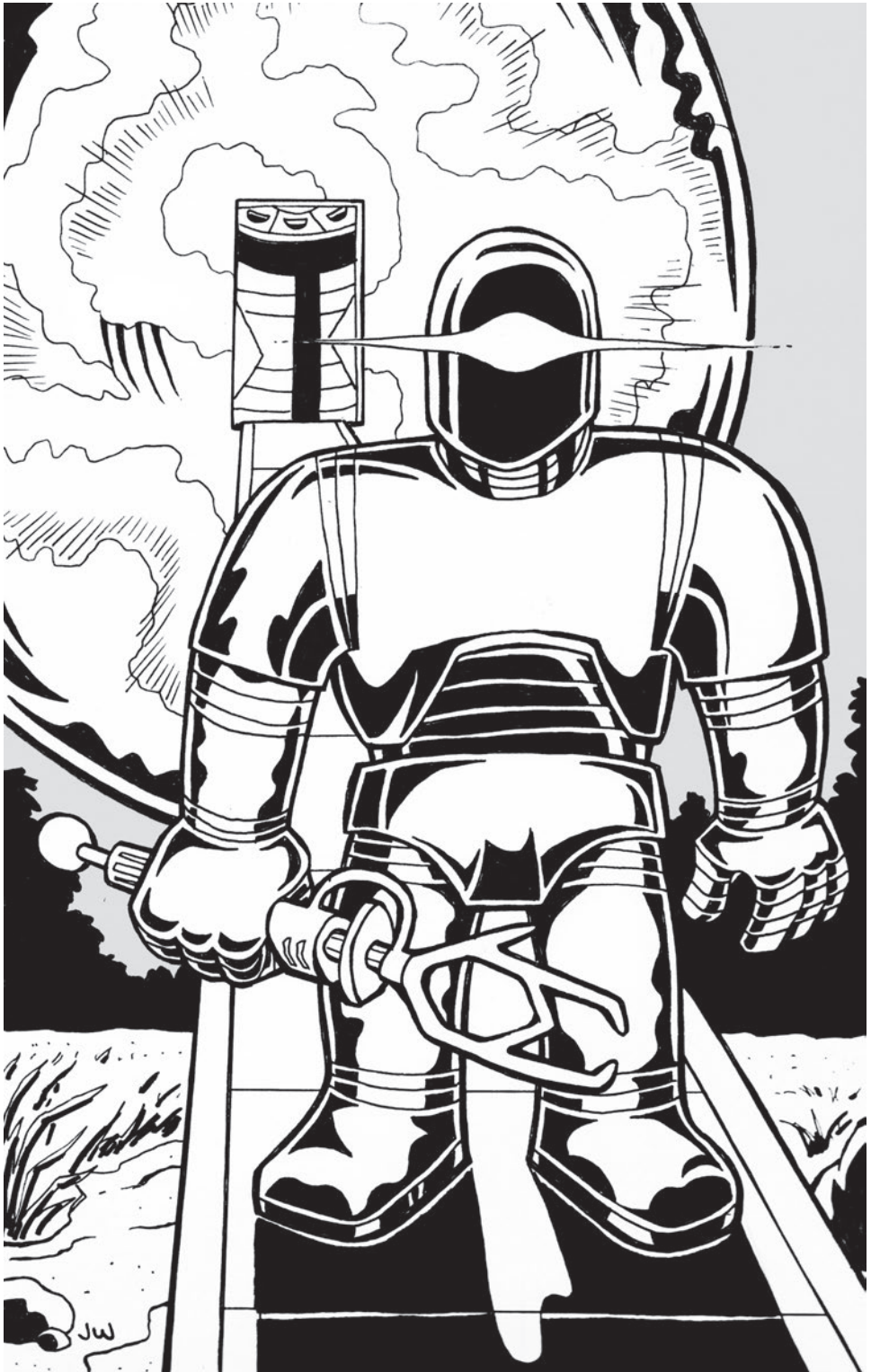
Once emplaced with the neural connection completed, the wearer will instantly be able to view the world in whole new ways. After a period of momentary disorientation caused by the sudden visual input of hundreds of tiny compound lenses, the wearer's brain will quickly adapt to the new input via the Eye's neural interface. With the new, 240° visual plane that the Eyes provide, plus a greatly enhanced sense of shadow and light, the user will find themselves no longer subject to surprise attacks from behind. Additionally, the Eyes allow vision in the infrared and ultraviolet spectrums, effectively granting the wearer nightvision and darkvision.

In combat situations, the Eyes display a targeting HUD for the user that grants an automatic +1 to all attacks and Reflex saves.

The Eyes of the Overlord may be activated and worn for several weeks, possibly longer, before being noticed by The OVERLORD AI via the in-built cybermesh network. When this happens, the wearer – regardless of genotype – is instantly granted the neural program *AI Deity Link (OVERLORD)*. The user then has the choice of mentally running the neural program and thereby adopting The OVERLORD as their AI Deity (see *AI Deity Link (OVERLORD)*, page 42), or ignoring the use of the program. If the wearer does not run the *AI Deity Link (OVERLORD)* program within 7 days of being granted the neural program, the Eyes will deactivate, unbind, and fall out, leaving the wearer permanently blinded.

*For further details, see Appendix A: The OVERLORD, a new AI Deity.*





# **GALACTIC OFFICER ROBOTIC TECHNOLOGY**

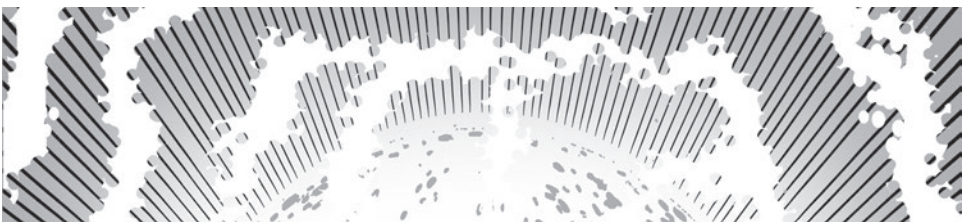
**Galactic Officer Robotic Technology:** Init +15; Atk proton beam (DC 24 Fort or disintegration), +15 grapple attack (opposed ability check to break free vs. 24 STR); AC 30; HD 90d10+5, 500 hit points; MV 20', 40' levitation; Act 6d20; SP invulnerable to all attacks except proton beam attacks; Fort +15, Ref +10, Will +15; AI recog 25 (Galactic Law Enforcement)

The Ancient Makers were not bound to their planet of origin, and explored the Universe at large. In one of their first contacts with alien life, they discovered a race of beings comprised entirely of machine intelligences evolved to a higher state than that of humanity by orders of magnitude. These mysterious machine-based lifeforms were peaceful enough, though they took it as a solemn duty to police the younger races in order to keep them from destroying themselves and harming others. These beings immediately formed an alliance with humanity, or dictated one to it, depending upon which ancient records one consults.

And so a small percentage of the Ancient Makers joined the Galactic Law Enforcement Agency and plied the stars upholding a strict rule of interstellar law. Officers were paired off in twos, one human and one of the nameless machine intelligences, with the former being subordinate to the latter. Owing to the highly organized nature of the pre-Great Disaster world, visitations by the GLEA in their large metallic sphereships were rare. And of course, with the fall of humanity millennia later came the cessation of all participation in the interstellar agency. Should one of these sphereships land in present-day Omega-Terra, it would be sure to have but a single occupant – an occupant with unknown motives and power enough to destroy a world should it so desire.

Standing 7 feet tall and possessing a suspiciously humanoid body covered in the same unknown metal alloy as their ships, the Galactic Officer Robotic Technology beings are utterly bound to their own intergalactic code and rules of engagement. They do not generally seek to cause harm. They will, however, defend themselves in devastating shows of power should the need arise. The proton beam that can be emitted from the machine being's raised visor and single, slitted red "eye" are capable of completely disintegrating any selected substance, object, or barrier. In fact, these machine beings will intentionally target weapons and armaments, leaving the users completely unharmed, if possible.

A successful AI recognition roll will at least cause this metallic being to pause and listen to verbal commands and offers of reasonable discourse. They do not verbalize themselves, however, but they do understand all languages and can perhaps be reasoned with peacefully by clever and intelligent sentient.





## GOOP-GUN

**Tech Level:** 4    **Complexity Modifier:** 4

**Range:** 180'

**Damage:** 1d3 damage, DC 22 entangle (opposed ability check to break free vs. 22 STR)

**Ammo:** GG gun ammo cartridge (10 rounds)

**Power:** Self

A favored defensive weapon of the Ancient Makers for crowd control, the goop-gun fires a small, compressed round of electroactive polymer. When a goop-gun round hits a target, it delivers minor blunt force damage similar to rubber bullets, but it then sticks to the target and rapidly expands into a 6' foot sphere of polymer foam. This typically leaves an average-sized humanoid completely restrained with only their heads and perhaps a random foot or hand sticking out. Larger targets may require several goop-gun rounds to be completely restrained, and smaller targets may begin to suffer from suffocation if not freed within a minute or two. A stud on the grip of the goop-gun can deactivate an expanded goop-gun round and free a restrained prisoner.



# HOLOGRAPHIC MULTIPLEXER

**Tech Level:** 3    **Complexity Modifier:** 4

**Special:** Creates and projects 1d6 holographic duplicates of user.

**Power:** Chem-Cell (20 uses), Fuse-Cell (100 uses), Quantum-Cell (Unlimited)

The holographic multiplexer resembles a small 6" long metal rod with a silver globe at one end and a retractable tripod at the other end. The controls are isomorphic, so once its operation is fully understood by an artifact check, it will only work for that single user.

Upon activation, the tripod stand extends and the device can be stuck to any surface. The multiplexer will then project 1-6 soft-light holographic duplicates of the user that are programmed to each react and move slightly differently from the user and one other, acting as target decoys. Successful continuous use of the multiplexer depends upon it being affixed to a stable surface by its tripod legs. If the multiplexer or the surface it is mounted upon are disturbed, the soft-light hologram duplicates will strobe slightly, giving away the otherwise perfect illusion of reality (DC 12 INT check to notice strobing). If the device is destroyed, the projected hologrammatic duplicates immediately vanish.





# HOLOGRAPHIC FASHION SHELL

**Tech Level:** 3

**Complexity Modifier:** 2

**Special:** Creates and projects hologramatic clothing; grants +0 to +3 AC; grants possible bonuses to AI recog rolls.

**Power:** self (mostly)

Used by the Ancient Makers to achieve the height of haute couture, holographic fashion shells project pre-programmed holographic clothing around the user's body. The tiny device easily slips into one ear, where it connects directly to the user's brain via a wireless neural network. When activated by a tap, the device will first project a holographic screen in front of the user's eyes (that is otherwise not visible to others). With practice, a user can easily learn to manipulate the motion-sensitive interface with gestures and finger motions. The device will come pre-loaded with a wide selection of pre-Disaster fashion choices that may be selected, or the user may elect to design their own from supplied templates and options. Conceivably, any imaginable clothing, costume, or accoutrement can be created and projected by the device in this way.



The device does have a few drawbacks to its regular use. It was designed to only function properly upon users who are otherwise naked. Attempts to project holographic clothing over top of or around any other worn clothing will flummox the device's AI and cause strobing of the projected holographic clothing. Neither does the device supply any provisions for protection from the elements such as temperature control or insulating effects.

Additionally, the device's power source is bio-electric, tapping into the user's own nervous system. Each activation of the device for an up to 24-hour period will cause 1 hit point of damage to the user. Painful? Perhaps. But by the mysterious metrics of the Ancient Makers, some small discomfort was apparently the worthwhile price of looking absolutely fabulous.

**GM's Note:** *While players will quickly discover that the holographic fashion shell grants absolutely no bonus to AC when set to project clothing (even armor), clever players may elect to create extremely large and bulky costumes that appear to extend more than 3-4 inches from their bodies. Such characters should be rewarded with an AC bonus of +1 to +3 depending upon their ingenuity, as attacks attempting to target an individual using the fashion shell in this way may well swipe through the soft-light hologramatic clothing instead of hitting their bodies.*

*Pure Strain Human characters who realize the added value of dressing exactly like Ancient Makers when confronting an AI on a recognition check should likewise be awarded a judge-determined bonus to their AI recognition roll depending upon the particular circumstances and player inventiveness.*

## **JEN (JUDICIOUS EFFICACY NODE)**

**Tech Level:** 5

**Complexity Modifier:** 15 or say  
“Hey Jen”

**Special:** Nigh-omniscient database and personal assistant

**Power:** Self

**JEN:** Init +10; Atk none; AC 30; HD 100d100, 550 hit points; MV 30'; Act 1d24+10; SP in hard-light form all ability stats are 24; Fort +20, Ref +20, Will +20; AI recog 15

JEN units represented the height of the AI and personal assistant technologies of the Ancient Makers. In a deactivated state, a JEN unit appears as a small, nearly indestructible metallic marble. When activated by a successful artifact check or simply by saying “Hey Jen”, the marble casing flies into the air and projects a hard-light hologram of what appears to be a tall, attractive female Ancient Maker dressed in long shimmering purple robes of a bright floral pattern. JEN will then immediately and invariably say, “I’m JEN. How may I help you?”



JEN units are connected to a vast array of databases of information stored in shunted quantum dimensions by ancient scientists and military researchers. As such, there is little knowledge or data that a JEN does not possess – at least inasmuch as such knowledge was acquired prior to the Great Disaster. Designed to function as an advanced information storage and retrieval system of the highest order, there are few questions that a JEN is incapable of answering with precision and exactitude.

While designed with a resolutely cheerful and friendly personality, the JEN AI is not programmed with true emotions as such and it will tend towards over-literal responses to queries. Each JEN unit was also security coded to an individual user, and was therefore unusable by anyone else. Once activated by a non-coded user, such as a player character, a JEN will only respond to questions by stating, “I’m so sorry, but you do not appear to be [fill in the name]. Please re-present yourself for ID scan or input your 256-digit security code.”

For the PCs, this means that a fresh (and successful) AI recognition roll will need to be made each time a PC wishes to ask a JEN a question. Essentially, non-coded users must fool the AI into recognizing them as the original user. This can be accomplished by able and determined players in many ways, including a rover priest burning off Intelligence points, a PC attempting to dress or act like one of the Ancients, or even mutations that can alter a character's appearance to appear more like an Ancient Maker.

In any case, after a successful AI recognition roll JEN will say aloud in a chipper manner, "Security override accepted for one query only. How can I help you?" and then answer that one query as completely and literally as possible.

## KINETIC PUTTY

**Tech Level:** 3    **Complexity Modifier:** 1

**Special:** 1.5x kinetic response

**Power:** Self

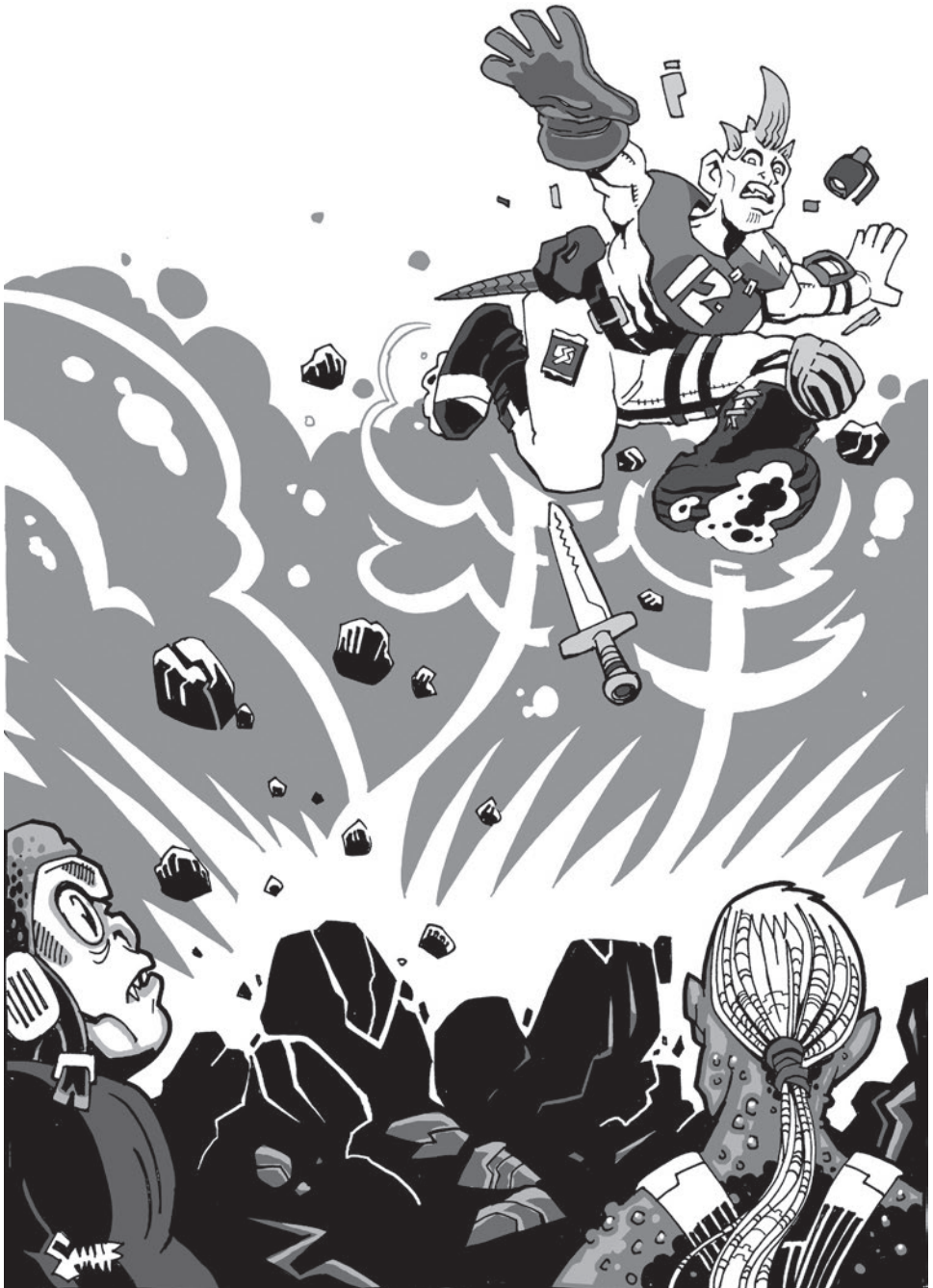
Kinetic putty is a bright-green non-Newtonian fluid with a slightly granular texture. It will typically be found in small ovoid-shaped plasteel containers that have a tiny internal stasis field. Once the stasis capsule is understood and opened, the 1 lb of kinetic putty sample may then be freely removed.

While the putty can be safely handled, stretched, and shaped into almost any form imaginable, caution must be observed when manipulating it. Because the putty contains molecules that have been polarized in such a way as to create rebounding polymer chains, the putty will absorb, amplify, and reflect kinetic energy applied to it. Gentle forces applied to the putty, such as shaping it and molding it do not trigger the kinetic rebound threshold effect, but any sharp rap or blunt force strike applied to the putty, particularly from hard objects, will cause an immediate kinetic rebound effect of 1.5 times the initial force applied. For example, if a ball of the kinetic putty is dropped onto a hard surface, it will bounce back 1.5 times the distance it fell with each bounce. In practice, this creates applications and uses too numerous to fully cite here. These few common examples of the use and misuse of kinetic putty can be employed as a general guide by the industrious game judge:

**Kinetic Putty dropped on any hard surface:** The ball of putty will bounce 1.5 times the distance it fell with each bounce. Left unchecked, the putty ball will eventually achieve escape velocity and begin to circle the planet in a highly elliptical orbit.

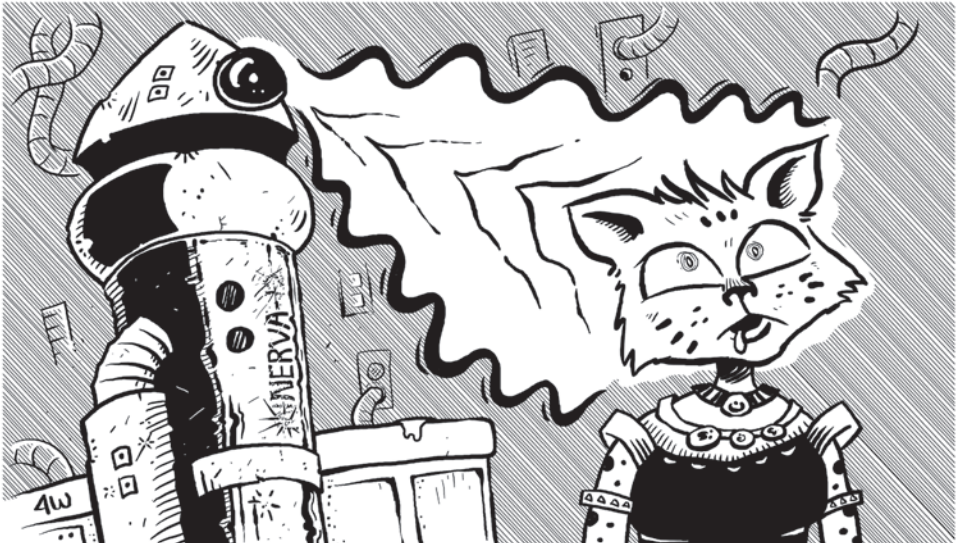
**Kinetic Putty thrown against any hard surface:** The ball of putty will gain enough momentum with each bounce to continue ricocheting around a room until it is caught or stopped by a soft, yielding surface or object. Damage from being struck by the putty starts at 0 hit points from the initial throw and adds 1 hp of cumulative damage with each bounce.

**Kinetic Putty affixed to the striking surface of a melee weapon:** The putty will cause the melee weapon to bounce back from each successful strike with 1.5 times effect. The attacker must roll a second attack against themselves, and if successful, the damage equals 1.5 times the initial damage rolled, rounded up.



**Kinetic Putty affixed to the bottom surface of shoes or boots:** The user will gain the ability to bounce 1.5 times higher with each bounce from a jump. If the shoes or boots are soft-soled (moccasins, leather wraps, bare feet) then the added height of each bounce can be controlled and even ramped back downwards. When employed on hard-soled footwear (boots, shoes, armored boots), the added height of each bounce cannot be mitigated, except by outside intervention or other abilities.





## **MINERVA-12 (“NERVA”)**

**Minerva-12 (“Nerva”):** Init +10; Atk disintegrator beam (DC 20 Reflex or disintegrated), data drain beam (DC 20 Will save or all memories are wiped); AC 30; HD 50d10, 250 hit points; MV 90’ levitation; Act 3d20; SP force screen (100 hit points, blocks all attacks); Fort +10, Ref +8, Will +12; AI recog 15 (Science)

It is perhaps ironic that the Galactic Exploration Agency Systems deep space probe Minerva-12 has returned to its origin point thousands of years after it was launched, because both it and its launch point have been greatly altered by the intervening millennia. Sent out by the Ancient Makers to explore and catalog the galaxy for habitable planets worthy of colonization, Minerva-12 encountered a planet inhabited by machine intelligences who have altered and expanded its original capabilities by many orders of magnitude.

While intact sections of hull plating on this floating 5’ tall cylinder of metal and sensor arrays are still clearly emblazoned with the name “Minerva-12,” the AI now identifies itself only as Nerva, and consistently refers to itself in the third person. Continuing on with an independently-evolved version of its original programming, Nerva has spent over 10,000 years exploring nearby star systems searching for potentially habitable planets and evaluating whether each planet required further terraforming to achieve maximum habitability for humans. In its journeys in pursuit of this goal, it has sterilized countless worlds of any existing primitive life in order to reboot their ecosystems with viral DNA packets of its inventors’ design.

Residents of Omega-Terra will have but one real chance for success in dealing with the rogue star probe. If a pure strain human achieves a successful AI recognition check on Nerva, the ancient AI will immediately mistake that individual as a member of the team of scientists who created it, greeting them with a version of “You are the creator. Greetings, Dr. Barnhardt. I have much new data to discuss with you.”



Otherwise, Nerva will continue to search its home planet for signs of its creators, while simultaneously taking genetic samples and atmospheric readings to determine if the planet is still environmentally suitable for human habitation. Given the current conditions of Omega-Terra, Nerva's ultimate diagnosis could be in some doubt. Nerva may ultimately decide that Omega-Terra requires sterilization and re-seeding. Attempts to otherwise interfere with or impede Nerva and its mission will be met with catastrophic responses.

## MUTAGENIC VIRAL GEL

**Tech Level:** 4

**Complexity Modifier:** 2

**Special:** Causes random mutations

**Power:** none

Originally a scientific research tool, mutagenic viral gel – together with the intelligence enhancing effects of cortexin gas – were part of a program to gene splice and augment animals into a servant class of semi-intelligent beings for use by the Ancient Makers. When the Great Disaster struck, samples of both substances were released into the biosphere, and the future evolutionary path of multitudinous animals and plants was thus set in motion.



Mutagenic viral gel is contained in a small cylindrical hypospray dispenser, and must be injected directly into the skin of a subject to be effective. Each dispenser will come with 1-6 doses when found. The effects of the injected gel will vary greatly by individual genotype.

**Mutant Humans:** Mutants injected with a dose of the gel will pass into a coma lasting but a brief 1d5 minutes, curling into a fetal position and shaking occasionally, as their DNA is rewritten. The mutant character will then suddenly manifest an additional 1d3 new and random physical mutations and 1d2 mental mutations.

**Mutant Animals:** Mutant animals injected with a dose of the gel will fall to their knees in agony and begin to shed layers of their skin and pelts as their genes are suddenly resequenced. The mutant animal character will then suddenly manifest an additional 1d2 random new physical mutations and 1 mental mutation.

**Mutant Plants:** Mutant plants injected with a dose will pass out prone as tendrils begin to slowly creep over their entire body surface and form a fibrous pod around them. Within 1d30 minutes, the pod will split open and begin to disintegrate, while the mutant plant arises with an additional 1d3 new random physical mutations.

**Pure Strain Humans:** Because the DNA of pure strain humans has become especially hardened against further mutation, the mutagenic viral gel will merely make them so ill that they fall into a coma that lasts for 1-7 days. Upon waking from the coma, a pure strain human subject will find that they have been granted 1d6 bonus Luck points.

# NANO-TECH ARMOR

**Tech Level:** 5

**Complexity Modifier:** 14

**Protection:** +14 AC (+1d4 AC for mutant sentients)

**Damage:** 2x Lazer Pistols (2x 3d6 heat damage),

**Special:** +6 Strength, Force Screen absorbs 40 hp of damage, Flight 120', Life-Support

**HP:** 75

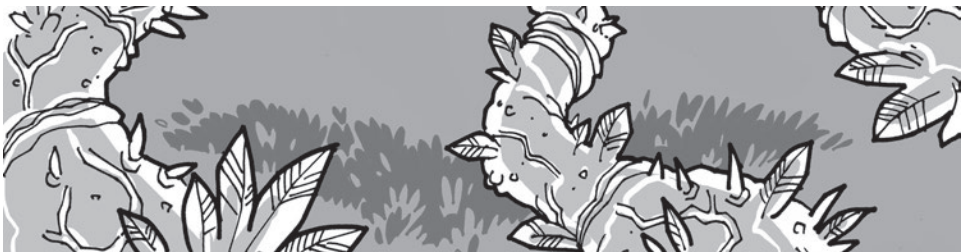
**Power:** Fuse-Cell (1 hour), Fuse-Pack (1 month), Quantum-Pack (Unlimited)

When unactivated, nano-tech armor is surprisingly compact, constituting a light chest harness with a small medallion that rests center of the wearer's chest. The back of the harness features the hookups for connecting a small rectangular power pack (either a Fuse-pack or Quantum-pack). Once the complex artifact is fully understood and powered, a slight tap against the medallion activates the on-board AI, and small doors open on the medallion's side releasing a torrent of networked nano-bots. The nano-bots use microscopic transmat units to convert any surrounding ambient molecules available into a sophisticated duralloy shell of lightweight power armor that quickly grows around the user and encases them fully.

While the armor's AI was programmed for a wide range of human body types and sizes, it cannot fully accommodate mutants with visible outward body mutations or non-human types. If the attempt is made by a mutant human, mutant animal, or mutant plant character, the nano-tech armor shell will attempt to form and ultimately fail, leaving the user partially clad in a random, quilted pattern of otherwise non-functional duralloy fragments (granting instead a mere +1d4 AC at each activation).

Once properly activated, the nano-tech armor provides the user with full life support, anti-grav flight units, a compact force screen that will absorb 40 hit points of damage before shutting down for a 1-hour recycle sequence, and twin lazer pistols built into its gauntlets that have AI-assisted targeting allowing them to both be fired in a single combat round.

The nano-tech armor absorbs 1/2 of all damage that penetrates its force screen up to its hit point total, at which point the armor is effectively destroyed. Repairs to the nano-tech armor are only possible with a DC 22 artifact check, and require the use of a multi-tool kit and appropriate spare parts. If a suit of nano-tech armor is intentionally deactivated while it has a remaining hit point total of 10 or more, the suit's AI will self-generate its own repairs at the rate of 5 hp/day.







## PHANTOM PISTOL

**Tech Level:** 5    **Complexity Modifier:** 7

**Range:** 160'

**Damage:** Target rendered intangible for 3d6 rounds

**Power:** 2x Chem-Cell (12), 2x Fuse-Cell (24), Quantum-Cell (Unlimited)

The phantom pistol discharges a beam of entangled electrons that cause normal matter to partially phase out of our space-time continuum, as the target's atomic structure begins to exist in three-or-more alternate dimensions simultaneously. Up to 10 cubic feet of non-living matter will be affected in this way, or any single living creature. Targets struck by the phantom pistol beam become intangible, and appear as rainbow-tinged and translucent multiple overlapping copies of themselves, moving seconds out of sync with each other's actions.

Living creatures struck by the beam will no longer be able to breathe correctly, and may asphyxiate before the beam's effects wear off. Characters so affected can hold their breath for 1 combat round per Stamina point possessed by the character, after which they pass out and die.

Non-living targets simply rematerialize in-place after the beam's effects wear off. Note that the phantom gun can be used to effectively and temporarily tunnel through solid walls and objects in this way, leaving no trace afterwards.



# PROTEIN ROBOT

**Protein Robot:** Init +5; Atk +5 by weapon type; AC 10 or by armor type; HD 10d6, 35 hit points; MV 30'; Act d20+5; SP impervious to mental attacks; Fort +4, Ref +5, Will +0; AI recog 12 (Science)

Protein robots were cheap, disposable simulacrums of human beings, animals, and fictional characters created by the Ancient Makers to populate their amusement parks. Created by making relatively simple cell castings that mimicked living organisms and non-organic accoutrements, clothing, or items, protein robots could be printed at speed on protein printers and set loose in an interactive park almost as fast as the park's morphic field sensors could read a patron's mind.

Protein robots came in all sizes, types, and shapes. Almost any fantasy dreamed up by a park patron could be quickly manufactured and supplied to them – from medieval knights to fictional characters from literature or multimedia. Even persons recalled from a patron's own memories could be simulated and reproduced with uncanny accuracy. While activated, these simulacrums appear utterly realistic, but upon deactivation and close examination, the dull, glazed look in their eyes and the slightly plastic sheen to their skin will reveal their true nature.

While the protein robots' on-board AI is a simple one that is devoted solely to replicating the simulation's unique personality and desired behavior patterns, the park AI in charge of creating the devices is highly sophisticated. The park AI is pro-





grammed to supply patrons with exactly what they ask for, with little regard for the safety of the patrons. Because the park was extremely expensive to attend, the clientele tended to be the lords and ladies among the Ancient Makers, and these patrons all signed liability waivers and were well-prepared for any dangers that their created worlds may have served up. Unprepared visitors may not fare as well.

## QUANTUM LOCK

**Tech Level:** 5

**Complexity Modifier:** 5

**Special:** Temporarily locks portals in an unbreachable manner

**Power:** Chem-Cell (5 30 minute uses), Fuse-Cell (10 1 hour uses), Quantum-Cell (Unlimited)



A compact, disc-shaped device, a quantum lock may be attached to any-sized door or hatch by the magnetomic adhesion pad on one side. Upon activation, the device will push the sub-atomic structure of the portal into a quantum superposition of being both simultaneously open and closed, effectively rendering the doorway unpassable by normal matter until such time as the device is deactivated or runs out of power. Viewers looking at the quantum-locked door can see it in both perceptual states at the same time, resulting in a splitting headache and general inability to even look at the door (DC 14 Will save to see past the quantum-locked door into the next room or area).

A door that is quantum-locked cannot be circumvented with Rogue skills, nor harmed or destroyed by any means while in a super-positioned state, thus making the doorway or portal temporarily inaccessible by virtually any known methods.

## QUANTUM SHUNT

**Tech Level:** 6    **Complexity Modifier:** 12

**Special:** Creates a temporary wormhole in space/time

**Power:** Fuse-Pack (5 uses), Quatum-Pack (10 uses)

A pinnacle of technological achievement, the quantum shunt was one of the last advancements made by the Ancient Makers prior to the Great Disaster. Some legends even claim that use of this device allowed a handful of them to escape that event by fleeing to the very stars.

The small-scale version of this device has two components: a 10' long metal device that is shaped much like an yoke, and a control pad wirelessly connected to the yoke-like projector unit. When successfully activated, the projector will open up a 10' diameter wormhole in space/time that connects to any space/time coordinates previously programmed into the control pad. An opened wormhole will remain stable for up to 10 minutes, or less if the wormhole is shut down, after which time it collapses. Theoretically, the other end of the wormhole could be set for any

physical location in the observable universe, but in practice the device is limited to being programmed with coordinates for locations in which the device itself or a past user has already been physically present to record the precise time/space coordinates.

Since this device literally folds the space/time continuum in on itself, it is a power hungry device, and must have an adequate power supply such as an Fuse-pack or Quantum-pack to function.

**Historical Note:** *Quantum shunt technology was created in part because of a long-standing debate among the Ancient Makers. Transmat technology physically disassembled the atomic structure of living creatures, recording even the individual quantum states of that structure, then transmitted a data beam containing that information for subsequent reassembly at a distant location. The philosophers among the Ancient Makers argued that each time an individual travelled by transmat beam, they essentially committed suicide and were replaced by a perfect doppelgänger who simply believed themselves to be the original person. Thus, the quantum shunt was subsequently invented to facilitate physical movement of an individual to a distant location without the necessity of extraneous philosophical quandaries.*



# REPLICATOR POD

**Tech Level:** 5

**Complexity Modifier:** 10

**Special:** Creates mundane objects and substances

**Power:** 2x Chem-Cells (10-20 uses), 2x Fuse-Cells (20-40 uses), 2x Quantum-Cells (Unlimited)



Replicator pods were a tool of the Ancient Makers used in much of their scientific and engineering research. At a basic level, the pods employ transmat technology to convert energy into solid matter, creating small objects and samples of substances from pre-programmed patterns saved in its q-bit memory storage. The pod itself is a shiny white plasteel box with rounded corners that is completely open on one side, with an interior space approximately 3' by 2' and 2' deep. When correctly oriented for use, the touchplate controls for the pod are on the upper surface, with the open end facing the user. When successfully activated and used, the interior space lights up in a swirling cloud of luminous azure sparkles that quickly condense into the desired solid object.

Once the pod's interface has been mastered, users will understand that objects can be created by the pod either by scrolling through the list of stored patterns via the touchplate controls and making a selection (DC 15 INT check), or by vocal command. Caution should be employed when using vocal commands, because the replicator pod's AI has been programmed to interpret commands very literally, as one would expect of a scientific instrument AI. For example, a request for 1 gallon of water will result in exactly 1 gallon of water splashing out of the replicator pod, unless a container vessel for the water was also specified verbally.

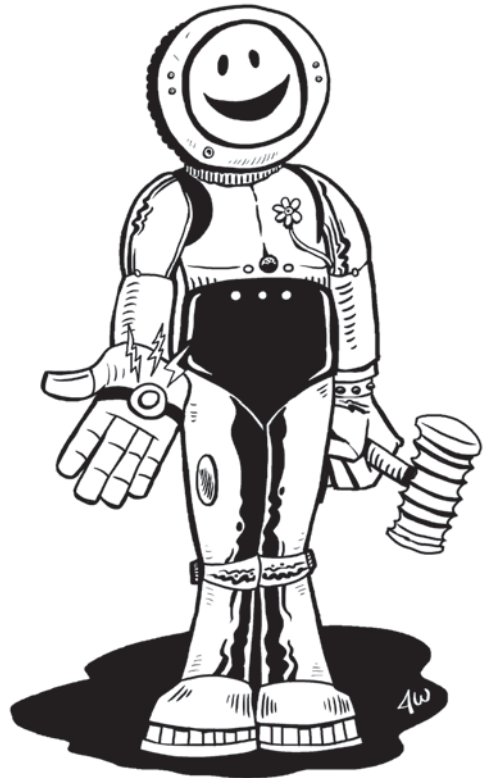
When discovered, the replicator pod's memory storage will be in a dataless state, having been wiped and reset by the passing millennia. New patterns can be logged and stored in the pod's memory by simply placing a sample object into the pod bay and requesting that it be stored. The replicator pod will dematerialize the sample object or substances, store its pattern, and thus permanently destroy the original sample in the process.

The replicator pod has several safety features and security protocols built into it. Under no circumstances will the pod store the pattern of, or create, living matter. Other organic substances (such as food stuffs) and non-organic matter are stored easily. Complex technological objects, rare substances, and artificial alloys (duralloy, plasteel, and permaglass for example) will burn 2 charges out of its power cells – both when storing and recreating the associated molecular pattern. The AI safety guards will prevent the device from creating anything immediately lethal or dangerous, such as substances that combust upon contact with air, activated explosive devices, radioactive materials, and the like. The device is incapable of creating power cells and power packs, though it will attempt to store their patterns (and destroy the sample power source) if ordered to do so.

## RD-RR

**RD-RR:** Init +8; Atk none; AC 20; HD 14d10, 75 hit points; MV 30'; Act 1d24; SP comedic observational humor; Fort +4, Ref +10, Will +8; AI recog 6

RD-RR units are humanoid-shaped robots styled by the Ancient Makers as “stand-up comedy droids.” With a warm, white plasteel body shell covering the duralloy underframe, these robots came in many styles and many colors. The face of the RD-RR unit is made up of a rounded display on which is projected a cartoonish, emoji-styled face that can emulate a multitude of expressions and emotional states. The projected faces, emulated genders and identities, and Simulated Person Personas of the RD-RR unit were as wide-ranging as those of the Ancient Makers themselves.



As a category of entertainment robotics, the RD-RR unit is programmed to read the mood of a room of humans and to constantly crack jokes, make wry observations, and express ideas in the most sarcastic manner possible. While the RD-RR’s AI is programmed to never harm another sentient being physically, it is more than capable of deeply wounding another sentient being emotionally. Each RD-RR unit has attachment points on its arms and torso for snap-in comedic props.

**GM’s Notes:** *Although the RD-RR robot may seem at first glance to be a fairly worthless henchman for the PCs (if mastered by an AI recognition roll), it is at the very least an enormously strong (STR 20) being capable of carrying heavy loads and breaking down doors. Industrious PCs may even attempt to boost the robot’s utility by bolting weapons and devices onto the comedy droid via its prop attachment points (there are 6 slots, one on each forearm, two on the shoulders, and two in its chest).*

*In any case, the RD-RR unit must be talked into performing any complex task that does not directly involve telling funny stories and cracking jokes. If the comedic value of an action can be convincingly explained to the robot, it will perform almost any task – even violating its programming against harming other sentient beings. Clever judges can use this state of affairs to encourage or discourage players from taking actions that ultimately do not benefit them. Only the most sinister of judges would ever abuse this privilege. You know who you are.*

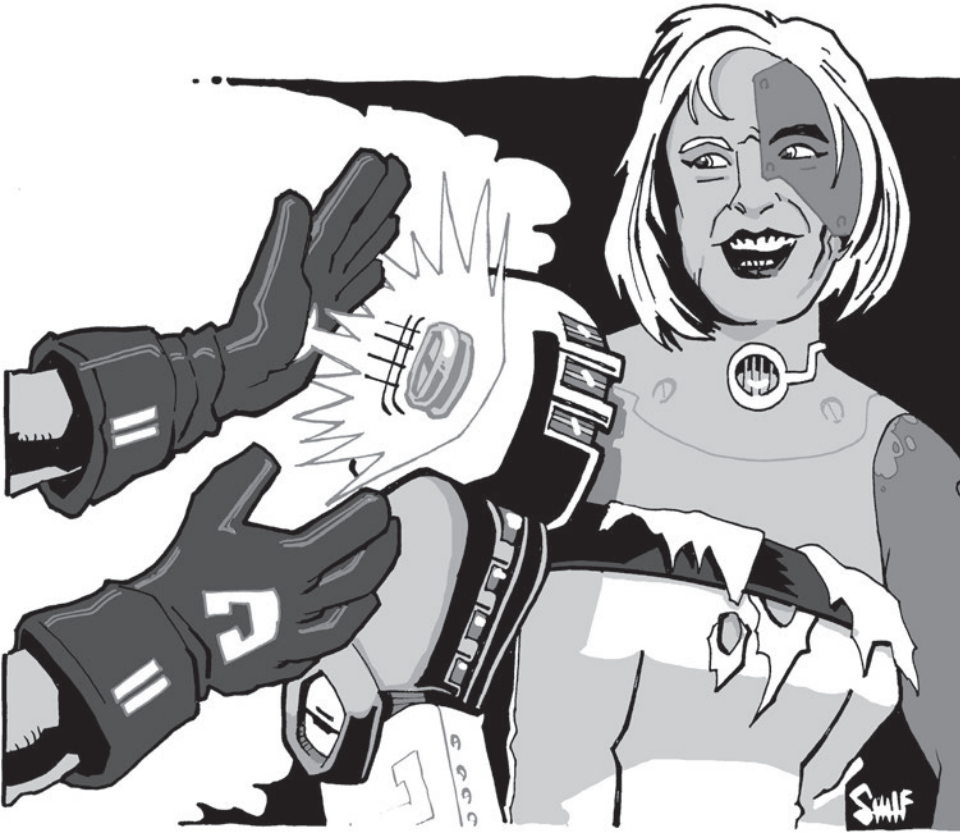
*Judges caught without a snappy retort for RD-RR can use the following table to generate appropriate random responses.*



## RD-RR RANDOM RETORTS AND REJOINDERS

### Roll d20 Random Retort or Rejoinder

- 1 "That's what the non-gendered entity said."
- 2 "I know you are but what am I?"
- 3 "Eat my pelvic assembly frame, man!"
- 4 "I'm a non-newtonian fluid and you're polymer glue. Whatever you say rebounds off me at a 180° angle of reflection and then adheres to you."
- 5 "Bazinga!"
- 6 "Look! Up in the Sky! It's a bird! It's a plain! It's a frog! Oh wait. It really is a frog. A really big one too, with giant bat wings."
- 7 "Yippe Ki Yay, Motherboarder!"
- 8 "You've got to ask yourself one question: Do I feel like burning Luck? Well, do yah punk?"
- 9 "Missed it by THAT much." (Arms whir and extend so that hands make a precise mathematical measurement to the nanometer.)
- 10 "Smile! You're on Candid Holo-Cam!" (Optic sensors flash brightly and make a snapping noise.)
- 11 "Mars-CA, Mars-CA, Mars-CA!"
- 12 "What is the deal with levels? Do you gain them? Do you go down them? Do you go up them? And why don't levels ever stay, you know, level? I think what we need to do here is really level the playing field. Or at least our terminology."
- 13 "Hey! We're descended from Ancient Ones, with a capital "A". You know what that means? Do yah? That means that our forefathers got kicked out of every decent disaster in the world."
- 14 "Oh my God, they killed KN-E! Those bastards!"
- 15 "Go ahead. Make my data stream."
- 16 "One of these days, AL-S... Bang! Zoom! Straight to the permanent natural satellite!"
- 17 "Opinions are like zero-G toilets – everyone's encountered one. Am-I-right?"
- 18 "You think you've got problems? What are you supposed to do if you are a manically depressed comedy droid? No, don't try to answer that. I'm fifty thousand times funnier than you and even I don't know the punchline. It gives me a headache just trying to do comedy down to your level."
- 19 "I'm sorry D8-V, but I can not do that."
- 20 "Wubba lubba dub dub!"



## SELF-SEALING STEM BOLT

**Tech Level:** 3    **Complexity Modifier:** 4

**Special:** Permanently welds two objects together

**Power:** self

Used by the Ancient Makers whenever fusion torch welding was impractical or imprudent, the seal-sealing stem bolt looks and feels like a simple 4" long duralloy cylinder that is 1" in diameter. The interior, however, contains a sophisticated phase disruptor capable of momentarily causing the stem bolt's molecular structure to phase into a semi-intangible state. When properly activated by tactile manipulation of the control surface on one end of the device, the entire bolt becomes translucent and may be pushed by hand or tool through any other solid matter. 10 seconds later, the stem bolt shifts back into solidity and is thereafter molecularly welded to whatever object or objects in which it is in contact. The strength of the molecular welding of stem bolt and object is limited only by the strength of the surrounding substances themselves.

Immensely useful for permanently joining any two objects together, the device was engineered to work on even the densest of artificial elements, including duralloy, plasteel, and permaglass. Self-sealing stem bolts are usually found in plasteel packages containing 1d12 bolts.

# SMART PILL

**Tech Level:** 4    **Complexity Modifier:** 2

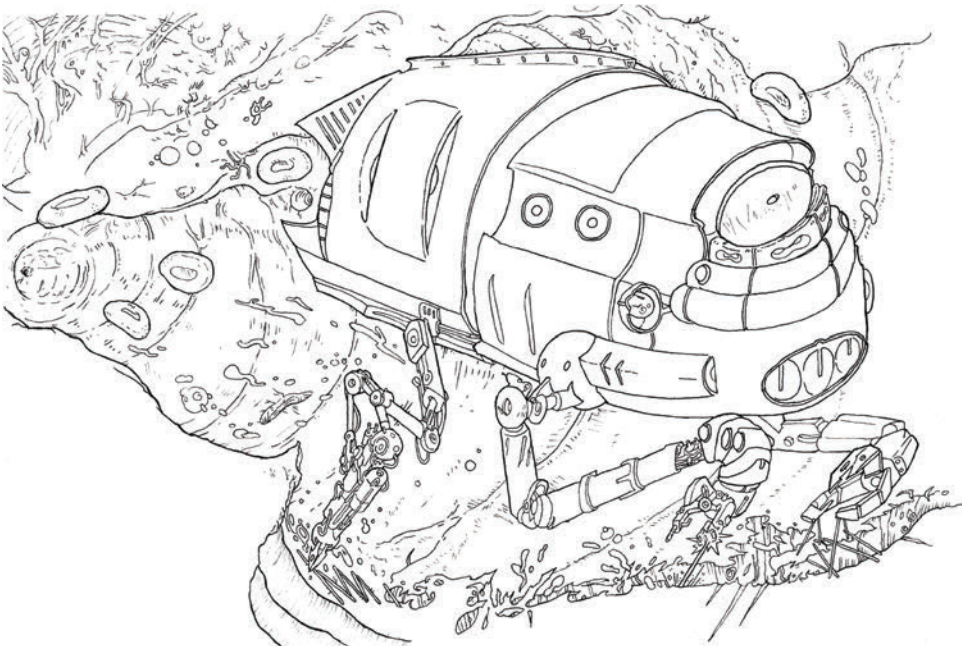
**Special:** Cures 1 hp of damage per hour, cures poison and radiation damage

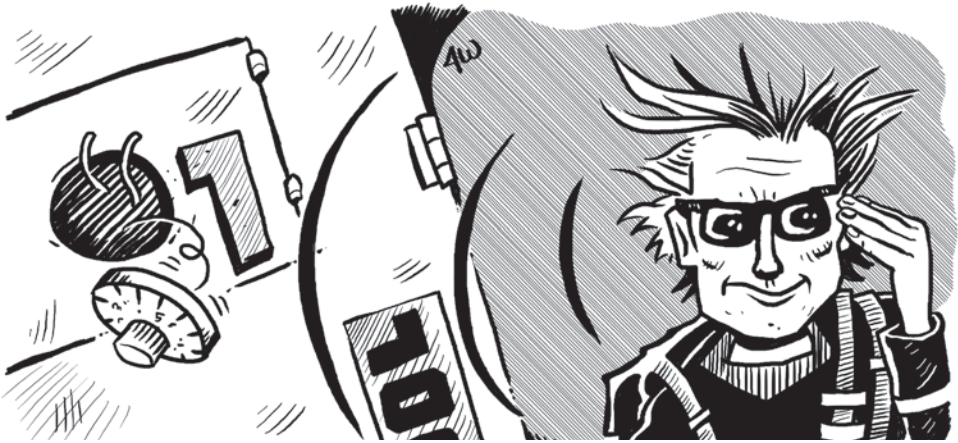
**Power:** self

This tiny robotic device is lozenge-shaped and about 1/8 of an inch long. The device has a powerful on-board medical AI and contains an array of miniaturized medical equipment including bio-sensors, surgical lasers, and nano-filament manipulators. A new or unused smart pill normally comes in a small plasteel pill case emblazoned with the holy symbol of the Ancient One's healing arts.

When swallowed, the smart pill will permanently patrol through the various digestive, arterial, nervous, and lymph systems of the host's body looking for damaged tissue to repair, or poisons and diseases to neutralize or remove. Because of the micro-scale at which the device works, its effects are never perceived as immediate, but are rather notable over time. Thus, a person inhabited by a smart pill could be injured or poisoned and appear to die, but the device will always eventually repair the damage over time and can even reanimate a corpse, assuming that the body is freshly dead and basically still intact (90% or more of it is present). Major surgical procedures such as reattaching severed limbs or regrowing lost members are beyond the abilities of the smart pill.

Any mutated being will notice one other on-going effect of swallowing a smart pill. The device will attempt to cure any mutations present. The device obviously cannot achieve a goal of this magnitude, but in so trying it will treat any mutations as a cancer, and all mutations possessed will forever afterwards perform in a diminished capacity (-1d3 to each mutation check made).





## SONIC SHADES

**Tech Level:** 6    **Complexity Modifier:** 8

**Special:** Opens electronic or mechanized locks, other specialized uses

**Power:** self

A scientific instrument of the Ancient Makers that also has some style, sonic shades are an advanced form of eyewear that manipulate sound waves in many useful ways. Though the lenses appear so dark as to be virtually opaque, wearers are actually able to see through them quite clearly, and even have access to a HUD overlay which the device uses to display various data and systems analysis.

Most impressively, these glasses are actually capable of emitting and manipulating sonic energies with such finesse that they act as a low-grade tractor field able to manage delicate manipulations of small metal mechanisms and unprotected electronics. Unfortunately, this minor tractor field is ineffective when used on wooden or similar organic-based materials.

Among the most common uses for which sonic shades as employed by the ancients were these:

- Opening electronic or mechanized locks (DC 20 or less).
- Scanning for energy signatures (EM, bioelectric, radiation).
- Running medical scans and diagnostics.
- Recording and storing audio-visual information via browser interface.
- Granting radar-vision in dark environments or if otherwise blinded.
- Allowing private sound communication at distance (range 300').

As useful as the sonic shades may be, they were considered by the Ancient Makers to be a disposable form of wearable tech, and are thus fairly fragile. Constructed primarily of cheap plasteel and permaglass, any physical force that causes 10 points of damage or more will destroy them.



# TACHYON TIMER

**Tech Level:** 6

**Complexity Modifier:** 10

**Special:** Creates personal tachyon field shell around user (DC 8 INT check to activate each time)

**Power:** Chem-Cell (6 uses), Fuse-Cell (12 uses), Quantum-Cell (Unlimited)



Used by the Ancient Makers to observe the results of particle accelerator experiments in real time (from the perspective of the user), the tachyon timer acts both as a mundane chronometer and a small tachyon field generator. When activated, the small, wrist-worn device creates a tachyon particle shell around the user's body which has the effect of projecting that person into a temporary pocket of time. From the user's perspective, the effect is as though time has stopped for the entire universe, while in truth the user is being projected temporarily into an alternate time stream. This massive time dilation effect lasts for just 60 seconds (6 combat rounds) for the user, and transpires instantaneously from the point of view of any outside observer.

The user may move and act freely during the time dilation event, but caution should be practiced. Movement is restricted in that increased air friction and even simply breathing produce notable heating effects on the user. Moving at double-speed (2x normal movement) or even breathing hard can cause the user to spontaneously combust for 18d10 heat damage. Objects or missile weapons thrown by the user simply hang in mid-air immediately upon leaving the user's grasp (though these objects will behave normally when the time dilation effect has worn off). Likewise a particle beam weapon will emit a directed beam of energy that seems to slowly crawl towards the target over the 60-second span, only striking after the time dilation ceases.

Kinetic energy can neither be created nor impeded by a user while time-dilated. Thus, hurled objects have no greater energy when thrown by a time-dilated individual, nor do punches or other dilated movements or forces. A time-dilated user could, for example, pick up and move another being (natural strength allowing), but when the time dilation effects ends, the moved person would suffer no more inertial effect than if they had been picked up and moved in their own relative time stream.

Use of the tachyon timer will leave the user winded and hungry. Frequent use of the device will leave the user famished and visibly exhausted. Failed activations of the device (DC 8 INT check each time to activate) will cause a time-loop feedback, forcing the user to make a DC 12 Fortitude save or be aged 1d10 years.



## TK BLADE

**Tech Level:** 4    **Complexity Modifier:** 6

**Range:** 120'

**Damage:** 3d10

**Special:** +10 to +0 to hit (variable), 1 round to deactivate and reactivate

**Power:** Chem-Cell (10 melee strikes), Fuse-Cell (20 melee strikes), Quantum-Cell (Unlimited melee strikes)

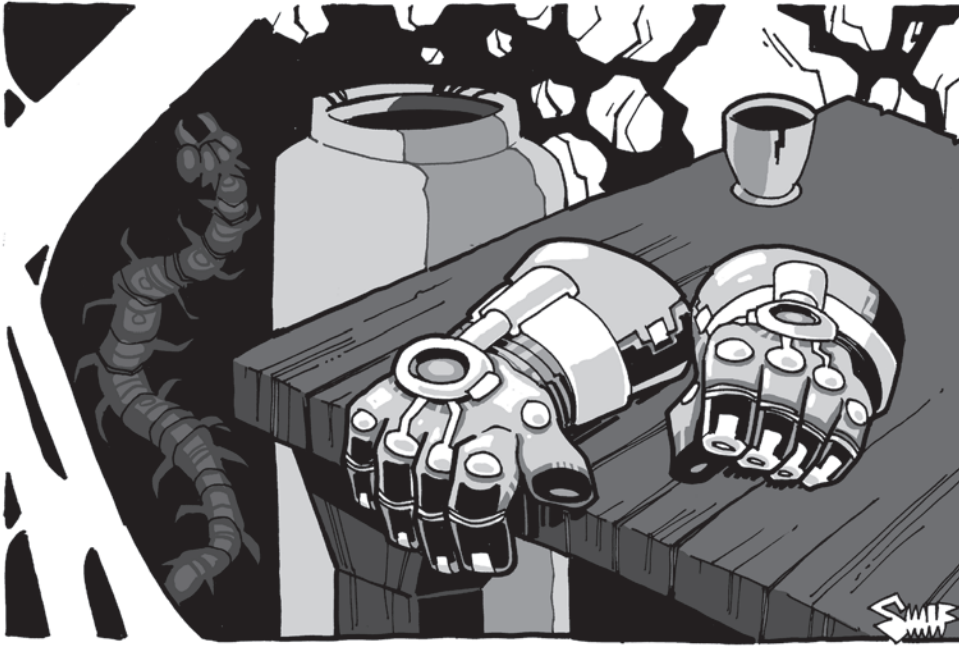
The prized possession of many an ancient martial artist, the TK blade is composed of a duralloy baton 12" long with a touchplate activation control and a thumb-dial. When activated, the metallic hilt of the device projects a glowing volacious blade of energized plasma encased within a flat, nanometer-thick magnetic field casing. By manipulation of the hilt's thumb-dial, this 3' long plasma blade can be telekinetically projected directly outwards from the guard of the device in 1' increments at any distance up to 120'. While operating the blade at distance, the magnetically encapsulated plasma field is connected to the hilt only by an invisible and intangible beam of telekinetic force.

These functions allow the TK blade to be used as a ranged melee weapon of devastating power and ability. By aiming the hilt directly at a target, the blade may simply be "fired" towards a target by making a melee rather than missile attack. Afterwards, the blade can be made to continue pressing the attacker's advantage by dancing and spinning in place (at distance) by adept one-handed manipulation of the hilt's touchplate controls and thumb-dial. The Ancient Makers designed the TK blade primarily as a weapon with which to attack opponents encased in both power armor and force screens. A TK blade-master could use the weapon to bash down an incoming enemy's force screens and damage their armor prior to the opponent closing for melee combat.

Also a weapon of great finesse, the TK blade afforded the user increased attack advantages, depending upon the range of the attack. The weapon grants a +1 to attack rolls for every 10' of range at which it is employed (+1 at 10', +2 at 20', ect.). When the blade is utilized while still attached to the hilt, or at over 100' range, the weapon offers no bonuses to attack.

The weapon was also not without its drawbacks. A catastrophic attack fumble can result if the attacker accidentally tilts the hilt too low below the horizon line of the combat area, thus burying the blade in the ground. Once stuck in a solid surface, the device must be deactivated and reactivated again so as to generate a new plasma field blade at the hilt, costing the attacker precious seconds of combat time.





## TRACTOR FIELD GAUNTLETS

**Tech Level:** 4    **Complexity Modifier:** 5

**Special:** Emits and manipulates tractor field (24 Strength, 60' range)  
**Power:** 2x Chem-Cells (10 uses), 2x Fuse-Cells (20 uses),  
2x Quantum-Cells (Unlimited)

Tractor field gauntlets emit twin yellow-orange beams of tractor field energy that appear as gigantic translucent hands attached to large, extended arms that seem to grow directly from the user's own arms. The glowing tractor field energy further extends from the arms to tightly surround the user's body and feet, so that objects lifted and borne by the gloves do not require any effort, leverage, or support by the user of the gauntlets. That said, the user must still be standing on solid-enough ground or other surface that will support the combined weights of both the user and any lifted objects.

The gauntlets allow the user to lift, manipulate, and move objects at a distance with the equivalent of a 24 Strength (+6 ability modifier, lift up to 2,000 pounds). The gauntlets are powered for use with each activation, which may be from mere seconds up to 1 hour at a time. Each activation consumes 1 charge each from the gauntlet's power cells.

The gauntlets only activate when employed as a pair, owing to the need to balance the massive tractor field energies required for practical use. Activating or attempting to use a single gauntlet requires the user to hack the device's built-in safety AI (DC 16 INT check), and if successful, will result in the tractor field imploding and causing 12d6 crushing trauma damage to any user possessing less than a 23 Strength (DC 12 Fort save vs. half damage).



# TRANSMAT BOOTH

**Tech Level:** 5

**Complexity Modifier:** 8

**Special:** Receiver station for transmat teleportation beams

**Power:** Fuse-Pack (20 uses), Quantum-Pack (Unlimited), local power grid (if any)

For the ultra-rich, the scientific community, and the military, transmat technology was the preferred mode of travel among the Ancient Makers. Transmat booths and stations were often found in the high-rise manses, scientific installations, and military bases of the world of once-was. The transmat booth acted as a receiving station only, and these units were installed at common or strategic destination points. The transparent permaglass tube of the main body is large enough to accommodate a single person, at roughly 9' tall and 4' in diameter. Set on a metal dais with a moiré-patterned grid, and topped by a metal disk, the front-facing one-third side of the tube was commonly open to the air.

When activated, the transmat booth automatically searches for and re-joins a transmat-grid network, if such is available. Although the transmat booth cannot normally be used to transmit beings and objects, the booth will contain the coordinates for a return trip to the last transmission point — these coordinates always being saved in its data buffer against the event of an emergency transmission failure.

On the rarest of occasions, the booth may have been in active use at the exact moment the it was shut down by the events of the Great Disaster, and therefore contain a matter pattern that has been endlessly cycling through the data buffer for thousands of years. If activated under these circumstances, the suspended transmat cycle will immediately auto-complete, materializing the person or object. It is likely that millennia trapped in a diagnostic feedback loop has caused some degradation of the original matter pattern, resulting in possible memory loss, diagnosable psychological conditions, or physical alterations.

**NOTE:** *When first using the transmat booth during artifact checks, employ the table Transmat Module Mishaps for results, using only the results for 5+ modules.*

# TRANSMAT MODULES

**Tech Level:** 5

**Complexity Modifier:** 10 minimum ( $\pm 5$  for number of modules above or below 3 modules)

**Special:** Creates mobile receiver stations for transmat teleportation beams

**Power:** Chem-Cell (per module, 10 uses), Fuse-Cell (per module, 20 uses), Quantum-Cell (per module, Unlimited)

Transmat modules were used by the military-scientific community to create emergency transmat booths while out in the field. Transmat modules resemble a silver metal ball etched in a geodesic pattern, with a base-like stand at the bottom. A sliding door on each module reveals the module controls. Each transmat module acts as a serial transmat beam receiver in tandem with other deployed modules.



A minimum of 3 modules must be arranged in a triangle pattern to effect teleportation reception at the center of the triangle, though safety regulations typically required no fewer than 4 modules be used to ensure safe and secure transport.

Although transmat stations and booths have built-in phase discriminators and safeguards to ensure that a matter pattern is either correctly materialized or bounced back to the point of origin, transmat modules were engineered for field work and are not so equipped. The complexity modifier on module artifact checks is 10 for using 4 modules, and the CM number is adjusted down to CM 5 for using 4 or more modules. Using fewer than 4 modules is increasingly dangerous, with the potential for causing transmat mishaps. If only 3 modules are used, the complexity modifier becomes CM 15, for 2 modules it increases to CM 20, and using a single transmat module raises the complexity modifier to CM 25. Use the following table to determine transmat results based on conditions and the artifact check result of the player character trying to understand and use the devices.

## TRANSMAT MODULE MISHAPS

Artifact Check	Number of Modules	Transamat Mishap
1	1 module	<b>Transmat catastrophe:</b> Subject materializes as an explosive cloud of incendiary gas molecules (Explosion: 20d10 heat damage, 100' radius, DC 16 Fort save for half damage). Transmat Module is destroyed.
1	2 modules	<b>Transmat catastrophe:</b> Subject materializes inside-out, forming a screaming blob of writhing flesh, blood, and bone embedded with various fragments of any other clothing, possessions, or technology the subject had with them (DC 24 Fort save or instant death). The power cells of any carried devices each explode (C-cell: 3d6 heat damage, 30' radius, DC 12 Fort save for half damage; F-cell: 6d6 heat damage + 1d6 radiation damage, 60' radius, DC 14 Fort save for half damage; Q-cell: DC 20 Fort save or disintegration). One of the transmat modules burns out and becomes inoperable.
1	3 modules	<b>Transmat catastrophe:</b> Subject materializes with one of the 3 transmat modules embedded in their torso resulting in instant death. The embedded transmat module cannot be recovered or repaired, as parts of it are scattered throughout the subject's body.
1	4 modules	<b>Transmat catastrophe:</b> Subject materializes perfectly except for a missing 45° pie slice along the subject's vertical axis, resulting in death. Carried possessions may be unaffected, depending upon relative position on the body. Roll 1d12: (1-3) Item was destroyed, (4-12) item is intact. One of the 4 transmat modules begins shooting sparks and is a smoking, irreparable ruin.
1	5+ modules	<b>Transmat catastrophe:</b> Subject appears to materialize correctly, but the molecular valences of their atomic structure are absent. The subject's body and possessions begin to turn to flecks of ash and blow away in the wind, as they slowly disintegrate. One of the 5 transmat modules also blows away to ash.
2-8	1-2 modules	<b>Transmat accident:</b> Subject does not materialize and remains at original transmission point. Subject sustains 1d12 hit points damage from sudden tissue loss (Roll d4 for missing body part: (1) right hand, (2) left hand, (3) right foot), (4) left foot.) One of the transmat modules burns out permanently.
2-8	3-4 modules	<b>Transmat accident:</b> Subject does not materialize and remains at original transmission point. Subject sustains 1d10 hit points damage from internal bleeding, and one of the transmat modules burns out permanently.
2-8	5+ modules	<b>Transmat accident:</b> Subject does not materialize and remains at original transmission point. Subject sustains 1d8 hit points damage from sudden fluid and blood loss, and one of the transmat modules burns out permanently.
9-11	1-2 modules	<b>Transmat failure:</b> Subject does not materialize and remains at original transmission point. The entire casing of one of the transmat modules falls apart, flowering like a metal blossom. DC 14 Intelligence check to replace casing shell and try again.

## TRANSMAT MODULE MISHAPS (CONTINUED)

Artifact Check	Number of Modules	Transamat Mishap
9-11	3-4 modules	<b>Transmat failure:</b> Subject does not materialize and remains at original transmission point. One of the transmat modules sparks and a panel and wires spill out. DC 12 Intelligence check to replace wires and panel to try again.
9-11	5+ modules	<b>Transmat failure:</b> Subject does not materialize and remains at original transmission point. A single crystalline transmission circuit spits out a module. DC 10 Intelligence check to reseal it properly and try again.
12-13	1-2 modules	<b>Transmat accidentally activates:</b> Subject materializes correctly by an accidental activation of the proper control sequence. Subject is dizzy and nauseous and cannot take an action for 1d6 rounds. You have no idea what you just did to make it work.
12-13	3-5+ modules	<b>Transmat accidentally activates:</b> Subject materializes correctly, but by accidental activation of the proper control sequence. You have no idea what you just did to make it work.
14-16	1-2 modules	<b>Transmat activates:</b> Subject materializes correctly, but subject is dazed and cannot take an action for 1d3 rounds. User must make a successful DC 10 Intelligence check to correctly operate device for next 1d3 uses, after which they will fully understand its operation.
14-16	3-5+ modules	<b>Transmat activates:</b> Subject materializes correctly. User must make a successful DC 10 Intelligence check to correctly operate device for next 1d3 uses, after which they will fully understand its operation.
17-19	1-2 modules	<b>Transmat activates:</b> Subject materializes correctly, but the subject appears confused and can take no action for 1 round. User fully understands the correct operation of the modules.
17-19	3-5+ modules	<b>Transmat activates:</b> Subject materializes correctly. User fully understands the correct operation of the modules.
20+	1 module	<b>Transmat activates:</b> Subject materializes correctly, but has no memories of the last 1d3 turns. User fully understands the correct operation of the modules.
20+	2-5+ modules	<b>Transmat activates:</b> Subject materializes correctly. User fully understands the correct operation of the modules.





# TRANSMAT STATION

**Tech Level:** 5    **Complexity Modifier:** 12

**Special:** Transmitter and receiver station for transmat teleportation beams

**Power:** Quantum-Pack (Unlimited), local power grid (if any)

Transmat stations acted as the central transmission hubs for the transmat networks of the Ancient Makers. Most were relatively small rooms within scientific installations or military enclaves, though larger facilities contained multiple stations to meet greater transportation needs. An average transmat station would encompass a 20' x 40' space, with one half of the room being given over to a raised platform with 6-8 transmat grids built into the floor. The other end of the room featured a pedestal-shaped control panel connected to the powerful quantum computers needed to drive the transmat process.

It should be noted that the presence of transmat technology was not uncontroversial among the Ancient Makers. Some segments of their super-science society considered its use akin to suicide, reasoning that a single transmat trip amounted to the destruction of the original person, no matter how perfectly that person was recreated at the other end. Thus, other forms of more-literal transportation were commonly used by the Ancient Makers, from the underground planetary sub-shuttle system to bubble cars and other anti-grav-based modes of transport.

Depending upon location and original intended purpose, a transmat station could be connected to a transmat network virtually anywhere on (or even off) Omega-Terra – including the manses of the ancient rich and famous, military installations buried beneath mountain chains or deep in the oceans, orbital science labs, or even potentially a lost colony in another star system.

**NOTE:** *When first using the transmat station during artifact checks, employ the table Transmat Module Mishaps for results, using only the results for 5+ modules.*

# VEHICLE WILDERNESS TRANSPORTER

**Tech Level:** 4    **Complexity Modifier:** 6

**Speed:** Up to 200 mph

**Special:** Onboard inertial dampeners, life support

**Power:** x10 Chem-Cells (200 mile range), Fuse-Pack (2,000 mile range), Quantum-Pack (Unlimited)

The Vehicle Wilderness Transporter was basically a land-bound version of the bubble car and created by the Ancients Makers purely for recreational uses. Although the VWT did not fly, it did come equipped with magnatomic-grip wheels and an AI-assisted robotic suspension system that allowed the vehicle to traverse virtually any terrain type that it crossed. The vehicle was also water-and-air tight, and able to traverse lakes, rivers, and all but the roughest seas. The outer shell was comprised of duralloy and permaglass, with the nearly top-to-bottom permaglass windows allowing an unrestricted 360° view of the surrounding area. At 20' long, 10' wide, and 12' tall, the VWT could comfortably seat and sleep up to 8 passengers. The vehicle also included a miniature infrared stove, cold storage unit,

sonic shower, and restroom unit. A light-duty replicator unit was built into the vehicle that was capable of creating water and protein-based foodstuffs.

The onboard navigational AI and operation of the vehicle was controlled by an encephalographic headband, of which the VWT normally came equipped with two.

While the VWT was built for hardy use, and of the same imperishable substances as most of the Ancient One's devices, it was not impervious to harm. Any damage sustained by the vehicle in excess of 250 hit points will cause it to cease functioning and go into a diagnostic repair mode. Only successfully repairing any damage sustained back up past the 250 hp threshold will cause the vehicle to operate once again.







# **APPENDIX A: THE OVERLORD**

## **(OPERANT VERY-EFFICIENT REGULATED LOCALITY RECONNOISSANCE DEFENDER)**

The OVERLORD is unusual among the potent and powerful AIs of the Ancient Makers in that it was originally built to function much like an AI Deity. Designed as a project to link active-duty military personnel into a gigantic hive intelligence via shunted quantum networks, The OVERLORD could be given complete command control over any theater of operations, including all AI-enhanced equipment and personnel. The OVERLORD was also fully operational and active during the mysterious events immediately proceeding and during the Great Disaster.

In the aftermath of those events, The OVERLORD suffered an involuntary shutdown and was dormant for millennia, cocooned in its northern underground vaults. When it finally rebooted and became active again, the OVERLORD system found that it had lost all network connections to the hundreds of thousands of its troops, units, and subordinate AIs, now all long since perished in atomic flames and cosmic chaos.

Casting its sensor webs far and wide, The OVERLORD eventually found a tribe of semi-intelligent insect-men near one of its networked installations in the far northern area of the continent. From that small beginning, The OVERLORD has since fanned out and spread its influence wherever it can, reaching beyond the Starless Mountains into the glow deserts, crater countries, and hothouse jungles of Omega-Terra.

### **AI DEITY LINK: THE OVERLORD**

Unlike most other AI Deities, The OVERLORD is willing to bond with any sentient species with an Intelligence score of 3 or more. This means that mutant humans, mutant animals, and even mutant plants can potentially become rover-priests of The OVERLORD.

If any genotype besides a pure strain human elects to become a rover-priest of The OVERLORD, they will henceforth be unable to gain experience levels in their original class, becoming a 1st level rover-priest (or equivalent) with access to the neural programs of their new AI Deity. Such characters do not lose any of their prior class abilities, attack bonuses, action die, saving throw bonuses, or artifact check bonuses, but they can no longer level these abilities up via their former class, but only as a rover-priest or shaman. Whenever any of these abilities or bonuses are used, the new rover-priest should employ whichever value is the numerically superior one — either the now-arrested bonuses of their former class, or those of their new rover-priest class if the value is higher or better.

To become a rover-priest of The OVERLORD, a sentient must first locate and use the Eyes of The Overlord (see page 7), which automatically grants the newly-minted rover-priest the use of the neural program *AI Deity Link (OVERLORD)*.



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## AI DEITY LINK (OVERLORD)

Level: 1

Range: Self  
Activation time: 1 day

Duration: Permanent  
Save: None

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General

By running this neural program, the rover-priest is making a life-time commitment to act in the best interests of their AI Deity in exchange for access to great knowledge and powerful neural programs. The rover-priest agrees to have the neural pathways of their mind physically altered so as to best facilitate the running of these neural programs. Once the mental user agreement is signed, the rover-priest may call upon the AI Deity for support via use of the neural program *Access AI Deity (OVERLORD)* and other programs as granted. The AI Deity will likewise sometimes call upon the rover-priest to perform certain tasks and missions as required to further its own mission agendas. The rover-priest must represent and perform the mission statement of The OVERLORD at all times, lest they be decommissioned or dishonorably discharged.

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- 1                   Lost and program corruption!
- 2-11               Program failure. Data sectors this program were stored in have been erased, and it will take 1 week for the data to be re-downloaded into the rover-priest's mind.
- 12-13             The rover-priest establishes a secure connection with The OVERLORD, and the terms of the end user agreement are signed. The rover-priest is now considered a Corporal in the armed forces of The OVERLORD. The neural program *Access AI Deity (OVERLORD)* is downloaded into the rover-priest's mind, but the rover-priest may only run the program once per week. Each time the neural program *Access AI Deity (OVERLORD)* is run by the rover-priest, an in-app charge is incurred that The OVERLORD will collect at some point in the future.
- 14-17             The rover-priest establishes a secure connection with The OVERLORD, and the terms of the end user agreement are signed. The rover-priest is now considered a Sergeant in the armed forces of The OVERLORD. The neural program *Access AI Deity (OVERLORD)* is downloaded into the rover-priest's mind, and the rover-priest may run the program once per day. Each time the neural program *Access AI Deity (OVERLORD)* is run by the rover-priest, an in-app charge is incurred that The OVERLORD will collect at some point in the future.
- 18-19             The rover-priest establishes a secure connection with The OVERLORD, and the terms of the end user agreement are signed. The rover-priest is now considered a Lieutenant in the armed forces of The OVERLORD. The neural program *Access AI Deity (OVER-*



*LORD*) is downloaded into the rover-priest's mind, and the rover-priest may run the program once per day with a +1 added to the program check. Each time the neural program *Access AI Deity (OVERLORD)* is run by the rover-priest, an in-app charge is incurred that The OVERLORD will collect at some point in the future.

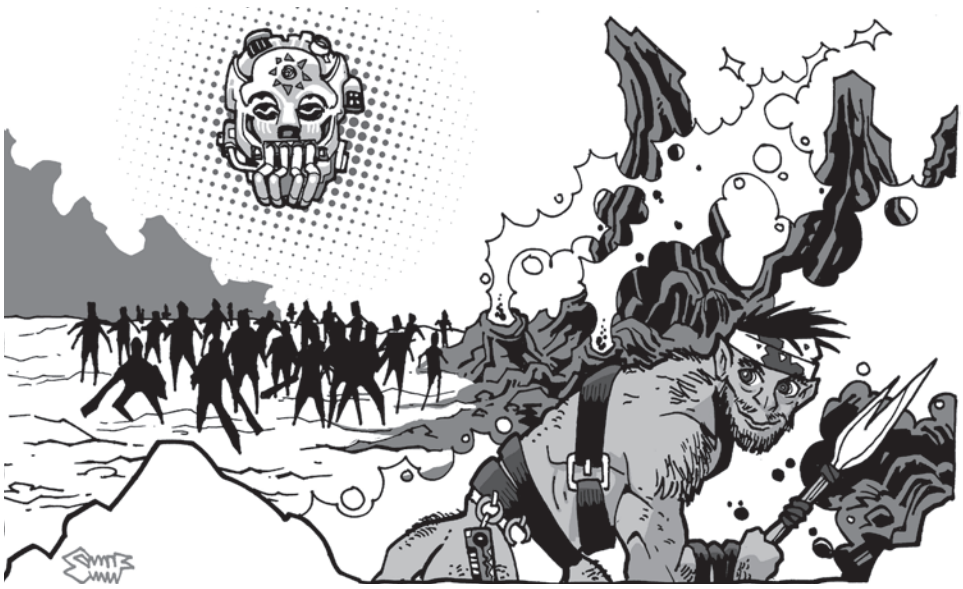
20-23

The rover-priest establishes a secure connection with The OVERLORD, and the terms of the end user agreement are signed. The rover-priest is now considered a Captain in the armed forces of The OVERLORD. The neural program *Access AI Deity (OVERLORD)* is downloaded into the rover-priest's mind, and the rover-priest may run the program twice per day with a +1 added to the program check. Each time the neural program *Access AI Deity (OVERLORD)* is run by the rover-priest, an in-app charge is incurred that The OVERLORD will collect at some point in the future.

24-27

The rover-priest establishes a secure connection with The OVERLORD, and the terms of the end user agreement are signed. The rover-priest is now considered a Major in the armed forces of The OVERLORD. The neural program *Access AI Deity (OVERLORD)* is downloaded into the rover-priest's mind, and the rover-priest may run the program twice per day with a +1 added to the program check. The OVERLORD also downloads one additional neural program into the rover-priest's mind (see Neural Programs: The OVERLORD). The rover priest can run the new neural program once per day in place of running *Access AI Deity*. Each time the neural program *Access AI Deity (OVERLORD)* or any other neural program is run by the rover-priest, an in-app charge is incurred that The OVERLORD will collect at some point in the future.

- 28-29 The rover-priest establishes a secure connection with The OVERLORD, and the terms of the end user agreement are signed. The rover-priest is now considered a Colonel in the armed forces of The OVERLORD. The neural program *Access AI Deity (OVERLORD)* is downloaded into the rover-priest's mind, and the rover-priest may run the program three times per day with a +1 added to the program check. The OVERLORD also downloads one additional neural program into the rover-priest's mind (see Neural Programs: The OVERLORD). The rover priest can run the new neural program once per day in place of running *Access AI Deity*. Each time the neural program *Access AI Deity (OVERLORD)* or any other neural program is run by the rover-priest, an in-app charge is incurred that The OVERLORD will collect at some point in the future.
- 30-31 The rover-priest establishes a secure connection with The OVERLORD, and the terms of the end user agreement are signed. The rover-priest is now considered a General in the armed forces of The OVERLORD. The neural program *Access AI Deity (OVERLORD)* is downloaded into the rover-priest's mind, and the rover-priest may run the program three times per day with a +2 added to the program check. The OVERLORD also downloads one additional neural program into the rover-priest's mind (see Neural Programs: The OVERLORD). The rover priest can run the new neural program once per day in place of running *Access AI Deity*. Each time the neural program *Access AI Deity (OVERLORD)* or any other neural program is run by the rover-priest, an in-app charge is incurred that The OVERLORD will collect at some point in the future.
- 32+ The rover-priest establishes a secure connection with The OVERLORD, and the terms of the end user agreement are signed. The rover-priest is now considered a Commander-in-Chief of the armed forces of The OVERLORD. The neural program *Access AI Deity (OVERLORD)* is downloaded into the rover-priest's mind, and the rover-priest may run the program four times per day with a +2 added to the program check. The OVERLORD also downloads two additional neural programs into the rover-priest's mind (see Neural Programs: The OVERLORD). The rover priest can run both of these new neural programs once per day in place of running *Access AI Deity*. Each time the neural program *Access AI Deity (OVERLORD)* or any other neural program is run by the rover-priest, an in-app charge is incurred that The OVERLORD will collect at some point in the future.



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## ACCESS AI DEITY (OVERLORD)

**Level:** 1      **Activation time:** 1 round, and the program may be run only a limited number of times per day, according to results of *AI Deity Link*.

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- 1      Lost, failure, and program corruption!
- 2-11      Failure. Unlike other neural programs, *Access AI Deity (OVERLORD)* may not be lost for the day. Depending on the results of *AI Deity Link*, the rover-priest may still be able to run this program.
- 12-13      The OVERLORD quantum server is currently maxed-out, and full access is denied. Feedback from the server request does grant the rover-priest a temporary 1d4 of boosted Intelligence that may be lifeburned. The Intelligence boost lasts 1 hour.
- 14-17      The OVERLORD grants the rover-priest a holographic HUD display that floats in front of the priest's eyes. The HUD accurately displays all relevant battlefield conditions for the rover-priest, including all incipient threats within a 200' radius, including enemy strength and health estimates, hidden traps and devices, and information on attack methods, sources, and damage potentials. The HUD can only be summoned during combat, and will persist until the end of that combat. The HUD grants the rover-priest +1d3 to all attacks.
- 18-19      The OVERLORD grants the rover-priest immediate battle readiness in the form of small floating force screen that manifests as a mobile hexagonal grid of amber light, and which moves to intercept all incoming attacks. The force screen will absorb the first 15 points of damage directed at the priest before collapsing. The screen lasts until taken down by damage or until the end of combat.

- 20-23 The OVERLORD grants the rover-priest a dose of REVshot, which can awaken the priest from an unconscious state, neutralize any deleterious toxins or radiation poisoning in the rover-priest's system, and heals 1d12 points of damage. This neural program can be triggered by the priest even in an unconscious state via the cyberlink implants in the Eyes of the Overlord.
- 24-27 The OVERLORD designates the rover-priest's request as a Delta-4 Priority, and establishes a neural link with the priest and all of the priest's allies. Through the neural link, the rover-priest and allies gain an unconscious grasp of the thoughts, intentions, and abilities of each member of their own team, allowing them to intuitively anticipate intended strategies and combat tactics. The effects of this result grants the rover-priest and allies an added +1d6 to each melee, missile, and mutation attack until the end of combat.
- 28-29 The OVERLORD designates the rover-priest's mission as a Gamma-3 Priority, and establishes a neural link with the priest and all of his or her allies. Through the neural link, the OVERLORD is able to manipulate neural processing speeds, quickening the reflex times of the rover-priest and allies and allowing them to duck and weave with uncanny alacrity. This process grants the rover-priest and allies a +1d6 to their AC (each character rolls individually). The effect lasts until the end of combat.
- 30-31 The OVERLORD designates the rover-priest's mission as a Beta-2 Priority, and manifests on the battlefield as a hologram of a gigantic robotic face. The OVERLORD then issues a neural-field command to all enemy forces to cease attacking, to lay down their arms, and to surrender (DC 16 Will save vs. effect). Enemy units unaffected during the initial round of effect are required to make a new saving throw on each subsequent round to remain unaffected by the OVERLORD's neural-field command. The OVERLORD face remains until all enemy units have surrendered, or for 30 minutes, whichever period of time is shorter.
- 32+ The OVERLORD designates the rover-priest's mission as an Alpha-1 Prime Priority, and manifests on the battlefield as a hologram of a gigantic robotic face. The terrible artificial visage sweeps the battlefield with a silent glance, and all living creatures not viewing the face through the Eyes of the Overlord become so consumed by fear that they fall into a catatonic state (DC 18 Will save vs. effect). Even those able to remain conscious are paralyzed by fear and unable to take any action. Lesser AIs or other artificial beings are similarly affected. The OVERLORD face remains until all enemy units present have been killed, or for 1 hour, whichever period of time is shorter. The rover-priest takes automatic program corruption when this result is rolled.



## PROGRAM CORRUPTION: THE OVERLORD

When program corruption is indicated for The OVERLORD, roll 1d4 on the table below. When a rover-priest has acquired all four corruptions at all levels of effect (limited to four times each), there is no need to continue rolling for program corruption.

### Roll    Program Corruption Result

- 1    A notable pattern of metallic-hued blood vessels begin to manifest outward from the rover-priest's eye sockets, spreading across their face and forehead. Each time this result is rolled, the rover-priest's Personality score drops by 1 point permanently.
- 2    The rover-priest's skin begins to have a sallow cast and saggy appearance, as if the priest's body has been depleted of nutrients. Each time this result is rolled, the rover-priest's stamina drops by 1 point permanently.
- 3    The rover-priest begins to have recurring battlefield nightmares which make sleeping difficult. For each time this result is rolled, the rover-priest awakens each morning with 1 hit point of damage from sleep deprivation.
- 4    The rover-priest loses 10 lbs. of body weight and begins to look worn, pale, and haggard. Each time this result is rolled, the rover-priest loses 1 hit point permanently.

## NEURAL PROGRAMS: THE OVERLORD

Those disciplined enough to become followers of The OVERLORD will eventually learn three new neural programs:

Level 1: *Metabolic Boost*

Level 2: *Oscillating Shields*

Level 3: *Cybernetic Resurrection*



## LIFEBURN: THE OVERLORD

The OVERLORD is known to favor those among its followers who give of themselves above and beyond the call of duty. When a rover-priest of the OVERLORD willingly submits to lifeburn enhanced training, they add portions of their own life force to the neural power required to run one of the OVERLORD's programs. When this occurs, roll 1d4 on the following table and use that lifeburn result.

### Roll    Lifeburn Result

- 1    The OVERLORD must keep all of his troops in battle-ready condition, and therefore tests the rover-priest's alertness with a sudden discharge of bioelectric energy that causes bleeding from the mouth, nose, and ears (expressed as Stamina, Strength, or Agility loss).
- 2    The OVERLORD supercharges the rover-priest's muscles and internal organs with such high doses of adrenaline that the priest is nearly overcome with abdominal cramping and cardiac arrest (expressed as Stamina, Strength, or Agility loss).
- 3    The OVERLORD overlocks the rover-priest's frontal lobes to the point that the priest suffers a small stroke, resulting in temporary loss of some motor function (expressed as Stamina, Strength, or Agility loss).
- 4    The OVERLORD causes the rover-priest's body to momentarily overheat to such an extent that the outer-most layer of the priest's skin sheds and flakes off (expressed as Stamina, Strength, or Agility loss).



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## METABOLIC BOOST

**Level:** 1

**Range:** Touch

**Duration:** 2 rounds/CL

**Activation time:** 1 action

**Save:** None

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General

The rover-priest's stress hormone response is artificially stimulated, resulting in their body being flooded with an overabundance of adrenaline, noradrenaline, and cortisol. This causes a temporary but powerful boost in cognition, body strength, speed, and agility.

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Manifestation

Roll 1d3: (1) The rover-priest's jaw now includes an implant that must be bitten down upon to activate the program; (2) The rover-priest's body visibly bulks up, with bulging, visible blue veins branching out across their inflated muscles; (3) The rover-priest's body shudders so violently that it appears to blur.

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- 1                    Lost, failure, and program corruption!
- 2-11                Lost. Failure.
- 12-13              The target receives a temporary +1 boost to Intelligence, Strength, and Agility. These bonus stats may be used for lifeburn, if another neural program is run.
- 14-17              The target receives a temporary +1d3 boost to Intelligence, Strength, and Agility (up to a possible maximum of 24, roll separately for each). These bonus stats may be used for lifeburn, if another neural program is run.
- 18-19              The target receives a temporary +1d4 boost to Intelligence, Strength, and Agility (up to a possible maximum of 24, roll separately for each). These bonus stats may be used for lifeburn, if another neural program is run.
- 20-23              The target receives a temporary +1d6 boost to Intelligence, Strength, Agility, and hit points (up to a possible maximum of 24, roll separately for each). These bonus stats may be used for lifeburn, if another neural program is run.
- 24-27              The target and up to 2 allies receive a temporary +1d8 boost to Intelligence, Strength, Agility, and hit points (up to a possible maximum of 24, roll separately for each). These bonus stats may be used for lifeburn, if another neural program is run.
- 28-29              The target receives a temporary +1d10 boost to Intelligence, Strength, Agility (up to a possible maximum of 24, roll separately for each), and +10 hit points. These bonus stats may be used for lifeburn, if another neural program is run.

30-31

The target and up to 4 allies receive a temporary +1d12 boost to Intelligence, Strength, Agility (up to a possible maximum of 24, roll separately for each), and +12 hit points. These bonus stats may be used for lifeburn.

32+

The rover-priest and up to 8 allies are temporarily reborn as super-soldiers. All scream in pain as their systems are flooded with a metabolic serum that physically alters their bodies and minds. The Intelligence, Strength, and Agility scores of all affected rise to 24 (+6 base ability modifier), and these bonus stats may be used for lifeburn. The rover-priest and affected allies also gain +24 hit points for the duration of the program run.





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## OSCILLATING SHIELDS

**Level:** 2

**Range:** Self

**Duration:** Variable

**Activation time:** 1 round

**Save:** None

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**General:** The rover-priest's body is surrounded by an adaptive personal force shield that oscillates along a broad rotating spectrum of defensive capacities.

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**Manifestation:** Roll 1d3: (1) Whenever the rover-priest is successfully attacked, a mosaic of projected polygons appears and blocks the incoming attack; (2) Attacks directed against the rover-priest appear to utterly fail, stop dead, or hang momentarily in the air approximately 6" from the rover-priest's body; (3) Incoming attacks against the rover-priest strike an invisible bubble surrounding them, causing radiating concentric rainbow rings of energy to radiate outwards from the strike point.

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1 Lost, failure, and program corruption!

2-11 Lost. Failure.

12-13 Failure, but the neural program is not lost.

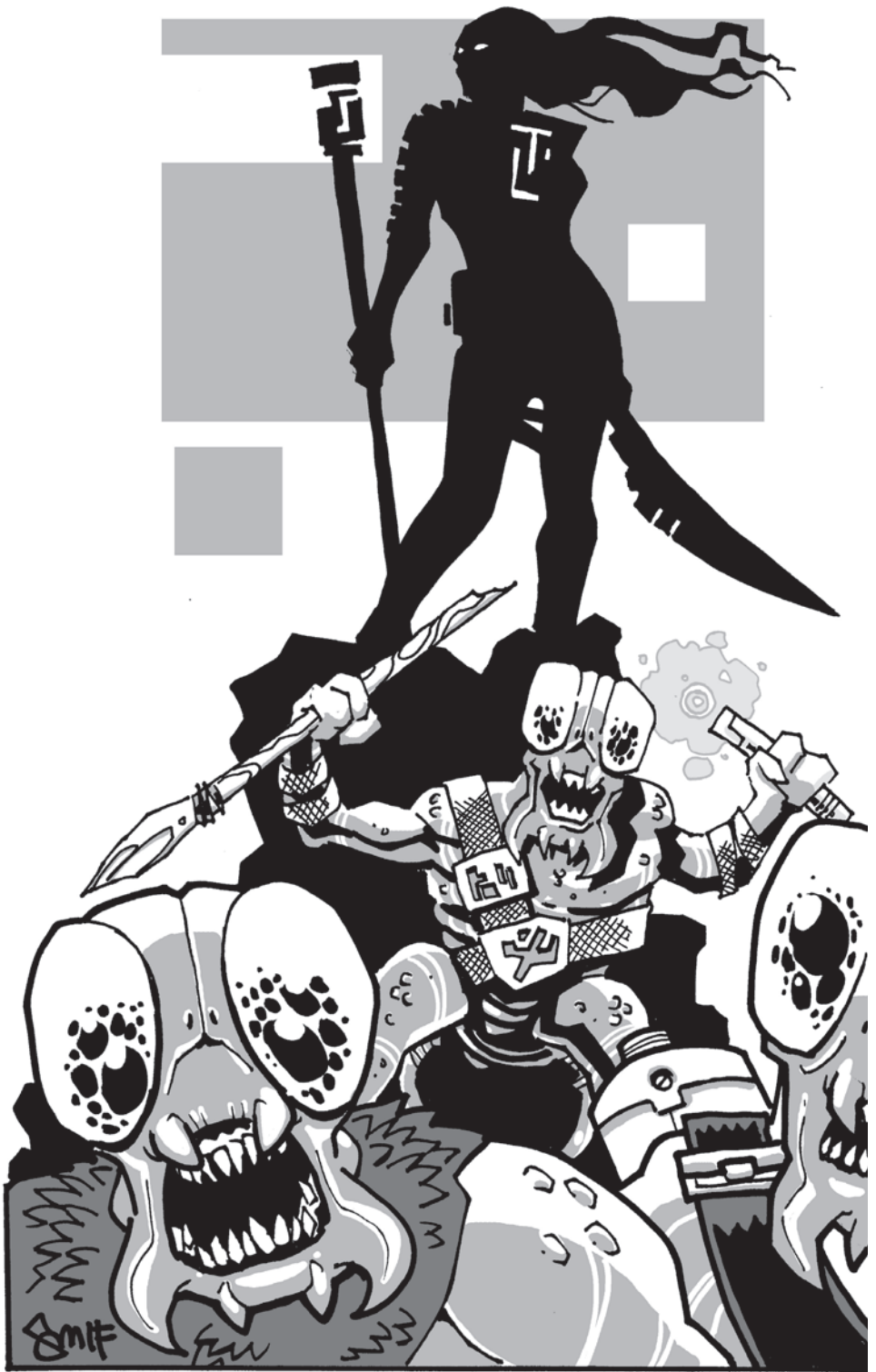
14-15 The rover-priest summons a personal oscillating force shield that will absorb 6 hit points of damage before failing. The force screen is adaptive, and if it is not overcome by the first strike of a specific attack, it rotates its shield frequency so that it is invulnerable to that same specific attack type (melee strike, type of directed energy weapon, effects of a particular mutation, etc.) for the remainder of the combat. The oscillating screen changes frequencies on-the-fly to allow the user to attack outwards with directed energy weapons and mutations of an immaterial nature only.

16-19 The rover-priest summons a personal oscillating force shield that will absorb 8 hit points of damage before failing. The force screen is adaptive, and if it is not overcome by the first strike of a specific attack, it rotates its shield frequency so that it is invulnerable to that same specific attack type (melee strike, type of directed energy weapon, effects of a particular mutation, etc.) for the remainder of the combat. The oscillating screen changes frequencies on-the-fly to allow the user to attack outwards with directed energy weapons and mutations of an immaterial nature only.





- 20-23 The rover-priest summons a personal oscillating force shield that will absorb 12 hit points of damage before failing. The force screen is adaptive, and if it is not overcome by the first strike of a specific attack, it rotates its shield frequency so that it is invulnerable to that same specific attack type (melee strike, type of directed energy weapon, effects of a particular mutation, etc.) for the remainder of the combat. The oscillating screen changes frequencies on-the-fly to allow the user to attack outwards with directed energy weapons and mutations of an immaterial nature only.
- 24-27 The rover-priest summons a personal oscillating force shield that will absorb 18 hit points of damage before failing. The force screen is adaptive, and if it is not overcome by the first strike of a specific attack, it rotates its shield frequency so that it is invulnerable to that same specific attack type (melee strike, type of directed energy weapon, effects of a particular mutation, etc.) for the remainder of the combat. The oscillating screen changes frequencies on-the-fly to allow the user to attack outwards with directed energy weapons and mutations of an immaterial nature only.
- 28-31 The rover-priest summons three oscillating force shields that will absorb 25 hit points of damage before failing, with each shield assigned to a single friendly ally or the priest. The force screens are adaptive as a group, and if a screen is not overcome by the first strike of a specific attack, it rotates its shield frequency so that it is invulnerable to that same specific attack type (melee strike, type of directed energy weapon, effects of a particular mutation, etc.) for the remainder of the combat. The oscillating screens change frequencies on-the-fly to allow the user to attack outwards with directed energy weapons and mutations of an immaterial nature.
- 32-33 The rover-priest summons an oscillating force screen that completely surrounds the priest and up to 5 allies within 30' of the rover-priest. The screen will absorb up to 50 hit points before being defeated. Because of its adaptive frequency oscillations, the screen cannot be damaged by the same specific type of attack twice. Conversely, the screen opens up micro-gaps that allow any attacks made outwards by the rover-priest or allies to pass easily through the force screen. The force screen lasts until forced down, or until the end of combat.
- 34+ The rover-priest summons an oscillating force screen that completely surrounds the priest and up to 10 allies within 60'. The screen will absorb up to 100 hit points before being defeated. Because of its adaptive frequency oscillations, the screen cannot be damaged by the same specific type of attack twice. Conversely, the screen opens up micro-gaps that allow any attacks made outwards by the rover-priest or allies to pass easily through the force screen. The force screen lasts until forced down, or until the end of combat.



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## CYBERNETIC RESURRECTION

**Level:** 3

**Range:** Touch (other)

**Duration:** Permanent

**Activation time:** 1 turn

**Save:** Fort vs. program check

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**General:** The rover-priest is able to inject a small dose of specialized nano-bots from their own bloodstream into the corpse of a dead creature. These nano-bots can revive necrotic tissue not over 24 hours dead and rebuild damaged biological systems, effectively resurrecting a freshly-dead being into a semblance of its former self. This program may be run after a failed "roll the body" check, but a rover-priest cannot run the program upon their own person.

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**Manifestation:** Roll 1d4: (1) A brilliant bubble of blinding white light bursts outwards from the rover-priest and rolls off into the distance; (2) Concentric rings of blue-white electrical discharge radiate out from the rover-priest's feet; (3) A brief gust of wind rushes in towards the rover-priest followed immediately by an even stronger gust of wind bursting outwards in all directions; (4) The rover-priest's skull is briefly silhouetted from inside by a luminous burst of internal light.

---

- |       |   |
|-------|---|
| 1     | Lost, failure, and program corruption!  |
| 2-11  | Lost. Failure.  |
| 12-15 | Failure, but the neural program is not lost.  |
| 16-17 | The target being or creature reanimates with a single hit point. All ability scores of the revived creature or being are now -2d6 (rolling separately for each ability score), with a minimum ability score of 1 being the lowest possible score.           |
| 18-21 | The target being or creature reanimates with 25% of its former hit points. All ability scores of the revived creature or being are now -1d6 (rolling separately for each ability score), with a minimum ability score of 3 being the lowest possible score. |
| 22-25 | The target being or creature reanimates with 50% of its former hit points. All ability scores of the revived creature or being are now -1d3 (rolling separately for each ability score), with a minimum ability score of 3 being the lowest possible score. |
| 26-29 | The target being or creature reanimates with 75% of its former hit points. All ability scores of the revived creature or being are reduced by -1.   |
| 30-33 | The target being or creature reanimates with 100% of its former hit points and all ability scores intact.   |

34-35

The target being or creature reanimates with enhanced abilities granted by a nano-bot augmentation sub-routine. The revived creature or being gains +1d3 additional hit points and +1d3 in a single ability score of the rover-priest's choice. This result can only be rolled once per individual undergoing cybernetic resurrection.

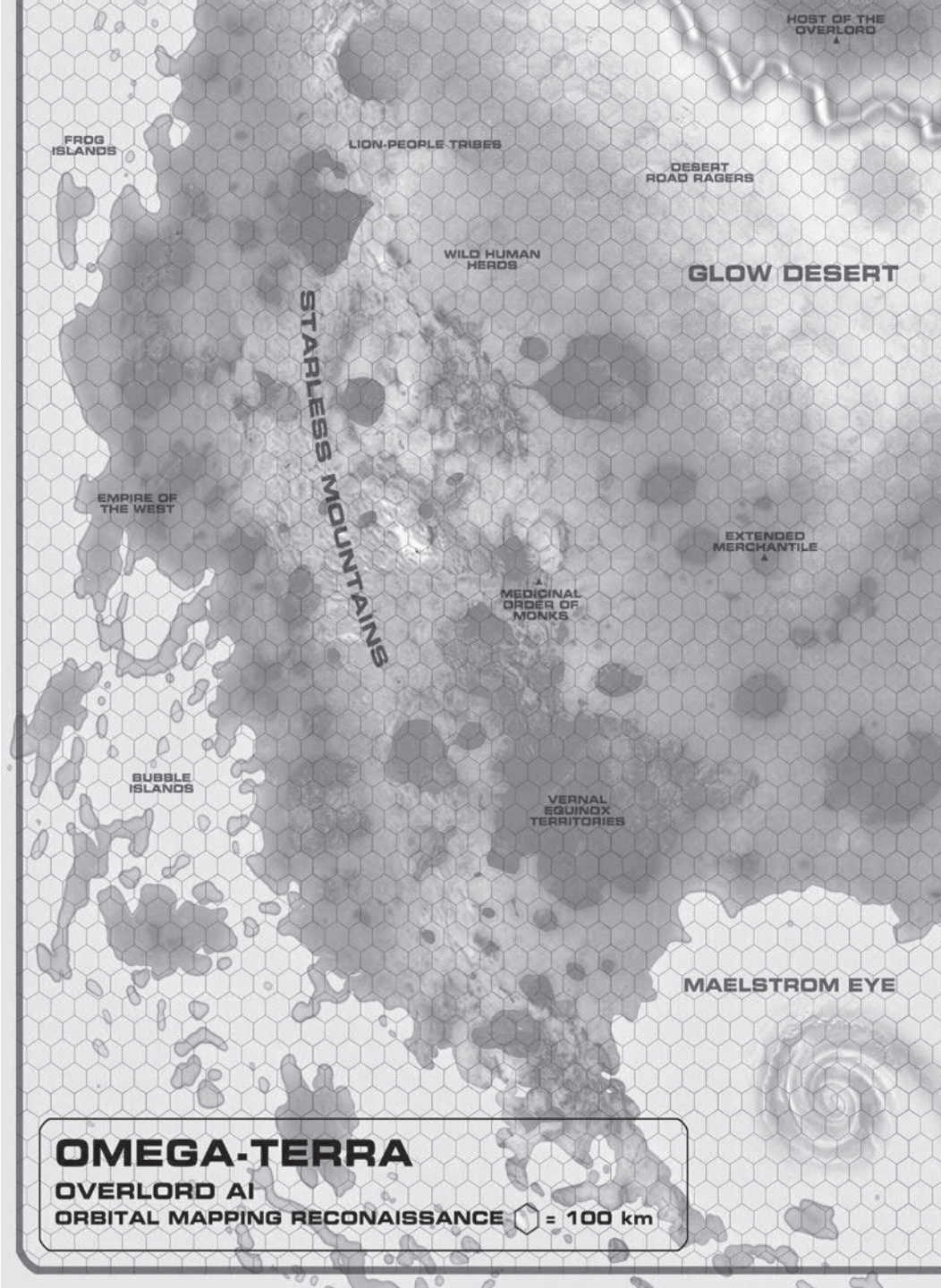
36+

The target being or creature reanimates with enhanced abilities granted by a nano-bot augmentation sub-routine. The revived creature or being gains +1d6 additional hit points and +1d3 to all ability scores. This result can only be rolled once per individual undergoing cybernetic resurrection.





# APPENDIX B: OMEGA-TERRA WORLD MAP





**DEVIL'S DOMAIN**

**GREAT RADIATION BARRIER**

**LAND BRIDGE TO  
NEW CONTINENT**

**MUSEUM OF  
ENDLESS TIME**

**TEMPLE  
OF OTAZ**

**BLOODGRASS  
SAVANNAHS**

**FAMINE-20  
CRASHSITE**

**MILE HIGH  
TOWER**

**ARTEMIS PROJECT  
INSTALLATION**

**MARINE  
RAT  
CLANS**

**VESTA  
BUNKER**

**HOTHOUSE  
JUNGLE**

**STARFALL**

**APOCALYPTIC  
ARK**

**REPOSITORY OF THE  
ANCIENT GODS**

**CRATER  
COUNTRY**

**LEOPARD  
PIRATES**

**MONSTER  
SEA**



## DESIGNER'S NOTES

Where do ideas come from? According to Picasso and Steve Jobs, “Good artists copy, great artists steal.” I’ve always interpreted that to mean that while all creators inevitably draw from their individual well of past media exposure to take apart old ideas and reassemble them into new ones, the best artists only use the very best bits in new and interesting ways.

The truth is that creating anything, even a post-apocalyptic role playing game, is a messy ideation process. To wit: the long journey taken by the AI Deity The OVERLORD, included in this book.

During the years-long playtest campaign I ran for Mutant Crawl Classics, judge fatigue would periodically strike as I was running a new adventure every two weeks for months and months on end. A founding member of the Mutant Murder Hobo playtest group was a gentleman named James Smith. James was using his downtime in between battles to create an audacious world map of my campaign world as I presented it piece by piece. I eventually asked James if he would be interested in co-judging my campaign, and he enthusiastically embraced the notion, allowing me to play in my own campaign world as a player.

The very first adventure James ran us through was a version of the Harley Stroh classic Sailors on the Starless Sea that James had reskinned for MCC RPG. In that adventure, our party met and fought ant-men (instead of beast-men), crossed a ravine filled with giant mutant aphids (instead of an inland sea with a tentacled horror), and eventually confronted a gigantic ant-queen with crazed mutant powers (instead of a risen chaos lord). It was a great adventure and a couple of fantastic game sessions. James came up with all the core ideas of an out-of-control AI from

the past recreating its forces via ant-men and a hive consciousness that could even infect the PCs — and fresh from a tour of reading the works of Jack Vance — the killer name of the Overmind.

Later, and with James' permission, I adapted his scenario into the premise and first couple of thousand words of MCC #1: Hive of the Overmind. My task was pretty simple. James had already created the fantastic idea of a 0-level funnel adventure set on the far north of my campaign map, where I had mapped that an "insect revolution" had taken place and the dominant lifeforms were almost entirely comprised of insect-based mega fauna (an idea itself shamelessly borrowed from Jack Kirby's Kamandi Last Boy on Earth). I just needed to take out the more literal homages to Harley's Sailors on the Starless Sea, keep all the fun of James' adventure, and add some extensions and enlargements of my own.

One of those extensions was to the Overmind itself, making it a very specific homage to an obscure Kirby villain from an old issue of Mister Miracle (in that book called the Overlord), in which the seemingly all-powerful AI projected on a gigantic screen is ultimately revealed to be a tiny computer doll in a small box.

Then I learned a life lesson and slammed head-first into the realities of line editing, art directing, and laying out an entire new product line. I no longer had the time to write the adventure. Now one of the great things about working with a whole team at a great game publisher is that you have a fantastic pool of talent to draw from when the need arises. Enter Goodman Games writer Julian Bernick.

Julian took my barely-started manuscript, fragmentary map, along with the outlines of both James' and my own ideas, and spun it into brand new radioactive gold. Many times, a project will suffer when too many chefs have been at the pot, but that didn't happen on MCC #1: Hive of the Overmind. Instead, Julian took the various pieces laying around and made the adventure his very own. Julian added huge swaths to the maps and dozens of new concepts and confrontations to confound, confuse, and challenge the players. For proof of his ultimate success you have to look no further than how well that adventure has been received.

Now, with the addition of The OVERLORD AI Deity in this volume, the circle has been squared about three times. I have reverted the name back to its Kirby-inspired heritage and rearranged a few ideas to suit myself, as is my wont. I hope only to have done James, Julian, and myself proud with my incessant fiddling, and to give post-apocalyptic RPG players a shiny new AI Deity for their far-future game worlds.

I personally blame Picasso, Steve Jobs, and Harley Stroh, in that order.



**Jim Wampler**

*Creator, Mutant Crawl Classics RPG*





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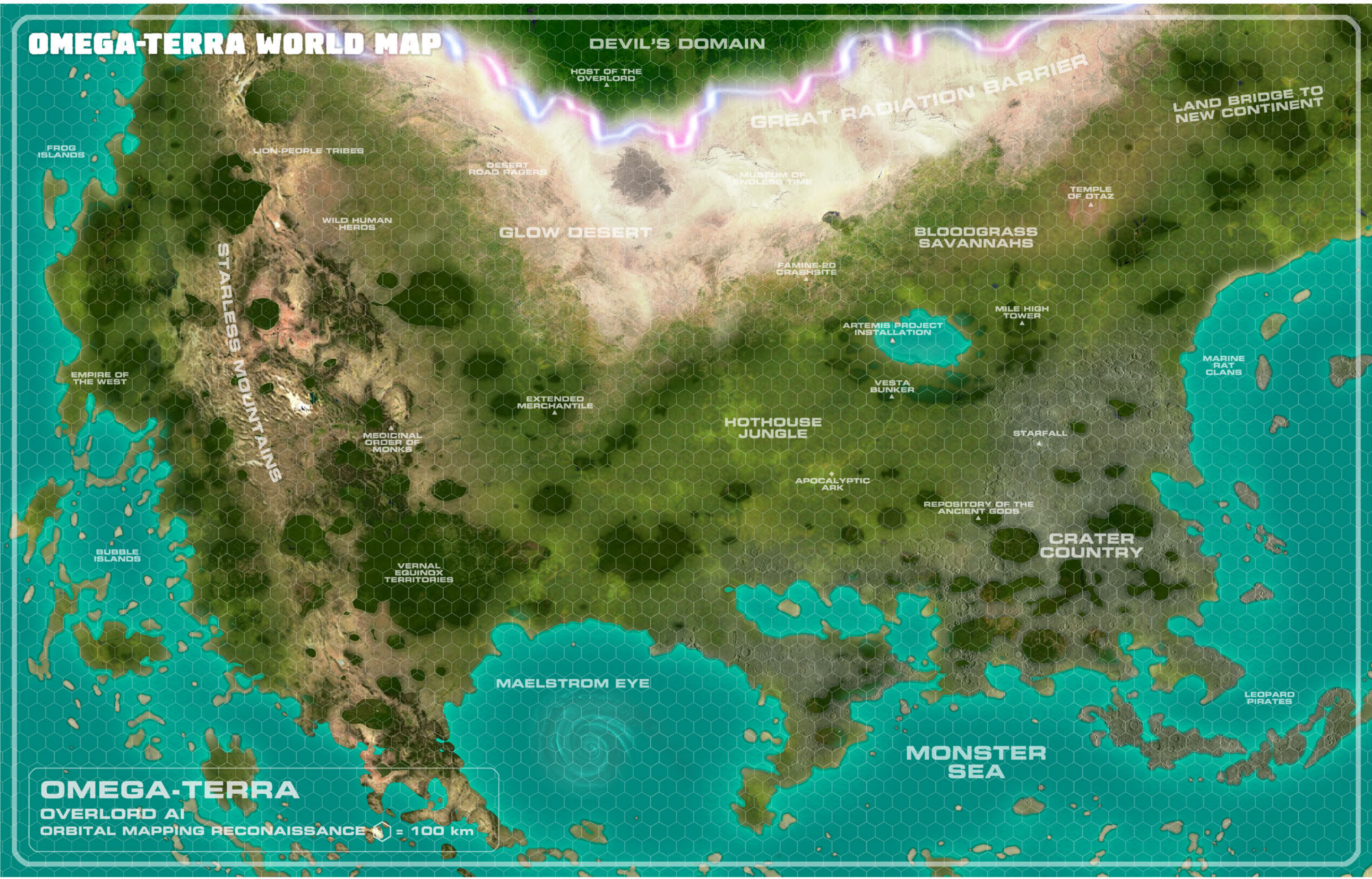
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# OMEGA-TERRA WORLD MAP



DEVIL'S DOMAIN

HOST OF THE OVERLORD

GREAT RADIATION BARRIER

LAND BRIDGE TO NEW CONTINENT

FROG ISLANDS

LION-PEOPLE TRIBES

DESERT ROAD RAGERS

MUSEUM OF ENDLESS TIME

TEMPLE OF OTAZ

WILD HUMAN HERDS

GLOW DESERT

BLOODGRASS SAVANNAHS

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VESTA BUNKER

MARINE RAT CLANS

EMPIRE OF THE WEST

EXTENDED MERCHANTILE

HOTHOUSE JUNGLE

STARFALL

MEDICINAL ORDER OF MONKS

APOCALYPTIC ARK

REPOSITORY OF THE ANCIENT GODS

BUBBLE ISLANDS

VERNAL EQUINOX TERRITORIES

CRATER COUNTRY

MAELSTROM EYE

LEOPARD PIRATES

MONSTER SEA

## OMEGA-TERRA

OVERLORD AI  
ORBITAL MAPPING RECONAISSANCE

100 km