# RESIDUUM

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### (RE·ZI·JOO·UM)

D:CLEF games

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## COVER STORY

Dalton Pencarinha's evocative rendering of (Cyborg: Protector) Braxx, (Clairvoyant Mutant) Azlyn, and (Resolve Bellati) Jorek accidentally drawing the attention of a massive security warbot, while scavenging the dangerous city streets.

# Contents

# Preface

LIKE MOST OF YOU, I GREW UP PLAYING games. My first exposure to role-playing games was with the 2nd edition of Advanced Dungeons & Dragons back in middle school. We would run poorly constructed home campaigns (designed by a twelve-year-old) and break nearly every rule imaginable, but it was, nevertheless, a lot of fun. Soon after that, computer gaming took over for me, and I got to explore the universe through the janitorial exploits of Roger Wilco in the Space Quest series. Computer and console gaming remained a huge part of my gaming entertainment for the next few decades, all the way up to, and including, the wildly popular MMORPG World of Warcraft; ever heard of it?

Gaming for me has always been a great way to interact socially. Whether it was sitting around the N64 with a group of friends playing GoldenEye 007, or endlessly running battlegrounds in WoW in a hopeless attempt to achieve the Grand Marshal title, it was always more fun when the gaming experience was shared with a group of friends. Although, I have great memories of those types of games, and I wouldn't change my experiences for anything, there is still something unique and special about tabletop gaming that can't be replicated on a digital platform (at least not yet)! So over two decades later, we decided to dust off the 2nd edition AD&D books and reassemble our band of adventurers.

For a fun change of pace, I suggested that we run a post-apocalyptic campaign setting. We developed some races, classes, and weapons, and tried to play them with the 2e rules. We had a great time but quickly realized that trying to fit our ideas into a system that was built and tested for an entirely different set of characters and abilities was ill-advised. So we scrapped everything, started from scratch, and Residuum was born.

From the start, I wanted to use elements from my favorite gaming experiences while at the same time making the gameplay and mechanics easy to understand and succinct. The d20 system was an obvious choice for the core mechanics simply because it is widely known and easy to understand, however, that system wasn't able to capture some of the characteristics of modern weaponry. So we built an entirely new, table-gamey attack system that more elegantly accounts for the sensibilities of modern combat. Simplifying attacks by limiting modifiers and normalizing the process can make an attack round more efficient and fast-paced. Your time is better spent role-playing rather than "rule-playing."

Creating and customizing the exact character that you want can be almost as fun as playing a game, but it can be time-consuming to sift through volumes of materials that go along with deep customization options. One of my favorite tabletop games of all time is Smash Up by Paul Peterson. It is a shuffle building game where you essentially pit two factions of your choice against your opponent's two factions. There are only eight factions to choose from (not including the plethora of expansions), and I was amazed at the variety of options and complex interactions that arose by making only two choices from that relatively small pool of decks. I wanted to add that simple yet intriguing customizability in the creation and leveling process of a character.

In keeping with the goal of customization, I never really liked the idea that a character's path was chosen for them automatically as they progressed through their levels. In Residuum, any improvements your character obtains will be powers or skills that you have selected personally for them. You choose your path as you go based on your particular style of play. As a byproduct of that customization and variety, battles can become highly tactical and provide players with a lot of different and unique choices.

The final characteristic that I wanted to include in Residuum was fewer numbers, more value. I really liked the idea of streamlining the character sheet and eliminating the need for extraneous numbers and tables. Almost all issues can be resolved by rolling 1 of 7 ability scores: Strength, Agility, Fortitude, Acumen, Personality, Accuracy, and Power. These numbers are added to d20 rolls to determine a wide range of things both in and out of combat. This system is designed to enable a character that is truly gifted with a certain ability to be very valuable and punish them in areas where they lack proficiency. Conversely, building a well-balanced character can have considerable value as they would have no real weaknesses. I believe that a lack of parity in different characters makes RPGs way more fun and interesting. Being an asset or a liability to the party can create unique and fun-filled situations that simply don't occur in games where all characters are similar. Embrace the fact that your character is a master hacker but can't fight or a skilled assassin with the personality of a scrap heap.

In the world of tabletop gaming, the most important element is the people that you play with. I hope that Residuum provides a fun and unique experience for generations of tabletop gamers to come together and create their own lasting memories.

Enjoy finding your silver lining together in the post-apocalyptic hellscape that is Residuum.

Game on,
Ralph DiSylvestro
Lead Designer

# The World of Residuum

My name is Dexter Wyatt. I am a 29-year-old human male, and in case this should be my last day on this godforsaken planet called Earth, in this blasted land of chaos that used to be called the United States of America, I leave this statement behind in the hopes that one day, future generations may discover it and know the horror of our age.

I am a soldier, trained in the art of killing by the St. Louis Militia, and all I have ever known is battle and bloodshed. Of course, there is no more St. Louis Militia now, no more St. Louis at all really. The Mutants came in the night, each with the power of ten men, lightning crackling from their fingers or flames erupting from their outstretched hands. They needed no guns to kill: some could pull a man apart with their bare hands, some could appear right next to you and gut you with a knife, and some could kill you simply with the power of their minds. There are only four of us left now, hiding out in an abandoned building just outside of town: Blake Ashton (a demolitions expert), Sarah Green (a cyborg computer genius), Rocco Morroni (a scrappy brawler), and myself.

When I was a boy, my granddad used to tell me the story about how the world was, back before the Bellati came. He was just a boy then, the year of the Great Alien Plague. It wasn't like in the Science Fiction films, he said, where the aliens come to wipe out the human race. The Bellati arrived on Earth as refugees in need of a new homeworld after their star system was destroyed by a supernova. One of their multigenerational colony ships found

Earth; it still orbits the planet, out of fuel and beyond repair.

For a short while, there was peace, but the Bellati unknowingly carried a viral strain from their homeworld that our human immune systems couldn't handle. Very few humans were immune, and three-quarters of Earth's population was wiped out in a matter of months. The rest of the damage we did ourselves. Nuclear silos, weapon storage facilities, and military bases were left completely abandoned, and in the aftermath of the plague, thugs and terrorists worldwide became powerful warlords who, in their desperate grabs for power, managed to use these weapons of mass destruction to exterminate nearly the entire remainder of the human race and decimate most of the world's major cities. Less than 1% of Earth's population remained, and of those humans who survived the plague, some had been mutated by it, gaining superhuman abilities but in many cases becoming deformed, twisted, and evil.

The thousands of Bellati that had arrived in search of a new home were now stranded on a planet that they had inadvertently destroyed. Guilt-ridden about the havoc they had accidentally wrought, the Bellati shared their technology and many adopted the role of caretakers to humanity in an attempt to rebuild their civilization.

So what is left for us now, those brave few adventurers who still roam this scorched abyss of a world? To survive.

Welcome to the world of Residuum

# Introduction

RESIDUUM IS A TABLETOP ROLE-PLAYING Game (RPG) in which a Game Master (GM) guides their players through campaigns in a post-apocalyptic Earth setting. This book does not contain premade locations or scenarios but will provide you with gameplay mechanics, tools for generating characters, and guides to assist in creating your own homebrew campaign.

## How to Play

Before playing the game, the GM will need to design a vibrant and interactive world filled with interesting locations, complex characters, problems that need solving, and of course, loot! The players will then create a character that will interact with this world and attempt to solve its problems by using individual strengths and abilities. For example, a strong, stupid character might rush into a conflict and attack an enemy before asking many questions, whereas an intelligent, charismatic character, with sub-par fighting skills, might try to talk their way out of a fight. In other words, players can choose to solve problems in any way that they see fit; however, struggles aren't just limited to combat. As your campaign progresses, you may find yourself in a political war over a contested region or piecing together the mystery of a missing person. The world is created by the GM, but the story reveals itself through the actions of the players, like a choose-your-own-adventure with infinite possibilities!

**Gameplay:**

The GM will describe your surroundings. The players will then ask the GM any questions that they have and tell the GM which actions they wish to take: move, open a door, access a computer, fire their weapon, etc. The GM will then tell the players the results of their actions. Here is an example of gameplay:

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**(GM):** *Your eyes open. Everything is blurry as if they haven't been used in some time. You hear a loud hissing sound which you realize is the hatch to a glass tube within which you are currently reclined. As the hissing ceases, you can hear the low hum of machinery and fluorescent lighting. As you sit up, you realize that you are in some sort of lab—now apparently abandoned. There are remnants of supplies scattered about: used bandages, needles, and some scattered surgical tools. As you regain your faculties, you realize that your right arm is tender. You can see dozens of what look like needle punctures tracked down your arm. It is only now that you realize you are not alone. Two others, in glass tubes similar to your own, are waking up as well. After conversing a bit, all of you seem to have the same confusion: you don't have any recollection of how you got here or even where "here" is. What do you do?*

**(Lana):** *I'd like to examine the room. Are there any weapons?*

**(GM):** *Upon examining the room you find some surgical tools. These can be used as light melee weapons if you choose. They will do 1d4 damage. There is a computer console on the north wall of the room and a door that looks to be jammed half-open on the south wall.*

**(Lana):** *Ok, well I guess I'll grab some surgical tools for now.*

**(Russell):** *Yea, me too. But I think we should search this place for some real weapons.*

**(Will):** *I'm going over to the computer console to see if I can get some information.*

**(GM):** *Ok, roll an Acumen check to see if you can access the system.*

**(Will):** *I rolled a 15.*

**(GM):** *Did you add your Acumen score?*

**(Will):** *Oops. My Acumen is 16 so...31, I mean 26 because I don't have the hacking talent, so I receive a -5 penalty to my hacking checks.*

**(GM):** *Thanks for reminding me. 26 is still enough to access the computer. You find a map of the facility. (The GM places a map on the table labeled "Blackrock Labs.") It is run by a group that calls themselves the HLH.*

**(Lana):** *What does HLH stand for?*

**(GM):** *You don't know.*

**(Lana):** *Can we find any other information about these HLH people from the computer?*

**(GM):** *Sorry, Will's check wasn't high enough to access the high-level security files.*

**(Russell):** *Who cares? These people are obviously jerks. They've been experimenting on us. I say we go "there," (Russell points to a room on the map marked "Armory") then we can work on getting out of this lab and figuring out who these people are.*

**(Lana/Will):** *Agreed!*

## What You'll Need

There are only a few materials that you'll need to explore the world of Residuum: paper, pencil, and polyhedral dice. You will find a character sheet in the back of this book. You can use it to keep track of your character's stats, equipment, and abilities, but feel free to create a character sheet of your own that satisfies your needs.

You will also need a variety of polyhedral dice: d4, d6, d8, d10, d10 (percentile), d12, and d20. For combat, certain characters may use up to 10 d6 dice, so have extra d6s on hand, if necessary.

## What...No Grid?

Many tabletop RPGs will often use a grid to keep track of the locations of players and their enemies during a battle or an encounter. Residuum is designed to be played with no grid. This method allows the players to use their imagination to visualize a dynamic, 3-dimensional environment instead of staring at a static, 2-dimensional board. If the GM describes the scene properly, you will have a vivid picture of the action, and your actions are limited only by your imagination—and sometimes your ability to roll a d20, Ha! Instead of a grid, you can use a simple map to show the general layout of an area if you find it helpful.

With, the myriad of powers, skills and talents, and combat mechanics such as cover, Residuum has been designed to give players a highly tactical experience if they prefer that style of play. Longer battles shouldn't feel boring or repetitive. Both characters and their adversaries can be quite deadly, so you won't find yourself tediously hacking away at the same enemy, trying to whittle down their HP.

## A Cinematic Experience

The characters in Residuum were designed to be larger than life. Whether human, Mutant, or Bellati, you should derive the look and feel of your character by pulling ideas from fictional genres: comic books, action movies, sci-fi novels, video games, etc. This approach can be helpful in non-combat situations to clarify how your character might speak or act, but it's especially useful in describing the look and feel of combat.

With the potency of advanced weaponry and armor, and over-the-top Mutant and Bellati powers (both offensive and defensive), combat has the potential to play out like a battle from a comic book or a gritty action movie—think John McClane at Nakatomi Plaza in *Die Hard*, Diana charging into "no man's land" in *Wonder Woman*, or the Alcatraz battle in *X-Men 3*. All these scenarios possess nearly impossible displays of power and heroism that add drama and flavor to combat and character development.
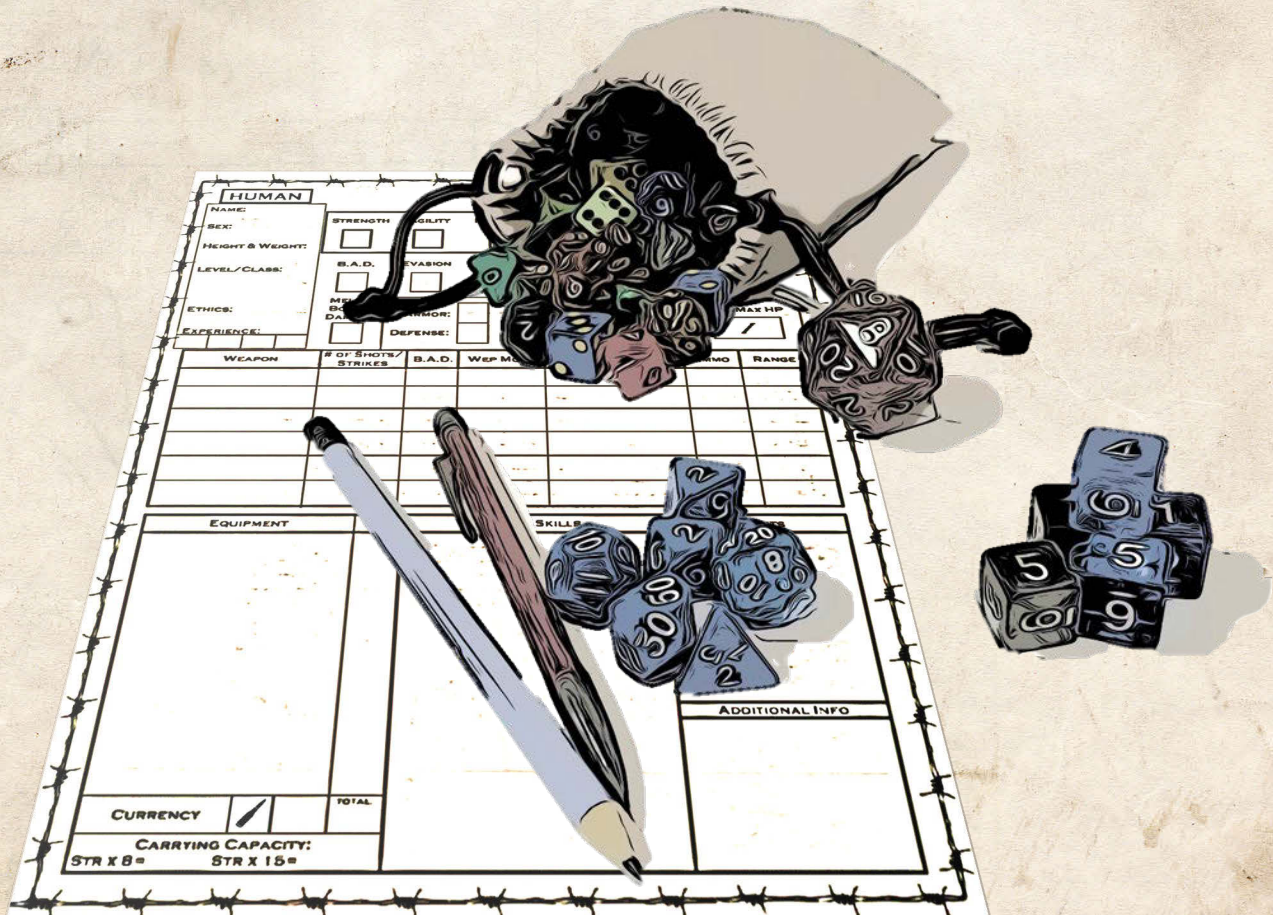
# Glossary

**Accuracy (ACC):** Your character's ability to fire ranged weapons and wield light melee weapons.

**Ability Scores:** The numbers that determine the various aptitudes of a character. There are 7 ability scores: Strength, Agility, Fortitude, Acumen, Personality, Accuracy, and Power.

**Acumen (ACU):** A measure of your character's intellectual prowess and their ability to observe their surroundings.

**Agility (AGI):** A measure of your character's mobility and their ability to avoid some types of damage.

**AoE (Area of Effect):** The total area affected by a skill, power, or item—usually spherical.

**B.A.D. (Bonus Attack Dice):** Extra dice added to an attack by players with high ability scores.

**Bullets ⬠ (In-game currency):** Each bullet represents 1 light pistol bullet. The term "round" is sometimes more accurately used in describing ammunition as it refers to the complete package of bullet, casing, powder, rim, and primer—not to be confused with a "round" of combat.

**Challenge:** A contested d20 roll made by 2 creatures using 1 of 7 ability scores. The higher number wins the challenge. Ties are re-rolled.

**Character Level:** The total level of your character's classes, mutations, or disciplines. The maximum level for characters in Residuum is 20.

**Check:** A d20 roll, plus one of your 7 ability scores. Checks are often required to perform difficult or complicated tasks.

**Class/Discipline Level:** The level of a Human class or Bellati discipline is equivalent to the number of skills/powers you possess within your class/discipline.

**Classes:** The 8 paths that humans may take as their character gains experience: Brawler, Cyborg, Demolitions Expert, Gunslinger, Mechanic, Sniper, Stealth Assassin, and Weapons Master. Cyborgs are composed of 4 sub-classes: Protector, Technician, Enforcer, and Junkie.

**Cleave:** Striking multiple targets at once in melee combat.

**Conditional:** Usually pertaining to counters, an event that only takes place if certain conditions are met. An explanation of conditions will be in the power/skill descriptions.

**Counter:** An ability check that counters an opponent's attack. A 25 is always required when attempting to counter.

**Creatures:** Animals, humanoids, and other constructs such as androids or robots.

**Critical Hit:** Any attack in which **all** sixes are rolled on **all** of your declared shots, strikes, or power attacks. Roll an extra damage die of the same type.

**Defense:** The aggregate of your evasion and armor scores. There are also powers and skills that can increase your defense score. Defense reduces the total amount of physical and/or concussive damage made by an attack.

**Disciplines:** The 4 paths that the Bellati may take as their character gains experience: Life-force, Anguish, Resolve, and Control.

**Duration:** Beginning on the turn in which a power or skill was initiated, duration is the total time through which an effect persists. Usually this is expressed in rounds.

**Fortitude (FOR):** A measure of your character's heartiness. Helps to resist effects such as poison.

**GM:** Game master.

**HP:** Health Points.

**Humanoid:** Describes any human-like creature: Human, Mutant, or Bellati.

**Line of sight:** A clear view of an object or location.

**Mutation Level:** A character's mutation level is equivalent to the highest power the character has learned within a mutation, not the number of powers that have been learned.

**Mutations:** The 9 paths that a Mutant may take as they gain experience: Clairvoyant, Elemental, Energy, Goliath, Kinetic, Mind Control, Nature, Shape-shifter, and Teleporter.

**NPC:** A Non-Player Character created by the GM.

**Overpower:** The ability of players to add a negative modifier to their target's counter rolls when using Mutant and Bellati Powers. This number is listed under your "Power" ability score.

**Personality (PER):** Your character's ability to interact with others. Characters with high Personality can be likable or manipulative.

**Power (POW):** An ability score possessed by Mutants and Bellati only that measures competence and potency when using their powers.

**Round:** The time it takes for all players (and enemies) to take their turn. With respect to the durations of powers and skills, a round begins on the turn in which the power or skill was initiated.

**Stim:** Short for psychostimulant—the addictive drugs that are used throughout the world. Generally, stims are used to increase your proficiency in a certain area, but sometimes they will grant the use of Mutant or Bellati powers.

**Turn:** The time during a round in which a player may move and take actions.

**Weapon Damage:** The damage a weapon inflicts without bonuses or critical hits.

**Weapon Mod:** A specific modification added to a weapon that increases its effectiveness in combat.

**XP:** Experience points used to gain character levels.

# Chapter 1: Character Creation

BEFORE CREATING YOUR CHARACTER, you should have a basic understanding of the types of characters that exist in Residuum. There are 24 unique varieties spread across 3 races: Humans, Mutants, and Bellati. *Chapter 3: Races* contains short narratives as well as detailed mechanics for each Human class, Mutant mutation, and Bellati discipline.

## Step 1: Choose Your Race

Human, Mutant, or Bellati

## Step 2: Specialize

Each race has "specializations" that allow your character to concentrate on a specific area of expertise. You can find detailed information on each specialization in *Chapter 3: Races*. Be sure to take note of the ability score prerequisite requirements for each specialization as it is necessary for the next step.

| Human Classes | Mutant Mutations | Bellati Disciplines |
|---|---|---|
| Brawler | Clairvoyant | Life force |
| Cyborg: | Elemental | Anguish |
| • Protector | Energy | Resolve |
| • Enforcer | Goliath | Control |
| • Technician | Kinetic | |
| • Junkie | Mind Control | |
| Demolitions Expert | Nature | |
| Gunslinger | Shape-shifter | |
| Mechanic | Teleporter | |
| Sniper | | |
| Stealth Assassin | | |
| Weapons Master | | |

## Step 3: Mutants Only (Optional) Choose a 2nd Mutation

Mutants may choose a 2nd mutation at level 1. See *Chapter 3: Races - Multiple Mutations* in the Mutant section for more details. Note that you do not need to obey prerequisite requirements for secondary (or tertiary) mutations.

## Step 4: Roll Your Ability Scores

There are 7 ability scores: Strength, Agility, Fortitude, Acumen, Personality, Accuracy, and Power; **only Mutants and Bellati will generate a number for Power**. For basic information on ability scores refer to *Chapter 2: Ability Scores*; for a more in-depth look at ability scores and ability checks refer to *Chapter 10: Ability Checks*.

Next up are 2 methods for rolling. Consult with your GM to determine a preferred style. You may allocate each of your rolls to any of your ability scores, so it's best to know the prerequisite requirements of your character before you determine how to allocate your rolls.

You may not have an ability score above 20 during character creation; however, there are powers, skills, and equipment that may allow your character's ability scores to exceed 20.

Note: When rolling for your ability scores, if you roll a "trash character," the GM may allow you to throw it away and roll another one.

### Method 1
1. Roll 3d10 and drop the lowest die roll.
2. Add the results of the remaining 2 dice and record them on a separate sheet of paper.
3. **Humans:** Complete steps 1 and 2 six times, then assign the values to Strength, Agility, Fortitude, Acumen, Personality, and Accuracy; Humans do not generate a score for Power. Remember to obey your class' prerequisite requirements.
   **Mutants and Bellati:** Complete steps 1 and 2 seven times, then assign the values to Strength, Agility, Fortitude, Acumen, Personality, Accuracy, and Power, making sure to obey prerequisite requirements.

### Method 2
1. Each of your abilities scores start at 8 points.
2. **Humans:** Roll 9d6 and distribute the results among your ability scores: Strength, Agility, Fortitude, Acumen, Personality, and Accuracy, making sure to obey prerequisite requirements. Humans do not generate a score for Power.
   **Mutants and Bellati:** Roll 9d6 and distribute the results among your ability scores: Strength, Agility, Fortitude, Acumen, Personality, Accuracy, and Power, making sure to obey prerequisite requirements.

*You must add the full value from each die roll. For example, you cannot break a roll of 6 into a 4 and a 2.*

## Step 5: Fill in Your Ability Score Info

Refer to the ability score tables in *Chapter 2: Ability Scores* to fill in information about your ability scores such as Bonus Attack Dice (BAD), Evasion, HP Bonus, etc.

## Step 6: Choose Powers/Skills

Humans/Bellati each choose 1 skill/power at level 1. Mutants choose 2 powers at level 1. Refer to *Chapter 3: Races* for guidelines on power and skill selection.

## Step 7: Calculate Your Health Points (HP)

All level 1 characters begin with a baseline of 6 HP. Each human will roll a different type of die depending on their class and add that result to their baseline HP—for example, 1d10+6. All Mutants and Bellati roll 1d8 HP regardless of their primary mutation or discipline.

- Brawler: 1d12
- Cyborg: Protector: 1d10
- Cyborg: Enforcer: 1d8
- Cyborg: Technician: 1d6
- Cyborg: Junkie: 1d6
- Demolitions Expert: 1d6
- Gunslinger:1d8
- Mechanic: 1d8
- Sniper: 1d6
- Stealth Assassin: 1d6
- Weapons Master: 1d10
- *Mutants and Bellati: 1d8*

When calculating your HP, remember to add your Fortitude bonuses if applicable. You receive this bonus at level 1 and each time your character levels up.

At each level, instead of rolling, you may instead choose to add your average dice roll rounded down. For example, a level 5 Mutant with a +2 HP bonus from Fortitude would on average have 38½ HP: 6 baseline HP + (4½ x 5) + (2 bonus HP x 5); this would be rounded down to 38 HP.

### Fearless Status

As an optional rule for high-level gameplay, consider capping level-based HP gain once characters reach level 10. Characters may still gain new powers, skills, and talents as normal, but no longer receive HP by leveling-up. This optional rule will create a high-stakes feel to high-level gameplay that is often lacking in RPGs.

## Step 8: Choose a Talent

All characters receive a talent at level 1. See *Chapter 5: Talents and Proficiencies* for descriptions and make sure to abide by any prerequisite requirements. Additional talents can be gained at higher levels. Your Acumen score determines how quickly you gain talents. See the "Talent Progression" column of the Acumen table for more details.

Some characters may have "bonus talent" listed in their description. These are free, additional talents and don't count against your character's normal talent progression.

## Step 9: Choose Your Ethical Standards

Refer to *Chapter 6: Ethics* for a description of each of these ethical standards:

- Virtuous
- Utilitarian
- Impartial
- Conflicted
- Self-serving
- Sadistic

## Step 10: Adding Equipment

Starting equipment like weapons, ammo, armor, and backpacks can be found under your character's description in *Chapter 3: Races*. Consult with your GM to determine additional details on starting equipment based on the campaign style that they wish to run.

## Step 11: Write a Character Description

Developing some basic information about your character can be a very valuable role-playing tool. You can put as much or as little effort into this step as you like, but a character with a richer back-story will be more likely to produce interesting story lines for yourself and the other players in your party to enjoy. You will find examples of physical characteristics as well as personality traits in *Chapter 3: Races* at the beginning of each section—Human, Mutant, and Bellati. The lists are just guidelines. You may roll your traits using these lists or use them as inspiration to create your own ideas.

You may also consider excluding overly detailed or specific information about your character and just provide a vague idea of their origins with the intent of fleshing out their backstory as you play the game. This allows your character's personality to grow over time and adjust to the other players in the party while making your character more flexible and able to fit into any setting with ease. If, for example, you have already decided that you are a Mutant-hating ideologue and will attack any Mutant you see on sight, then that may limit your ability to unearth more complex and varied storylines. Rigid characters almost always add stress to party dynamics. It can sometimes be fun to have differing opinions and create some dissent within the party, but remember, everybody is playing to have fun, and your character, even if it's in the name of "good role-playing," shouldn't be forcing other players to behave in a specific manner. It should be a collective effort!

### The maximum level for Humans, Mutants, and Bellati is level 20!

# Chapter 2: Ability Scores

Y OUR CHARACTER'S ABILITY SCORES will dictate how they interact with the world around them and ultimately how they will contribute to the party. Depending on your character, some ability scores will increase combat efficacy, while others will be helpful while exploring or interacting with NPCs.

All checks and challenges are executed by adding your raw ability score to a d20 roll. So, while having high ability scores will often result in successful rolls, having low scores will make some tasks near impossible; this isn't always a bad thing. Having a character that is extremely reliable at certain tasks but a huge liability at others can create dramatic or even comical situations and can enhance the narrative and help develop your character's personality and overall feel.

## Strength

Strength is a measure of your character's physical fitness. In a physical contest, Strength is invaluable. Whether you are pushing, pulling, tackling, disarming, jumping, or bashing, you will need muscle on your side. Strength can also be very useful when carrying heavy loads like weaponry or people. Characters engaging in unarmed and heavy weapon combat will receive a damage bonus from a high Strength score.

**Bonus Attack Dice (B.A.D.):**

Strength bonus attack dice are used when making unarmed and heavy weapon attacks. You may only add bonus dice if you are proficient with the weapons you are wielding (including unarmed attacks). The maximum bonus attack dice that you may roll on any attack is 4 regardless of bonuses.

**Melee Bonus Damage (MBD):**

Add your melee bonus damage—or MBD—to each successful unarmed or heavy weapon strike. This bonus can be added multiple times per attack: once for each successful strike.

**Carrying Capacity:**

The unencumbered carrying capacity for all players is their Strength score x8. If this number is exceeded, the player becomes encumbered, and their movement speed becomes ½ (rounded down). If players attempt to carry more than 15x their Strength score, their movement is reduced to 0.

## Agility

Agility describes a character's prowess in movement and body control. It aids in any tasks that require balance or extensive motor skills. A high Agility score raises reaction time and your ability to evade certain attacks. Agility is important for avoiding physical and Area of Effect (AoE) damage in combat.

### Strength

| Ability Score | Bonus Attack Dice | Melee Bonus Damage |
|---|---|---|
| ≤6 | - | -2 |
| 7 | - | -1 |
| 8 | - | -1 |
| 9 | - | -1 |
| 10 | - | - |
| 11 | - | - |
| 12 | - | - |
| 13 | - | - |
| 14 | - | - |
| 15 | 1 | +1 |
| 16 | 1 | +1 |
| 17 | 2 | +2 |
| 18 | 2 | +2 |
| 19 | 3 | +3 |
| 20 | 3 | +3 |
| 21 | 3 | +4 |
| 22 | 3 | +4 |
| 23 | 3 | +5 |
| 24 | 3 | +5 |
| 25 | 3 | +6 |
| 26 | 3 | +6 |
| 27 | 3 | +7 |
| 28 | 3 | +8 |
| 29 | 3 | +9 |
| 30+ | 3 | +10 |

### Agility

| Ability Score | Evasion |
|---|---|
| ≤14 | - |
| 15 | +1 |
| 16 | +1 |
| 17 | +2 |
| 18 | +2 |
| 19 | +3 |
| 20+ | +3 |

**Evasion:**

Evasion is the ability to avoid physical and concussive damage by knowing how to absorb a blow or position yourself more safely in a fight. You may add this number to your total defense score if you are wearing no armor or light armor. If you are wearing a medium or heavy armor, this rule does not apply as your armor is too restrictive.

# Fortitude

Fortitude measures your character's strength of will as well as the endurance of their body. A character with high Fortitude will be able to take a bit of a beating or have the mental strength to at least deal with the pain. You will more likely be able to withstand any violent action in which you are involved, whether it's an enemy attempting to knock you out, running through a burning building filled with smoke, or attempting to metabolize a poison to which you've been exposed.

## Fortitude

| Ability Score | HP Bonus |
|---|---|
| ≤6 | -2 |
| 7 | -1 |
| 8 | -1 |
| 9 | -1 |
| 10 | - |
| 11 | - |
| 12 | - |
| 13 | - |
| 14 | - |
| 15 | +1 |
| 16 | +1 |
| 17 | +2 |
| 18 | +2 |
| 19 | +3 |
| 20+ | +3 |

**HP (Health Point) Bonus:**

At each level, including level 1, characters with high Fortitude add an HP bonus to their rolls when gaining health. Characters with low Fortitude are subject to a penalty. The HP penalty can never cause you to lose health when leveling up, but it is possible to gain 0 health if the penalty exceeds your roll. This bonus/penalty is calculated retroactively, so any changes to your Fortitude will instantaneously change your maximum HP. For example, if you are a level 4 character with 13 Fortitude and 23 HP and your Fortitude is somehow increased to 15, you would immediately receive the +1 HP bonus for each of your levels, instantly bringing you from 23 HP up to 27 HP—1 point per level.

# Acumen

Acumen represents the cleverness, sharpness, and mental acuity of a character. A character with a high Acumen score will be observant, knowledgeable, and excel at endeavors requiring logic. They can also learn new things more quickly allowing them to gain talents at a faster pace than the average character.

## Acumen

| Ability Score | Talent Progression |
|---|---|
| ≤6 | 10 |
| 7 | 9 |
| 8 | 8 |
| 9 | 7 |
| 10 | 6 |
| 11 | 5 |
| 12 | 5 |
| 13 | 4 |
| 14 | 4 |
| 15 | 4 |
| 16 | 4 |
| 17 | 3 |
| 18 | 3 |
| 19 | 3 |
| 20+ | 3 |

**Talent Progression:**

Talent progression refers to how quickly your character learns new talents. A 3, for example, would mean that your character receives a new talent every 3rd level: 3, 6, 9, etc. A 6 would mean every 6th level: 6, 12, 18, and so on. Every character automatically receives a talent at level 1 regardless of their talent progression. Your talent progression will always remain the same as it was at level 1 even if your Acumen ability score changes.

## Personality

Personality is a character's natural ability to charm, lie, persuade, or coerce. A character with a higher Personality score is gifted in the manipulation of other's minds, and their magnetic personality may even attract a follower.

### Personality

| Ability Score | Devotee |
|---|---|
| ≤16 | - |
| 17 | Level 1 |
| 18 | Level 2 |
| 19 | Level 3 |
| 20+ | Level 4 |

**Devotees:**

A devotee is an NPC (non-player character) that is fully devoted to helping you in all your endeavors—a permanent sidekick. Level 1 players with high Personality scores automatically start with a devotee. Refer to *Chapter 7: Devotees* for more details.

## Accuracy

Accuracy is largely your character's ability to wield ranged weapons and light melee weapons. It is a measure of control over the finest of motor skills. Any task that requires ballistic precision or manipulation of small objects will benefit from a high Accuracy score.

### Accuracy

| Ability Score | Bonus Attack Dice |
|---|---|
| ≤14 | - |
| 15 | +1 |
| 16 | +1 |
| 17 | +2 |
| 18 | +2 |
| 19 | +3 |
| 20+ | +3 |

**Bonus Attack Dice (B.A.D.):**

Accuracy bonus attack dice are used when making a ranged attack with most standard ranged weapons or a light melee weapon attack. You may only add bonus dice if you are proficient with the weapons you are wielding. The maximum bonus attack dice that you can roll on any attack is 4 regardless of bonuses.

## Power

Power is used by Mutants and Bellati only. It is the measure of your character's ability to wield and control extraordinary forces: harnessing the power of electricity, moving objects telekinetically, delving into another's thoughts, etc. Whatever your character's gifts are, a high Power score will facilitate their use.

### Power

| Ability Score | Bonus Attack Dice | Overpower |
|---|---|---|
| ≤14 | - | - |
| 15 | 1 | - |
| 16 | 1 | -1 |
| 17 | 2 | -1 |
| 18 | 2 | -2 |
| 19 | 3 | -2 |
| 20+ | 3 | -3 |

**Bonus Attack Dice (B.A.D.):**

Power bonus attack dice are used when making any Mutant or Bellati power attack. The maximum bonus attack dice that you can roll on any power attack is 4 regardless of bonuses.

**Overpower:**

Overpower is the penalty to enemy counter rolls when they are subject to a Mutant or Bellati attack that requires a counter. Not all powers require their targets to make counter rolls. See individual power descriptions for details.

### How Does Overpower Work?

*An Elemental Mutant with a power score of 19 uses Meteor Shower on an enemy. The damage is 4d12, but the target can counter with Agility for ½ damage. The target's Agility is 12, so normally they would need a 13 to succeed (because 12+13=25 and counter rolls always require a 25 for success), but now the target must attempt to reach a 25 with a -2 penalty. So, instead of a 13, the target now needs a 15 on a d20 roll for success as 15+12−2=25.*

# Chapter 3: Races

## Humans

HUMANS ARE THE MOST COMMON RACE on the planet, although their numbers are a fraction of what they were before the Bellati arrived. They represent the remnants of a civilization lost to disease, war, and famine, persevering through adversity. Creating settlements, starting families, and fighting for their lives, they are the calloused survivors of the plague and The Great War. What they lack in numbers they make up for in spirit and determination. Reclamation of the Earth rests heavily on the shoulders of every remaining human. A long journey lies ahead. The most exceptional of the remaining humans rose to the challenges of the new world by becoming soldiers, bandits, scientists, and technicians. Not all use their new-found expertise for good, but it is undeniable that only the strong and smart survive.

Below are some lists of physical characteristics and personality traits that you may use to create your character's appearance and backstory. You can use the listed suggestions or make up your own backstories using the suggestions as inspiration.

## Physical Characteristics

- **Sex** (*e.g.* male, female, other)
- **Build/physical description** (*e.g.* tall, thin, petite, lanky, stocky, athletic, overweight, average, scruffy, youthful, obese, nerdy, spry, muscular, hulking)
- **Average height**=5'0" to 6'6' '
- **Longevity**=85 years
  (If players wish to choose numbers outside of these ranges, they must consult with their GM.)
- **Facial features & accessories** (*e.g.* mustache, earrings, blue eyes, scars, glasses, eye patch)
- **Hair** (*e.g.* long, curly, shaved, blond, colorful, braided, crew cut, ponytail)
- **Skin color** (*e.g.* tan, pale, brown, ruddy, splotchy)
- **Clothing** (*e.g.* practical, military, slutty, colorful, tattered, elegant, ostentatious, mismatched, fancy)
- **Distinguishing characteristics** (*e.g.* tattoos, missing limbs, battle scars)

## Personality Traits

**Demeanor (roll 1d10):**
1. Cowardly (*e.g.* generally runs from fights, avoids conflict)
2. Brave (*e.g.* risks one's life for others, not afraid of a fight)
3. Awkward (*e.g.* introverted, doesn't socialize well with others)
4. Confident (*e.g.* attracts others, draws respect, shows good leadership, cocky)
5. Hard-nosed (*e.g.* tough, stubborn, uncompromising)
6. Loyal (*e.g.* devoted, trustworthy)
7. Impulsive (*e.g.* hasty, spontaneous, reckless)
8. Quirky (*e.g.* unusual personality, odd)
9. Generous (*e.g.* charitable, will donate personal belongings to help others)
10. Brash (*e.g.* tactless, speaks mind all the time without consideration)

**Occupation before The Great War (roll 1d12):**
1. Teacher
2. Military/Police Officer
3. Doctor/Dentist
4. Actor/Performer
5. Engineer/Architect
6. Lawyer
7. Pharmacist
8. Janitor/Groundskeeper
9. Hairdresser
10. Park Ranger
11. Fast Food Clerk
12. Taxi Driver/Professional Chauffeur

**Motivations (roll 1d8):**
1. Searching for a lost family member
2. Revenge against a Mutant or Bellati that killed someone you loved
3. Assisting those in need
4. Rebuilding civilization
5. Scavenging—attaining items for trade and survival
6. Curiosity (*e.g.* technology, the general unknown)
7. Action/Excitement
8. Power (*e.g.* governing people, being a vigilante)

**Beliefs (roll 1d8):**

1. Racism: Belief that humans are the superior race.
2. Theism: Belief in a higher power or God that governs all things.
3. Atheism: Belief that the universe is governed by scientific law only.
4. Nihilism: Belief in chaos and anarchy, and that nothing matters.
5. Superstition: Paranoia or believing in charms or lucky rituals like rolling dice to make tough decisions.
6. Metaphysical: Everything happens for a reason (*e.g.* fate, karma).
7. Occultist: (*e.g.* spiritualism, voodoo, Wicca)
8. There are 2 types of beings: the weak who need to be ruled, and the strong who rule them. I'm the strong.

**Social Connections (roll 1d8):**

1. You've stolen supplies from a sadistic clan of waste-landers. They may be hunting you.
2. One of your friends/family members is responsible for a massacre.
3. You have associations with unsavory thieves.
4. You owe a well-respected Bellati a great debt for saving your life.
5. You are protecting a family of Mutants that lives in a hidden underground bunker by keeping their location a secret.
6. A family member of yours was responsible for welcoming the Bellati to Earth and allowing them to land their ships.
7. You were the leader of a small settlement of humans; they were all killed by a deal that you'd struck.
8. You have an infatuation with Mutants and the Bellati.

**Other Considerations:**

- Was there any trauma in your life that currently dictates your actions?
- Do you have any long-term goals or things that you're searching for? Do you have something for which you feel the need to atone?
- Do you have any secrets? Is there something about yourself that you would like to remain hidden from your friends?
- Do you have any likes, dislikes, or fears? (*e.g.* fear of guns, likes being alone in the woods, dislikes people who talk too much)

# Human Names

| Male | Female | Surname |
|------|--------|---------|
| Ajax | Azalea | Abbott |
| Atlas | Bray | Axworthy |
| Axel | Bo | Benton |
| Blade | Claire | Blood |
| Cassius | Cyra | Cain |
| Caspian | Dallas | Chambers |
| Damon | Dawn | Darby |
| Darius | Diamond | Driver |
| Dexter | Dru | Finn |
| Duke | Eve | Fox |
| Forrest | Finley | Grey |
| Gunner | Gem | Grimes |
| Granite | Hazel | Hawk |
| Harley | India | Jammer |
| Hawk | Jaylah | Knight |
| Hunter | Kit | Mason |
| Jace | Kora | Oakley |
| Jett | Lexie | Oswald |
| Kane | Maddox | Patel |
| Kason | Minka | Paxton |
| Killian | Morgan | Powers |
| Mack | Quinn | Quarters |
| Nico | Riley | Rainwater |
| Orion | Rosie | Rudd |
| Rocco | Ruby | Ruster |
| Ryker | Saige | Shaw |
| Samson | Saylor | Shields |
| Steel | Scarlett | Skills |
| Titus | Sloan | Trapp |
| Wilder | Skye | Tway |
| Wyatt | Tia | Vader |
| Xander | Uma | Watts |
| Zane | Zalika | Webb |
| Zayden | Zoe | Wolf |
| Zeke | Zuri | Zoller |

# Choosing and Leveling Your Class

When playing as a human, you will choose from 8 different classes containing unique skills that will aid you in your journeys: Brawler, Cyborg, Demolitions Expert, Gunslinger, Mechanic, Sniper, Stealth Assassin, or Weapons Master. The Cyborg is unique because it is comprised of 4 sub-classes: Protector, Enforcer, Technician, and Junkie.

When choosing a class, make sure that your ability scores meet the minimum requirements of that class; **this only applies to your primary class**. The class that you select at level 1 is automatically your primary class. At level 1, select a level 1 skill from your chosen class' skill tree. Each time your character levels-up, choose a new skill from your skill tree.

When learning a new skill, you don't have to progress chronologically through the skill tree, but you may only select skills equal to or lower than the current level of your class. As an example, let's look at the Brawler skill tree:

As a level 3 Brawler, **Intimidation, The Day is Mine,** and **Blood Rage** could be selected while skipping both level 2 skills.

## Brawler Skill Tree

| Skill Level | Skills | |
|---|---|---|
| 1 | Intimidation | The Day is Mine |
| 2 | Charge | Desperate Measures |
| 3 | Blood Rage | |
| 4 | Adrenaline Rush | Muscular |
| 5 | Heave Weapon | War Cry |
| 6 | Juggernaut | |

## Multi-classing

At level 4, you may choose to select a 2nd class, and at level 7 you may choose a 3rd class. Humans may multi-class into a maximum of 3 different classes and **don't have to obey the minimum ability score requirements when selecting a secondary and tertiary class**. This means that although you may select any class, regardless of your ability scores, you might not be able to fully utilize their capabilities. For example, if you wanted to multi-class as a Brawler, but you only have 8 strength, then you are welcome to do so; however, since you are too weak to wield a heavy melee weapon (even though you technically will have gained "heavy melee weapon proficiency"), some of the Brawler skills will be useless to you. Feel free to explore creative, multi-class combinations, but remember that some combos have more synergy than others.

When multi-classing, **begin again at level 1 in your new class' skill tree.** You gain all weapon proficiencies and bonus talents of your new class; however, **your level-based HP gain and your armor proficiencies remain the same as your original primary class**. The only way to gain proficiency for higher grades of armor is to select those proficiencies in place of selecting a talent. See *Chapter 5: Talents and Proficiencies* for more details.

Each time you level-up, select a new skill from any of your classes (increasing that class' level) as long as you never have skills of a higher level or more skills in your secondary and tertiary skill trees as you have in your primary skill tree; ties for the number of skills and the highest level skill are allowed. So, it is possible to have a primary, secondary, and tertiary class each with level 6 skills if your character is level 18+.

## Multi-classing Guidelines

- At level 4 or above, you may choose a 2nd class.
- At level 7 or above, you may choose a 3rd class.
- Ignore ability score requirements for 2nd and 3rd classes.
- When choosing a 2nd and 3rd class, only receive their weapon proficiencies and bonus talents, **not armor proficiencies or HP gain.**
- 2nd and 3rd classes may never have more skills, or skills of a higher level, than the primary class (ties allowed).
- Multi-classing characters do not receive "starting equipment" when choosing a 2nd and 3rd class. That equipment is for level 1 characters only.

## Skill Types

Using a skill always requires a complex action unless otherwise noted in the skill description—or if the skill is passive. See *Chapter 4: Combat Mechanics* for more details on simple and complex actions.

- **Recovery Skill:** Recovery Skills require a great deal of focus and energy; consequently, you must have an 8-hour rest before using the same skill again.
- **Battle Skill:** Battle Skills are taxing but not as taxing as Recovery Skills. You may use these skills once per hour.
- **Passive Skill:** Once you have learned a passive skill, it exists permanently, and its effect does not require an action. If you are wearing armor in which you lack proficiency, then passive skills will become inactive.

*Battle Skills and Recovery Skills are expended even if they are unsuccessful.*

# Brawler

The Phoenixes had set up a barricade in front of the Piggly Wiggly at the corner of Main and Sussex, and five of them were crouched behind it with submachine guns, greeting any attempt at an advance with a hail of bullets.

"Jesus Christ!" Russell muttered under his breath, "They must have more ammo stockpiled in there than we thought." His gaze moved slowly from the bullet-riddled supermarket at the end of the street to the six-foot, six-inch bulk of the Kevlar-clad man crouched next to him.

"It's all you, buddy," he whispered to his companion.

Oz's normally impassive countenance broke into a wide, leering grin, revealing a haphazard array of teeth positioned at a variety of unpleasant angles. He hefted the battle axe he had found among the ruins of a Medieval Times just outside of Nashville. "You got it, Russ," he growled with eager menace.

Without a moment's hesitation, Oz abandoned their cover behind the Mobil mini-mart and barreled, head down, towards the Piggly Wiggly. Immediately he felt the barrage of bullets ricocheting off his helmet and body armor like a phalanx of angry hornets, and he intoned a silent prayer to the god of Kevlar. Within a matter of seconds, he had covered the half block between the gas station and the supermarket, and, ignoring the swarm of bullets tearing into the thick skin of his massive arms and legs, hurled himself over the barricade and into the midst of the shocked and petrified thugs. His axe whirled in an alarmingly rapid arc to connect squarely with the jawbone of the first Phoenix, which exploded in a shower of blood and teeth. The second ruffian had just enough time for a terrified glance into the rage-filled animal eyes of his attacker before his head, too, was obliterated in a spray of gore and bone. The third man had a chance to fire off a few rounds from his SMG, but to his horror, they seemed only to further enrage the giant who was now whirling to face him. His last panicked sight was of Oz's wolfish, manic grin as the bloodstained axe sliced through the air to connect with his skull.

The two remaining Phoenixes dropped their weapons and threw up their hands in surrender, but it was too late. Oz had found his battle rage, and, grinning wildly but joylessly, he beheaded them, one after the other. Feeling an unexpected hand upon his shoulder, he spun around, ready for another execution, but as his vision came into focus, he found himself looking into the face of Russell, with his other companions behind him.

"Whoa, settle down, Tiger," chuckled Russ, "all the bad guys are dead." Looking Oz up and down, his expression suddenly became serious.

"But we'd better get you some medical treatment quick."

---

### Ability Score Prerequisites
Primary Class: Fortitude 12, Strength 14

### Health points/level
1d12

### Body Armor Proficiency
Heavy

### Weapon Proficiencies
Light Melee, Heavy Melee, Unarmed

### Starting Equipment
Small Backpack
Body Armor: Laminated Kevlar (5)
Weapon: 2 Hatchets **or** 1 Club

# Skill Tree

| Skill Level | Skills | |
|---|---|---|
| 1 | Intimidation | The Day is Mine |
| 2 | Charge | Desperate Measures |
| 3 | Blood Rage | |
| 4 | Adrenaline Rush | Muscular |
| 5 | Heave Weapon | War Cry |
| 6 | Juggernaut | |

## Intimidation:

| | |
|---|---|
| Attack type: AoE | Duration: 1 round |
| Range: 25 yards | Counter: - |
| Damage: - | Ignores defense: - |
| AoE: 1 target | Ignores cover: - |
| Effect: taunt enemy, no point-blank attack bonus | |

Use a simple action to intimidate a creature within 25 yards of your location. On their next turn, they are compelled to engage you instead of other members of your group. Due to your commanding presence, intimidated targets do not receive point-blank attack bonuses when using ranged weapons against you.

## The Day is Mine (Passive):

When wielding a melee weapon, add +1 damage to each successful **strike** against all targets except those wielding melee weapons.

## Charge (Passive):

Increase your base movement speed by 15 yards when engaged in combat.

## Desperate Measures (Passive):

When you are at or below 50% HP, you may choose to sacrifice a B.A.D. on a melee attack. If at least 1 strike is successful, do an additional 2d10 physical damage to your target. If you have no B.A.D. to sacrifice, you may still make use of this skill as long as your HP is at or below 50%.

## Blood Rage (Passive):

When you are at or below 50% HP and wielding a heavy melee weapon, you may make up to 3 strikes instead of 2 on your attack.

## Adrenaline Rush (Battle Skill):

Once per battle, as a simple action, if you are at or below 50% HP, you may trigger an adrenaline rush that will regenerate 1d6 HP for every 10 of your maximum HP (rounded down). For example, Oz, the Brawler, has a maximum HP of 33 and a current HP of 15 (less than 50% of his maximum). He triggers Adrenaline Rush on his turn as a simple action. He immediately receives 3d6 HP—1d6 for every 10 of his maximum HP rounded down (33 rounded down to 30).

## Muscular (Passive):

Permanently increase your Strength by 2 points.

## Heave Weapon:

| | |
|---|---|
| Attack type: Ranged | Duration: - |
| Range: 30 yards | Counter: - |
| Damage: Melee damage | Ignores defense: No |
| AoE: 1 target | Ignores cover: No |
| Effect: Throw a heavy melee weapon | |

Throw a heavy melee weapon at a target up to 30 yards away. Roll your attack and calculate your damage as you would a single melee strike.

## War Cry:

| | |
|---|---|
| Attack type: AoE | Duration: 3 rounds |
| Range: Ear shot | Counter: - |
| Damage: - | Ignores defense: - |
| AoE: All enemies | Ignores cover: - |
| Effect: Demoralizes enemies, +1 attack difficulty | |

Let loose an animated bloodcurdling war cry that demoralizes all enemies within earshot causing them to have +1 attack difficulty on all attack rolls for 3 rounds. You may move while making the War Cry, but you may not attack this round as most of your action is spent taunting and gesturing at your enemy.

## Juggernaut (Battle Skill):

| | |
|---|---|
| Attack type: AoE | Duration: 1d4 rounds |
| Range: Sprint | Counter: Agility |
| Damage: 3d8+1d8 | Ignores defense: No |
| AoE: Objects in path | Ignores cover: Yes |
| Effect: Stun for 1d4 rounds, physical damage | |

When you use your action to Sprint, do 3d8 physical damage to all objects and creatures in your path (destroying light structures), plus 1d8 additional damage to the last target in the path. All creatures are stunned for 1d4 rounds as well—counter with Agility for ½ damage and to negate stuns.
Prerequisite=Charge

# Cyborg

Part human, part machine, the Cyborg can be a deadly and cunning adversary. Cyborg implants have specializations in 4 different areas: Protector, Enforcer, Technician, and Junkie. When choosing the path of a Cyborg, you may never multi-class one Cyborg subclass with another, as each of the implant kits is designed to work exclusively with its host and would be incompatible with one another. Below are descriptions of the Cyborg subclasses:

**Protector:** Protectors are sturdy fighters that can absorb punishing blows in most combat situations and possess several tools to make them highly versatile in combat. They are adept at using the heaviest armors and designed to protect their allies with a variety of different shields and skills.

**Enforcer:** Enforcers are melee combatants with shockingly powerful bionic arms and legs, giving them superhuman strength and speed. They are adept at attacking multiple enemies at the same time and have impressive mobility.

**Technician:** Technicians are the super hackers of the world. Their software allows them to handily break into almost any computer system they encounter. Given a choice, they would never choose to directly engage in a fair fight. They prefer to gain an advantage through surveillance and guile. They also possess many useful tools for any well-balanced party.

**Junkie:** Junkies are equipped with several special systems that regulate their dopamine, metabolism, and adrenaline throughout their bodies. This allows them to use psychostimulants with incredible efficiency, sometimes making them even more potent than normal. Selecting specific stims to enhance their abilities allows them to adapt to any situation they encounter. They also have a remarkable ability to tolerate pain, poison, and generally adverse conditions.

**Choosing Cyborg as a 2nd or 3rd Class**

When deciding to multi-class as a Cyborg at level 4 or level 7 you must purchase (or find) the required implant kits and have them installed. Level 1 Cyborgs are exempt from this process. Below are the criteria for multi-classing:

- You must pay 150⍟ for your cybernetic implant kit or find/steal one. These are somewhat rare and not easy to find just laying around.
- You must be in a location where someone can perform the necessary installation surgery. A city or settlement would usually have the resources to perform this task. At worst, you could find a doctor, field medic, or eccentric scientist interested in experimental surgery.
- *Remember, when multiclassing, you may never choose more than 1 Cyborg class.*

### How does an EMP affect a Cyborg?
*All cybernetic implants are shielded to protect from the effects of electromagnetic pulses such as the EMP power of the Cyborg: Technician. Effects like these will never harm a Cyborg.*

# Cyborg: Protector

Lieutenant Braxx unsheathed a rusted hatchet that he'd found at an Ace Hardware back in Fresno, where he used to be a cop. He donned a navy blue, bullet-riddled S.W.A.T. vest, complete with a frayed nametag, which not only gave him an air of authority but exuded a general badass vibe. He and his team, a loquacious gunslinger named Lana, and a deadly assassin known only as Ghost, stood at the door to a partially collapsed steel mill, a known rendezvous for a local gang of thugs.

"Ok, I'll go in first, alone. I'll take the heat, and you two pick 'em off from a safe location," said Braxx to his companions, who both gave a quick nod before he'd even finished speaking. This plan was nothing new to them. Send in the tank to distract the baddies! Braxx activated his electromagnetic shield and busted into the mill with the subtlety of a hippo.

"Hello there!" he disingenuously greeted, interrupting what looked like a poker game being played with nuts and bolts as betting chips.
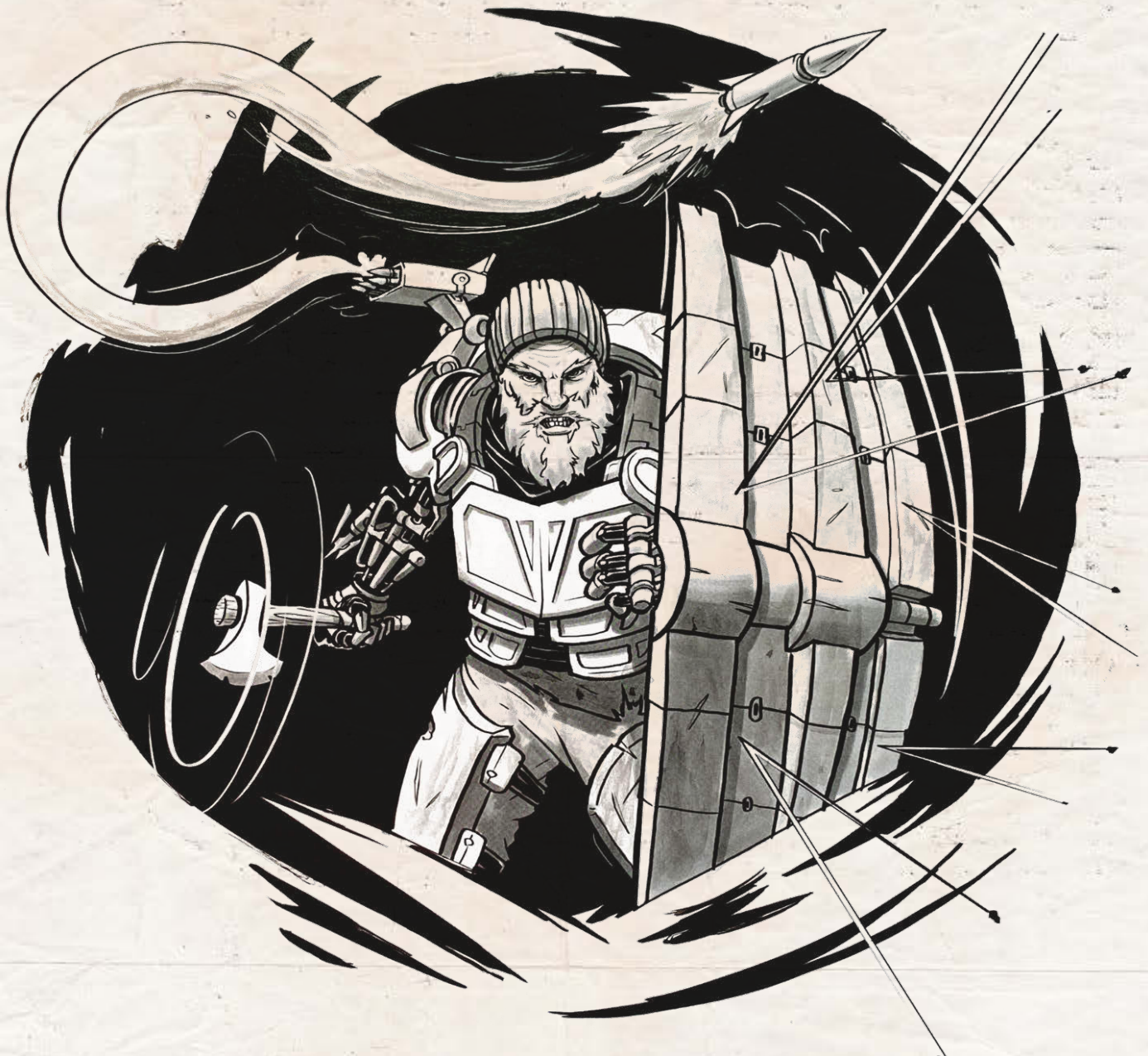
Instantly, the room exploded with commotion. The card players fell backwards out of their chairs, scrambling for their weapons, as men patrolling the steel catwalks quickly fired at Braxx. With a few long strides, Braxx was upon the card players. He flipped the table, sending nuts and bolts everywhere, and began hacking at the men with his trusty hatchet. Bullets buried themselves in his practically impervious defenses.

"You're gonna have to do better than that," he taunted.

Ghost and Lana took positions of cover inside and began picking them off with deadly efficiency. Braxx fired a grappling hook at a thug directly above him. It lodged itself in the man's shoulder, and Braxx pulled him off the catwalk. His screams were silenced by a bone-cracking thud as he hit the ground.

"Hey, would you quit messin' around and give us a hand?" Lana requested, pinned down by a barrage of bullets.

"No problem," said Braxx, coolly.

He unleashed a bombardment of tiny rockets from a cybernetic implant mounted on his shoulder. The steel mill lit up with explosions, neutralizing the rest of the assailants on the catwalks.

"Like my Ironman impression?" boasted Braxx.

"Yea, maybe lead with that next time," sneered Lana.

"Let's take one of these assholes back for interrogation," suggested Ghost, a little too happy about an opportunity to torture someone.

No sooner did Ghost say that than one of those punks jumped out from behind a stack of crates and aimed his assault rifle directly at Lana. Braxx acted quickly. He jumped in front of her and activated a huge shield that sprang from his forearm with a loud, metallic clank. The attacker sprayed them with bullets, which harmlessly ricocheted off the durable metal. With his plan now failed, he turned to escape. From an arm-mounted cannon, Braxx fired a metallic net at the man which mechanically retracted, restricting any movement.

"No! Please! Please! I'll give you whatever you want," the pathetic man pleaded.

"It's information that we want, and you will give it to us," Braxx commanded, dragging the man out of the mill.

"Thanks, Braxx," Lana said, in a rare moment of sincerity.

"Any time, kid. That's what I'm here for."

## Ability Score Prerequisites
Primary Class: Fortitude 15

## Health points/level
1d10

## Body Armor Proficiency
Heavy

## Weapon Proficiencies
Light Melee, Pistol

## Starting Equipment
Body Armor: Laminated Kevlar (5)
Weapon: Hatchet, Light Pistol
Ammo: 8 Light Pistol
Small backpack

## Bonus Talent
Safeguard

## Skill Tree

| Skill Level | Skills | |
|---|---|---|
| 1 | Twitchy | Mechano-salve |
| 2 | Calculated Strikes | Net Launcher |
| 3 | EM Shield | |
| 4 | Salvo | Big Ass Shield |
| 5 | Armor Master | Accurate |
| 6 | Get Over Here! | |

**Twitchy (Passive):**
    When wielding only 1 light melee weapon, make up to 4 strikes on your turn instead of 3.

**Mechano-salve:**
    2 times per day the Protector may use a simple action to heal another creature or themselves with a Mechano-salve solution created by their cybernetic implants. The solution cannot be removed from the Cyborg's body, so you must be within melee range to inject it. The salve heals for 2d10 plus 1d10 for every 4 character levels (max 5d10):
- Level 1=2d10
- Level 4=3d10
- Level 8=4d10
- Level 12=5d10

*Using a regular mechano-salve (one not created by the Protector) would require complex action.*

## Calculated Strikes (Passive):

When wielding only 1 light melee weapon, ignore your opponent's defense score. Calculated Strikes only works on primary targets, so targets subject to any cleave or AoE effects would not have their defense ignored.

## Net Launcher (Battle Power):

| | |
|---|---|
| Attack type: AoE | Duration: indefinite |
| Range: 30 yards | Counter: Strength |
| Damage: - | Ignores defense: - |
| AoE: 1 target | Ignores cover: No |
| Effect: Fires an immobilizing net | |

As an AoE attack, fire a strong metallic-fiber net from an arm-mounted cannon at a single target. The net will travel up to 30 yards and, after striking a target, mechanically retract to indefinitely immobilize any humanoid (or smaller) sized object that it hits. Only at the moment of impact may victims attempt to escape by succeeding on a Strength counter. While captured within the net, the target may not make any melee attacks.

The net must be retrieved to use again. It takes 1 minute to rearm once retrieved. If lost or destroyed, you may build a new one with 4 spare parts.

## EM Shield (Battle Skill):

Create an electromagnetic shield that extends outward with a radius of 5 yards. All creatures within the shield's radius receive +3 to their defense score from attacks that originate from outside the shield's radius. Attacks made from within the shield's radius (melee range) are not affected by the shield. EM Shield lasts for 4 rounds, including the round of activation.

## Salvo:

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: 100 yards | Counter: Agility |
| Damage: 1d12 / rocket | Ignores defense: No |
| AoE: 5 yards / rocket | Ignores cover: No |
| Effect: Fires a salvo of rockets to various locations, concussive damage | |

You are equipped with 6 tiny rockets that are stored in a cybernetic implant. Once fired, they are expended and must be rearmed—1 explosive component per rocket.

When armed, fire a salvo of up to 6 rockets at a target location (or locations) up to 100 yards away doing 1d12 concussive damage per rocket to all targets within a 5-yard radius; each rocket may be fired to a different location. All 6 rockets don't have to be fired at once.

## Big Ass Shield:

An extremely durable shield mechanically unfolds from your arm absorbing **all** physical and concussive damage and absorbing ½ of all other damage types other than mental. For the remainder of the round, you are immobilized but may act as heavy cover for 1 other creature standing behind you. Because you are immobilized, Safeguard is not useable, and you will automatically fail any Agility counters and lose any defense you gain from your evasion score.

Big Ass Shield may be used as a reaction to an enemy attack (before damage is rolled), but only if you haven't already taken a complex action yet during the round.

## Armor Master (Passive):

While wearing medium armor, you may add your evasion bonus to your armor value when calculating your defense score.

Protector (primary class): If the Cyborg Protector is your primary class, you may also add this bonus while wearing heavy armor.

## Accurate (Passive):

Permanently increase your Accuracy by 2.

## Get Over Here!:

| | |
|---|---|
| Attack type: Ranged | Duration: - |
| Range: 20 yards | Counter: Str/Agi conditional |
| Damage: 2d12 | Ignores defense: No |
| AoE: - | Ignores cover: No |
| Effect: Pulls target towards you, Physical damage | |

Launch a grappling hook at a target up to 20 yards away doing 2d12 physical damage and immediately pulling it to within melee range of you. To pull the target towards you, it must not weigh more than 500 lbs. If a target is over 500 lbs. or is fixed (unmovable), then you would be pulled to within melee range of the target. This attack may not be used on targets already in melee range.

Your grappling hook will mechanically detach itself at the end of your turn unless you choose to keep it engaged. You may indefinitely stay connected to inanimate objects like walls or vehicles, but creatures may attempt a Strength or Agility counter if they wish to free themselves from the grappling hook at the beginning of their turn.

# Cyborg: Enforcer



"Do you think we lost them?" asked Alyx, as she closed the doors to the chapel and bolted them from within.

"We'll find out soon enough," said The Metal Savage, drawing a blood-stained katana from an improvised sheath at his back.

The chapel was secluded and had served as a home base of sorts for the pair of them, but it wasn't, by any means, an impenetrable fortress. There were a dozen or so stained glass windows encircling the chapel's only room. Sunlight beamed through the eastward facing windows onto the pews, creating a kaleidoscopic effect. It was peaceful. It was misleading.

Without warning, the windows shattered, and in flooded dozens of wasp-like creatures. They swarmed around the room, the sound of their wings buzzing a low, steady pitch.

"Well, I guess we didn't lose them," shouted The Metal Savage, over the din of the giant insects.

*He would have to keep the focus of their attacks on himself, as Alyx would be no match for their overwhelming numbers. Protected by his self-upgraded armor and a shield from Alyx, he sprang into action, activating his rocket boosters and flying into the cluster of bugs. He spun through the air cutting through targets all around him like a hot knife through butter; he was a whirling dervish of death. Insect limbs rained to the floor, grotesquely, almost comically, like a scene from a low budget horror movie. Most of the insects' poisonous attacks were too weak to penetrate his armor, but the few that did were causing him some serious pain.*

*The poison was now coursing through his veins, and his cybernetic regenerative systems were having trouble keeping up. He wouldn't be able to survive much longer. In a last, desperate effort, he touched down on the floor and overloaded his cybernetic systems, creating a concussive shockwave that emanated outward from where he stood. With great force, the shockwave splattered the remaining bugs against the walls of the chapel and splintered the sturdy wooden pews around him, as if they were made of some lesser material. Across the room, Alyx had been knocked unconscious.*

*The Metal Savage stumbled over to his fallen friend, his mechanical systems sparking from abuse. Before he could reach her, he detected something, a shadow, just outside the window, a big one. The Metal Savage stopped, turned towards the window, and watched, in disbelief, as a giant wasp, the size of a sedan, smashed through the wall, not unlike a wrecking ball.*

*It's me, or him, The Metal Savage thought, and offense was the best defense as far as he was concerned.*

*Using his powerful robotic legs, he leapt a superhuman distance onto the back of the impossibly large insect, driving his katana into the back of its neck. He and the insect crashed to the floor, destroying the last few remaining pews.*

*The Metal Savage crawled over to Alyx. He roused her awake.*

*"Am I dead?" she asked, with no hint of sarcasm.*

*"Nope, but I think we need to move out of this chapel. The neighborhood has gone to crap, and I don't much care for the recent renovations."*

*Alyx laughed weakly, or maybe it was a cry. The two companions trudged away from the wreckage of their temporary home, leaning on one another for support. They had survived another day.*

### Ability Score Prerequisites
Primary Class: Strength 15

### Health points/level
1d8

### Body Armor Proficiency
Medium

### Weapon Proficiencies
Heavy Melee, Light Melee, Unarmed, Shotgun

### Starting Equipment
Body Armor: Bounty Hunter's Vest (3)
Weapon: Large Hammer, Pump Shotgun
Ammo: 6 Shotgun Shells
Small backpack

### Bonus Talent
Mighty Blows

## Skill Tree

| Skill Level | Skills | |
|---|---|---|
| 1 | Super Jump | Swift Maneuvers |
| 2 | Rampage | Boost Armor |
| 3 | Fragmentize | |
| 4 | Improved Critical Hit | Regenerate |
| 5 | Muscular Stimulators | Hover |
| 6 | Discharge | |

**Super Jump:**

| | |
|---|---|
| Attack type: Melee | Duration: - |
| Range: 10 yards/5 yards | Counter: - |
| Damage: wep. dmg + 4x MBD | Ignores defense: No |
| AoE: - | Ignores cover: - |
| Effect: Jump a great distance, Physical damage | |

Your bionic legs allow you to leap large distances—10 yards horizontally or 5 yards vertically. You may use Super Jump in conjunction with a **single** melee strike, doing weapon (or unarmed) damage plus 4x your melee bonus damage. If dual-wielding, weapon damage is inflicted using the more powerful weapon.

Humanoid or smaller targets are knocked prone on successful attacks using Super Jump.

Super Jump is considered a complex action; it doesn't replace your character's movement.

### Swift Maneuvers (Talent):

Gain the Swift Maneuvers talent:

*Targets within melee range receive a +1 attack difficulty penalty when attempting to hit you with any melee, ranged, or power attack. This talent is ineffective against mental damage and AoE attacks. You may not use Swift Maneuvers if you are stunned, immobilized, or prone.*

### Rampage:

| Attack type: AoE | Duration: - |
|---|---|
| Range: Melee | Counter: Agility |
| Damage: 2d10 damage + MBD | Ignores defense: No |
| AoE: Melee | Ignores cover: - |
| Effect: Spin recklessly and do physical damage | |

While wielding a heavy weapon, recklessly spin around striking **all** creatures within melee range for 2d10 physical damage plus melee bonus damage. All victims counter with Agility to receive ½ damage. Creatures affected do not receive any point-blank attack bonuses if they attack you on their next turn.

### Boost Armor (Talent):

Gain the Boost Armor talent 2 times:

*You know how to tweak your body armor to make it slightly more effective. Gain a +1 bonus to defense while wearing armor in which you are proficient. You may choose this talent 2 times giving you a max bonus of +2.*

By choosing this skill, you may not select Boost Armor as a talent.

### Fragmentize (Recovery Skill):

Whenever you receive a blow from physical or concussive damage that would knock you unconscious, your body, as an automatic reaction, absorbs the blow by breaking into 5 pieces: legs, arms, and torso; you remain at 1 HP. If your torso takes any damage in this state, you will fall unconscious. You must be conscious and use a complex action to reattach your limbs. Your body uses magnetic forces to draw itself back together.

You may choose to Fragmentize your body at any time, even if you haven't been attacked.

This skill overrides the Perseverance Talent.

### Improved Critical Hit (Talent):

Gain the Improved Critical Hit talent:

*Roll 2 critical hit bonus dice instead of 1 when achieving a critical hit. This talent does not affect the AoE components of a skill or power.*

### Regenerate (Recovery Skill):

As a simple action, activate a cybernetic regenerative system that heals you for 3 HP at the beginning of each of your turns, including the turn of activation. Regenerate lasts for 10 rounds for a maximum gain of 30 HP at the end of its duration. Regenerate will not heal temporary HP or beyond your maximum HP. You must rest before this skill is used again to allow your cybernetic systems to recover and replenish their resources.

### Muscular Stimulators (Passive):

Muscular Stimulators force your muscles to perform at higher levels than their normal capability. Permanently increase your Strength by 1.

### Hover (Passive):

You can fly as your regular movement, using cybernetic rocket booster implants, with a speed of 40. After 1 minute of flying, the rockets need to cool down for 15 minutes.

### Discharge (Recovery Power):

| Attack type: AoE | Duration: - |
|---|---|
| Range: - | Counter: Agility |
| Damage: 6d8 | Ignores defense: No |
| AoE: 20 yards | Ignores cover: No |
| Effect: Concussive damage | |

Overload your internal systems causing a concussive blast to emit from your location. **All** creatures and structures within 20 yards suffer 6d8 concussive damage, and you receive 5 damage (your defense does not mitigate this damage). Affected creatures counter with Agility for ½ damage. Those in cover automatically take ½ damage and counter for no damage. If the damage **you** receive brings you to 0 HP, you are knocked unconscious.

# Cyborg: Technician

"Get ready, everyone," directed Hakim, as he calmly flew his surveillance drone into position high above a cluster of unsuspecting bandits. With his drone's zoom function, he could nearly count the hairs on their heads.

"As soon as I drop the payload, you guys make for the bunker and take out anyone else that you see," Hakim instructed his companions, Russell and Hayden. More a reinforced Sunoco gas station than a bunker, it looked as though these guys had put some serious effort and technology into its protection, so there had to be something worthwhile inside.

"BOOM!" The drone's explosives blasted the clustered men into unrecognizable chunks of flesh and bone.

"Go, go, go!" commanded Russell, leading the attack, rifle drawn. Hakim, not interested in being used for target practice, activated his refractors, distorting the light around him and making him nearly invisible for a short time.

"Get to work on that door," said Hayden, erecting a protective wall of ice behind which Hakim could work, undisturbed. The door was made of thick steel and controlled by a coded access panel. One-handed, Hakim began punching buttons with blazing speed and virtuosic technique; high-pitched beeps emanated from the keypad, a symphony performed by tiny robots. He was never the odds-on favorite in a fistfight, but when it came to computers, Hakim was always a shoo-in to defeat even the most complex machines. After only a few seconds, the door opened with a "click," and the three companions pushed their way in, firing off one last volley of attacks. The door slammed with a thud, and the locking mechanism clicked back into place. Ceiling lights flickered on, illuminating an array of injuries on Russell and Hayden.

"Keep still, you two," Hakim said before injecting both men with a potent mechano-salve

*solution. The tiny nanobots immediately got to work, methodically repairing the wounds.*

*"That never gets old," marveled Russell, examining his already healed injuries.*

*"Well that's all you get for now, so be more careful," warned Hakim, beginning to survey the room.*

*"What have we here?" Hakim said, his voice high-pitched with excitement. In between an old ice machine and a rack of novelty knick-knacks sat a floor to ceiling computer console with hundreds of wires running every which way. Connected to the wires was an equally tall, man-like robot, shiny, silver, and armed to the teeth.*

*"What in the hell is that thing?" Hayden gaped.*

*"That looks like a new toy to me," said Hakim, unable to hide his elation. He quickly sat down and booted up the system.*

*"Um, you should probably be careful with that thing. You don't know what it's capable of. It might kill us the second that you turn it on."*

*"Don't worry, Russell," said Hakim, only half-listening to his friends' concerns. The code was extremely complex, but Hakim wouldn't be bested; he kept at it. Only the most brilliant minds would even have a chance at such a task.*

*"Bleep, Bloop." With two distinct pitches, the giant machine sprung to life. "Enter command code," it buzzed in a monotonous, mechanical voice.*

*"What say we break this bad boy in and clean up the rest of those bandits outside?" Hakim asked. Russell and Hayden exchanged shocked expressions.*

*"Hell yes!" they spoke in unison.*

### Ability Score Prerequisites
Primary Class: Acumen 15

### Health points/level
1d6

### Body Armor Proficiency
Light

### Weapon Proficiencies
Pistol, Sniper, Explosive

### Starting Equipment
Body Armor: Ballistic Inserts (1)
Weapon: Light Pistol, Light Sniper Rifle
Ammo: 8 Light Pistol, 8 Light Sniper
Small backpack

### Bonus Talent
Hacker

# Skill Tree

| Skill Level | Skills | |
|---|---|---|
| 1 | Surveillance Drone | Mechano-salve |
| 2 | Infrared/Thermal Vision | Ultrasonic Spider-Bot |
| 3 | Taser | |
| 4 | Advanced Targeting System | EMP |
| 5 | Attentive | Potent Mechano-salves |
| 6 | Refraction | |

**Surveillance Drone:**

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: 800 yards | Counter: Agility |
| Damage: 8d6 | Ignores defense: No |
| AoE: 15 yards | Ignores cover: No |
| Effect: Concussive damage | |

Using 3 spare parts, build a flying surveillance drone that is roughly 9 inches in diameter. It has a range of 800 yards and a movement of 60. It's outfitted with a 10x zoom camera and can drop an explosive if armed with 2 explosive components (must be rearmed after each use). The explosive does 6d8 concussive damage in a 15-yard radius. All creatures within the radius of the explosion must counter with Agility for ½ damage. Targets in cover automatically take ½ damage and counter for 0. The drone is powered and controlled by your internal systems, and visuals are sent directly to your optic implant; nobody else may control the surveillance drone. Use your movement to fly the drone and your complex action to release the explosives. The surveillance drone has 5 HP and 0 defense. If damaged in combat, use 2 spare parts to fix. You must spend 1 hour to fix and rearm the drone if necessary.

Players who choose Surveillance Drone at level 1 automatically receive a preassembled and armed drone.

### Mechano-salve:

2 times per day, use a simple action to heal another creature or yourself with a Mechano-salve solution created by your cybernetic implants. The solution cannot be removed from the Cyborg's body, so you must be within melee range to inject it. The salve heals for 2d10 plus 1d10 for every 4 character levels (max 5d10):

- Level 1=2d10
- Level 4=3d10
- Level 8=4d10
- Level 12=5d10

Technician (primary class): If the technician is your primary class then you may use Mechano-salve 3 times per day.

*Using a regular mechano-salve (one that is not created by the Technician's implants) would require complex action.*

### Infrared/Thermal Vision (Passive):

Receive an upgrade to your optic implant granting you infrared and thermal vision.

- Infrared: See as clearly at night or in the dark as you would during the day.

- Thermal: Detect heat signatures of any object or creature up to 800 yards away. You can also detect these heat signatures through the walls of light structures or dense fog.

### Ultrasonic Spider-Bot:

| Attack type: AoE | Duration: 1d4 rounds |
|---|---|
| Range: 100 yards | Counter: Fortitude |
| Damage: - | Ignores defense: Yes |
| AoE: 20-yard cone | Ignores cover: Yes |
| Effect: Stun once every 3 rounds | |

Using 3 spare parts, build a small, 9 square-inch, spider-like robot that can crawl up to 100 yards away with a movement of 30; visuals are sent to your optic implant. Once every 3 rounds, ultrasonic waves can be emitted from the bot causing temporary deafness and stunning **all** creatures within a 20-yard cone for 1d4 rounds. Those affected may counter with Fortitude to negate its effects. The Spider-Bot is powered and controlled by your internal systems, and visuals are sent directly to an optic implant; nobody else may control the Spider-Bot. Use your movement to move the bot and your complex action to unleash the ultrasonic wave. The Spider-Bot has 5 HP and 0 defense. If damaged in combat, use 2 spare parts to fix. You must spend 1 hour fixing the bot.

### Taser (Battle Skill):

| Attack type: Ranged | Duration: 1d4 rounds |
|---|---|
| Range: 30 yards | Counter: - |
| Damage: 1d8 | Ignores defense: Yes |
| AoE: - | Ignores cover: No |
| Effect: Stun, Electrical damage | |

Use a wrist-mounted taser to shoot an electrical charge at a creature up to 30 yards away, stunning them for 1d4 rounds and doing 1d8 electrical damage. Any damage to the creature will cancel the stun. You are considered proficient with this attack.

### Advanced Targeting System (Passive):

Lower your attack difficulty by 1 on all ranged attacks, including attacks in which you lack proficiency.

### EMP (Recovery Skill):

| Attack type: AoE | Duration: 1d4 rounds |
|---|---|
| Range: - | Counter: - |
| Damage: - | Ignores defense: - |
| AoE: 400 yards | Ignores cover: - |
| Effect: Disable electronic systems | |

Release the full power of your internal systems, setting off an electromagnetic pulse that knocks out all electronic devices in a 400-yard radius of your location for 1d4+1 rounds; devices that are off will not be affected. All Cyborg systems are shielded from the effects of EMPs.

### Attentive (Talent):

Gain the Attentive talent:
*You have tremendous attention to detail. Add a +3 bonus to all Acumen checks, challenges, and counters including advanced ability checks like hacking, complex vehicles, and medic.*

### Potent Mechano-salves:

Double the effectiveness of your Mechano-salve solutions; roll 2x the amount of dice. This only applies to Mechano-salves created by your internal systems.
Prerequisite=Mechano-salve

### Refraction (Recovery Skill):

Make yourself nearly invisible by refracting light around your body for 4 rounds, including the round of activation. Enemies trying to attack you receive a +2 attack difficulty penalty.

While under the effects of refraction, you are considered proficient with sneak and may ignore the -5 penalty on all sneak and hide checks. If you already possess the sneak talent, add an additional +3 to your sneak/hide checks.

# Cyborg: Junkie

Sid and Roman stood staring at the electronically-locked steel door, the lights from the access panel flickering in silent mockery. According to Sid's Stim dealer, Sleezy Pete, this bunker was filled with loot. It could also be filled with killer Mutants. Sleezy Pete didn't earn his moniker by selling reliable information.

Sid regarded his companion. Roman was one of the toughest people he'd ever met, but his brute force methods would be no match for the heavy door.

"What we gonna do, Sid?" rumbled Roman.

Sid's stroked his unshaven face, while his other hand unconsciously drifted to a deep inner pocket of his discolored trench coat. Concealed within it was a small cache of newly acquired stims, courtesy of Sleezy Pete. He popped open a bottle of "Lucidity" and ingested one of the small blue pills. Instantly he felt focused. Oh, Sid thought, mentally deciphering the door's secrets, "It makes sense now." Sid walked briskly to the access panel and began pressing buttons.

"Beep!" the access panel sang as the door slowly began grinding open.

"Heh, would you look at that," remarked Roman as he squeezed through the half-open door and dashed down the dimly lit corridor in anticipation of their prize. In his haste, Roman tripped a booby trap. A deafening blast ripped through the hallway, ejecting flames from the open door just inches from Sid's face. Roman foggily retreated toward the exit when shots suddenly rang out. He fell to the floor clutching his leg and howling in pain.

Sid's heart raced. The heat from the flames lingered on his singed brow. Hurriedly reaching into his pocket, he uncorked multiple stim bottles and carefully selected pills for a chemically-induced advantage. A quick survey revealed the following stims: Wrecking Ball, Predator, NRG-2x, and several Mut-X. Sid stared briefly at the handful of pills. Thanks to his new cybernetic upgrades, he knew he could handle chemicals that would send any non-enhanced person into a coma. Down the hatch, thought Sid.

Everything slowed down. Distant objects came into focus. His muscles began to bulge. New Mutant powers blossomed into his consciousness. A handful of tiny pills had turned Sid into a killing machine. Carefully peeking down the hallway, Sid targeted one of the two gunmen with his newly acquired power, blinding him. Let's see how easy I am to hit when you can't see me, Sid silently taunted.

Wasting no time, he drew two automatic pistols and advanced down the corridor into a hail of gunfire. Bullets tore through his flesh; but while under the effects of stims, Sid felt almost no pain. With unwavering focus, he unloaded both clips into one of his assailants, who crashed to the metal floor with a clang. Sid cast aside his empty pistols. He turned to the second gunman and let loose a blast of lightning from his fingertips, burning holes in his gloves. Whoops, Sid thought, letting out a chuckle. The lightning crackled through the air, arcing off the walls of the tubular structure, transforming its target into a heap of smoking flesh. "Yikes," Sid's voice echoed as he blew on his fingertips as if they were the barrels of five smoking guns.

Sid moved cautiously into a large room at end of the corridor when the sound of a single rifle shot rang through the room. "God dammit," Sid cursed. Okay, that one hurt a little bit. Sid stumbled back into the corridor, taking note of the gunman's position high up on a catwalk. "How the hell am I supposed to get up there?"

Sid paused for a second to remember the teleportation powers granted to him by the Mut-X pills. A crooked grin appeared on Sid's face. After a few deep, confidence-building breaths, Sid rushed into the room. Vanishing with a pop, he appeared directly behind the lone sniper. "Boo," whispered Sid, effortlessly
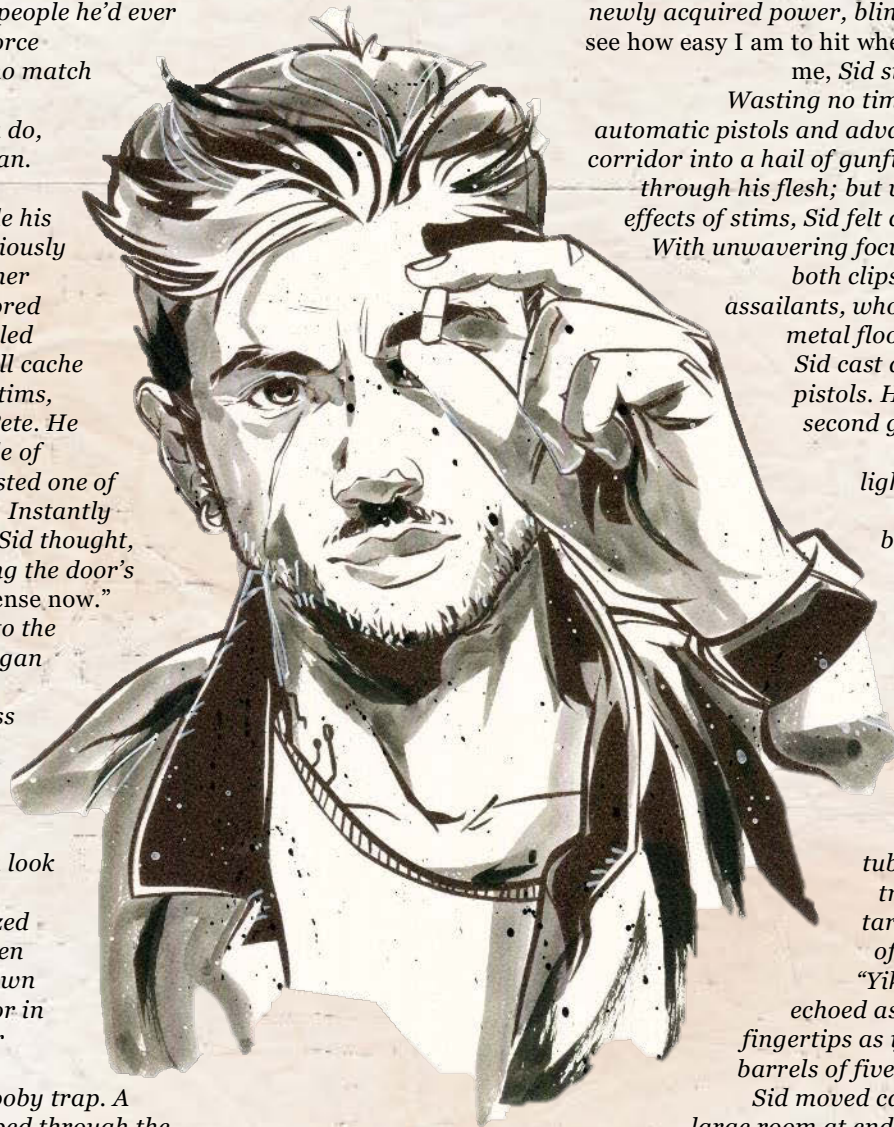
*lifting the man's 300 lb. frame over the railing of the catwalk and throwing him to his death.*

*"Hell yeah!" Sid screamed into the empty room. "I do it all, baby!"*

*After collecting his loot, Sid made his way back to check on his companion.*

*"You gonna be alright, Roman?"*

*"I'll live," Roman groaned, "And thanks for savin' me."*

*"Don't thank me. Thank Sleezy Pete," Sid replied, rattling his pocket full of stim bottles. Roman shook his head. "Junkies," he muttered to himself.*

---

### Ability Score Prerequisites
Primary Class: Fortitude 15

### Health points/level
1d6

### Body Armor Proficiency
Light

### Weapon Proficiencies
Light Melee, Pistol, SMG

### Starting Equipment
Body Armor: Ballistic Inserts (1)
Weapon: Knife, Light Pistol, SMG
Ammo: 8 Light Pistol, 24 SMG
Small backpack

### Bonus Talent
Perseverance, Pill-Popper

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## Skill Tree

| Skill Level | Skills | |
|---|---|---|
| 1 | I Can Stop Whenever I Want | Tachyphylaxis |
| 2 | X Man | Long-lasting High |
| 3 | No Pain | |
| 4 | Tolerance | Feelin' Good |
| 5 | I Can Do Anything | Seriously…Anything |
| 6 | Extra High | |

**I Can Stop Whenever I Want (Passive):**
You cannot become addicted to stims; consequently, you never experience withdrawal symptoms.

**Tachyphylaxis (Passive):**
You may take as many stims as you want in a day without falling into a coma. Stim effects may not be stacked, so you will only experience the effects of the most potent stim in any category. In other words, you may not take 2 of the same stim to double its effects. You may, however, take multiple Mut-X/XXX/Z or Bell-Z stims as each power counts as a unique effect. If you randomly get the same power twice when rolling powers for a Mut-X/XXX stim, roll again.

**X Man (Passive):**
Each time you take a Mut-X or Mut-XXX stim, roll 2x and choose the power you prefer.

**Long-lasting High (Passive):**
Non-battle and non-recovery powers gained from stims may be used for the stims full duration instead of the power dissipating after 1 use.

**No Pain (Passive):**
While under the effects of **any** stim, roll a Fortitude 28 check to take ½ damage from an attack. You may only attempt this once per round. Subtract defense **before** halving damage if applicable.

**Tolerance (Talent):**
Gain the Tolerance talent:
*You are able to tolerate pain and resist reflexive reactions. +3 bonus to all Fortitude checks, challenges, and counters.*

**Feelin' Good (Passive):**
While under the effects of **any** stim, receive a +1 bonus to all ability score checks, challenges, and counters.

**I Can Do Anything (Talent):**
Select any talent from the talent list in Chapter 5 ignoring **all** prerequisites and restrictions.
*Note: you may only select talents with this skill, not proficiencies.*

**Seriously…Anything (Talent):**
Select any talent from the talent list in Chapter 5 ignoring **all** prerequisites and restrictions.
*Note: you may only select talents with this skill, not proficiencies.*

**Extra High (Passive):**
Doubles the potency and duration of all stims. For example, a "Body Build" stim that normally grants +2 to Strength checks, challenges, and counters for 10 minutes would now grant +4 for 20 minutes. For stims that provide access to Mutant and Bellati powers, only double the damage, healing, and the amount of time that you have control of the powers. Do not double the durations of effects like stun or blind.

# Demolitions Expert

"Do you think it'll bring down the entire building?" Russell asked, leaning over the paper-strewn table.

"Don't worry, mate, this ain't my first rodeo. If we destroy this support beam," Basher explained, indicating a location on the blueprint, "the building will collapse."

"But, how do you expect us to get there?" Lana countered. "That place is crawling with wastelander scum, and last I counted, there are only three of us."

cover. Once in position, Basher surveyed the area. The headquarters was located within a small office park. The building was erected upon stilts to allow for parking underneath—and apparently to allow access to its most vulnerable, load-bearing sections. Basher chuckled at the flimsy pre-apocalyptic construction before radioing Lana.

"All right, sweetie, work your magic."

The white box van slowly approached the front gate. Two waste-landers, weapons drawn,

"Well, that's where you come in, love," Basher responded, laying on an extra thick British accent. "Ya know that van of theirs that we stole? I'm gonna fill it with explosives, then you're gonna charm your way in. If anything goes wrong, Russell and I will cover you from the trees. Once you're clear, Boom!" Basher shouted, thwacking his open palm onto his fist as though it was a remote detonator.

As usual, Lana feigned animosity toward a plan in which she was taking all the risk, but it ended abruptly when Basher offered her a cornucopia of newly crafted gadgets: smoke bombs, flashbangs, and few hand grenades.

Later that night, the three companions piled into the mobile bomb. Lana gingerly took the wheel and drove to the enemy headquarters. Russell and Basher hopped out early to avoid detection and find

approached. Russell and Basher couldn't quite make out the words of the heated exchange, but after a moment the volume of voices died down and Lana was waved through. She was slowly rolling toward her target when an alarm was sounded. Lana accelerated toward her mark but was blindsided by another vehicle before she could reach it.

"Bloody hell!" Basher swore. "We gotta get her outta there."

A fusillade of shots poured from Russell's rifle, and a handful of waste-landers flopped lifelessly to the ground.

Lana tossed one of Basher's flashbangs out of the shattered window of the box van. A burst of light erupted from it, blinding a group of waste-landers as they surrounded the van.

*Lana jumped from the vehicle and began sprinting for the gate. Noticing a group of enemies approaching from her blind side, Basher lobbed a smoke bomb into the area between Lana and her pursuers to provide her with a thick, white cloud of cover.*

*"Keep moving," Basher urged, his thumb hovering over the red button of the remote detonator.*

*Three, Two, One...*

*Night became day as orange-white light permeated the sky, accompanied by the sounds of shattering glass and twisting metal. A concussion wave thumped against Basher's chest like a medicine ball and nearly knocked Lana to the ground as she ran from the explosion. Bits of concrete cascaded down the side of the building, but stubbornly it stood. The van had been blocked before Lana had had the opportunity to position it properly.*

*Time for the big guns, Basher thought.*

*He hefted to his shoulder the rocket launcher that was slung from his back, took aim at the weakened support structure beneath the building, and fired the massive weapon. With a whoosh, the rocket whizzed past Lana and found its target.*

*There was a brief whine before the building collapsed, sending a plume of dust skyward.*

*"Woohoo!" yelled Basher.*

*Lana, out of breath and practically shaking from the rush of adrenaline, took a knee beside Basher.*

*"That was a close one. Thanks for saving me," she panted.*

*"No biggie, Lana," Basher casually remarked. "Any excuse to blow shit up is fine by me."*

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**Ability Score Prerequisites**
Primary Class: Acumen 14

**Health points/level**
1d6

**Body Armor Proficiency**
Medium

**Weapon Proficiencies**
Pistol, Shotgun, Explosive

**Starting Equipment**
Body Armor: Bounty Hunter Vest (3)
Weapon: Light Pistol, Pump Shotgun
Ammo: 8 Light Pistol, 4 Shotgun
Explosives: 1 Flashbang and 1 Smoke Bomb
Small backpack

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# Skill Tree

| Skill Level | Skills | |
|---|---|---|
| 1 | Flashbang | Smoke Bomb |
| 2 | Hand Grenade | Artificer |
| 3 | Improvised Explosive Device (IED) | |
| 4 | Quick Swap | Master Salvager |
| 5 | Large Bomb | Trip Mine |
| 6 | Pack a Punch | |

*See the Explosives Crafting Table for crafting material costs. It takes 1 hour to craft each item.*

**Flashbang:**

| | |
|---|---|
| Attack type: AoE | Duration: 1d4 rounds |
| Range: Lob (40 yards) | Counter: Fortitude |
| Damage: - | Ignores defense: - |
| AoE: 15 yards | Ignores cover: No |
| Effect: Blind | |

Gain the ability to craft a flashbang. Flashbangs blind enemies in a 15-yard radius for 1d4 rounds—counter with Fortitude to negate effects.

**Smoke Bomb:**

| | |
|---|---|
| Attack type: AoE | Duration: 4 rounds |
| Range: Lob (40 yards) | Counter: - |
| Damage: - | Ignores defense: - |
| AoE: 10 yards | Ignores cover: - |
| Effect: Vision = 1 yard, creatures within the smoke are considered invisible and blind | |

Gain the ability to craft a smoke bomb. When used, smoke bombs will generate thick dense smoke in a 10-yard radius for 4 rounds. Creatures within the smoke are considered both blind and invisible.

**Hand Grenade:**

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: Lob (40 yards) | Counter: Agility |
| Damage: 4d6 | Ignores defense: No |
| AoE: 5 yards | Ignores cover: No |
| Effect: Concussive damage | |

Gain the ability to craft a hand grenade that does 4d6 concussive damage in a 5-yard radius—counter with Agility for ½ damage. Targets in cover automatically take ½ damage and counter with Agility for 0 damage.

**Artificer:**

Gain the ability to fabricate rocket launcher and grenade launcher rounds.

**Improvised Explosive Device (IED):**

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: Lob (40 yards) | Counter: Agility |
| Damage: 6d8 | Ignores defense: No |
| AoE: 10 yards | Ignores cover: No |
| Effect: Concussive damage | |

Gain the ability to craft an IED that does 6d8 concussive damage in a radius of 10 yards—counter with Agility for ½ damage. Targets in cover automatically take ½ damage and counter with Agility for 0 damage.

**Quick Swap (Talent):**

Gain the Quick Swap talent:

*All weapons that require a complex action to reload now only require a simple action. This applies to weapons like the crossbow, the rocket launcher, and the Depletor Pistol.*

**Master Salvager:**

Find twice as many salvageable items (spare parts and explosive components) while salvaging. Also receive a +3 bonus to all Acumen checks when salvaging.

**Large Bomb:**

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: Transmitter range | Counter: Agility |
| Damage: 10d10 | Ignores defense: No |
| AoE: 25 yards | Ignores cover: No |
| Effect: Concussive damage | |

Gain the ability to craft a large bomb that does 10d10 concussive damage in a 25-yard radius. This explosive may not be thrown because of its weight, size, and fragility. A transmitter and receiver are typically used for detonation. Targets in cover automatically take ½ damage and counter with Agility for 0 damage.

**Trip Mine:**

| | |
|---|---|
| Attack type: AoE | Duration: 1d4 rounds |
| Range: - | Counter: Fortitude negates stun |
| Damage: 6d6 | Ignores defense: No |
| AoE: 10-yard cone | Ignores cover: No |
| Effect: Stun, concussive damage | |

Gain the ability to craft a trip mine that stuns its victims for 1d4 rounds and causes 6d6 concussive damage in a 10-yard cone—counter with Fortitude to negate stun.

**Pack a Punch (Passive):**

Become an expert at crafting explosives. All explosives crafted by you inflict 1 additional damage for each of your character levels. For instance, a hand grenade crafted by a level 9 character would do 4d6+9 damage.

## Explosives Crafting Table

| Item | Spare Parts | Explosive Components | Receiver |
|---|---|---|---|
| Smoke Bomb Flashbang Hand Grenade | 1 | 1 | 1 (optional) |
| IED | 1 | 3 | 1 (optional) |
| Trip Mine | 1 | 2 | 1 (optional) |
| Large Bomb | 4 | 5 | 1 |
| Rocket Launcher Rounds | 3 | 4 | - |
| Grenade Launcher Rounds | 2 | 3 | - |

### Are you receiving me?

*A receiver can optionally be used for remote detonation in Smoke Bombs, Flashbangs, Hand Grenades, IEDs, and Trip Mines. The receiver is required for a Large Bomb, unless you choose to set it off manually while standing beside it. Ouch! You must also possess a transmitter for remote detonation. The range at which you can detonate an explosive is equal to the maximum range of your transmitter. It takes 1 hour to craft each item.*

# Gunslinger

The mayor of Serenity was a portly gentleman in his mid-fifties with a ruddy complexion and an obvious toupee. He was flanked by two young, greasy-looking thugs wearing tank tops which revealed well-muscled, tattooed torsos. Each of the goons had an assault rifle trained on the small party of newcomers. Lana stepped forward and approached the mayor cautiously with her hands in the air. She felt

The mayor ran his eyes over her slim, athletic figure lasciviously. "Well, now, sweetie, that's all well and good, but maybe your boys oughta lay down their weapons first." Lana gestured to the other members of the party behind her, then heard the clatter of metal on concrete as they set their weapons at their feet.

the thugs' eyes glance at the two ancient Colt pistols holstered at her hips, then meander up her body from there, categorizing her as a prize rather than a threat. She was well-accustomed to being underestimated in this way. Go ahead and drool boys, *she thought,* you'll realize your mistake when you each have one of my bullets in your brains.

Despite her violent intentions, when Lana spoke her voice and manner were guileless and full of country sweetness.

"Now mayor," she cajoled with a bit of a fabricated twang, "why don'tcha have your boys here lower their weapons. We ain't here fixin' to start trouble, just wanna parlay with you good folks and trade some of our...merchandise." Implying that they were stim dealers—it was well-known that the mayor was a heavy stim junkie, and it looked like his boys' physiques had benefitted from some enhancement that was not entirely...natural.

"And you too, girlie, better hand those pea-shooters over if you wanna do business here in Serenity." But the two thugs had already relaxed, and their guns were now pointed downward, providing Lana with just the edge she was looking for. She reached slowly for her revolvers as if to disarm herself, then suddenly, with the lightning quickness of a pouncing wildcat, drew both pistols, aimed, and fired in a single swift motion. The mayor's thugs fell to the ground, dead, each with a single bullet wound in the direct center of his forehead. Before he could even begin to comprehend what had just happened, the mayor felt the steel barrels of Lana's Colts pressed against his temples and her soft breath on his face.

"Now," she whispered, her voice dripping with menace and devoid of any trace of country twang, "we will negotiate."

**Ability Score Prerequisites**
Primary Class: Accuracy 12, Personality 14, Agility 12

**Health points/level**
1d8

**Body Armor Proficiency**
Light

**Weapon Proficiencies**
Pistol

**Starting Equipment**
Body Armor: Ballistic Inserts (1)
Weapon: Light Pistol
Ammo: 16 Light Pistol
Small backpack

## Skill Tree

| Skill Level | Skills | |
|---|---|---|
| 1 | Dual-wielder | Who Needs a Stinkin' Scope? |
| 2 | Pistol Focus | Quick Draw |
| 3 | Quick Reflexes | |
| 4 | Cheat Shot | Evasive Action |
| 5 | Single Shot Master | Smooth Talker |
| 6 | Find Weakness | |

**Dual-wielder (Talent):**
Gain the Dual-wielder talent:
*You may dual-wield pistols, light melee weapons, and thrown weapons with no penalty to your attacks. See* Chapter 4: Combat Mechanics—Dual-wielding *for details on dual-wielding rules.*

*If you choose this talent at level 1, you may automatically choose a light pistol or a light melee weapon in addition to your starting equipment.*

**Who Needs a Stinkin' Scope? (Passive):**
When using pistols, you receive a 30-yard bonus on short and long ranges.

**Pistol Focus (Passive)**:
When wielding a pistol, add +2 to the total damage of your attack. If dual-wielding, apply this damage to each of your pistol attacks.

**Quick Draw (Passive):**
Whenever you are the first player to initiate a combat scenario, you may make a single bonus attack (1 shot) with a pistol before you take your actual turn. Effectively, you act **before** the first round of combat.

**Quick Reflexes (Battle Skill):**
Once per battle, attempt an Agility 25 check to avoid 1 successful melee, ranged, or projectile-like attack against you; you cannot avoid non-projectile damage like mental attacks or AoE attacks. This skill is used as a reaction on the enemies turn and must be activated before damage is rolled. If the check fails, Quick Reflexes is still expended, and you may not attempt to dodge another attack during this battle.

**Cheat Shot (Battle Skill):**
Once per battle, as a simple action, you may re-roll all **missed** shots from a **single pistol attack**. If you are dual-wielding, this skill may only be used with one of your pistols. Expend ammo accordingly—1 additional bullet for each re-rolled shot.

**Evasive Action (Passive):**
Your quick movements make you more difficult to hit. Add a permanent +1 to your evasion score. This bonus may only be added while wearing light armor or no armor.

**Single Shot Master (Passive):**
When taking a single pistol shot, receive a +1 damage bonus for each skill you possess in the Gunslinger tree, including Single Shot Master. So, if you possess 5 Gunslinger skills, you would add +5 physical damage to your shot. You may add this bonus to both pistol attacks when dual-wielding.

**Smooth Talker (Passive):**
Receive a +5 bonus to all your Personality checks and challenges when attempting to lie, negotiate, intimidate, or persuade. Characters with Smooth Talker may not have the Diplomat talent.

**Find Weakness (Passive):**
You're adept at finding combat weaknesses, whether it's being able to predict movements or finding a vulnerable spot in an opponent's armor. Ignore the defense score of your target when making a ranged attack with any ranged weapon that inflicts physical damage.

# Mechanic

Jimmy gazed dreamily at the chopper like...well, like a man who really wants to fly a goddamn helicopter. He had never been much of one for metaphors. No, he had never actually flown a helicopter before, but he was pretty sure that if he could just get his hands on it, he would be able to make magic happen—Jimmy McBride had always been pretty good like that. The problem was, there were two pretty heavily armored men guarding it, and he had about – no, precisely – five bullets left in his SMG, so that wasn't going to be much help. He hefted his trusty monkey wrench, feeling the comforting weight of it in his grease-blackened hands.

Well, there was always the old-fashioned way.

He glanced over at Roger—the two of them had agreed to take on the task of commandeering the helicopter, which they would then fly, if all went according to plan, to the rooftop helipad of Blackrock Labs to meet the others. Roger could probably take out one of the guards with his sniper rifle, but there was not much cover for him to hide behind, so Jimmy would need to deal with the other gunman. "Let's get this over with," Jimmy grunted to his companion, and stepped out into the open, striding purposefully, but not necessarily threateningly, towards the helipad.

"Who the hell are you? Stop right there!" commanded one of the guards, aiming his assault rifle at Jimmy.

"Take it easy, man! I'm the mechanic they sent to inspect the chopper." To all appearances, he was unarmed—he had left his gun behind the outbuilding where Roger was hiding, and his monkey wrench was, after all, just a tool. His baggy flannel shirt disguised the Kevlar vest he was wearing underneath it.

"The mechanic who sent?" the guard demanded. Jimmy had no idea; he had honestly not bothered to construct that elaborate of a cover for himself, but he was still walking towards the helicopter, and they hadn't shot him yet.

"Radio Steve and ask him if he sent a mechanic," suggested the second guard, and the first guard lowered his weapon a bit and began fumbling for his walkie-talkie. Jimmy was now within striking distance of the two men.

"Yeah, that's it—Steve!" said Jimmy, as if suddenly remembering, "that was who sent me," and with that he swung his wrench suddenly at the first guard's temple, connecting with the sickening thud of metal crushing bone. The man slumped to the ground, either dead or unconscious. Now would be a good time to start shooting, Roger, Jimmy thought.

As if in response to his mental summons, the sound of a gunshot rang out from behind the outbuilding. Jimmy's relief was short-lived, however, as he could tell by the guard's response that the bullet had ricocheted off the chest plate of his body armor, knocking him back slightly but leaving him otherwise unharmed. He immediately raised his assault rifle and began firing at Roger, who had been forced to abandon his cover behind the outbuilding to get a clear shot.

"Hey asshole!" yelled Jimmy, charging towards the gunman. The guard pivoted to aim at his assailant, but not quick enough. The wrench struck his occipital, felling him instantly. Jimmy swore under his breath and rushed to the prostrate form of his companion.

"Roger, you stupid son of a bitch," he grumbled. Roger had been hit several times, and the front of his t-shirt was soaked in blood. He was clinging to consciousness, but he didn't have long to live if Jimmy didn't do something. Lucky, he has a friend like me, thought Jimmy, and he quickly reached into his battered tool bag and withdrew a small box. Inside the box was a hypodermic syringe, which he wasted no time in jabbing directly into Roger's gushing wound. Do your job, you microscopic bastards, he prayed, and miraculously, the bullet holes in Roger's chest started to close as the tiny nanobots Jimmy had injected into his bloodstream began to heal him.

"You saved my life," Roger whispered.

"You can thank me later," Jimmy said curtly, "let's get the hell onto this chopper."

"Do you think you can fly it?" Roger asked.

Jimmy smirked. "I'm known for making magic happen."

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### Ability Score Prerequisites
Primary Class: Strength 13, Acumen 14

### HP/level
1d8

### Body Armor Proficiency
Medium

### Weapon Proficiencies
Light/Heavy Melee, Pistol, Shotgun, Mech, SMG

### Starting Equipment
Body Armor: Bounty Hunter Vest (3)
Weapon: Light Pistol, Pump Shotgun, SMG, Monkey Wrench
Ammo: 6 Light Pistol, 4 Shotgun, 18 SMG
Small backpack
*If you take Mechano-salve as a first level skill, start with a Mechano-salve Kit and 2 Mechano-salves.*

---

## Skill Tree

| Skill Level | Skills | |
|---|---|---|
| 1 | Not Monkeying Around | Mechano-salve |
| 2 | Master Blaster | Go-to Guy |
| 3 | Defibrillator | |
| 4 | Assault Weapon Proficiency | Identify/Disarm Traps |
| 5 | Weapon Focus | Puzzle Master |
| 6 | Determined | |

**Not Monkeying Around:**

| Attack type: Melee | Duration: 1 round |
| --- | --- |
| Range: Melee | Counter: Fortitude |
| Damage: 1d10 | Ignores defense: No |
| AoE: - | Ignores cover: - |
| Effect: Physical damage and stun chance | |

Gain special benefits while wielding a Monkey Wrench:
- Melee damage increased to 1d10 per strike.
- If you achieve a critical hit, your victim must counter with Fortitude or be stunned for 1 round.

**Mechano-salve:**

Gain the ability to create an injectable salve containing nanobots that heals minor wounds and injuries. Injecting Mechano-salves is a complex action. The salve heals for 2d10 plus 1d10 for every 4 character levels (max 5d10):
- Level 1=2d10
- Level 4=3d10
- Level 8=4d10
- Level 12=5d10

*It takes one hour to create a single salve and requires 1 vial of nanobots and a Mechano-salve kit.*

### What's a Mechano-salve?
*A Mechano-salve is a compound of nanobots and carefully balanced amino acids in a saline solution that is designed to heal living tissue and organs. Nanobots are typically found in Mechano-salve kits. This kit contains nanobots, saline solution, and the 6 conditionally essential amino acids used to program the nanobots: arginine, cysteine, glycine, glutamine, proline, and tyrosine. If the salve is constructed incorrectly with an improper balance of chemicals, the nanobots will likely have an unpredictable and almost certainly negative effect.*

**Master Blaster (Passive):**

You possess a high level of expertise with shotguns. Add +2 damage to each successful shot.

**Go-To Guy:**

Gain both the Wheelman and Hacker Talents:

*Wheelman: Forgo the -5 advanced ability check penalty to your Acumen checks when attempting to operate a complex vehicle. And add a +3 bonus to any Acumen checks that are required when repairing vehicles*

*Hacker: Forgo the -5 advanced ability check penalty to your Acumen checks when attempting to hack a computer system.*

**Defibrillator:**

You may create a defibrillator using 3 spare parts and 10 batteries (or 1 nuclear battery), which you may use to revive another creature that has died. The creature comes back to life with 1d10 HP. Player characters that experienced death will suffer a permanent -1 to a random ability score determined by the GM.

Other players may attempt to use your defibrillator but require an Acumen 25 check for success. Players may not attempt this check multiple times, but multiple players may each attempt to use the defibrillator. You may only revive a player that has recently deceased and doesn't have an irreversible mortal wound.

**Assault Weapon Proficiency (Passive):**

Gain proficiency with assault weapons.

**Identify/Disarm Traps (Passive):**

Receive an automatic 25% chance to identify if a trap is within 10 yards of your location—the GM rolls a 1 on a d4. The GM should make this check before you actively search for a trap.

Also, receive a +2 bonus to disarm any trap that requires an Acumen check. You may stack this bonus with Puzzle Master.

**Weapon Focus (Passive):**

Gain 1 bonus attack die when attacking with melee or ranged weapons.

**Puzzle Master (Passive):**

Gain a +4 bonus to all Acumen checks, challenges, and counters.

**Determined (Battle Skill):**

Once per battle, take a second (partial) turn at any time during a round of combat. On this turn, you may only move up to 10 yards and take 1 simple **or** 1 complex action.

# Sniper

I know it's a cliché, *thought Roger,* but I really am getting too old for this shit.

*Roger Dunwoody, sixty-six years old, was lying on his belly in the muck, a few hundred yards away from a dilapidated barn which had once been painted bright red but was now mostly varying shades of rotten-wood brown and black. Roger had been tasked with guarding the barn and taking out anyone who emerged from it, a job that required two things: the willpower to lie completely motionless for hours on end, and the dead-on accuracy to make every shot a kill-shot. Despite his age, there wasn't a man alive who was Roger's equal in either of these two areas, at least not as far as he was concerned.*

*Just as he was starting to believe that he would soon die of pneumonia from the wet mud seeping through his clothes to chill his skin, the barn door opened, and two unarmed men emerged.* "Men maybe," *thought Roger,* "but not humans." *The first, a bony, rat-faced man with a furtive look, could have passed for human, but the second man was undoubtedly a Mutant. Fully seven feet tall, he reminded Roger of* The Incredible Hulk *from his grandfather's comic book collection, with grotesquely rippling muscles and slightly greenish skin.*

*With precision that only comes from decades of practice, Roger drew in a breath, held it, and squeezed the trigger of his rifle. A barely audible "tick," from the silencer, and the rat-faced man slumped to the ground, dead.* Now on to the big boy. *Roger swiveled his gun slightly to the left, expecting to see the deformed green face of the goliath in his crosshairs, but he was not there.* Shit, *thought Roger. He lowered his rifle and blinked his eyes, adjusting to the feeling of depth perception after having spent so long staring one-eyed through his sniper scope. The hulking Mutant was charging straight at him through the underbrush, his malformed features twisted into a mask of rage.* How the hell did he spot me so quickly? *Roger wondered.* Goddamn Mutants with their telepathy and whatnot, I guess. Christ! *He quickly raised his rifle again, sighted, and fired. The bullet took the goliath squarely in the chest, but he seemed barely fazed and continued his charge without faltering in the slightest. A lesser man would have panicked in that moment, alone in the middle of nowhere, faced with the prospect of imminent death at the hands of a maniacal colossus, but not Roger Dunwoody. His pulse did not even quicken as he fired his rifle again, and again, and again, each time with a deadly accuracy that would have easily felled any ordinary human being. But the goliath still came, full speed, covered in blood, grinning and roaring like some demon out of Hell.* Got one last surprise for you, big guy, *thought Roger, smirking, and suddenly the Mutant, only seconds away from reaching his quarry, exploded in a shower of sickly greenish fragments. Roger stood up, smiling crookedly and wiping bits of entrails from his brow with the back of his hand.*

"Watch the trip mine, big fella," *he chuckled.*
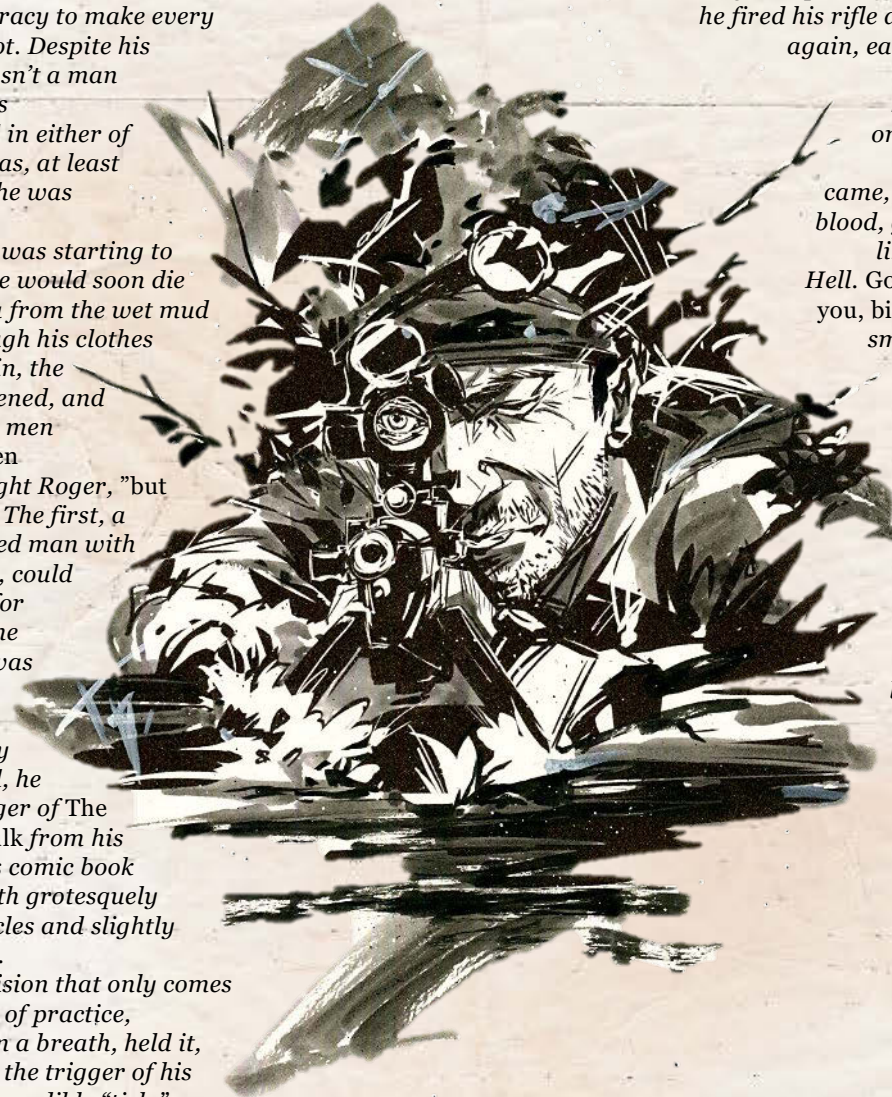
## Ability Score Prerequisites
Primary Class: Accuracy 15

## HP/level
1d6

## Body Armor Proficiency
Light

## Weapon Proficiencies
Sniper, Pistol

## Starting Equipment
Body Armor: Ballistic Inserts (1)
Weapon: Light Sniper, Light Pistol
Ammo: 10 Light Sniper, 8 Light Pistol
Small backpack

## Skill Tree

| Skill Level | Skills | |
|---|---|---|
| 1 | Try That Again | Precision |
| 2 | SMG Proficiency | Trip Mine |
| 3 | Lickety-split | |
| 4 | Quick Reflexes | From Downtown! |
| 5 | Camouflage | Superior Accuracy |
| 6 | Calculated Shot | |

## Be Prepared!
*Some sniper skills require the Prepared condition to use them. You must spend a complex action preparing. You can lose your Prepared condition in 1 of 3 ways:*

1. *If you move*
2. *If you are under fire from an attack (even if it misses) and **not in heavy cover***
3. *If an opponent attempts to strike you with a melee attack—even if they miss*

## Try that again (Passive):
When using a sniper rifle, you may take a second shot if the first shot is a miss; expend 2 bullets. You must be *Prepared* to use this skill.

## Precision (Passive):
When using a sniper rifle, double the **weapon damage** of all successful shots. You may not double the damage from critical hits or other bonuses. You must be *Prepared* to use this skill.

## SMG Proficiency (Passive):
Gain proficiency with SMGs.

## Trip Mine:

| | |
|---|---|
| Attack type: AoE | Duration: 1d4 rounds |
| Range: - | Counter: Fortitude negates stun |
| Damage: 6d6 | Ignores defense: No |
| AoE: 10-yard cone | Ignores cover: No |
| Effect: Stun, Concussive damage | |

Gain the ability to craft a trip mine that stuns its victims for 1d4 rounds and causes 6d6 concussive damage in a 10-yard cone—counter with Fortitude to negate stun.

Crafting materials are 1 spare part and 2 explosive components. Takes 1 hour to craft and a complex action to place. You are considered proficient in this explosive when placing/creating it.

## Lickety-Split (Passive):
You may now become *Prepared* with a simple action instead of a complex action.

## Quick Reflexes (Passive):
When using a Sniper Rifle, make 2 separate attacks per round (as if you were dual-wielding). Attacks may be made on 2 different targets. You may only use Try That Again on one of your attacks if you miss. You must be *Prepared* to use this skill.

## From Downtown (Passive):
When using a sniper rifle, increase its long-range attack by 400 yards. When using an assault rifle increase its long-range attack by 200 yards.

## Camouflage (Passive):
Use your skills of concealment to blend into your surroundings more deeply. Any light cover bonuses would act as heavy cover bonuses. Camouflage allows you to maintain your *Prepared* condition while in light cover and under fire.

## Superior Accuracy (Passive):
Your accuracy with a scope is finely tuned. When using any weapon with a scope, add 1d10 physical damage to the total damage of your attack.

## Calculated Shot (Battle Skill):
Once per battle, when using a sniper rifle, attempt to make a highly accurate shot against an opponent's weakness:
- Ignore your opponent's defense.
- Add 1 bonus attack die to your shot (max 4).
- Automatically do maximum **weapon damage** on a successful attack.
- Calculated Shot may only be applied to 1 of your 2 attacks if you have Quick Reflexes.

If you miss, this skill is expended and may not be used again until the next battle. You must be *Prepared* to use this skill.

# Stealth Assassin

*It was nearly midnight when the wind began picking up; a storm was coming. From his hiding spot Ghost peered through the bushes. A half-dozen men with automatic weapons sat around a brightly burning fire, casting their enormous shadows onto a dilapidated barn and an old farmhouse. Ghost had been tracking this band of travelers for some time, waiting for the perfect moment to strike. They had recently stumbled upon an abundance of loot which they were slowly peddling to local junk dealers.*

*The dry forest leaves crackled as the wind once again whooshed through the trees. The impending storm would help mask the sounds of his incursion. Now's the time to take my cut, thought Ghost.*

*Abandoning his hiding spot, Ghost silently slipped through the light cast by the fire and into the shadow of the farmhouse. There he waited for the perimeter guard to stroll by.*

*Right on schedule, he congratulated himself.*

*With a thud, the butt of Ghost's knife met the back of the guard's head and knocked him out cold. Wasting no time, Ghost turned and quickly scaled the wall with animal prowess. After peeking into the open second-floor window, he slithered into what appeared to be an empty bedroom with nothing but a mattress and a few scattered blankets. From the hallway, the sound of footsteps clumped closer and closer. Ghost drew his crossbow and leveled it on the doorway. With a barely audible "thunk," the crossbow bolt whistled through the room, striking the oblivious man in the throat and pinning him to the wall, where he, for a few short seconds, ineffectually struggled to breathe before falling still.*

*"You all right, Gary?" inquired a voice from down the hallway.*

*Ghost, aware that he only had seconds before being discovered, darted down the hallway towards*

*the voice and burst into the other bedroom with inexplicable speed. There he saw a man, back turned, reaching for a rifle on a nearby table. Ghost drew two knives and with blinding speed circumvented the protection of the man's armored vest. With a few bloody coughs the man slumped to the floor, and Ghost withdrew the blood-soaked knives. He surveyed the room. Jackpot! A large backpack filled with radiation meds, stims, ammunition, and rations.*

*This haul will keep me livin' large for months, thought Ghost as he hoisted the pack up onto his shoulder. He made haste back down the hallway when...*

*"Aaaaaah!"*

*He had been caught! A woman in the hallway had simultaneously discovered him and the victim of his crossbow bolt. Her high-pitched scream was sure to alert the entire camp of his presence.*

*He quickly leapt from the second-floor window through which he'd entered, deftly sticking the landing on the soft dirt below. Gun-toting men were now swarming around the perimeter of the house, aiming their weapons at Ghost, and shouting threatening commands. Ghost stealthily drew his flash powder from his pocket before raising his hands in the air.*

*"Don't shoot! Don't shoot!" he pleaded, biding his time until all of his assailants were within range.*

*Ghost closed his eyes and, with a quick flick of his wrist, tossed the flash powder to the ground, igniting it with a "pop." A brilliant flash of light erupted in an instant, blinding all of his adversaries. Ghost disappeared into the woods with incredible speed as his screaming foes fired their weapons wildly without aim.*

*"Got away again," Ghost bragged to himself, as he continued sprinting from the farmhouse. One moment he was there, then gone, like a spirit vanishing from existence, never to be seen again.*

### Ability Score Prerequisites
Primary Class: Accuracy 13, Agility 13

### HP/level
1d6

### Body Armor Proficiency
None

### Weapon Proficiencies
Light melee, Silent

### Starting Equipment
Weapon: 2 Knives, Crossbow, Garrote
Ammo: 5 Crossbow Bolts
Small backpack

### Bonus Talent
Dual-wielder
Sneak

## Skill Tree

| Skill Level | Skills | |
|---|---|---|
| 1 | Deadly Bolts | Backstab |
| 2 | Master Poisoner | K.O. |
| 3 | Silent Killer | |
| 4 | Dirty Fighting | Flash Powder |
| 5 | Improved Backstab | Inexplicable Speed |
| 6 | Assassinate | |

**Deadly Bolts (Passive):** When you attack with a crossbow, double the damage (including critical damage dice and modifiers).

Also, you may reload crossbows with a simple action instead of a complex action.

**Backstab:**
When you stealthily attack an unaware target with a single strike from a knife or a dagger, you have -1 attack difficulty, and do 3x damage (including critical damage dice and modifiers). If dual-wielding, make 2 separate Backstab attacks.

**Master Poisoner:**
Creatures afflicted by poisons you administer (via an attack or by any other means) receive a -2 to their counters when attempting to resist its effects.

**K.O.:**

| | |
|---|---|
| Attack type: AoE | Duration: 1d4 rounds |
| Range: Melee | Counter: Fortitude |
| Damage: 2d10 | Ignores defense: Yes |
| AoE: 1 target | Ignores cover: - |
| Effect: KO target, physical damage | |

Attempt to knock out a humanoid that is unaware of your presence. Target takes 2d10 damage and is knocked out for 1d4 rounds—counter with Fortitude to prevent being knocked out and take ½ damage. May not work on targets with protective headwear.

**Silent Killer (Passive):**
Add +1 damage to all successful shots and strikes using a melee or silent weapon.

**Dirty Fighting (Passive):**
Attempt to Backstab an enemy, even if they are aware of your presence. As your movement, roll an Agility challenge to skillfully position yourself behind your target. If you're successful, make your Backstab attack as normal. If you fail, your turn is over.

**Flash Powder:**
As a simple action, use a small but bright explosive compound to briefly blind those surrounding you. All creatures within a 10-yard radius are blinded for the remainder of the round. Victims must roll an Agility counter to avert their eyes and avoid the effects. Flash powder does not affect creatures with no eyes or mechanical eyes. Requires 1 explosive component to craft. Crafting takes 1 hour.

**Improved Backstab:**
Improved Backstab is identical to Backstab, but instead, do 4x damage.
Prerequisite=Backstab
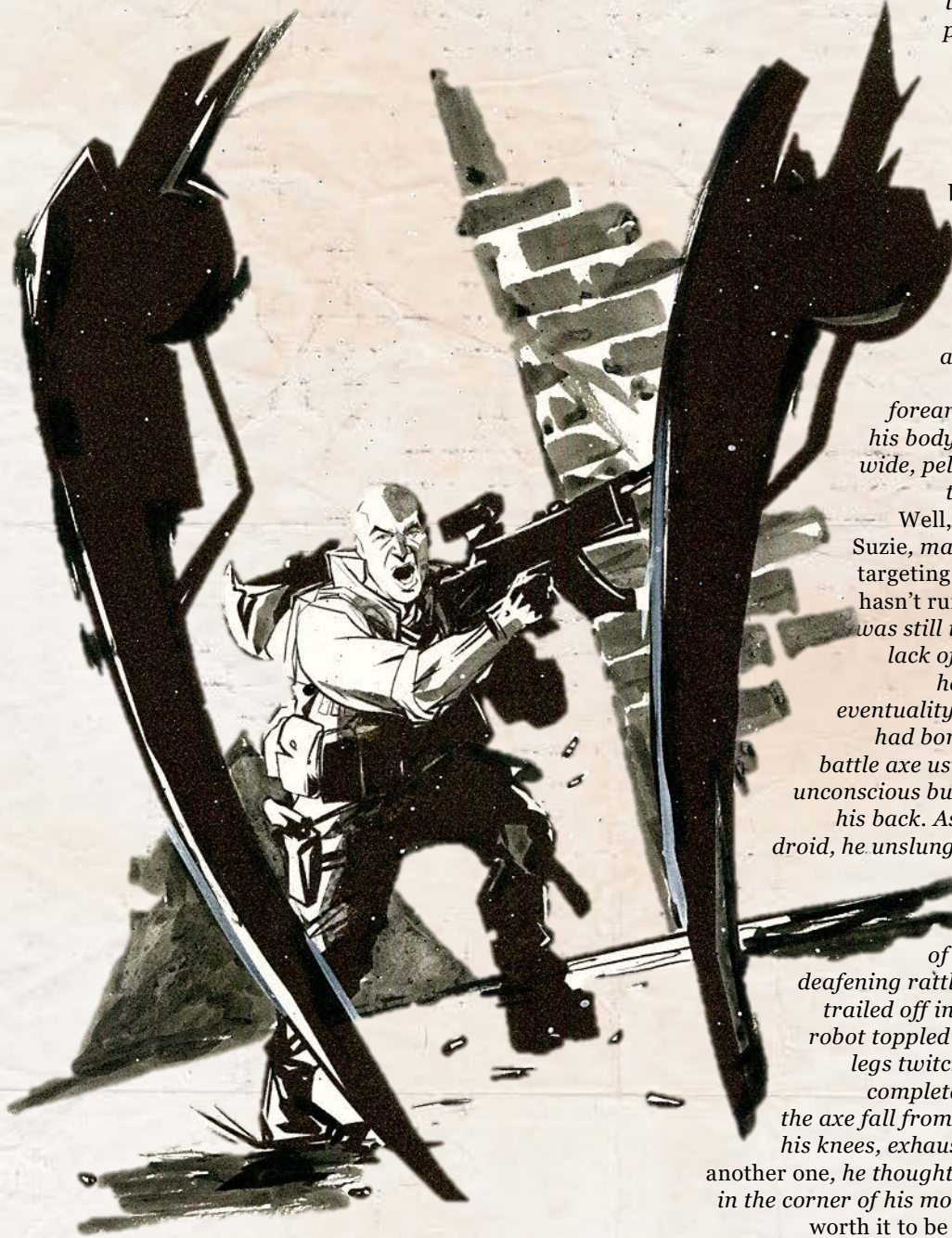
**Inexplicable Speed (Passive):**
While wearing no armor, your movement speed is increased by 15 yards per round, and you receive +2 to your evasion score.

**Assassinate (Battle Power):**
When backstabbing an opponent or using a crossbow, you may turn any successful hit into an automatic critical hit. When using this skill, ignore your target's defense score.
Prerequisite=Dirty Fighting

# Weapons Master

Crouching behind the blasted ruins of what had once, apparently, been a Regal Cinema, Russell took mental stock of his inventory. 20 rounds in his assault rifle, 6 bullets in each of his pistols, and a single hand grenade. It would have to be enough—both Oz and Braxx had been wounded too badly to move without assistance, so now it was up to him. He snuck a quick glance over the wall at the Sentinel droid that had his party pinned in this unfortunate position and was greeted by a hail of bullets from the turret gun mounted on the top of its six insectoid legs. Russell quickly ducked his head back behind the wall and took a deep breath, trying to summon up the courage for a reckless frontal assault on the metal death machine. The sky was a perfect, cloudless blue, the sun's midday heat tempered just enough by the gentle September breeze. A good day to die, all things considered, *thought Russell.* Might as well go down shooting. He reached into his pack, pulled out his last grenade, and gazed sorrowfully at it as if feeling compassion for its impending self-sacrifice. Then he shrugged, pulled the pin, and tossed it over the wall. It probably wouldn't do much damage to the droid, but hopefully, it would at least unbalance it for a moment. He heard the explosion and immediately leapt over the wall with a catlike grace honed from years of close-quarters firefights, raising his assault rifle and emptying his entire clip at the robot as he charged it head-on. The 20 rounds were spent before the droid had time to recover from the grenade blast and turn to face its assailant, so without a second's pause, Russell threw the rifle into the dirt and drew his twin pistols, firing twelve more bullets at the Sentinel's turret with pinpoint accuracy. Well, that's all of my bullets, *he thought grimly*, and this metal bastard ain't dead yet. *His assault must have damaged it somewhat, however, because its machine-gun spray came out crazed and haphazard. One bullet caught Russell in the left forearm, and one ricocheted off his body armor, but the rest went wide, pelting the wall of the movie theater in a wild staccato. Well, spank my ass and call me Suzie, marveled Russ, I took out its targeting computer—guess my luck hasn't run out yet. Of course, there was still the small issue of his total lack of ammunition, but Russell had planned ahead for this eventuality. Before leaving cover, he had borrowed the huge medieval battle axe usually wielded by his now-unconscious buddy Oz and strapped it to his back. As he reached the misfiring droid, he unslung the massive weapon and swung it savagely, smashing the gun turret in an explosive cascade of sparks and circuitry. The deafening rattle of the Sentinel's gunfire trailed off into a mournful buzz as the robot toppled to the ground, its spindly legs twitching spasmodically. Then complete, blessed silence. Russ let the axe fall from his grip as he dropped to his knees, exhausted.* Looks like I survived another one, *he thought, a bemused grin forming in the corner of his mouth,*" guess sometimes it's worth it to be a mast er of *all* weapons."

## Ability Score Prerequisites
Primary Class: Accuracy 12, Strength 12, Personality 12

## HP/level
1d10

## Body Armor Proficiency
Heavy

## Weapon Proficiencies
All

## Starting Equipment
Body Armor: Laminated Kevlar (5)
Weapons: Light Pistol, Assault Rifle, SMG, Knife
Ammo: 8 Light Pistol, 12 Assault, 12 SMG
Small backpack

## Skill Tree

| Skill Level | Skills | |
|---|---|---|
| 1 | Well Rounded | Rallying Cry |
| 2 | Explosive Weapon Proficiency | Mech Weapon Proficiency |
| 3 | Dual-wielder | |
| 4 | Improved Critical Hit | Small Arms Master |
| 5 | Assault Focus | Combat Sense |
| 6 | Kill Shot | |

**Well Rounded (Passive):**
Gain an additional attack die (maximum 4) when attacking with any ranged or melee weapon.

**Rallying Cry (Battle Skill):**
As a simple action, boost the morale of party members within earshot (not including yourself). For 2 rounds, affected party members each gain 1 bonus attack die (maximum 4) when attacking with any ranged or melee weapon. You must pass a Personality 20 check for Rallying Cry to succeed. If the check fails, your Rallying Cry fails, and you may not attempt it again until the next battle.

**Explosive Weapon Proficiency (Passive):**
Gain Explosive Weapon Proficiency.

**Mech Weapon Proficiency (Passive):**
Gain Mech Weapon Proficiency.

**Dual-wielder (Talent):**
Gain the Dual-wielder talent:
*You may dual-wield pistols, light melee weapons, and thrown weapons with no penalty to your attacks. See* Chapter 4: Combat Mechanics—Dual-wielding *for details on dual-wielding rules.*

**Improved Critical Hit (Talent):**
Take the Improved Critical Hit talent:
*Roll 2 critical hit bonus dice instead of 1 when achieving a critical hit. This talent does not affect the AoE components of a skill or power.*

**Small Arms Master (Passive):**
When wielding a pistol or an SMG, add +4 physical damage to the total damage of your attack. This bonus is added to each pistol attack if dual-wielding.

**Assault Focus (Passive):**
When wielding an assault rifle, add +5 physical damage to the total damage of your attack.

**Combat Sense (Passive):**
Receive a permanent +2 to your defense for your keen sense of combat. Whether you are in a melee or in cover your experience has taught you how to optimally position yourself to minimize injury.

**Kill Shot (Passive):**
When successfully rolling a critical hit with a melee or ranged weapon, roll 3 critical hit bonus dice instead of the 2 you would normally roll with the Improved Critical Hit talent.
Prerequisite=Improved Critical Hit

# Mutants

MUTANTS ARE THE BYPRODUCT OF AN infected world. When the Bellati arrived on Earth, they unknowingly brought with them a deadly virus. This virus lived peacefully within every Bellati but was especially destructive to human DNA. Very few humans were completely immune to the virus. Most of the population died as they were overwhelmed by its violent and painful symptoms. Those that survived the virus' effects underwent an agonizing transformation. The unfortunate were consumed with uncontrollable rage, losing control of their faculties. They now wander the world, driven by instinct alone, a grave danger to everyone. Those that were fortunate enough to process the virus effectively were able to maintain control of their bodies and minds. As a result, they gained powerful abilities akin to the Bellati.

Below are some lists of physical characteristics and personality traits that you may use to create your character's appearance and backstory. You can use the listed suggestions or make up your own backstories using the suggestions as inspiration.

## Physical Characteristics

- **Sex** (*e.g.* male, female, other)
- **Build/physical description** (*e.g.* monstrous, tough, gorgeous, ordinary, luminescent, athletic, hideous, eye-catching, wistful, massive, filthy, glittery, deformed)
- **Average height**=5' to 7'
  (Heights could be outside these ranges based on your mutation at the GM's discretion.)
- **Longevity**=60 years
  (The harshness of the mutation process usually takes a serious toll on its host. Consequently, Mutant longevity is generally expected to be less than human longevity.)
- **Facial features & accessories** (*e.g.* mutton chops, goatee, bushy beard, nose/eyebrow rings, completely white eyes, scars)
- **Hair** (*e.g.* short pixie, unruly, shaved, colorful, mohawk, spiked, fiery, knotted)
- **Skin color** (*e.g.* onyx, luminous, normal, colorful, ghastly, metallic)
- **Clothing** (*e.g.* ostentatious, disheveled, flamboyant, uniformed, cape, skin-tight, stealthy, shrouded, inconspicuous, provocative)
- **Distinguishing characteristics** (*e.g.* tattoos, grotesque mutations, missing limbs, features of your mutation)

## Personality Traits

**Demeanor (roll 1d10):**
1. Creepy (*e.g.* says and does things that are eerie or chilling)
2. Heroic (*e.g.* risks one's life for what's right, a role model)
3. Mysterious (*e.g.* others can't figure you out, you are an enigma)
4. Driven (*e.g.* compelled to complete tasks and make a difference)
5. Empathetic (*e.g.* emotional, understanding of others' needs)
6. Wild (*e.g.* unpredictable, erratic, reckless)
7. Righteous (*e.g.* honorable, steadfast in your beliefs)
8. Flighty (*e.g.* whimsical, quirky)
9. Pretentious (*e.g.* pompous, thinks they are above others)
10. Ostentatious (*e.g.* flamboyant, over-the-top, a caricature of one's self)

**Occupation before The Great War (roll 1d12):**
1. Undertaker
2. Special Forces/Military
3. Mathematician
4. Author
5. Veterinarian
6. Chemist/Lab Technician
7. Psychologist/Psychiatrist
8. Construction Worker
9. Loan Shark
10. Gambling Addict/Professional Poker Player
11. Florist
12. Astronomer

**Motivations (roll 1d8):**
1. Learning about your power and increasing its potency
2. Control, making sure that Mutants take their rightful place as the true leaders of Earth
3. Seeking out and protecting the helpless and the unfortunate
4. Rebuilding civilization
5. Fame, making a name for yourself
6. Improve relations between humans, Mutants, and Bellati
7. Remain anonymous, exist only as rumor, stay unknown to the public
8. Seek out injustices and right the wrongs of the world

**Beliefs (roll 1d8):**

1. Racism: Belief that Mutants are a superior race.
2. Theism: Belief in a higher power, One God that governs all things.
3. Atheism: Belief that there's no higher power, the universe is governed by scientific law only.
4. Nihilism: Belief in chaos and anarchy, and that nothing matters.
5. Superstition: Belief the luck charms, paranoia, or lucky rituals like rolling dice to make tough decisions.
6. Metaphysical: Everything happens for a reason (*e.g.* fate, karma).
7. Occultist: (*e.g.* spiritualism, voodoo, Wicca)
8. There are 2 types of beings: the weak who need to be ruled, and the strong who rule them. I'm the strong.

**Social Connections (roll 1d8):**

1. You've ransacked a Bellati settlement for supplies. They may be after you.
2. A Mutant with your same powers is going around killing. People think it could be you.
3. You live 2 lives: the life of a helpless human, and the life of a superhero.
4. You were responsible for a heroic/disgraceful act, but nobody knows it was you.
5. You know influential Mutants from surrounding areas. Mutants that can get things done.
6. You were in love with a Bellati that one day just disappeared.
7. You were the protector of a clan of Mutant families; they were all killed by a deal that you'd struck.
8. You treat humans as beloved pets.

**Other Considerations:**

- Was there any trauma in your life that currently dictates your actions?
- Does your mutation play a part in how people react to you? Is it even noticeable?
- Do you have any long-term goals or things that you're searching for? Do you have something for which you feel the need to atone?
- Do you have any secrets? Is there something about yourself that you would like to remain hidden from your friends?
- Do you have any likes, dislikes, or fears? (*e.g.* fear of guns, likes being alone in the woods, dislikes people who talk too much)

# Mutant Names

| | |
|---|---|
| Arctic Foxy | Mr. Mystery |
| Blaze | Nova |
| Blink | Nightmare |
| Bluff | Obscure |
| Breakdown | Pyro |
| Cold Snap | Rapture |
| Dazzle | Shadow |
| Eruptor | Shank |
| Facade | Shockwave |
| Frenzy | Silva |
| Green Raven | Singe |
| Guise | Soothsayer |
| Havoc | Sting |
| Lava | Titan |
| Leviathan | The Beast |
| Masquerade | The Doctor |
| Meltdown | The Trickster |
| Mindwarp | Volcano |
| Mr. Fabulous | Zapp |

## Secret Identity?

*To blend better in "society," some Mutants may choose to keep their human names or create an alternate identity to their Mutant identity, especially if their mutations are subtle and don't identify them as a Mutant. Refer to the Human section for ideas for human names.*

# Choosing and Leveling Your Mutations

At level 1 choose a primary mutation. Each level (including level 1) you will select 2 powers from your power tree(s), but unlike humans and Bellati, you must progress **chronologically** through your power trees. As an example, you may select **any** level 3 power from a power tree as long as you possess **any** level 2 power from the same tree. You may never choose a power that is above your character's level. So, at level 1, when selecting your first 2 powers, you cannot choose a level 1 and a level 2 power. You must choose 2 level 1 powers either from your primary mutation or 1 from your primary and 1 from your secondary mutation—see *Multiple Mutations* in the following section. Each mutation has its own prerequisite ability score requirement, so when selecting your primary mutation, be sure to take note of that requirement. Secondary and tertiary mutations ignore the ability score requirement, but be mindful, as the potency of some mutations requires a high ability score; picture a Goliath with 8 Strength... Feel free to explore creative, mutation combinations, but be aware that some combos have more synergy than others.

## Multiple Mutations

At level 1 you may immediately choose a secondary mutation, and at level 4, you may choose a tertiary mutation. When selecting a new mutation, you must always start by selecting a level 1 power from the power tree and proceed chronologically as usual.

Each time you level-up, you may select new powers from any of your mutations as long as you never have powers of a higher level or more powers in your secondary and tertiary power trees as you have in your primary power tree; ties for the number of powers and the highest power level are allowed.

## Multiple Mutation Guidelines

- Choose a 2nd mutation at level 1.
- Choose a 3rd mutation at level 4.
- You must select powers from your power tree chronologically (you can't skip levels).
- Secondary and tertiary mutations may never have more powers than your primary mutation (ties allowed).
- Powers in secondary and tertiary mutations may not be of a higher level than your primary mutation (ties allowed).
- Abide by the prerequisite requirements for your primary mutation only. Secondary and tertiary mutations may be selected regardless of your ability scores.

Following is an example of what the power trees may look like for a Mutant with 2 mutations: Clairvoyant and Elemental. Note that at least 1 power has been selected from each power level. In this example, this Mutant is level 7, and Clairvoyant is the primary mutation.

## Elemental Power Tree

| Power Level | Powers | | |
|---|---|---|---|
| 1 | Icicles | Fireball | Lightning Blast |
| 2 | Resist Elements | Scorched Earth | Complete the Circuit |
| 3 | Freeze | Pyromaniac I | Overload |
| 4 | Elemental Accuracy | Spread the Flames | Electrical Charge |
| 5 | Wall of Ice | Pyromaniac II | Tazer |
| 6 | Ice Storm | Meteor Shower | Cloud Burst |

## Power Types

Using a Mutant power always requires a complex action unless otherwise noted in the power description. See *Chapter 4: Combat Mechanics* for more details on simple and complex actions.

- **Recovery Power:** Recovery Powers require a great deal of focus and energy; consequently, you must have an 8-hour rest before using the same power again.
- **Battle Power:** Battle Powers are taxing but not as taxing as Recovery Powers. You may use these powers once per hour.
- **Passive Power:** Once you have learned a passive power it exists permanently, and its effect doesn't require an action. If you are wearing armor in which you lack proficiency, then passive powers will become inactive.

> *Battle Powers and Recovery Powers are expended even if they are unsuccessful.*

## Clairvoyant Power Tree

| Power Level | Powers | | |
|---|---|---|---|
| 1 | Detect Aura | Sense Humanoid | Psychic Deluge |
| 2 | Transfer Vision | Read Object | Premonition |
| 3 | Safe Passage | Foresight | Read Sound Waves |
| 4 | Psychic Residue | Change Outcome | Heightened Senses |
| 5 | Know Object's Location | Cloud the Path | E.S.P. |
| 6 | Know Person's Location | Prescience | Probe Mind |

# Clairvoyant

Azlyn traveled cautiously down the wooded path accompanied by a quartet of soldiers. Carefully, she led them through a labyrinth of traps that appeared to her shimmery, blue, as if generating their own energy. Whoever was holed up in this warehouse clearly didn't want visitors. Azlyn pointed toward a dilapidated building as it came into view.

"There it is."

The soldiers fanned out, two-by-two, covering the corners of the concrete structure. Azlyn took a moment to sense the presence of any other beings in the area; there was one inside the building—a Bellati man, weak.

Azlyn slid open a heavy steel door and entered the cavernous room. The Bellati man was lying on the floor, unconscious and chained to a forklift. She hurried over to him, noticing his brutal wounds as she grew closer.

"Hey. Wake up!" Azlyn gently prodded. The man was unresponsive, barely breathing. Touching her hands to his badly-beaten skull, she reached deep into his subconscious. His memories expanded in her mind at unfathomable speeds; she knew him, his children, his parents.
She saw flashes of the plague and the great war that had ravaged this planet. She saw what had been done to him in this building: torture for sport by savage humans.

Azlyn withdrew from the mental probe and surveyed the room, the smell of which now became grotesquely obvious. Reluctantly, but in the interest of thoroughness, she touched her powers again. Throughout the room, man-like figures materialized, wispy and half-formed. She stood horrified as she witnessed dozens of barbaric acts against the helpless, their screams echoing distantly in vain.

Azlyn felt suddenly uneasy. She spun around. "They're coming!" she screamed, preempting an enemy ambush. The men quickly entered the building and took up defensive positions just as shots from the enemy rang out.

Azlyn extended her precognitive powers outwardly towards her companions to give them an edge in combat.

"We can take these punks," barked one of the soldiers as he skillfully took down another foe. His confidence was reassuring, but Azlyn didn't take chances with her life. She closed her eyes and looked to the future, a future in which they would stay and fight: armored vehicles, explosive weapons, pools of blood. The outcome was uncertain, but the odds would soon be tipped out of their favor.

"We fight them on the run," ordered Azlyn.

"Make a break for the path!"

As the soldiers rushed from the building, they provided cover for Azlyn, who located the nearest adversary and crushed his mind with nothing more than a thought. Suddenly a vision blossomed into Azlyn's consciousness, clear and vivid: the entire party, engulfed in flames by one of the traps they had carefully avoided on the way in.

"Stop! Watch the trap!" Azlyn screamed. The soldiers abruptly came to a halt, and Azlyn pointed out the danger immediately ahead. Their pursuers didn't look to be following them, so they continued on, more cautiously now, with Azlyn in the lead.

Halfway home and feeling much safer, one of the soldiers jogged up to Azlyn.

"I know," she said appreciatively, sensing his thoughts before he spoke. "You too."

She felt the soldiers' gratitude cover her warmly, like an old blanket she once owned, the look and feel of which she could still recall.

"This new group of savages is going to be problematic for our people," said Azlyn, "But at least now we know the atrocities they're capable of. They must be eliminated—all of them."

"With you at our side," asserted a soldier, "they don't stand a chance."

## Ability Score Prerequisites
Primary Mutation: Acumen 16

## Health points/level
1d8

## Armor Proficiencies
None

## Weapon Proficiencies
None

## Starting Equipment
Small Backpack

# Power Tree

| Power Level | Powers | | |
|---|---|---|---|
| 1 | Detect Aura | Sense Humanoid | Psychic Deluge |
| 2 | Transfer Vision | Read Object | Premonition |
| 3 | Safe Passage | Foresight | Read Sound Waves |
| 4 | Psychic Residue | Change Outcome | Heightened Senses |
| 5 | Know Object's Location | Cloud the Path | E.S.P. |
| 6 | Know Person's Location | Prescience | Probe Mind |

**Detect Aura:**
Get a general sense of a humanoid's ethical standards within 50 yards of your location. An Acumen 23 check is required. You may only attempt this check once per humanoid.

**Sense Humanoid (Battle Power):**
As a simple action, detect the presence of all humans, Mutants, and Bellati within 100 yards of your location. You can pinpoint their exact location for the duration of your turn. As soon as your turn ends, you no longer sense them.

**Psychic Deluge (Battle Power):**

| | |
|---|---|
| Attack type: Power | Duration: - |
| Range: 100 yards | Counter: - |
| Damage: 1d12-6d12 | Ignores defense: Yes |
| AoE: - | Ignores cover: Yes |
| Effect: Mental damage | |

Within 100 yards of your location, fill an adversary's mind with psychic energy, doing mental damage based on your character level. Psychic

Deluge is useable once per battle and ignores cover and defense. You must have line of sight to use this power unless you can detect your opponent's location by some other means, like Sense Humanoid or Telepathy. Damage increases with your character's level as follows:
- Level 1=2d12
- Level 3=3d12
- Level 5=4d12
- Level 8=5d12
- Level 12=6d12
- Level 15=7d12

**Transfer Vision (Recovery Power):**
Observe a location of your choice up to 5 miles away as if you were standing there. You can channel this power for up to 1 minute (10 rounds), but you may not move while doing so.
You must pass an Acumen check based on how far you wish to see.
- 100 Yards: Acumen 22 check
- 250 Yards: Acumen 24 check
- 500 Yards: Acumen 26 check
- 1,000 Yards: Acumen 28 check
- 1 Mile: Acumen 30 check
- 5 Miles: Acumen 33 check

**Read Object:**
By holding an object in your hands, you get a basic picture of its history: owners, uses, places it has traveled, etc. An Acumen 24 check is required, and you may only attempt this check once per object.

**Premonition (passive):**
You cannot be ambushed. You can sense a surprise enemy attack or a trap just before it is sprung. In the case of an ambush, you may warn your allies of your premonition, and you'll have 1 round to react before the ambush occurs.

**Safe Passage:**
You have the ability to detect if there are any unsafe obstacles or traps along your current path. This applies to all your travels between where you are now and a specific destination. Make only 1 check per path, but if you succeed, the location of all traps/obstacles between you and your destination will be revealed. You do not gain information on disarming or circumventing said traps/obstacles. An Acumen 24 check is required.
Prerequisite=Transfer Vision

**Foresight (Battle Power):**
Instill the gift of foresight into the minds of your allies within 100 yards, giving them 1 additional bonus attack die (maximum of 4) for 5 rounds.

**Read Sound Waves (passive):**
Allows you to visually perceive sound waves by converting the waves into light impulses. You may "hear" what people are saying as long as you can see them. You may eavesdrop on a visible conversation across the room, or, if used in conjunction with Transfer Vision, listen in on a conversation miles away.

**Psychic Residue:**
Gain a sense of the events that have transpired in a given location. Only painful or traumatic events leave a strong enough imprint to detect. You must be standing at the location in which you are attempting to gain information. An Acumen 24 check is required. You may only attempt one check per location.

**Change Outcome (Recovery Power):**
Once per day, attempt to change the outcome of a single event that has yet to transpire. This must be something that you can directly affect by moving out of the way, yelling a command or some other physical action. Change Outcome must be used immediately as a reaction to an event that has just transpired, and a successful Acumen 25 check is required.

Although this power is used as a reaction to an event, narratively, you are perceiving the event before it occurs. For example, the GM may describe your friend being shot or falling off a rooftop. Change Outcome will allow you to intervene prior to that event to tackle your friend out of harm's way, or to yell a command like, "duck!" or "watch out for that last step!" If Change Outcome is successfully used against an attack, the attack automatically fails. You may use this power at any time.
Prerequisite=Foresight

**Heightened Senses (Battle Power):**
You reach out with your mind's eye, making you more aware of incoming attacks. Receive a +2 bonus to your defense for 5 rounds.

Clairvoyant (primary mutation): If Clairvoyant is your primary mutation, receive a +3 defense bonus instead of +2.

**Know Object's Location (Recovery Power):**
Learn the current location of any object. You must know what object you are looking for specifically. For example, you cannot learn the location of the nearest weapon stash, but you can know where a party member's stolen rifle is. An Acumen 24 check is required.
Prerequisite=Transfer Vision

**Cloud the Path (passive):**
Sense when a creature is attempting to enter your mind with a power. You may attempt to block it by entering a psychic challenge (your acumen vs. theirs).

You may also attempt to suppress all psychic, Clairvoyant, or mind-affecting powers within 100 yards of your location, even if the powers aren't being used directly against you. This also requires a psychic challenge. The loser is stunned on their next turn.
Prerequisite=Sense Humanoid

**E.S.P.:**
Allows you to read a humanoid's mind. You can only perceive what they are thinking about at that moment. You may not delve into their memories or communicate with them. If you fail your check, the target is aware that someone was trying to enter their mind. E.S.P has a 100-yard range, and an Acumen 25 check is required. You may only attempt this check once per person per day.

**Know Person's Location (Recovery Power):**
Learn the current location of any person. Each person has a clairvoyant signature that must be "dialed in." You must know this person, have seen a picture, or have some other means of distinguishing them from all the other people in the world. An Acumen 25 check is required.
Prerequisite=Transfer Vision, E.S.P.,
Sense Humanoid

**Prescience (Recovery Power):**
Prescience allows you to see the most likely outcome of a decision or an action. You must be very specific as to the information that you wish to learn. A question like, *"What will happen if I push this button?"* is very binary and more likely to give you accurate information, whereas a question like, *"Will we win this battle?"* involves too much free will and is too hard to predict a specific outcome. However, the GM may still be able to divulge the likelihood of success or failure, especially when the matchup is severely mismatched. A successful Acumen 25 check is required.
Prerequisite=Premonition, Foresight

**Probe Mind (Recovery Power):**
Probe the deepest thoughts of a humanoid's subconscious. Know their fears and desires. Gain access to their memories, especially traumatic ones. You must be touching the subject's head to use this power, and it requires a successful Acumen 25 check. If you fail your check, the subject is aware of your attempt, and you are overwhelmed with a backlash of psychic energy, causing 2d8 mental damage.
Prerequisite=E.S.P.

# Elemental

Haydn stomped away from the burning village; his face still red with rage. He and his team were on a simple mission - payment collection - but the villagers had decided to booby trap the crate containing this month's payment, destroying the goods and killing all of Haydn's companions. Insubordination wasn't tolerated by the Iron Fist clan, so with swift, merciless judgment, Haydn called down a firestorm of destruction, conflagrating the village.

Haydn's escape was halted by a group of men filing onto the trail in front of him.

"Well, well, well," mocked a twangy voice from the cover of the dense foliage. "Looks like you're all alone, 'fire man.' And since you've just done burned our little village to the ground, I think it's you who's owin' us a little payment."

These wastelander pricks don't know who they're dealing with, thought Haydn, as he raised his hands in false surrender.

The trail was narrow, and the men were positioned close to one another. With a flick of his wrist, a 10-foot tall wall of ice erupted out of thin air, imprisoning his would-be captors within it. Haydn darted into the woods. Fire ain't my only trick, he boasted silently.

"After him!" yelled the same twangy voice, this time lacking all traces of smugness.
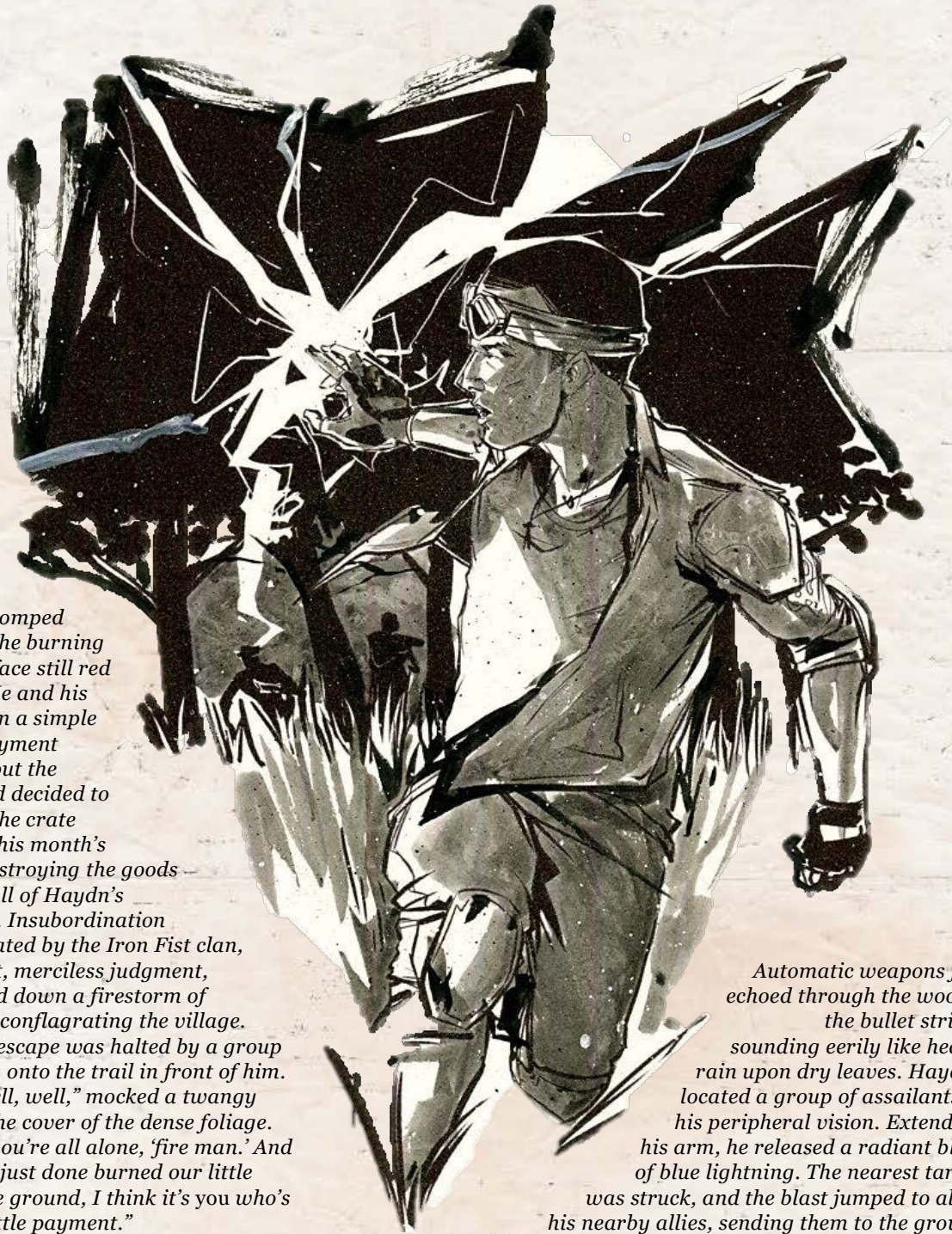
Automatic weapons fire echoed through the woods, the bullet strikes sounding eerily like heavy rain upon dry leaves. Hayden located a group of assailants in his peripheral vision. Extending his arm, he released a radiant blast of blue lightning. The nearest target was struck, and the blast jumped to all of his nearby allies, sending them to the ground in wild convulsions.

Haydn sprinted on through the foliage quickly glancing over his shoulder to assess the danger. "Holy shit! There are dozens of 'em," he muttered to himself. I'm not gonna be able to outrun them forever. Time to make a stand. Diving behind the cover of a fallen tree, he gesticulated dramatically towards the sky.

Almost immediately, an ominous aura permeated the atmosphere, muting the cries of the pursuing enemies. The air began to crackle with ionized particles.

Then, with an ear-splitting crack, dozens of lightning bolts pierced the canopy, finding their targets and dispatching them with deadly efficiency.

Ok, that should buy me some time, *thought Haydn as he got back to his feet and, again, sprinted off in the direction of his ride.*

As he cleared the edge of the forest, he could hear the low hum of an idling helicopter. "Nearly there." Haydn set fire to the ground as he passed over it to further slow any advance. He hopped into the back of the chopper.

"Let's get out of here!" Haydn ordered the pilot.

"Where is everyone else?"

"Dead. And we will be too if we don't leave NOW!"

The pilot had begun preparing the chopper for liftoff when the pursuing villagers emerged from the forest.

"How are you at flying through ice storms?" asked Hayden. The pilot shot him a quizzical look. "Just fly straight and keep us in the air."

Haydn closed his eyes; a chill swept through the suddenly-swirling air. The pitter-patter of hail crescendoed against the metal frame of the Huey; visibility was nearly zero.

"Just keep moving!" yelled Haydn over the frantically beeping emergency alerts.

After a few intense seconds and some unmistakable damage to the chopper, the storm subsided. Blue skies lay ahead, and the threat of death was hundreds of yards behind, but Haydn still smoldered with vengeful rage. "The Iron Fist will have its revenge," he hissed, unconsciously cradling a ball of liquid fire in one hand.

---

### Ability Score Prerequisites
Primary Mutation: Power 15

### Health points/level
1d8

### Armor Proficiencies
None

### Weapon Proficiencies
None

### Starting Equipment
Small Backpack

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# Power Tree

| Power Level | Powers | | |
|:---:|:---:|:---:|:---:|
| 1 | Icicles | Fireball | Lightning Blast |
| 2 | Resist Elements | Scorched Earth | Complete the Circuit |
| 3 | Freeze | Pyromaniac I | Overload |
| 4 | Elemental Accuracy | Spread the Flames | Electrical Charge |
| 5 | Wall of Ice | Pyromaniac II | Electroshock |
| 6 | Ice Storm | Meteor Shower | Cloud Burst |

**Icicles:**

| | |
|---|---|
| Attack type: Power | Duration: - |
| Range: 80 yards | Counter: - |
| Damage: 1d10-4d10 | Ignores defense: No |
| AoE: 1-4 targets | Ignores cover: No |
| Effect: Physical damage | |

Hurls 4 razor-sharp icicles up to 80 yards away at 1-4 targets doing 1d10 physical damage each. You may choose to throw all 4 icicles at 1 target or distribute them in any combination. Roll 4 attack dice (1 for each icicle) plus any bonus attack dice you have for power. If you are attacking multiple targets and 1 or more of your icicles miss, the GM will randomly determine which targets have been struck.

**Fireball:**

| | |
|---|---|
| Attack type: Power | Duration: until extinguished |
| Range: 60 yards | Counter: Agility (spread the flames only) |
| Damage: 1d12 | Ignores defense: Yes |
| AoE: 10 yards (spread the flames only) | Ignores cover: No |
| Effect: 1d12 fire damage, 1d8 ongoing fire damage | |

Throw a fireball at a single target up to 60 yards away doing 1d12 fire damage. Fireballs may set flammable items on fire like clothing or wooden structures. If a target is on fire, they must spend a simple action extinguishing the flames or take 1d8 additional damage on each of their subsequent turns until they do so.

If you have the power "Spread the Flames," all creatures within a 10-yard radius of the fireball also receive 1d12 damage and counter with Agility for ½ damage. Targets in cover automatically receive ½ damage and counter for 0 damage. If you fail to hit your target with your power attack roll, they become part of the AoE and would also counter for ½ damage.

### Lightning Blast:

| | |
|---|---|
| Attack type: Power | Duration: - |
| Range: 80 yards | Counter: - |
| Damage: 2d10 | Ignores defense: Yes |
| AoE: - | Ignores cover: No |
| Effect: Electrical damage | |

Unleash an arc of lightning at a target up to 80 yards away doing 2d10 electrical damage.

### Resist Elements (passive):

You have a 50% chance to ignore the effects of all elemental damage (cold, fire, and electrical). Roll a d4. A result of 3 or 4 means that you completely ignore the effects of elemental damage. If you fail to resist, you may still attempt to counter if permitted. Resist elements does not stack with any other resistances to powers.

### Scorched Earth:

| | |
|---|---|
| Attack type: AoE | Duration: 3 rounds |
| Range: 40 yards | Counter: - |
| Damage: 1d8 | Ignores defense: Yes |
| AoE: 10 yards | Ignores cover: Yes |
| Effect: 1d8 ongoing fire damage | |

Set the ground aflame up to 40 yards away with a maximum radius of 10 yards for 3 rounds. Any creatures caught within the radius immediately take 1d8 damage. Scorched Earth may set flammable items on fire like clothing or wooden structures. If a creature is on fire, they must spend a simple action to extinguish the flames or take 1d8 additional damage on each of their subsequent turns until they do so.

The surface on which you are using Scorched Earth need not be flammable for it to function.

### Complete the Circuit:

| | |
|---|---|
| Attack type: Power | Duration: - |
| Range: 40 yards | Counter: - |
| Damage: 1d10 | Ignores defense: Yes |
| AoE: 20 yards (max 6 targets) | Ignores cover: Yes |
| Effect: Electrical damage | |

Complete the Circuit attempts to send an electrical charge up to 40 yards away through a group of targets (maximum 6) within a 20-yard radius doing 1d10 damage to each of them. The number of attack dice that you roll must equal the number of enemies you are targeting plus any bonus attack dice for Power. Each successful roll does damage to a random target (determined by the GM) within the radius.

### Freeze (Battle Power):

| | |
|---|---|
| Attack type: Power | Duration: 1d4+1 rounds |
| Range: 30 yards | Counter: Strength |
| Damage: 1d6/round | Ignores defense: Yes |
| AoE: - | Ignores cover: No |
| Effect: Target is frozen, cold damage Immunity to cold damage | |

Send a concentrated stream of cold at a target up to 30 yards away, completely encasing them in ice for 1d4+1 rounds. The target will take 1d6 cold damage each round they spend in the ice, but are protected from all outside forces. Targets of Freeze may immediately attempt to break free by countering with Strength. The ice may also be melted by a significant fire source.

If available, Freeze will automatically activate on yourself if you receive a blow that would otherwise knock you unconscious. If this occurs, you will be encased in ice with 1 HP. This power overrides the Perseverance Talent.

You also gain permanent immunity to cold damage from all sources, so you would take no damage when using this power on yourself.

### Pyromaniac I (passive):

Roll 1 extra damage die of the same type when using Fireball, Scorched Earth, and Meteor Shower. For example, 1d12 damage would become 2d12 damage. Pyromaniac I does not affect ongoing fire damage.

### Overload (Battle Power):

Overload and destroy any electrical system within 100 yards. You must have line of sight. Outcomes from overloading an electrical system are determined by the GM and may have varying and unexpected results.

### Elemental Accuracy (passive):

When making power attacks with elemental powers, treat all enemies in cover as if they were in light cover.

## Spread the Flames (passive):

Increases the maximum radius of Scorched Earth to 20 yards and adds a 10-yard radius AoE effect to your Fireball power. Spread the Flames doesn't turn the Fireball power into an AoE attack, it simply adds an AoE effect to the power's attack roll.

For a more controlled, tactical strike, you may choose to forgo the AoE component of Spread the Flames when using the Fireball power.

## Electrical Charge:

Roll 1 extra damage die of the same type when using Lightning Blast, Complete the Circuit, Electroshock, and Cloud Burst. For example, 2d10 damage would become 3d10 damage.

## Wall of Ice:

Instantly erect a wall of ice up to 10 ft. tall and 20 ft. wide anywhere within a 50-yard radius of your current location. The wall can have any orientation (or curvature) and provides heavy cover. You can maintain the wall indefinitely by spending a complex action on each of your turns. When you stop maintaining this power, the wall will crumble into tiny pieces of ice which quickly sublimate from solid to gas within a few seconds. You may move while maintaining this power, but if you move 50 yards away from the wall, then it will crumble.

Wall of Ice is immune to physical, mental, poison, and cold damage. If Wall of Ice is subject to 20 or more damage of any other damage type, it will shatter from the impact and dissipate.

## Pyromaniac II (passive):

Roll 2 extra damage dice of the same type when using Fireball, Scorched Earth, and Meteor Shower. For example, 1d12 damage would become 3d12 damage. Pyromaniac II does not affect ongoing fire damage and **replaces** Pyromaniac I.
Prerequisite=Pyromaniac I

## Electroshock (Battle Power):

| Attack type: Power | Duration: 1d4 |
|---|---|
| Range: 30 yards | Counter: - |
| Damage: 1d8 | Ignores defense: Yes |
| AoE: - | Ignores cover: No |
| Effect: Stun, Electrical damage | |

Shoot an electrical charge at a creature up to 30 yards away, stunning them for 1d4 rounds and doing 1d8 electrical damage. Any damage to the creature will cancel the stun.

## Ice Storm (Recovery Power):

| Attack type: AoE | Duration: 2 rounds-channeled |
|---|---|
| Range: 100 yards | Counter: - |
| Damage: 3d8/3d8 | Ignores defense: Yes/No |
| AoE: 50 yards | Ignores cover: Yes |
| Effect: -15 Movement, 1 yard vision Cold and physical damage | |

Create a violent, swirling ice storm with a radius of 50 yards up to 100 yards away doing a total of 3d8 physical damage and 3d8 cold damage for 2 rounds to **all** creatures within it (excluding yourself). You may not move while channeling Ice Storm but may cancel it at any time. All creatures caught in the storm have their vision reduced to 1 yard and their movement reduced by 15 yards per round.
Prerequisite=Icicles

## Meteor Shower (Recovery Power):

| Attack type: AoE | Duration: - |
|---|---|
| Range: 80 yards | Counter: Agility |
| Damage: 4d12 | Ignores defense: Yes |
| AoE: 15 yards | Ignores cover: Yes |
| Effect: Fire damage | |

Call down a hail of meteorites that bombard an area up to 80 yards away with a radius of 15 yards, causing 4d12 fire damage to **all** creatures and structures within it. Flammable items will be set ablaze. You must be outside for this power to function. Victims counter with Agility for ½ damage and avoid being set on fire. This power benefits from Pyromaniac I and II.
Prerequisite=Fireball

## Cloud Burst (Recovery Power):

| Attack type: AoE | Duration: 2 rounds-channeled |
|---|---|
| Range: - | Counter: - |
| Damage: 1d10 | Ignores defense: Yes |
| AoE: 40 yards | Ignores cover: Yes |
| Effect: Electrical damage | |

Channel a lightning storm with a 40-yard radius centered on yourself for 2 rounds causing lightning bolts to strike all enemy targets for 1d10 electrical damage. You may not move while channeling Cloud Burst but may cancel it at any time. Cloud Burst benefits from Electrical Charge.
Prerequisite=Lightning Bolt

# Energy

Alyx stepped out of the Mobil Mini Mart, and immediately her heart sank. Pulling into the gas station were three rusted-out, black pickup trucks filled with armed men. Waste-landers didn't take kindly to outsiders scavenging in their territory. Alyx retreated back through the doors as the men exited the trucks and began surrounding the building.

"Guys," she said, her voice quavering. "We've got company."

Her companions instantly readied their weapons and began surveying the situation. Dutch was an old, ex-military officer who wore a flattop crew cut and was always chewing on an unlit cigar. Nolan was a long-haired teenager, but what he lacked in experience he had in guts. Both men were proficient marksmen, sporting heavy equipment, but their armor would be no match for the firepower outside. It would be Alyx's job to protect them.

Tapping into her power, Alyx created a force field around herself and her companions. "Open fire!" shouted a gravelly voice from outside. The sound of machine-gun fire filled the air as bullets shattered the windows of the tiny mini-mart. The force field dampened the impact of the bullets, but it was only a half-measure.

"We need to get the hell out of here!" yelled Dutch. "Go out the back door; Alyx, clear a path!" Nolan swung the back door open as Alyx released a blast of energy, stunning four men and knocking them to the ground. The three made haste toward the tree line with dozens of angry waste-landers in tow. Releasing the energy collected by her force field, Alyx turned and fired a focused beam of bright, white energy through one of the assailants, creating a fist-sized hole.

The party took cover in the trees. Despite his calm demeanor, Dutch was bleeding profusely. Alyx laid her hands on him, infusing him with pure, life-giving energy, and healing a portion of his wounds. "We're outnumbered! We can't hold them off!" Nolan shouted, while continuing to fire at the seemingly unstoppable wave of enemies. "Get out of here, you two!" Alyx demanded, realizing the severity of the situation. "Get as far away as possible. I have one more trick up my sleeve." Nolan and Dutch reluctantly retreated into the woods as Alyx abandoned her cover, drawing the enemy's fire. In an instant, she converted her body into pure energy—a silhouette of glowing white light. Bullets harmlessly passed through her as if she wasn't there. The men continued to focus their attacks on Alyx, transfixed by her appearance. I hope Nolan and Dutch are far enough away, Alyx thought. Time to finish this! Reaching deep within herself, Alyx gathered every last bit of energy, concentrating it into one final, devastating attack that released destruction in all directions. The velocity of the explosion launched her enemies into the air, killing them instantly with a compression wave. Giant limbs were ripped from trees, and the mini-mart was now a pile of rubble. Alyx was spent. Her legs buckled beneath her. She would need rest before she could access her powers again. Moments later, Dutch and Nolan came rushing from the woods. "Damn, Alyx! You are one scary muthafucka!" marveled Nolan as he surveyed the destruction. "You need to rest. Let's get you home," Dutch said in a fatherly manner as he hoisted Alyx off the ground and slung her arm around his neck. "You've certainly earned it."

# Power Tree

| Power Level | Powers | | |
|---|---|---|---|
| **1** | Jolt | Illuminate | Energy Shield |
| **2** | Focused Beam | Stunning Blast | Force Field |
| **3** | Energy Drain | Spectacle of Lights | Enhanced Energy Shield |
| **4** | Energy Transfer | Energy Infusion | Enhanced Force Field |
| **5** | EM Field | Mass-Energy Equivalence | Energy Cage |
| **6** | Retaliate | Meltdown | Extend |

### Jolt:

| Attack type: Power | Duration: - |
|---|---|
| Range: Melee | Counter: - |
| Damage: 1d12+1/level | Ignores defense: Yes |
| AoE: - | Ignores cover: - |
| Effect: Energy damage | |

Send a jolt of energy into an enemy within melee range that does 1d12 energy damage plus 1 point per character level.

### Illuminate:

| Attack type: - | Duration: 10 minutes |
|---|---|
| Range: Touch | Counter: - |
| Damage: - | Ignores defense: - |
| AoE: 1 object | Ignores cover: - |
| Effect: Light - dim to extremely bright | |

Create a light source in your hands or on an inanimate object that lasts for 10 minutes. You must touch the object that you wish to illuminate, and the light emission may be very dim or very bright. You may freely cancel Illuminate at any time, and only one light source at a time can be active.

### Energy Shield:

A personal shield that absorbs energy and elemental damage. It will absorb up to 10 **cumulative** damage plus 1 damage for every Energy power you possess. If damage from an attack exceeds the remaining strength of your shield, you take the remainder of the damage after your shield absorbs what it can. When activated, Energy Shield will move with you and last for 2 rounds, including the round of activation.

### Focused Beam:

| Attack type: Power | Duration: - |
|---|---|
| Range: 50 yards | Counter: - |
| Damage: 1d10+2 | Ignores defense: Yes |
| AoE: - | Ignores cover: No |
| Effect: Energy Damage | |

Send a laser-like beam of energy towards a target, doing 1d10+2 energy damage at a maximum range of 50 yards.

### Stunning Blast (Battle Power):

| Attack type: AoE | Duration: 1d4 rounds |
|---|---|
| Range: - | Counter: Fortitude |
| Damage: 2d8 | Ignores defense: Yes |
| AoE: 20-yard cone | Ignores cover: Yes |
| Effect: Energy damage, Stun | |

Unleash a powerful blast of energy from your location in a 20-yard cone stunning all caught within it for 1d4 rounds and doing 2d8 energy damage—counter with Fortitude to negate stun.

### Force Field:

A personal shield that reduces **physical** damage from any attack against you by 1d4. The shield lasts for 2 rounds, including the round of activation.

### Energy Drain:

| Attack type: AoE | Duration: 4 rounds-channeled |
|---|---|
| Range: 40 yards | Counter: Fortitude |
| Damage: 2d10/3d10/4d10/5d10 | Ignores defense: Yes |
| AoE: 1 target | Ignores cover: Yes |
| Effect: Energy damage, Channeled | |

Drain the HP of a creature in line of sight within 40 yards of your location, causing increasing damage each round it is active and healing you for half of the HP drained (rounded down). You may channel Energy Drain for a maximum of 4 rounds during which time you are immobile. You may continue to channel even if the target moves out of range and line of sight—counter with Fortitude immediately and at the beginning of each of your turns to break the channel. If you choose to continue channeling Energy Drain and the power is countered, your complex action is expended for that turn.

Damage per round channeled:
- Round 1: 2d10
- Round 2: 3d10
- Round 3: 4d10
- Round 4: 5d10

### Spectacle of Lights:

Creates floating, lantern-like globes up to 100 yards away that can distract, bewilder, and illuminate. Enemies within a 20-yard radius will be thoroughly distracted if there isn't anything else grabbing their attention. Spectacle of Lights lasts for 1 minute (10 rounds) and is ineffective in combat.
Prerequisite=Illuminate

### Enhanced Energy Shield:

Enhanced Energy Shield replaces Energy Shield. It is identical in every way except 2:
- Its base absorption is 15 instead of 10.
- You may now use this power on allies within 30 yards of your location.

Prerequisite=Energy Shield

### Energy Transfer (Battle Power):

| Attack type: AoE | Duration: - |
|---|---|
| Range: 30 yards | Counter: Agility |
| Damage: 6d6 | Ignores defense: Yes |
| AoE: 5 yards | Ignores cover: No |
| Effect: Physical damage | |

With a successful Power 25 check, transfer a significant amount of energy into a small object within 30 yards of your location, making it unstable and causing it to explode for 6d6 energy damage in a 5-yard radius. The object must be between 3 and 12 cubic inches in size and not connected to a structure or another object. Targets may counter with Agility for ½ damage. Targets in cover automatically take ½ damage and counter with Agility for 0 damage.

### Energy Infusion (Battle Power):

Send a measured and controlled amount of energy into a creature within melee range, healing them for 1d10 plus 1 point for every Energy power you possess.
Prerequisite=Energy Transfer.

### Enhanced Force Field:

Enhanced Force Field replaces Force Field. It is identical in every way except 2:
- It reduces incoming physical damage by 1d6.
- You may now use this power on allies within 30 yards of your location.

Prerequisite=Force Field

### EM Field (passive):

A constant buzz of electromagnetic energy always surrounds you, adding a +2 bonus to your defense.

### Mass-energy Equivalence (Recovery Power):

Convert your total body mass into pure energy, making you invulnerable to all forms of damage. You may choose to immediately activate this power when reaching 0 HP (if it is available). While this power is active, you can move but can't use any other powers. Mass-energy Equivalence lasts for 2 rounds, cannot be canceled early, and regenerates 2d10 HP at the end of the 2nd round.

### Energy Cage (Recovery Power):

Energy Cage is an impenetrable, channeled shield that may be placed around a single creature or object. Once erected, nothing may pass through its walls. You may use this power on yourself or on any creature or object within 30 yards. Any creature within it may not move for its duration. You may channel this power for up to 4 rounds and may not move while channeling. If you were to take damage while channeling this power, roll a successful Fortitude counter to continue channeling, or the barrier immediately dissipates.
Prerequisite=Enhanced Force Field, Enhanced Energy Shield

### Retaliate (Passive/Battle):

Automatically store all damage absorbed by your Energy Shield and your Force Field (up to your maximum HP). You may add the total absorbed energy as additional energy damage to an attack made with Jolt or Focused Beam. You may use Jolt or Focused Beam without releasing the energy, but when you choose to release it, you must declare so before your attack roll. All the energy must be released in one attack, even if the attack misses. You may only do this once per battle. Any stored energy will dissipate within 10 minutes of absorption if not released.

You may store energy from shields that are placed on allies as well as yourself.
Prerequisite=Force Field, Energy Shield, and either Jolt or Focused Beam

### Meltdown (Recovery Power):

| Attack type: AoE | Duration: - |
|---|---|
| Range: - | Counter: - |
| Damage: 1d10/cha level | Ignores defense: Yes |
| AoE: 50 yards | Ignores cover: Yes |
| Effect: Energy damage | |

Call forth every bit of power within you, doing massive energy damage to **everything** within a 50-yard radius of your location. Once this power is used, you may not use any other powers until resting, as you need sufficient time to recover your energy. Meltdown does 1d10 energy damage for each of your character levels. Creatures and structures between 26 and 50 yards away from Meltdown's point of origin automatically take ½ damage.

### Extend (passive):

Extend the radius of Force Fields and Energy Shields by 5 yards allowing protection to all creatures and objects within their radii.
Prerequisite=Energy Shield or Force Field

# Goliath

Magnus' boots thudded against the pavement as he ran through the city streets; he stopped and listened. Did I lose them? he thought, catching his breath. A diesel engine echoed distantly between the buildings like the intimidating growl of a hungry predator. It was impossible to tell how close it was or even the direction from which it was coming. He was badly injured and needed medical treatment, so he took cover amidst the rubble from a building, the façade of which had been obliterated by some sort of explosive. He rummaged through his backpack and removed a Mechano-salve that he'd borrowed from his buddy, Jimmy McBride—a Mechanic. The microscopic nanobots instantly began repairing his wounds, and none too soon as a truck roared around the corner and zoomed towards Magnus' position. The sides of the truck were crudely painted to look like shark teeth, and the wheels were laughably oversized.

Magnus took action. He hoisted over his head one of the heavy concrete slabs from the surrounding debris and heaved it at the truck with super-human strength. It crashed through the windshield and sent the truck careening wildly out of control into a streetlamp. Three men spilled off the flatbed of the truck onto the pavement. Before they had a chance to collect themselves, Magnus, like a runaway train, was barreling towards them. He struck each one with a stunning blow before he came to a halt by slamming his enormous 6'10" frame into the side of another building. The collision, as if it were from an episode of Looney Tunes, left a Magnus-shaped imprint on the wall.

Meanwhile, at the corner of the street, at least half-a-dozen other men poured out of what was once a city bus; they began firing at Magnus. As if launched from a catapult, Magnus vaulted himself into the center of the cluster of thugs, landed with a thud, and released a terrifying roar. Painfully, his body began transforming and stretching into a hulking monstrosity. Wide-eyed and mouths agape, a few of the men simply dropped their weapons and ran away after taking one look at the now monolithic Magnus. The other men futilely fired their weapons into the thick, hardened flesh of Magnus the "monster," but their attacks were ineffective. Magnus swung his massive arms and struck multiple enemies at once with a single deadly blow. He tossed the men around like a child playing with rag dolls.

"Stop!" yelled a commanding voice from above.

On the third floor of the damaged building, there stood a slender woman where the wall once was; the air crackled around her.

"Stop," she stated again, this time more calmly. "There is no need for this violence, Magnus. If you return to us now, all will be forgiven."

"I can't. The things I've done, Alyx...the things you've made me do..." Magnus' voice trailed off.

"These are the times in which we now live, Magnus. We must sometimes make tough decisions to protect ourselves. The alternative would have been certain death."

"I wish I'd have chosen death," Magnus said contemptuously.

"Well, if you choose not to return," Alyx paused, "then your wish will be granted."

"So be it," Magnus stated, accepting his probable fate.

As he charged the building, he let loose a terrifying roar; Alyx instantly reacted. A cylinder of bright white light discharged from her open palms. It struck Magnus squarely in the chest, but he effortlessly resisted its damaging effects. With a great leap, he sailed to the third floor and was on top of his attacker. He took note of her surprised expression just before slamming his fist into the floor. A powerful seismic wave emanated from

*where he struck, and the already crumbling building began to collapse. Magnus jumped to safety, and Alyx disappeared into a cascade of debris.*

*She was dead, but Magnus was still on the run. He'd have to be careful, stay hidden. They would be hunting him for the rest of his days.*

### Ability Score Prerequisites
Primary Mutation: Strength 15

### Health points/level
1d8

### Armor Proficiencies
None

### Weapon Proficiencies
Unarmed

### Starting Equipment
Small Backpack

### Bonus Talent
Pack Mule

## Power Tree

| Power Level | Powers | | |
|---|---|---|---|
| 1 | Mighty Strength | Resilient | Panic |
| 2 | Exceptional Strength | Swipe | Hardened Skin |
| 3 | Ridiculous Strength | Tenacious | Vault |
| 4 | Insane Strength | Resist Mutant Powers | Thunderclap |
| 5 | Superhuman | Unstoppable Force | Immovable Object |
| 6 | Indestructible | Heave Object | Terrorize |

**Mighty Strength (passive):** Permanently increase your Strength by 1.

**Resilient (passive):**
Permanently add 5 HP to your maximum health.

**Panic (passive):**
All enemies **within melee range** are stricken with fear at the sight of you; they lose bonus attack dice and point-blanks attack bonuses when attacking **you**. Panic has no effect on mindless entities, creatures being controlled by other players, or any creature that also possesses the Panic power. Victims of Panic are affected for their entire turn, even if they move out of melee range; however, the effect will only persist until the end of the round.

**Exceptional Strength (passive):**
Permanently increase your Strength by 1. Prerequisite=Mighty Strength

**Swipe (passive):**

| | |
|---|---|
| Attack type: Melee | Duration: - |
| Range: Melee | Counter: Agility |
| Damage: - | Ignores defense: No |
| AoE: All targets in melee range | Ignores cover: - |
| Effect: AoE melee damage | |

When making only a single melee strike, strike any number of enemies within melee range, doing equal damage to each of them. All non-primary targets may counter with Agility for ½ damage. You must be proficient with your attack in order to Swipe, and Swipe may not be stacked with the cleave talent.

**Hardened Skin (passive):**
The outer layer of your skin is hardened, almost metallic, giving you a natural, built-in armor value of 2.

Goliath (primary mutation): If Goliath is your primary mutation, then the armor value is increased to 3.

**Ridiculous Strength (passive):**
Permanently increase your Strength by 1. Prerequisite=Exceptional Strength

**Tenacious (Passive):**
Permanently add 10 HP to your maximum health. Prerequisite=Resilient

**Vault:**

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: 30 yards | Counter: Agility |
| Damage: 2d10 + MBD | Ignores defense: No |
| AoE: 1 target | Ignores cover: - |
| Effect: Physical damage, Knock target prone | |

Vault to a target location up to 30 yards away (including up); this is in addition to your regular movement. If attempting to attack an enemy with this power, the target must counter with Agility to completely dodge the attack. If the counter fails, the target receives 2d10 physical damage plus melee bonus damage. Victims are knocked prone with you on top of them. While below you, they receive +2 attack difficulty and lose the use of B.A.D. On their turn, they may attempt a Strength challenge to escape.

**Insane Strength (passive):**
Permanently increase your Strength by 1. Prerequisite=Ridiculous Strength

### Resist Mutant Powers (passive):

Gain a 25% chance to resist Mutant powers used against you. Roll a d4—a 4 means that you completely ignore the effects of the power. This roll occurs before any counters and does not stack with any other resistances to powers.

### Thunderclap (Battle Power):

| Attack type: AoE | Duration: 1d4 rounds |
|---|---|
| Range: - | Counter: Fortitude |
| Damage: 4d8 | Ignores defense: No |
| AoE: 15-yard cone | Ignores cover: Yes |
| Effect: Concussive damage, dazed, deafness | |

Clap your hands together with astounding force, causing all creatures and structures within a 15-yard cone to take 4d8 concussive damage and become dazed and deaf for 1d4 rounds—counter with Fortitude to negate the deafness and daze effects.

### Superhuman (passive):

Permanently increase your Strength by 2.
Prerequisite=Insane Strength

### Unstoppable Force (Battle Power):

| Attack type: AoE | Duration: - |
|---|---|
| Range: - | Counter: Agility |
| Damage: MBD x2 | Ignores defense: No |
| AoE: 60-yard line | Ignores cover: - |
| Effect: Knock prone and stun all in your path Physical damage | |

When you use your action to Sprint, travel 60 yards in 1 round and do 2x your melee bonus damage to all objects and creatures in your path (destroying light structures). You will travel the full 60 yards unless stopped by a heavy structure or object. All creatures in your path are knocked prone and stunned for 1d4 rounds as well—counter with Agility for ½ damage and to negate stuns.

### Immovable Object (Recovery Power):

Firmly plant yourself on a stable surface. You cannot be moved by any force at all. You may channel this power for up to 5 rounds. While channeling this power you cannot move or take any other actions.

### Indestructible (passive):

Permanently adds 15 HP to your maximum health.
Prerequisite=Tenacious

### Heave Object:

| Attack type: AoE | Duration: - |
|---|---|
| Range: 3x Strength score | Counter: Agility |
| Damage: 1d12 + Strength Score + # of Goliath Powers | Ignores defense: No |
| AoE: Object size | Ignores cover: No |
| Effect: Physical Damage | |

Heave any object weighing 500 lbs. or less to a location within 3x your Strength score in yards. For example, 25 Strength would equal 75 yards of throwing distance.

Heave object does 1d12 damage + your Strength ability score + the number of learned powers in your Goliath power tree. So, a Goliath with 22 Strength and 10 goliath powers would do 1d12+22+10 physical damage or 1d12+32.

No attack roll is necessary as Heave Object is an AoE attack. Targets counter with Agility for ½ damage, and targets in cover automatically take ½ damage and counter for no damage. Objects that lack significant weight or density may be too light to heave (at the GM's discretion)—this would typically be something weighing less than 10 lbs., or something built from materials that are soft or lack proper aerodynamics. The AoE of this attack is determined by the size of the object being thrown.

<u>When heaving an inanimate object at a target:</u>
Simply declare a location where you want to throw the object. No attack roll is necessary.

<u>When heaving a creature:</u>
Roll a grab challenge—your Strength vs. their Strength. If the enemy wins the challenge, your attack fails. If you are successful, your victim is thrown and takes damage.

<u>When heaving a creature into another creature:</u>
Roll a grab challenge as stated above. If the enemy wins the challenge, then your attack fails. If you are successful, then your victim is thrown and takes the damage listed above, and the target of the attack must roll an Agility counter as stated above.

### Terrorize (Recovery Power):

| Attack type: AoE | Duration: 3 rounds |
|---|---|
| Range: - | Counter: Fortitude |
| Damage: +4 to each melee strike | Ignores defense: - |
| AoE: Line of sight | Ignores cover: - |
| Effect: Become a hulking monstrosity, enemies flee | |

As a simple action you let out a terrifying roar, growing 50% in size and transforming into a hulking monstrosity. At the time of transformation, 1d4-1 enemies at or below your level within line of sight automatically flee in terror, never to return; lowest level enemies flee first. Terrorize lasts for 3 rounds, including the round of transformation. You gain +4 damage to each successful melee strike made while in this form.
Prerequisite=Panic

# Kinetic

"Load her into the helicopter!" the pilot commanded, shouting over the whirr of the rotor blades. "We'll question her back at base."

Obediently, two men, bedraggled but soldierly, hoisted the injured and barely conscious woman into the helicopter and restrained her with a pair of hanging shackles.

"Let's go!" the men shouted to the pilot after taking their seats.

"What's your name, sweetie?" asked one of the unkempt men, prodding her with the tip of his rifle.

"Arvah," she whispered weakly. "I was attacked...from the air...a helicopter," she rambled, attempting to piece together the chain of events that had caused her present state of confusion.

"Arvah, what were you doin' down there? Don't you know it's dangerous to be way out here in the wilderness? You might run into some...unsavory types." Both men snickered.

Clarity struck like a bolt of lightning. These were the men that had attacked her. She was in the helicopter. She was their prisoner. The rapid rush of adrenaline roused her from her stupor. These foolish little boys have underestimated me, and they'll pay with their lives, she resolved silently.

With her telekinetic powers, Arvah manipulated the movements of the man seated across from her just as a puppet master would her marionette. She aimed his rifle at the other man and fired multiple rounds into his chest. Now hundreds of feet off the ground, the helicopter wobbled as the pilot, startled from the sudden weapon discharge, attempted to regain control.

"What the hell is going on back there?" the pilot shouted.

The soldier, confounded by his own actions, stared in disbelief at his friend whom he'd just murdered; Arvah had only moments to act. She directed her power into the chain of her metal shackles in order to weaken its atomic structure, then yanked down. With a "clink" the chain split in two. The soldier, startled by his prisoner's sudden freedom, swung his weapon around and fired off a shot, but Arvah was too quick. She deflected the bullet with but a thought.

"I think this is your stop," Arvah stated sarcastically. She raised her hands and with a flick of her wrists, violently hurled the bewildered man into the helicopter door, wrenching it from its hinges and sending both airborne. In a final effort to save his own life, the pilot jerked the chopper to one side, sending Arvah tumbling from the now open door; she grabbed onto the landing skids. Dangling from the helicopter, she made one last effort to dispatch her failed captors. Arvah extended her arm and fired a concentrated burst of kinetic energy into the cockpit, tearing through the chopper's control panel and crippling the vehicle; then she let go. Above her, the chopper began spinning wildly out of control. Arvah scanned the sky and located the falling helicopter door. She adjusted the aerodynamics of her body and shot towards it like a bullet. Using her power to stabilize the door, she gracefully landed feet first, then effortlessly controlled her descent, as though she were surfing on some invisible wave. Arvah safely reached the ground and stepped off her makeshift surfboard. In the distance, she heard the helicopter explode as it struck the ground. She smirked. "That's what you get for calling me sweetie."

## Power Tree

| Power Level | Powers | | |
|-------------|--------|--|--|
| 1 | Telekinesis I | Hurl Object | Kinetic Bubble |
| 2 | Ballistics | Shrapnel | Deflect Object |
| 3 | Telekinesis II | Speed | Marionette |
| 4 | Weaken Atomic Structure | Rapid Attacks | Deflect Objects |
| 5 | Telekinesis III | Kinetic Burst | Dead Stop |
| 6 | Counterattack | Excite Particles | Crush |

### Telekinesis I:

| | |
|--|--|
| Attack type: - | Duration: channeled/indefinite |
| Range: 20 yards | Counter: Strength (conditional) |
| Damage: - | Ignores defense: - |
| AoE: 1 object | Ignores cover: - |
| Effect: Move a 50 lb. object with your mind | |

Move/levitate an object weighing 50 lbs. or less within 20 yards of your location with a movement speed of 30 yards per round; you must have line of sight of the object. This power is channeled, so you may not move while it is active. If you take damage while you are channeling telekinesis, the channel is broken, and the object being controlled will fall. Additionally, you (and only you) may ride atop any object being levitated, giving you the ability to "fly" through the air. The object must be of a substantial enough size to stand upon.

A telekinetic challenge can be initiated to disarm targets—your Power vs. their Strength.

If telekinesis is used to drop an item onto a target or a creature, the GM will determine the damage based on the object's weight, size, and shape. Targets may counter with Agility to dodge out of the way of dropped objects and negate damage.

### Hurl Object:

| | |
|--|--|
| Attack type: Power | Duration: - |
| Range: Telekinesis range 60 yards | Counter: Strength (conditional) |
| Damage: 2d8 + 2x # of kinetic powers learned | Ignores defense: No |
| AoE: Object size | Ignores cover: No |
| Effect: Hurl an object with your mind, Physical damage | |

Telekinetically hurl any object within your telekinesis range, weighing up to 300 lbs., up to 60 yards from its location. You must have line of sight.

Hurl Object does 2d8 physical damage plus 2x the number of kinetic powers you have learned.

<u>When hurling an inanimate object at a target:</u>
Roll a power attack to see if your "shot" is successful.

<u>When hurling a creature:</u>
Roll a telekinetic challenge instead of a power attack—your Power vs. their Strength. If the enemy wins the challenge, your attack fails. If you are successful, the creature is hurled and takes damage.

<u>When hurling a creature into another creature:</u>
Roll a telekinetic challenge as stated above. If you are successful, then roll a power attack to see whether your attack will be accurate enough to strike its intended target. If your power attack is successful, then both creatures take damage. If it is unsuccessful then only the creature being hurled takes damage.
Prerequisite=Telekinesis I

### Kinetic Bubble:

| | |
|--|--|
| Attack type: - | Duration: 3 rounds |
| Range: - | Counter: - |
| Damage: -1d6 | Ignores defense: - |
| AoE: 10 yards | Ignores cover: - |
| Effect: Shield that reduces incoming physical and concussive damage | |

Place a Kinetic Bubble in a 10-yard radius around yourself slowing down any kinetic energy that meets it; it lasts for 3 rounds, including the round of activation. Kinetic Bubble reduces incoming physical and concussive damage from bullets, shrapnel, or any other projectile by 1d6. You must roll 1d6 on each of your turns while the bubble is active to determine the damage reduction for the entire round. For enemies making multiple attacks, subtract the damage for each attack individually. Any attacks made from within the bubble's 10-yard radius are not affected.

Kinetic Bubble's damage reduction is taken before counters are rolled and before defense score is subtracted from the attack. It may also be used in conjunction with other damage reduction shields.
Prerequisite=Telekinesis I

**Ballistics (passive):**

You have increased knowledge of ballistic trajectory, giving you 1 additional bonus attack die when using Hurl Object, Kinetic Burst, or making any ranged weapon attack. Ballistics does not affect bonus dice for other power attacks.

**Shrapnel:**

| Attack type: AoE | Duration: - |
|---|---|
| Range: Telekinesis range | Counter: Agility |
| Damage: 4d6 | Ignores defense: No |
| AoE: 10 yards | Ignores cover: No |
| Effect: Physical damage | |

Blast apart a small chunk of concrete, brick, asphalt, wood, glass, or stone within your telekinesis range, causing small pieces of material to go flying in all directions for 4d6 physical damage to all creatures within a 10-yard radius—counter with Agility for ½ damage. Victims in cover automatically take ½ damage and counter for no damage. Shrapnel will not affect tougher reinforced objects.
Prerequisite=Telekinesis I

**Deflect Object:**

Deflect a single projectile from a ranged attack with a successful Power 25 check. You must declare that you wish to use Deflect Object immediately after an enemy makes an attack but before damage is rolled; enemies roll one less damage die. You may only deflect objects within your current telekinesis range.

Deflect Object is only effective against physical objects and is used as a reaction to an event such as an attack. This power may only be used 1 time in between turns and will discontinue any powers you are actively channeling such as telekinesis. You may still use this power on rounds in which you have already taken your complex action.
Prerequisite=Telekinesis I

**Telekinesis II:**

| Attack type: - | Duration: channeled/indefinite |
|---|---|
| Range: 60 yards | Counter: Strength (conditional) |
| Damage: - | Ignores defense: - |
| AoE: 1 object | Ignores cover: - |
| Effect: Move a 50 lb. object with your mind | |

Telekinesis II is identical to Telekinesis I, but now has a range of 60 yards.
Prerequisite=Telekinesis I

**Speed (Battle Power):**

Increase your movement speed by 30 yards for 3 rounds, including the round of activation.

**Marionette:**

| Attack type: AoE | Duration: channeled/indefinite |
|---|---|
| Range: 30 yards | Counter: Strength |
| Damage: - | Ignores defense: - |
| AoE: 1 creature | Ignores cover: - |
| Effect: Take control of another's movements | |

Gain control of the movements of a creature within 30 yards of your location. When channeling this power, you may make a creature do any simple task on your turn, including the turn of activation. When making an attack, you are not considered proficient with any weapon that your target is wielding, nor do you receive any bonus attack dice or gain access to any powers that they possess. Affected targets only move at ½ their movement speed. You must have line of sight to use this power, and the target may counter with Strength immediately and at the beginning of each of your turns to break its effects. You may not move while channeling this power, and any damage that **you** sustain will immediately break the channel.
Prerequisite=Telekinesis II

**Weaken Atomic Structure:**

| Attack type: - | Duration: - |
|---|---|
| Range: Touch | Counter: - |
| Damage: - | Ignores defense: - |
| AoE: 1 object | Ignores cover: - |
| Effect: Weaken a 2-inch cross-section of an object - Power 22 check | |

At the atomic level, weaken 2 square inches of any inanimate object. You must touch the object to use this power, and a successful Power 22 check is required. The 2-inch-wide section of the affected object would have the fragility of glass: strong, but breakable if enough force were applied.

**Rapid Attacks (Passive):**

When making a melee attack (both unarmed and weapon), gain an additional strike. This increases your maximum heavy melee strikes to 3 and your maximum unarmed and light melee strikes to 4. (4 per hand if dual-wielding.)
Prerequisite=Speed

**Deflect Objects:**

Deflect Objects is identical to Deflect Object, except that you may deflect up to 2 projectiles (2 damage dice) from a single attack; a successful power 25 check is required for each projectile. This power replaces Deflect Object.
Prerequisite=Deflect Object

### Telekinesis III:

| | |
|---|---|
| Attack type: - | Duration: channeled/indefinite |
| Range: 100 yards | Counter: Strength (conditional) |
| Damage: - | Ignores defense: - |
| AoE: 1 object | Ignores cover: - |
| Effect: Move a 50 lb. object with your mind | |

Telekinesis III is identical to Telekinesis I and II, but now has a range of 100 yards.
Prerequisite=Telekinesis II

### Kinetic Burst (Battle Power):

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: 40 yards | Counter: Agility |
| Damage: 4d10 | Ignores defense: No |
| AoE: 40-yard line | Ignores cover: - |
| Effect: Concussive damage | |

Fire a concentrated burst of kinetic energy traveling up to 40 yards and doing 4d10 concussive damage to all creatures and light structures in its path, knocking creatures prone. Kinetic Burst will travel 40 yards or until it strikes an object with the "Heavy" classification. It will do damage to the heavy object but travel no further.

Creatures counter with Agility for ½ damage and to avoid being knocked prone.

### Dead Stop:

| | |
|---|---|
| Attack type: AoE | Duration: 1d4 rounds |
| Range: 50 yards | Counter: Agility |
| Damage: 1d10 | Ignores defense: No |
| AoE: 1 target | Ignores cover: - |
| Effect: Stun, Physical damage | |

Steal the momentum from any moving creature within 50 yards. This will cause them to stumble, fall, and be stunned for 1d4 rounds, taking 1d10 physical damage. Targets may counter with Agility to avoid falling and negate effects completely.

Dead stop may also be used on a falling creature at the last second to protect from fall damage.

### Counterattack (Battle Power):

Use a simple action to activate counterattack. Store up all physical and concussive damage you sustain (up to your max HP) for up to 3 rounds. You may release this damage all at once on any attack made with Hurl Object or Shrapnel. Stored damage dissipates after counterattack is used or after its 3 round duration expires.

### Excite Particles (Recovery Power):

| | |
|---|---|
| Attack type: AoE | Duration: channeled, 2 rounds |
| Range: 50 yards | Counter: Fortitude |
| Damage: 1d10/5d12 | Ignores defense: Yes |
| AoE: 1 target | Ignores cover: Yes |
| Effect: Energy damage | |

Excite the particles within any object or creature. This power is channeled and takes 2 rounds to fully take effect. You may not move while channeling this power:

- Round 1: the target quickly becomes overheated and takes 1d10 energy damage.
- Round 2: the target becomes superheated and takes 5d12 energy damage.

Line of sight to your target is required. If excite particles is used on a creature, they may counter with Fortitude immediately and at the beginning of your next turn to completely negate the effects of each round, respectively.
Prerequisite=Telekinesis III

### Crush (Recovery Power):

Crush an inanimate object into a small, dense sphere, reducing the space it occupies by 90%. To attempt this, roll a d20. The number rolled must be equal to or greater than the longest side (in feet) of the target; you must declare the target before you roll. If failed, the power is expended and may not be used again until you rest.
Prerequisite=Telekinesis III

# Mind Control

Cassidy was stirred awake by the familiar footfalls of a prison guard drawing closer to her cell. She had fallen asleep on the floor. She sat up. The side of her head was sore, no doubt from the neural inhibitor pressing against her temple as she slept. She worked her fingers underneath the sturdy metal ring and gently rubbed the imprint it had left. Neural inhibitors were used to suppress Mutant powers, and they worked. They were cruel devices. Losing your power was like losing a part of your soul. It left a vacuum.

"Hey, bitch!" the guard barked, "Time to eat." He dropped a metal plate from waist-high through a horizontal slit in the bars of the cell. The plate clanged against the concrete surface, and a crust of bread rolled haphazardly across the filthy floor.

Cassidy began crawling to retrieve her breakfast when she felt a familiar sensation; it was her power, bubbling up from deep within and exploding into her consciousness like hot lava being expelled from a long-dormant volcano. The neural inhibitor must be failing, possibly out of power.

She stood up. Without hesitation she thrust her power into the guard's mind. He appeared, at first, stunned, then looked upon Cassidy as if she were an old friend.

"Get me out of here!" she ordered, "And get this thing off of my head."

The guard quickly unhooked a hoop of keys from his belt, selected one, and slid it into the lock of her cell door. With a metallic click, the door swung open. The guard selected another, much smaller key and began removing the neural inhibitor.

"Ok, we need to get out of here without being detected, if possible," Cassidy explained. "We are outnumbered and out-gunned. Just follow my lead."

The guard nodded in compliance.

"Are there any guards at the cellblock exit?"

"Yes. Three."

Cassidy and her new ally snuck up to the exit door. She heard the low rumble of voices and laughter.

"Ok, you walk through the door first, and I'll follow. They won't be able to see me, so just make an excuse to leave, unlock the outer door, and get out of there."
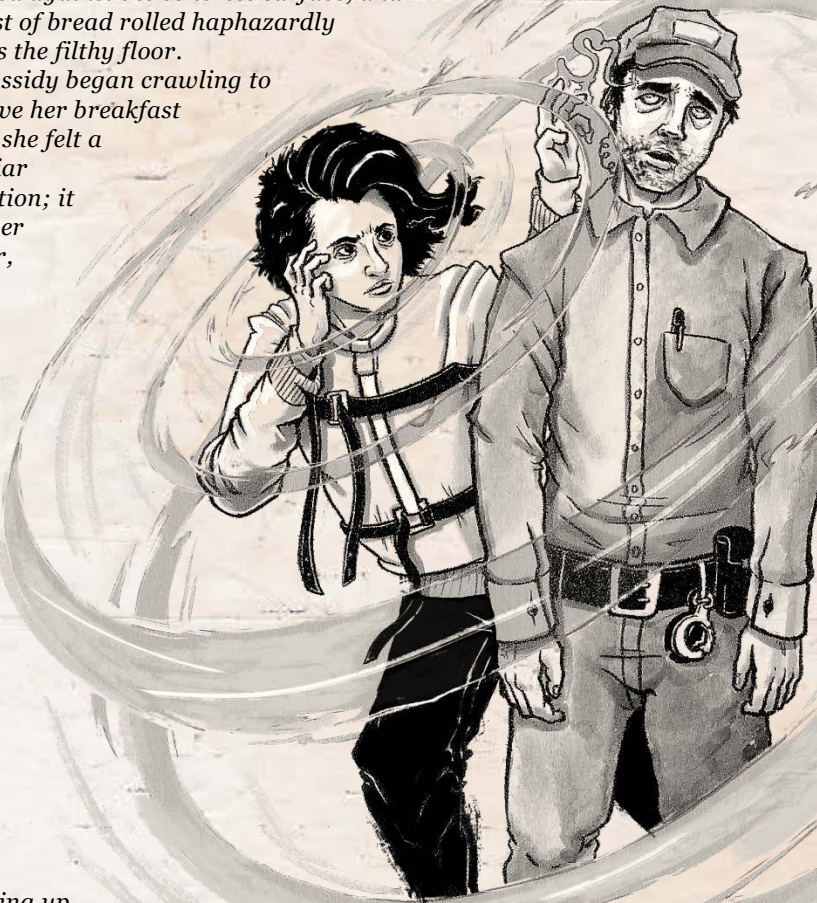
As the door opened, Cassidy stretched her powers into the next room, clouding the guards' vision. She strode in behind her ally, unseen.

"Hey, you're finally back, Rick."

After a moment of banter between the guards, Rick excused himself, made his way to the exit door and unlocked it; then he and Cassidy slipped through.

They were now standing in a large prison yard surrounded by 30' walls. The grass was overgrown, and there were rusted-out vehicles scattered about. Voices approached from the side of the building, so Cassidy and Rick quickly took cover behind a mid-sized SUV. As the two-man patrol rounded the

corner, Cassidy implanted an image in their minds: an image of an animal, small, something like a fox, scurrying around their feet and then away from them.

"What the hell was that!" blurted out one of the guards as they turned in pursuit of the imaginary varmint.

"What next?" whispered Rick.

"Well I can't fly or break through walls, so I guess we need to go through the front gate."

Just then, they heard a gentle buzzing from overhead—a surveillance drone. They'd been spotted. Alarms sounded.

"Get to the gate!" yelled Cassidy.

The two companions sprinted. As they approached the steel gates, secured by padlock and chain, guards poured out of the guardhouse.

"Stop right there!" they demanded, weapons drawn.

Cassidy reached out her arms towards her would-be captors. They froze in place, entranced.

"Unlock the gate," Cassidy ordered.

Rick retrieved his keys and once again made quick work of the padlock. Cassidy spotted a police car parked just outside.

"Do you have keys for that?" she gestured with her chin while continuing to hold the guards in a trance.

"I sure do."

Rick sprinted toward the vehicle and entered the driver's seat. Cassidy released the guards from their temporary prison and sent another wave of mental energy at them. For the moment, they wandered about aimlessly, confused.

Cassidy ran towards the police car. The engine was running. She hopped into the passenger's seat, and they roared away. Behind them, two guards on motorcycles were in pursuit.

She reached her powers out once again to each of her pursuers. The first guard weaved out of control.

"I'm blind!" he screamed, as he careened into a ditch on the side of the road.

The second screeched to a halt, spun his bike around, and retreated in overwhelming, uncontrollable fear.

"Nice work," Rick congratulated.

"Thanks for helping me escape, Rick." She said his name contemptuously. Almost like its utterance left a foul taste in her mouth. "I almost feel sorry for having to do this."

Cassidy grabbed the wheel. She reached into Rick's mind and let her power expand within it, obliterating his brain. She reached across him, opened the driver's side door, shoved out his lifeless body, and slid into the driver's seat.

As she drove away from prison, she cried. It was over. Rick, the guard who had treated her the most brutally, was dead. It was time to rebuild her life. She was free.

**Ability Score Prerequisites**
Primary Mutation: Personality 16

**Health points/level**
1d8

**Armor Proficiencies**
None

**Weapon Proficiencies**
None

**Starting Equipment**
Small Backpack

## Power Tree

| Power Level | Powers | | |
|---|---|---|---|
| 1 | Distract | Mental Assault I | Telepathy |
| 2 | Conceal | Darkness | Read Thoughts |
| 3 | Scare | Mental Assault II | Detect Mutant |
| 4 | Implant Image | Trance | Block Telepathy |
| 5 | Confuse | Ally | Decimate Mind |
| 6 | Conceal Allies | Mental Assault III | Augment |

**Distract:**

| | |
|---|---|
| Attack type: AoE | Duration: 1 minute |
| Range: 50 yards | Counter: Acumen |
| Damage: - | Ignores defense: - |
| AoE: 15 yards | Ignores cover: - |
| Effect: Distract a group of enemies | |

Distract all creatures within a 15-yard radius up to 50 yards away for 1 minute. As a group, they may counter with Acumen to avoid being distracted. The highest Acumen score of the group is used when attempting to counter. Targets are distracted until something else grabs their attention like a loud noise or an attack anywhere within their vicinity. After countering, they are immune to further distractions. Creatures will automatically pass sneak checks against distracted targets. Distract is generally ineffective during combat.

### Mental Assault I:

| | |
|---|---|
| Attack type: Power | Duration: - |
| Range: 50 yards | Counter: - |
| Damage: 1d8 | Ignores defense: Yes |
| AoE: - | Ignores cover: Yes |
| Effect: Mental damage | |

Assault an opponent's mind up to 50 yards away doing 1d8 mental damage. You must have line of sight to use this power unless Telepathy is used immediately prior to detect the opponent's location. See *Telepathy* for more information.

### Telepathy:

Telepathy is a simple action used to send messages to 1 willing humanoid at a time within a 2-mile radius of your location. You may send messages to any humanoid within line of sight. Telepathy is only a one-way communication. You may not receive any messages or read the thoughts of your targets.

As a simple action, telepathy may also be used to reveal the location of all humanoids within a 10-yard radius of a spot that you choose within 100 yards of your location.

### Conceal:

| | |
|---|---|
| Attack type: AoE | Duration: 5 rounds |
| Range: 100 yards | Counter: Acumen |
| Damage: - | Ignores defense: - |
| AoE: 15 yards / 2d4 enemies | Ignores cover: - |
| Effect: Makes you invisible to select creatures | |

Cloud the minds of up to 2d4 creatures within a 15-yard radius making you invisible to them for 5 rounds. You may use this power on targets up to 100 yards away. Any direct actions by you against an affected target will break concealment—counter with Acumen to negate the effect.

### Darkness (Battle Power):

| | |
|---|---|
| Attack type: AoE | Duration: 1d4+1 rounds |
| Range: 40 yards | Counter: Fortitude |
| Damage: - | Ignores defense: - |
| AoE: 1 creature | Ignores cover: - |
| Effect: Causes blindness | |

Cause a single creature within 20 yards to experience total darkness for 1d4+1 rounds effectively blinding them—counter with Fortitude to negate effects.

### Read Thoughts:

Read the current thoughts of any humanoid within 100 yards of your location. You must have line of sight, and you may only read what they are currently thinking, not delve into memories. Targets may counter with Personality to negate effects, and they will realize that someone was trying to enter their mind. Targets who fail their check are unaware of your intrusion.
Prerequisite=Telepathy

### Scare (Battle Power):

| | |
|---|---|
| Attack type: AoE | Duration: 1d6+1 rounds |
| Range: 50 yards | Counter: Fortitude |
| Damage: - | Ignores defense: - |
| AoE: 1 target | Ignores cover: - |
| Effect: Cause enemy to be afraid | |

Make a single creature up to 50 yards away experience intense fear, dropping any weapons and curling up on the floor, paralyzed with fear. Lasts 1d6+1 rounds—counter with Fortitude to negate the effects.

### Mental Assault II:

| | |
|---|---|
| Attack type: Power | Duration: - |
| Range: 50 yards | Counter: - |
| Damage: 1d12 | Ignores defense: Yes |
| AoE: - | Ignores cover: Yes |
| Effect: Mental damage | |

Assault an opponent's mind up to 50 yards away doing 1d12 mental damage. You must have line of sight to use this power unless Telepathy is used immediately prior to detect the opponent's location. See *Telepathy* for more information.
Prerequisite=Mental Assault I

### Detect Mutant:

For an instant, detect the presence of all Mutants within 50 yards of your location. When your turn is over you will no longer be tracking them or their movements.

### Implant Image (Battle Power):

| | |
|---|---|
| Attack type: AoE | Duration: 1d6 rounds |
| Range: 30 yards | Counter: Acumen |
| Damage: - | Ignores defense: - |
| AoE: 1d4 targets | Ignores cover: - |
| Effect: Causes enemies to see things that aren't there | |

Implant an image into 1d4 opponent's minds within 30 yards of your location. The image can be anything and can have a wide range of effects depending on the nature of the image. But choose carefully! A far-fetched or unrealistic image might give a significant bonus to their counter roll—counter with Acumen to negate the effects.

### Trance (Battle Power):

| | |
|---|---|
| Attack type: AoE | Duration: channeled/indefinite |
| Range: 30 yards | Counter: Fortitude |
| Damage: - | Ignores defense: - |
| AoE: 10 yards | Ignores cover: - |
| Effect: Causes enemies to enter a deep trance unable to move or attack. | |

Cause target creatures in a 10-yard radius centered on a point up to 30 yards away to enter a deep trance. You may indefinitely channel Trance, but you may not move while doing so. If you take damage, the effect is broken. You must have line of sight of the area in which the power is centered. Targets counter with Fortitude immediately and at the beginning of each of your turns to negate effects.

### Block Telepathy (Passive):

You have a 50% chance of resisting Mind Control or Clairvoyant powers as well as resisting all forms of mental damage. Roll a d4—a 3 or a 4 means you completely ignore the effects of the power. This roll occurs before any counters and does not stack with any other resistances to powers.

### Confuse (Battle Power):

| | |
|---|---|
| Attack type: AoE | Duration: 1 round |
| Range: 50 yards | Counter: Personality |
| Damage: - | Ignores defense: - |
| AoE: 20 yards / 1d4 enemies | Ignores cover: - |
| Effect: Confuses enemies causing them not to act | |

Confuse 1d4 enemies in a 20-yard radius centered on a point up to 50 yards away, causing them to not act for 1 round—counter with Personality to negate effects.

### Ally (Recovery Power):

| | |
|---|---|
| Attack type: AoE | Duration: indefinite |
| Range: 10 yards | Counter: Personality challenge |
| Damage: - | Ignores defense: - |
| AoE: 1 humanoid | Ignores cover: - |
| Effect: Make an ally | |

Attempt to cause a humanoid within 10 yards of your location to become your ally. They must succeed on a Personality challenge to negate the effects. If they succeed in their challenge, they are aware of your use of the power on them and will react accordingly. If they fail their challenge, they will treat you as an ally. Giving your new ally a command that is against their original convictions, like attacking one of their friends, will trigger another Personality challenge. They may do this each time they are asked to perform such a task. Treating them poorly or in an unfriendly manner may automatically break your hold over them and cause hostility. How you treat your ally can have a great impact on your ethics, so be sure to treat them in a manner that is aligned with your character's nature. Allies always act on **your** turn, and you may only have 1 ally at any given time.
Prerequisite=Telepathy

### Decimate Mind (Recovery Power):

| | |
|---|---|
| Attack type: Power | Duration: - |
| Range: 10/30/60 yards | Counter: - |
| Damage: 4d12/3d12/2d12 | Ignores defense: Yes |
| AoE: - | Ignores cover: Yes |
| Effect: Mental damage | |

Use all your mental strength to overwhelm a creature's mind, causing massive damage. The closer you are to an enemy the more potent the power is.

- 10 yards: 4d12 damage
- 30 yards: 3d12 damage
- 60 yards: 2d12 damage

### Conceal Allies (Recovery Power):

| | |
|---|---|
| Attack type: AoE | Duration: 5 rounds |
| Range: 100 yards | Counter: Acumen |
| Damage: - | Ignores defense: - |
| AoE: 20 yards/2d4 targets | |
| Effect: Makes you and 1d4+1 allies invisible | |

Cloud the minds of up to 2d4 creatures in a 20-yard radius, making you and 1d4+1 allies within 10 yards of your location invisible to them for 5 rounds. You may use this power on targets up to 100 yards away. Any direct actions by you or your allies against an affected target will break concealment—counter with Acumen to negate the effect.
Prerequisite=Unseen

### Mental Assault III:

| | |
|---|---|
| Attack type: Power | Duration: - |
| Range: 50 yards | Counter: - |
| Damage: 2d10 | Ignores defense: Yes |
| AoE: - | Ignores cover: Yes |
| Effect: Mental damage | |

Assault a creature's mind up to 50 yards away doing 2d10 damage. You must have line of sight to use this power unless Telepathy is used immediately prior to detect the opponent's location.
Prerequisite=Mental Assault II

### Augment (Passive):

Add +5 additional mental damage to all power attacks that cause mental damage.

# Nature

Ash knelt down next to the mastiff. The dog had been chained to a tree and clearly abused, sapped of her spirit. Ash ran his fingers down her side, gently stroking her ribs, exposed by hunger.

"Shh, there there, girl." She whimpered at his loving touch, lifted her neck, and looked into his eyes; there was an instant connection. He was now her new master, the alpha, the leader of her pack. Ash presented her with some fresh meat which she gratefully gobbled-up.

Someone's going to pay for this, Ash thought to himself.

No sooner did he have that thought than he heard the distinctive slap of an old, metal screen door that'd been opened too quickly.

"Let's go, people! That food ain't gonna steal itself!"

A half-dozen filthy men, armed to their rotting teeth, began piling into an old Land Rover.

"FWEET!" whistled one of the men.

"She's chained up you idiot. Go get her."

A lanky man hopped out of the truck and started walking in Ash's direction. From his obscured position, Ash bent down and unchained the dog.

Pretend you're sleeping, then attack him when he gets close, thought Ash, issuing a silent command to his dog through his newly established psychic link.

Ash retreated into the brush, his form seamlessly blending into the sylvan surroundings. The man approached.

"Get up you lazy little…" Suddenly ferocious, the dog lunged at the wide-eyed man. He let out a quick yelp before being silenced by two powerful jaws around his throat.

"What the hell was that?" said one of the men. Ash lifted his arms. Two trees sprang from the ground and, using their roots as would-be legs, charged wildly at the cluster of armed men. Shouting in chaos, the men

*opened fire as the trees swung their branches about. Ash sprang into action as well. He transformed his skin into a bark-like surface covered in deadly spines, shot towards the action with the speed of a cheetah, and released a salvo of razor-sharp thorns in every direction.*

*"What the hell is goin' on!" yelled one of the men through the cacophony. Ash persisted in his offensive. With another raise of his arms, vines sprang forth from the earth, twisting and turning, entangling the helpless mob. Their screams echoed through the woods as the slithering plants began to squeeze their prey like a jumble of boa constrictors. One man managed to slither free and retreated to the forest.*

*"Not so fast," Ash shouted. He quickly transformed himself into a large dog and bounded after the panicky man, Ash's new animal companion in tow. The chase was over in mere seconds. Ash transformed again into his humanoid form, opened his mouth, and sprayed the poor sap with a viscous, pungent goo. With a pathetic whimper, the man crumpled to the ground, sizzling.*

*Ash regarded his new best friend as she looked back towards the house.*

*"No, you don't ever have to go back. You can stay with me now, but you'll need a name. How 'bout Tails?" Ash laughed out loud thinking about an old video game that he used to play. It seemed like a lifetime ago.*

*"Oh, you're bleeding!" He concentrated for a moment, calling upon the natural, life-giving energies of the world, and effortlessly healed her wound; she snorted with excitement.*

*"Let's get outta here, but, just for good measure..." Ash once again raised his arms in the direction of the house summoning a dense cloud of biting, stinging insects—more screaming.*

*C'mon Tails, he thought, giving her a playful pat on the head. And the two of them dashed off into the forest.*

---

### Ability Score Prerequisites
Primary Mutation: Agility 14, Personality 14

### Health points/level
1d8

### Armor Proficiencies
None

### Weapon Proficiencies
None

### Starting Equipment
Small Backpack

### Bonus Talent
Forager

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## Power Tree

| Power Level | Powers | | |
|---|---|---|---|
| 1 | Vines | Deadly Spit | Nature's Grace |
| 2 | Animal Tongue | Spirit Totem | Animalistic Speed |
| 3 | Web Spray | Tame Animal | Tracking |
| 4 | Thorns | Venomous Vines | Camouflage |
| 5 | Thorn Spray | Fierce Protector | Commune with Nature |
| 6 | Animate Plant | Swarm | Animal Instincts |

**Vines:**

| | |
|---|---|
| Attack type: AoE | Duration: 1d4 rounds |
| Range: 50 yards | Counter: Strength |
| Damage: 1d10 | Ignores defense: No |
| AoE: 2 targets | Ignores cover: - |
| Effect: Immobilizes and damages enemies, Physical damage | |

Allows you to grow and/or control small vines targeting up to 2 targets within 50 yards of your location. You may only grow vines in natural environments or locations where dirt/plant-life are present even in the most minuscule fashion such as a potted plant or weed growing in pavement cracks. Targets must counter with Strength or be immobilized for 1d4 rounds and take 1d10 physical damage each round of immobilization. If their counter is successful, targets avoid immobilization and take ½ damage. Immobilized targets also receive a +1 attack difficulty on their attacks.

**Deadly Spit:**
Deadly Spit may either be used to poison or blind a creature. Choose which when making your attack:

Poison:

| | |
|---|---|
| Attack type: Ranged | Duration: 5 rounds |
| Range: 20 yards | Counter: - |
| Damage: 2d10 | Ignores defense: Yes |
| AoE: 1 target | Ignores cover: No |
| Effect: Poison Damage, 1d10 Ongoing | |

Spit a potent poison from your mouth up to 20 yards away at a single target initially doing 2d10 poison damage and then 1d10 ongoing poison damage per round to a creature for a maximum of 5 rounds. The target must counter with Fortitude at the beginning of your turns to take ½ damage and negate ongoing effects. Ongoing damage is always 1d10 even if the initial attack was a critical hit. Ongoing damage from Poison Spit does not stack with itself or any other poison effects. Poison effects may also be negated with an anti-venom serum.

**Blind:**

| Attack type: AoE | Duration: 1d6 rounds |
|---|---|
| Range: 20 yards | Counter: Agility |
| Damage: - | Ignores defense: - |
| AoE: 1 target | Ignores cover: No |
| Effect: Blinds a target | |

Spit a sticky viscous goo from your mouth that blinds a target for 1d6 rounds—counter with Agility to dodge the attack and completely ignore its effects.

**Natures Grace:**

Heal a single target within 50 yards of your location by gently imbuing them with natural energy. After each resting period, gain a specific number of d6 healing dice (listed below) based on your character's level. You may use as many dice as you like for each heal, but once expended, they are gone until you take a rest. After resting, gain back all healing dice. You may not "carry over" unused dice and may not split a single die roll amongst multiple creatures. Below is a list of how many d6 healing dice you gain after resting based on your character's level:

- Level 1=4d6
- Level 2=6d6
- Level 3=8d6
- Level 5=10d6
- Level 7=12d6
- Level 10=16d6

**Animal Tongue (Passive):**

Allows you to communicate with any animal. This is achieved using sounds as well as subtle body language. The manner may sometimes resemble telepathy.

**Spirit Totem:**

Totems are spirit animals that you call upon to guide you and enhance your abilities. Select 1 totem from the list below or 3 totems if Nature is your primary mutation. As a simple action you may call upon one of these spirit animals, gaining their unique trait. This trait exists indefinitely until another totem is chosen or you choose to cancel it as a simple action. Select a new totem every time your character gains a level as long as you select at least 1 power from the Nature power tree:

- **Totem of the Butterfly:** Change your physical appearance to look like another humanoid by touching them. Contact with a **living** humanoid is required; you may not transform using severed body parts or plucked hair. Physical changes include clothing and accessories currently worn by the target. Changes are only superficial, so you don't gain any abilities, skills, or powers possessed by the target.

- **Totem of the Cheetah:** Gain +20 yards of movement speed on land.
- **Totem of the Dove:** Aggressive or mindless creatures with no motivation other than instinct will not attack you. A successful Personality 22 check is required to dissuade your would-be attacker.
- **Totem of the Dog:** Transform into a dog. You may not speak (other than barking) or use any of your powers while in dog form, but you retain all other characteristics like ability scores and HP. You may make "light melee attacks" as normal (3 strikes), biting and scratching your opponent using Accuracy as BAD and doing 1d6 physical damage per strike. Your non-sprinting movement is 35 yards per round.
- **Totem of the Eagle:** When making a ranged or power attack, ignore your target's cover bonuses if they are in line of sight.
- **Totem of the Fish:** While swimming, you may move at your full movement speed and breathe under water.
- **Totem of the Fox:** Re-roll any number of damage dice when making any attack—you must use the new result. This applies to critical damage rolls and ongoing damage as well.
- **Totem of the Gorilla:** Add +1 damage to each successful melee strike.
- **Totem of the Grouse:** Nature's Grace heals you as well as your target. If you use Nature's Grace on yourself, it will not double the healing.
- **Totem of the Heron:** Gain a +3 bonus to all checks, challenges, and counters.
- **Totem of the Lion:** Nature's Grace healing dice are d10s instead of d6s.
- **Totem of the Lynx:** Gain a +5 bonus to all checks or challenges involving deception.
- **Totem of the Owl:** You may see in the dark as if it were light. Also, immediately remove any effects causing blindness.
- **Totem of the Parrot:** Mimic any sound that you've heard from a low whisper to a scream. When mimicking a voice, you may only say the EXACT words that you've heard.
- **Totem of the Puma:** Gain the Sneak talent.
- **Totem of the Quail:** 50% of the damage you sustain is absorbed by an animal that you've tamed—does not pertain to Animate Plant.

- **Totem of the Scorpion:** While creatures are affected by the ongoing damage from "Deadly Spit: Poison," they receive +1 attack difficulty to all their attacks and a -15 penalty to their movement speed.
- **Totem of the Toad:** Re-roll all misses on attack rolls.
- **Totem of the Turtle:** Increase your defense by 1. Increase your defense by 2 if Nature is your primary mutation.
- **Totem of the Turkey:** Absorb 50% of the damage taken by any animal you control—does not pertain to Animate Plant.

## Animalistic Speed:

Increase your movement speed by 25 for 5 rounds, including the round of activation.

## Web Spray (Battle Power):

| | |
|---|---|
| Attack type: AoE | Duration: 1d6 rounds |
| Range: 20 yards | Counter: Strength |
| Damage: - | Ignores defense: - |
| AoE: 1 target | Ignores cover: No |
| Effect: Cocoon an enemy or make a web or a rope | |

Spray a single target up to 20 yards away with a web, cocooning them for 1d6 rounds. Targets of Web Spray are considered stunned for the duration or until they break free. Targets may counter with Strength immediately and at the beginning of each of your turns to attempt to break free. The cocoon will also be destroyed by any non-mental or non-poison attack or by any creature outside the cocoon that rips it open.

Web Spray may also be used on walls or surfaces making them sticky and climbable. You can create a thin climbable surface 20 yards in length.

Lastly, Web Spray may be used to create a rope 20 yards in length.

## Tame Animal:

Allows you to take permanent control over an animal (mutated or non-mutated), making it your companion. For the purposes of this power, an animal must be a creature that is driven primarily by instinct. It does not include creatures with higher reasoning, intelligence, or personal motivations.

You must pass a Personality 25 check to "tame" the animal. If you fail your check, you may not ever attempt the check again on the exact same animal; however, you may attempt to tame other animals of the same type. Animals of a higher level than yours will require a much higher Personality check: +2 difficulty for each level above your own. You must be within melee range of the animal you wish to tame.

After you've successfully tamed an animal, they will obey your commands unconditionally, and a psychic link will be created. With a simple thought, you can communicate simple ideas or commands like attack, hide, protect, or retreat. Your companion can also communicate simple ideas to you like danger, yes/no, monster, or door.

You may only possess 1 companion at a time. If you were to tame another animal while one is

currently in your control, you will lose control of the first animal, and it will act hostile.

During combat, your animal companion has its own actions. They may act on your turn or on a separate turn, much like a devotee.
Prerequisite=Animal Tongue

> ## Creating Animals
> *Animals can be created by the GM using the "Adversary Level Table" in Chapter 12. Typically, non-mutated animals will be levels 1-5 with the smallest and weakest (cats, dogs, etc.) being level 1 and the biggest and strongest (lions, bears, etc.) being level 5—mutated animals could be of any level. The GM can generate an animal's stats in any way they see fit. Some animals may be so small and weak (like a spider or a hamster) that they would qualify as "below level 1" and possibly possess no special stats or ability scores at all.*

## Tracking:

With an Acumen 23 check, you may attempt to identify and track creatures in a natural environment: examine footprints, inspect damaged foliage, pick up on subtle smells, and even sift through scat. Information you might glean from such a search might pertain to a creature's size, numbers, feeding habits, and how long ago they occupied the area in which you are searching. You can use this knowledge to find or avoid creatures.

You may only make a tracking check once per location. The GM will determine the size of the search for each check and how far you would need to travel before making another check.

## Thorns (Battle Power):

| | |
|---|---|
| Attack type: - | Duration: 5 rounds |
| Range: - | Counter: - |
| Damage: 1d8 | Ignores defense: No |
| AoE: Self | Ignores cover: - |
| Effect: Natural armor that does physical damage to those that melee attack you | |

Cover your body in hard spiny thorns for 5 rounds giving you +1 defense and causing 1d8 physical damage to attackers for each successful melee strike against you. This power is not useable while wearing body armor.

Nature (primary mutation): If Nature is your primary mutation, then you receive a +2 defense bonus instead of +1.

## Venomous Vines:

| | |
|---|---|
| Attack type: AoE | Duration: 1d4 rounds |
| Range: 50 yards | Counter: Strength |
| Damage: 1d10 physical 1d10 poison | Ignores defense: No |
| AoE: 3 targets | Ignores cover: - |
| Effect: Immobilizes and damages enemies, Physical and poison damage | |

Allows you to grow and/or control deadly venomous vines, targeting up to 3 targets within 50 yards of your location. You may only grow vines in natural environments or locations where dirt/plant-life are present even in the most minuscule fashion like a potted plant, or a weed growing between sidewalk slabs. Targets must counter with Strength or be immobilized for 1d4 rounds and take 1d10 physical damage and 1d10 poison damage each round of immobilization. Poison effects only persist while targets are immobilized by the venomous vines. If the counter is successful, targets avoid immobilization and take ½ damage. Immobilized targets also receive a +1 attack difficulty on their attacks.
Prerequisite=Vines

## Camouflage:

While being attacked with a projectile from a ranged or power attack, your target receives a +1 attack difficulty penalty. In a natural environment, they receive a +2 penalty. Camouflage is ineffective against AoE attacks and melee attacks.

## Thorn Spray:

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: 30 yards | Counter: Agility |
| Damage: 4d8 | Ignores defense: No |
| AoE: 30-yard cone | Ignores cover: No |
| Effect: Physical damage | |

Shoot dozens of thorns from your body in a 30-yard cone doing 4d8 physical damage to all targets—counter with Agility for ½ damage. Targets in cover automatically take ½ damage and counter for no damage.

## Fierce Protector (Battle Power):

Once per battle, your animal companion will automatically do maximum damage on all their **successful** attacks. This power is to be used on your animal companion's turn as **their** action, so it does not exhaust your complex action.
Prerequisite=Tame Animal

## Commune with Nature:

Communicate with the surrounding natural environment within 400 yards gaining knowledge of its terrain and wildlife. You may also gain knowledge of other creatures that have passed through the area or events that recently occurred there. This power may only be used once per hour.

## Animate Plant (Battle Power):

| | |
|---|---|
| Attack type: AoE | Duration: Channeled 10 rounds |
| Range: 100 yards | Counter: - |
| Damage: see table | Ignores defense: No |
| AoE: see table | Ignores cover: No |
| Effect: Control plants that do physical damage | |

Imbue a plant, shrub, or tree within 100 yards of your location with the ability to move around; while channeling this power, it will obey your commands and even attack targets; damage is based on the size of the plant:

| Size | Height | HP | Mvt | AoE | Damage |
|---|---|---|---|---|---|
| Small | 10-20 feet | 20 | 20 | 5 yds | 2d8 |
| Medium | 21-50 feet | 40 | 30 | 10 yds | 2d12 |
| Large | 51+ feet | 60 | 40 | 15 yds | 3d12 |

All plants make AoE attacks based on their size. Targets counter with Agility for ½ damage, and targets in cover automatically take ½ damage and counter for 0 damage.

Plants take double damage from fire but are immune to mental and poison damage. They possess a natural armor of 5.
Prerequisite=Vines

## Swarm (Recovery Power):

| | |
|---|---|
| Attack type: AoE | Duration: 4 rounds |
| Range: 80 yards | Counter: - |
| Damage: 2d12 | Ignores defense: No |
| AoE: 20 yards | Ignores cover: Yes |
| Effect: Summons a swarm of flying insects, Physical damage, +2 attack difficulty | |

Summon a swarm of insects in a 20-yard radius centered on a point in your line of sight up to 80 yards away for 4 rounds. All creatures that start their turn within the swarm suffer 2d12 physical damage and make all attacks with a +2 attack difficulty. The swarm stays in one place once summoned and may freely be canceled at any time.

## Animal Instincts (passive):

You have uncanny reflexes permanently granting you +2 Agility.

## Shape-shifter

Lucky's Lounge was a cruddy bar—the last establishment standing in a strip mall of burned-out buildings. The décor, if you could call it that, was a conglomeration of mismatched furniture and practically X-rated, black and white photographs on the walls—its clientele paired nicely, an eclectic, seedy bunch. Although places like this were common, there was a sense this place hadn't changed much since the apocalypse.

The slap of a screen door diverted everyone's attention towards the entryway. There stood a beautiful blonde in a tight red dress, exotic, captivating. She nonchalantly strode into the bar, her high heels clicking an even beat to the metallic ping of the springs on the door as it closed.

"This seat taken?" she playfully asked one of the patrons sitting at the bar—Wallace, a grizzled man with a salt and pepper mustache, a well-known killer.

"No ma'am," he replied, shifting over to make room.

"So, I hear you're the man who gets things done 'round here," said the woman, sliding onto a leathery, well-worn bar stool.

"You hear right," he flirted. "What can I do ya for?" Wallace was the sort of man to think all women would want him—she recognized an easy mark.

"Can we talk in a more private location?" the woman whispered, leaning close, his cheap cologne filling her nostrils.

The woman slid off her stool and began walking towards the door, Wallace in tow like an obedient dog.

"Stop!" shouted a man from the back of the bar. "Wallace, don't trust her."

Shit! My cover is blown, *thought Shade*. That man must have recognized me from the last time I'd used this body *(the blonde in the slinky dress was one of Shade's favorite forms—very effective, but very recognizable)*.

*Instantly, the beautiful woman, Shade (who's true form was that of a portly man), began changing shape, growing taller, darker, hairier. Her face distorted, her chin and jaw swelled, tiny hairs poked through her cheeks and grew and grew, looking like a time-lapse video of a man growing a beard. Shade was now a heavy-set man in dirty jeans and a baggy, flannel button-down. His head was bald, but he had a big bushy beard—a metamorphosis akin to one of those magnetic Wooly Willy toys for kids. The bar patrons stared, mouths agape, at what they'd witnessed. Still processing, they didn't notice the sharp, silvery, knifelike appendage residing where Shade's forearm and hand would normally be. Shade stabbed his knife-hand at Wallace's gut, slicing him open. Pandemonium erupted. Some observers stumbled over chairs attempting to flee, while others drew weapons and attacked Shade as Wallace collapsed. Shade once again altered his body which became boxy and inflexible, while his skin took on a silvery hue—he was a human tank. Bullets ricochet off his thick, durable skin as he clunked his way towards the exit; with Wallace now dead, it was time to escape.*

*Shade cleared the front door but was greeted by a legion of mercenaries with enough firepower to launch a coup. They bombarded Shade with their heavy weapons fire. Stout as he was, it was too much for his current form to handle.*

Time to get out of here, *thought Shade. His body immediately began evaporating into a smokey mist, making him immune to the barrage of ordnance. He gently floated upwards and then over the roof of the Lucky's Lounge, out of sight of his assailants. Gently drifting down to the roof, he once again assumed a solid form; but this time, instead of his body being big and chunky, it was sleek, aerodynamic, the body of a polished athlete. He dashed across the rooftops with Olympic speed, leaving his assailants behind. Reaching the end of the strip of buildings, he jumped nimbly to the ground and continued on, putting further distance between him and his enemies. He could hear engines roaring to life; these were people that just couldn't let things go. They would be in pursuit within seconds. Shade veered into a small park and lolled up against a formation synthetic of rocks designed for children to climb. Like a chameleon, he blended into his surroundings and vanished. Moments later, trucks filled with angry men raced past, oblivious to the invisible Shape-shifter they were hunting. Shade quietly celebrated his victory as he reappeared.*

Who shall I look like next? *he thought to himself, spinning through a mental Rolodex of characters. He was truly a master of disguise.*

**Ability Score Prerequisites**
Primary Mutation: Fortitude 15

**Health points/level**
1d8

**Armor Proficiencies**
None

**Weapon Proficiencies**
None

**Starting Equipment**
Small Backpack

## Power Tree

| Power Level | Powers | | |
|---|---|---|---|
| 1 | Form: Balanced | Weaponized Body | Restore |
| 2 | Form: Mobile | Mimic Humanoid | Alter Physiology |
| 3 | Form: Stout | Quick Shift | Modify Density |
| 4 | Form: Smoke | Inanimate Object | Stamina |
| 5 | Form: Deadly | Adapt | Restore Other |
| 6 | Shape-shift Master | Chameleon Power | Cushioned Blows |

## What's a Form?

*A Shape-shifter may utilize special forms that grant unique characteristics; this enables the Shape-shifter to be very versatile and adapt to any situation. Shapeshifting into and out of forms requires a complex action, and you may not shift between forms directly. You must allow a form to expire or spend complex action leaving a form before you can activate another. For example, if you wished to shift from Balanced Form to Mobile Form, you would first spend a complex action shifting out of balance form, then (on your next turn) spend a complex action shifting into Mobile form. This process is made easier by the "Quick Shift" and "Shape-shift Master" powers. See details in the power descriptions.*

*In order to shift, you must pass a Fortitude 23 check; a 1 will always fail. If failed, you take 1d8 damage (this damage can't be mitigated by defense), and you are shifted out of any active forms. Forms will only last for 5 rounds at which point you will be automatically shifted out of form; no action is required for this shift.*

*If you fall unconscious, you will automatically shift out of any active forms.*

**Form - Balanced:** Creates minor enhancements to your body for a balanced approach to combat. Physically, you appear slightly more coordinated and athletic:
Defense: +1
Ranged and Melee attacks: +1 B.A.D.
Melee Strikes: +1 Damage/strike
Ranged Shots: +1 Damage/shot
Counters: +1 to all counter rolls
Duration: 5 rounds

**Weaponized Body:**
   With a simple action, convert one or both of your arms into any **light** melee weapon. You are considered proficient when wielding a weapon in this fashion: add +4 to the total damage of your attack. If attacking with both arms (dual wielding), you must have the dual wielder talent or be subject to the usual +2 attack difficulty penalty. Weaponized Body is permanent until you use another simple action to reverse its effects.

*Note: Damage of light melee weapons is not affected by Strength damage bonuses, and you will use Accuracy to determine your B.A.D.*

**Restore (Recovery Power):**
   Through a series of microscopic shifts to damaged areas of your body, heal yourself for 1d8 HP for every 10 HP of your character's maximum health (rounded down)—a minimum of 1d8. For example, if you have 27 HP (round down to 20), you may use Restore as a complex action to gain 2d8 HP.

**Form - Mobile:**
   Enhances speed, mobility, and reaction time. Physically, your body looks much leaner and flexible, and your features become somewhat aerodynamic:
Defense: +2
Counters: +10 to Agility counters and checks—counter for 0 damage instead of ½ damage where applicable.
Speed: +15 yards/round
Duration: 5 rounds

**Mimic Humanoid:**
   Convincingly mimic another humanoid (Bellati, human, or Mutant). You must have either seen the person or seen a detailed picture of them to accomplish this task. Physical changes may include clothing or accessories worn by the target, but if you desire, you may change minor physical elements of the mimicry like hair color, clothing, or jewelry. Changes are only superficial, so you don't gain any abilities, skills, or powers possessed by the target.
   When attempting to Mimic Humanoid, you must roll a successful Fortitude 24 check; a roll of 1 will always fail. If your check fails, take 1d8 damage (which is not mitigated by defense), and shift into a disfigured version of the humanoid you were attempting to mimic for 1 hour. If this happens, you may not attempt to mimic another humanoid until the effect wears off. You must always roll a Fortitude

check to achieve a mimicry even if you've mimicked that humanoid before.
   While mimicking a humanoid, maintain all your regular characteristics like HP, defense, and ability scores. If you were to be, stunned, knocked unconscious, or fall to 0 HP while in this form, you would immediately shift out. Using other forms while using mimic humanoid will alter the appearance of the mimicry in the same way it would alter your appearance.

**Alter Physiology (Battle Power):**
   By controlling the production and release of adrenalin in your system, provide yourself with a temporary ability score boost. Roll 1d4 and add that number to your either your Strength, Agility, or Fortitude score (your choice). Alter physiology lasts for 5 rounds including the round of activation.

**Form - Stout:**
   Stout Form significantly increases durability at the cost of speed—perfect for drawing enemy attacks away from weaker players. Physically, your figure slightly expands to a boxier form, and your skin gains a metallic shine.
Defense: 10
Defense becomes 10 regardless of other characteristics like armor, talents, evasion, or other powers. You may, however, still benefit from shield effects.
Speed: -5 yards/round.
Counters: +5 to Fortitude counters, checks, and challenges.
HP: Temporarily increase your HP by 2 for each of your character levels. This HP will disappear when Stout Form lapses.
Duration: 5 rounds

**Quick Shift (passive):**
   With a complex action, you may shift directly between any of your forms (balanced, mobile, stout, deadly, and smoke) without having to first shift out of them.

**Modify Density:**
   Allows you to modify the density of your body to correspond with any surface you are touching. You can traverse unstable terrain, even water, as if it were a sturdy walkway. You may also use this power when falling to adjust yourself to the air around you, making you essentially weightless when you hit the ground, and causing you to take no damage. Lasts 5 rounds.

### Form - Smoke:

Transform yourself into a cloud of smoke for up to 5 rounds. Your mass fully exists within the particles of the cloud, and you are immune to physical, concussive, and poison damage. You are, however, subject to elemental and mental damage. You have a movement speed of 20 and behave like a gas, so you may squeeze yourself through small cracks and float in the air. You may not use any powers or take any other actions while in this form. You may cancel this form at any point during its 5-round duration as a simple action.
Prerequisite=Modify Density

### Inanimate Object:

You may shape-shift into any hollow or solid object that fills a space between 1 and 4 cubic feet (must fit within a 4'x 4'x 4' cube). Roll a successful Fortitude 24 check. If you fail, you take 1d8 damage (which is not mitigated by defense) and are stunned for 1d4 rounds—a roll of 1 will always fail. If successful, you maintain your current HP, but cannot attack or use powers, and your defense is 0. If you receive any damage, you automatically shift back into your regular form and are stunned for the remainder of that round. You may deactivate this power at any time with a simple action—no check is required.

If you are shifting into a mechanical item like a weapon or a computer, it will not function.

### Stamina (Passive):

Permanently increase your maximum HP by 8.

### Form - Deadly:

Transform into a deadly combat adversary capable of inflicting massive damage upon your enemies. Physically, your eyes become completely black, and the natural features of your face appear menacing: high cheek bones, pointed features, and a chilling stare.
Talent: Improved Critical Hit
Duration: 5 rounds
Attacks: Add additional damage of the same type to the total damage of your attack. Add this damage for each weapon if dual-wielding. Damage increases with your character's level as follows:

- Level 5: 2d6
- Level 7: 3d6
- Level 10: 4d6
- Level 15: 5d6
- Level 20: 6d6

Additional damage applies to ranged, melee, and power attacks only; AoE attacks do not receive a damage bonus. Deadly Form damage is not amplified by the Amplify Power talent when making a power attack. If Amplify Power causes your power to fail, you may not add the additional damage from Deadly Form.

### Adapt:

After 1 minute of uninterrupted concentration, you can adapt yourself to 1 of these extreme environments: aquatic, freezing, burning, acidic, or toxic. You operate as though you belong there with no ill effects. You can breathe water, walk through fire, or swim through a pool of acid without harm. You must be within or adjacent to the conditions in which you are attempting to adapt. An attack of any type doesn't constitute an environment because you don't have time to acclimate yourself to it—it just hits you. Adapt can also help you comfortably endure survival situations involving prolonged exposure. Extremely hot, cold, or wet days will feel like a beautiful, partly cloudy, summer afternoon. Adapt lasts for 1 hour but may be reactivated once its duration elapses.

### Restore Other (Recovery Power):

Through a series of microscopic shifts to damaged areas of their body, heal a creature for 2d10 HP by touching them. You may use this power to revive unconscious creatures, but not resurrect dead creatures.
Prerequisite=Restore

### Shape-Shift Master:

Shifting into forms requires a simple action instead of a complex action.

### Chameleon Power:

Fully blend into your surroundings, making you invisible while remaining still. You may remain invisible indefinitely by channeling this power with your complex action every round. While invisible, enemies may still know your location if they observed you fading into your surroundings. Enemies receive the standard +2 penalty to hit you if you are invisible.

### Cushioned Blows (Passive):

Add a permanent +2 bonus to your defense by slightly altering the point of impact on your body in an attempt to divert or deflect the attack—does not stack with Form - Stout.
Prerequisite=Quick Shift

# Teleporter

*Portia hurried along the sidewalk, carefully avoiding the occasional hunk of rubble. This section of Pine Street was relatively intact, almost pleasant compared to the rest of the city, but she knew better. Dangerous Mutants and ruthless gangs of scavengers lived here. Portia reached into her pocket and pulled out a crumpled piece of paper:* 3151 Pine St. — 3rd floor, *it read. The address was just across the street, a skyscraper, a monolithic monument to some corporation that had vanished along with the rest of civilization. The entryway was guarded by a few well-armed men. Portia drew her knife; it was small but well-balanced. She preferred a more surgical approach.*

*"Hey there," Portia spoke, sauntering towards the guards. "Do you think you can give me some directions?"*

*"That's a cute little knife," one man said, snickering. "Why don't you hand it over and then empty your pockets instead," said a grizzled man as he leveled his shotgun at Portia's head.*

*"No thanks. I guess you'll just have to shoot me," Portia said.*

*The man looked confused.*

*"What are you waiting for?" Portia goaded.*

*The man's face contorted into some combination of confusion, anger, and embarrassment.*

*Then suddenly he fired the shotgun directly at Portia, but she was too fast. She vanished before his eyes, and before he even realized what was happening, she was driving her knife into his back. His attempted scream came out a bloody gurgle.*

*Before the other guards got their bearings, Portia teleported herself up into an open third-story window of the building.*

*"Where'd she go?" Portia heard one man ask from below.*

*She had to get a move on. Eventually, they'd figure out want happened.*

*Portia surveyed her surroundings. It seemed like this entire floor was used to store valuable items, and there was an imposing-looking door on the opposite side of the room. The path between her and the door was rigged with laser sensors and booby traps that would require exceptional care to navigate successfully, but not for Portia.*

*With a gentle "pop," she transported herself to the other side of the labyrinth of traps.* Too easy, *she thought, as she magically appeared next to the door. It was locked with a sophisticated computer system. She peered through a tiny window on the door: sitting on the floor was her bag.*

*"Got it!" she rejoiced, almost surprised that the intel was accurate. She turned her palms to the ceiling, and in the blink of an eye, the bag appeared in her hand; she searched it to be sure. Dozens of rare and valuable Bellati crystals clinked together as she rifled through her it.* All there, *she thought, relieved. She could sell these on the black market for a nearly endless amount of supplies.*

*"Very clever," said an abrasive voice from down the hallway, "but I'm afraid we'll be needing that bag back."*

*Portia could hear the muffled sounds of many boots tramping towards her; she had to act quickly. She closed her eyes and projected multiple images of herself.* That ought to confuse them, *she thought. Five Portias bolted down the hallway.*

*"Get her!" yelled the same voice.*

*The room erupted into chaos as haphazard attacks attempted to find the real Portia. With a flick of her finger, Portia severed a man's arm at his shoulder. It fell to the floor with the hand still gripping a pistol that erratically fired off a few shots from remnant muscle spasms. She zipped between her attackers with impossible speed, delivering deadly strikes with her blade—there one moment then gone the next—a deadly blur. Just as she reached the window, she was struck by a huge object and nearly knocked unconscious.*

Was that a filing cabinet? *she thought in a daze.*

*"I've got you now, you little bitch!" said a nearby voice.*

*Portia scurried across the floor towards the window, searching for her assailant through her blurry vision. A massive hand came out of nowhere and grabbed her by the throat, crushing her windpipe. Gasping for air, she focused her powers on her attacker. "Pop!" Portia dropped to the floor. Through the window, she witnessed her attacker plummeting to Earth. A few seconds of screaming were followed by a bone-cracking thud.*

*Portia gathered herself, stepped to the ledge of the window, launched herself upwards. The air crackled around her with microbursts of teleportative energy.*

*Time to get rich, Portia thought, cinching her bag tightly to her back.*

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### Ability Score Prerequisites
Primary Mutation: Fortitude 15

### Health points/level
1d8

### Armor Proficiencies
None

### Weapon Proficiencies
None

### Starting Equipment
Small Backpack

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## Power Tree

| Power Level | Powers | | |
|---|---|---|---|
| 1 | Teleport I | Light Melee Weapon Proficiency | Upper Hand |
| 2 | Teleport Item | Obscure | Critical Advantage |
| 3 | Teleport II | Copy | Melee Weapon Master |
| 4 | Teleport Individual | Exile | Pressure Point |
| 5 | Teleport III | Reactive Blink | Fly |
| 6 | Teleport Group | Sever | Quick Port |

### Teleport I:
Teleport yourself up to 30 yards from your current location in any direction. Teleporting is a complex action, so you may not use any other powers (unless they are simple/free actions) on any round in which you teleport. You may, however, make a **single** melee strike on a round in which you teleport—2 strikes (as separate attacks) if dual wielding.

You may take your full (non-sprinting) movement on the same round in which you use teleport. You may not teleport through solid walls and must have line of sight of the location to which you wish to teleport.

*Note: When teleporting directly upwards, you will always hit the ground before being able to use teleport again, even at max distance of 100 yards (or 200 yards if you have the extend powers talent).*

### Light Melee Weapon Proficiency:
Gain proficiency with light melee weapons. When choosing this proficiency at level 1 you may receive a light melee weapon of your choice.

### Upper Hand (Passive):
When using teleport and attacking with a melee weapon in the same round, lower the attack difficulty of a target by 1. You must teleport into melee range of the target you are attacking.
Prerequisite=Teleport I

### Teleport Item:
Teleport any inanimate object within your teleport range to anywhere else within your teleport range. The object must weigh less than 25 lbs. A Power 25 check is required.
Prerequisite=Teleport I

### Obscure:
Obscure the location of your body using teleportative energy, making you harder to hit. Enemies receive +1 attack difficulty when attempting to hit you with any attack that requires an attack roll. This penalty doesn't apply to AoE powers, AoE weapons, or attacks that cause mental damage. Lasts for 3 rounds, including the round of activation.
Prerequisite=Teleport I

### Critical Advantage (Passive):
When making melee attacks from behind, roll critical hits with 5s or 6s. There are 3 ways to achieve a "from behind" attack:
1. Successfully sneak up and surprise an enemy that is unaware of your presence
2. Teleport behind an enemy and immediately attack
3. Attack an enemy that is engaged in melee combat with another ally

### Teleport II:
Increases the range of your teleport to 60 yards.
Prerequisite=Teleport I

### Copy (Battle Power):
Create 1 copy of yourself for every 3 character levels—4 copies maximum.
- Level 3=1 copy
- Level 6=2 copies
- Level 9=3 copies
- Level 12=4 copies

Images remain nearby in a group mimicking all your actions but doing no damage. Copy has a 5 round duration including the round of activation, and copies disappear upon taking any damage, including AoE damage; copies cannot roll counters.

Roll a d100 to determine whether an enemy's random attack will hit you based on your current number of remaining copies:

- 1 copy=50%
- 2 copies=33%
- 3 copies=25%
- 4 copies=20%

If the number is greater than the percentage matching your copies, than that copy is attacked and destroyed, and you take no damage. If it is less than or equal to the number, then you are struck.

### Melee Weapon Master (Passive):

You have exceptional skill with all melee weapons giving you +2 damage on each successful strike of a melee attack.

### Teleport Individual (Battle Power):

Teleport a creature as far as you can teleport yourself. You must have line of sight of the target and be within 10 yards of them. An unwilling creature may counter with Fortitude to negate the effects. If the counter is failed, the target doesn't teleport, and the power is wasted. For the purposes of this power, any robots, androids, or similar creature-like machines count as creatures.
Prerequisite=Teleport

### Exile (Battle Power):

Attempt to hold an enemy within 10 yards of your location in a constant state of teleportation for as long as you choose to channel this power. You may not move or take any other actions while channeling. The target may attempt to counter with Fortitude immediately and at the beginning of each of your turns to negate. If you attempt to maintain Exile and your target counters, your turn for that round is over.
Prerequisite=Teleport Individual

### Pressure Point Expert (Talent):

On any round in which you successfully strike an enemy using an unarmed attack, you have a 15% chance to knock out your opponent, stunning them for 1d4 rounds. The chance to knock out your opponent is the same regardless of how many strikes are successful (minimum 1). Roll your d100 percentile dice. A value of 15 or less results in a successful knock out.

### Teleport III:

Increases the range of your teleport to 100 yards.
Prerequisite=Teleport II

### Reactive Blink (Battle Power):

At the moment a successful attack is made against you, instantaneously blink to a safe location within 5 yards before taking any damage. Reactive blink may only be used as a reaction to a melee, ranged, power, or AoE attack (5 yards or smaller), negating all damage; you must declare that you are going to blink before damage is rolled. This power will have no effect against AoE attacks with an affected area larger than 5 yards.
Prerequisite=Teleport

### Fly:

Using small bursts of teleportative energy, fly with a movement speed of 30. This counts as movement and a complex action, so you may only use simple and free actions while using this power.
Prerequisite=Teleport

### Teleport Group (Recovery Power):

Teleport yourself and 1d4 additional creatures up to your maximum teleport range. All targets must be within 10 yards of one another. Once you declare this action, you are committed to the results. Roll a Power 23 check to see if the teleport is successful. **Only then** do you roll a d4 die to see how many creatures you may take with you. The GM will randomly determine accompanying creatures if you intended to take more than your die roll allows. You may use this power on unwilling targets, but they may attempt to counter with Fortitude to negate its effects. For the purposes of this power, any robots, androids, or similar creature-like machines count as creatures.
Prerequisite=Teleport Individual

### Sever (Recovery Power):

Attempt to teleport part of a body or a structure (humanoid, creature, machine, building, rockface, etc.) within melee range to any location within your teleport range. The severed part must be within a 4"x 4"x 4" cube. Against animate objects like robots, humanoids, or creatures, you must enter a challenge—your Power vs. their Fortitude. Against inanimate objects like buildings or simple machines, simply roll a Power 25 check.
Prerequisite=Teleport Individual

### Quick Port (Battle Power):

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: Melee | Counter: - |
| Damage: Melee damage x3 | Ignores defense: No |
| AoE: All targets within a 10-yard radius | Ignores cover: - |
| Effect: Physical damage to all within 10 yards | |

Make a series of strikes using close range teleports to all targets within a 10-yard radius of your location; no attack roll is necessary as this is an AoE attack. The attack does 3x the damage of a single strike including any relevant bonuses like melee weapon master, melee bonus damage for heavy weapons or unarmed attacks, or any other skills/talents that add damage to your melee strikes. After using Quick Port, you may emerge in any location within the 10-yard AoE. Pressure Point may not be used in conjunction with this power.
Prerequisite=Teleport I

# Bellati

THE BELLATI ARE A HYPER-INTELLIGENT race of aliens from the crystalline planet of Aeros'val. They were stranded on Earth after fleeing their star system which was destroyed by a supernova. They'd been traveling through space on multi-generational ships for hundreds of Earth years in search of a new homeworld. Most Bellati that arrived on Earth have never even seen their home planet; they were born on their colony ship, the Jalu'Maktar, which loosely translates to "salvation." The native language of the Bellati is Bellaah', but most Bellati have learned the local language of whichever region of Earth they reside in.

## A Utopian Society

For hundreds of years, the Bellati have operated their society completely free of materialism. They eliminated currency and the traditional human idea of ownership from their daily lives and interactions with one another. They are generally a selfless people who freely offer aid and resources to their Bellati brethren knowing they would receive it in return if needed. They have evolved from thinking about individual well-being to thinking about the well-being of their species—more precisely, the continued survival of their species. Having to flee their planet and take to the stars on extensive interstellar journeys has only reinforced this conviction. Many Bellati will never set foot on a planet and live their whole lives in space while their multi-generational ships travel to new, potentially habitable worlds—The Bellati sent out multiple colony ships to different quadrants of the galaxy. Only the Jalu'Maktar arrived at Earth.

## Great in Age and Stature

The longevity of a Bellati is 250 Earth years, and like humans, they are typically male and female. They are generally quite slender and stand between 5'9" and 7'6" tall. Their physiology is surprisingly similar to human physiology, which is why Earth – with water and a breathable oxygen-nitrogen atmosphere – was such a perfect fit for colonization. Their skin tones range from shades of yellow to brown to sometimes grey. Their skin is smooth, and their bodies and heads are hairless, almost amphibious looking. Each Bellati has unique black markings on their body; no two are alike. They range in size from simple patterns in a localized spot to large sweeping strokes across their body and face; these patterns are equivalent to fingerprints. They can be quite intricate and can sometimes resemble tribal war paint.

## Origin of Power

Each Bellati is born with a genetic predisposition in 1 of 4 different disciplines which they refer to as Life-Force, Anguish, Resolve, and Control. At a young age, every Bellati is given basic instruction in the use of their powers. They learn to use DED – Directed Energy Discharge – pistols (pronounced "dead pistols" by humans) as a means of focusing and controlling their powers. These weapons are made from simple stones and crystals from the Bellati homeworld and are only useable by the Bellati as a conduit for their power.

The Bellati have possessed powers for hundreds of generations, but the true origin is unknown. Bellati scientists and philosophers believe that their homeworld (before its destruction) emitted some sort of undetectable radiation that had altered their people's genetic code over time. This would also explain why they are unaffected by areas on Earth irradiated by nuclear strikes.

## Physical Characteristics

- **Sex** (*e.g.* male, female, other)
- **Build/physical description** (*e.g.* slender, sickly, slippery, athletic, agile, scary, commanding, filthy, willowy, sleek)
- **Average height**=5'9" to 7'6"
- **Longevity**=250 years
  *If players wish to choose numbers outside of these ranges, they must consult with their GM.*
- **Facial features & accessories** (*e.g.* Bellati skin markings, head adornments, eye color: black, white, grey, orange)
- **Hair** (*none*)
- **Skin color** (*e.g.* ashen yellow, mustard, light brown, grey)
- **Clothing** (*e.g.* mismatched, futuristic, dirty, practical, scant, inappropriate, tasteless)
- **Distinguishing characteristics** (*e.g.* Belatti skin markings, body art, piercings, scars)

## Personality Traits

**Demeanor (roll 1d10):**
1. Superior (*e.g.* arrogant, thinks they are better than any non-Bellati)
2. Sacrificial (*e.g.* saintly, will do anything to help others)
3. Guilt-ridden (*e.g.* remorseful, constantly trying to make up for the havoc caused by the Bellati)
4. Brilliant (*e.g.* scientifically minded, logical, a problem solver)
5. Conniving (*e.g.* plotting, scheming, crafty)
6. Socially awkward (*e.g.* can't identify social cues, blunt, stiff)
7. Unsentimental (*e.g.* realistic, matter-of-fact)
8. Meticulous (*e.g.* exact, fastidious, thorough)
9. Peaceful (*e.g.* friendly, calm, avoids conflict if possible)
10. Reserved (*e.g.* cautious, shy, composed, restrained)

**Designation while aboard The Jalu'Maktar (roll 1d12):**

1. Science Officer
2. Navigation
3. Child Rearing
4. Planetary Research
5. Engineering
6. Health Care
7. Power
8. Fusion Drive
9. Nutrition
10. Morale Officer
11. Resource Management
12. Astronomy/Spatial Anomalies

**Motivations (roll 1d8):**

1. To learn all there is to know about your discipline
2. To fix Earth and undo the damage that your people have caused
3. Colonize Earth and make a new and safe home for the Bellati
4. To leave Earth and take to the stars once again
5. Sell your idea of utopia to all who will listen
6. To connect with the natural world as often as possible
7. Live a quiet life, free from conflict and drama
8. Find your daughter who was abducted by a group of angry humans

**Beliefs (roll 1d4):**

1. Racism: Belief that the Bellati is a superior race.
2. Naturalism: Belief that the universe is governed by natural law rather than supernatural or spiritual.
3. Pantheism: Belief that the universe IS God, or that God is made up of everything in the universe.
4. There are 2 types of beings: the weak who need to be ruled, and the strong who rule them. I'm the strong.

**Social Connections (roll 1d8):**

1. You were a high-ranking member of the Jalu'Maktar crew.
2. At one time you were the caretaker for a group of humans. They all died from the Bellati virus.
3. You have connections to the black market
4. You were responsible for saving an important human.
5. You are the member of a secret network of Bellati agents that collect data to help and protect one another. Contact can usually be made in large settlements.
6. You may have impregnated (or been impregnated by) a human. You didn't know this was possible.
7. You're known by many to cause trouble wherever you go.
8. You owe a great debt to a sadistic man.

**Other Considerations:**

- What was your journey to Earth like?
- Do you have any long-term goals or things that you're searching for? Do you have something for which you feel the need to atone?
- Do you have any secrets? Is there something about yourself that you would like to remain hidden from your friends?
- Do you have any likes, dislikes, or fears? (*e.g.* fear of Mutants, likes anything technological, dislikes people who don't respect nature)
- Do you possess any sentimental items from your past or your homeworld? Perhaps a crystal from your planet that you wear around your neck.

# Bellati Names

| Male | Female |
|------|--------|
| Aaldaar | Alzavika |
| Bor'golo | Bellith'Ata |
| Chorpos | Goshoone |
| Ck'polith | Hux'Ora |
| Djor'vo | Iliara |
| Fa'Kallath'Fa | Jor'Aaa |
| Jnort'Gorb | Malawren |
| Jorvek | Nori'Pak |
| Kryk | O'lanii |
| Maknop | Pran'ath |
| Malum'chan | Qin'Qita |
| Qree'Qraa | Rybana |
| Rak'djin | Sala'Nati |
| Voth | Xkrth |
| Xopo'Iilet | Veroni'th |
| Zolo'p | Zena'Z |
| **Awkward Human Names** | |
| Jorek Funtimes | Lady Beautiful |
| Thin Eddie | Jeff Feathers |
| Number One Mike | Wilson Pickles |
| Mr. Gandhi | Jason Cool Smooth |

### Is that your real name?

*Like Mutants, the Bellati will sometimes choose a "human" name to blend better in society. Although they are generally fluent in Earthly languages, they are often a bit socially awkward. Their "human" names may sometimes sound like a bad translation from another language.*

# Choosing and Leveling Your Disciplines

Four disciplines are available to the Bellati: Life-force, Anguish, Resolve and Control.

When choosing a discipline, make sure that your ability scores meet the minimum requirements of that discipline; **you only need to meet these requirements for your primary discipline.** The discipline that you select at level 1 is automatically your primary discipline. At level 1, select a level 1

power from your chosen discipline's power tree. Each time you character levels-up, choose a new power from your power tree. When learning a new power, you don't have to progress chronologically through the power tree but may only select powers equal to or lower than the current level of your discipline.

As an example, let's look at the Life Force power tree:

As a level 3 Life-force discipline **Life Swap**, **Energy Beam**, and **Mass Heal** could be selected while skipping both level 2 powers.

## Life Force – Power Tree

| Power Level | Powers | |
|---|---|---|
| 1 | Life Swap | Energy Beam |
| 2 | Resurrection | Detect Life |
| 3 | Mass Heal | |
| 4 | Aura of Life | Enhanced Energy Beam |
| 5 | Enhanced Life Swap | Altruistic |
| 6 | Transpose Life-force | |

## Special Benefits by Discipline:

When you choose a primary discipline, you will receive a few benefits provided by the discipline.

### Life-Force:
- Additional healing capability in the Life-force tree where noted.
- Resurrection power grants more HP and removes the death penalty.

### Anguish:
- Roll an additional damage die when using the following powers within the Anguish discipline:
  - ➢ *Suffer*
  - ➢ *Life-drain*
  - ➢ *Cone of suffering*
  Additional damage dice are only applied to your regular attack. Critical damage is applied as usual.
- Aura of pain inflicts 3 damage instead of 2.

### Resolve:
- Gain an additional +1 health per level, including level 1.
- Receive the Advanced Energy Weapons Proficiency bonus talent.
- Reflective Aura and Enhanced Reflective Aura gain a +2 defense bonus.

### Control:
- Gain a +4 bonus to all counter rolls

## Multiple Disciplines

At level 4 you may choose to select a 2nd discipline, and at level 7 you may choose a 3rd discipline. Bellati may have a maximum of 3 disciplines. When choosing multiple disciplines, **begin again at level 1** in your new discipline's power tree. Secondary and tertiary disciplines **don't** receive the "special benefits" listed above. You do, however, receive bonus talents and weapon proficiencies from your secondary and tertiary disciplines.

Each time you level-up, you may select a new power from any of your disciplines (increasing that discipline's level) as long as you never have powers of a higher level or more powers in your secondary and tertiary trees as you have in your primary tree; ties for the number of powers and the highest power level are allowed. This guideline is for each discipline independently. For example, you could have a primary discipline, a secondary discipline, and a tertiary discipline each with 6 level 6 powers.

## Multiple Discipline Guidelines

- At level 4 or above, you may choose a 2nd discipline.
- At level 7 or above, you may choose a 3rd discipline.
- Ignore ability score requirements for 2nd and 3rd disciplines.
- When choosing a 2nd and 3rd discipline, receive weapon proficiencies and bonus talents as well.
- 2nd and 3rd disciplines may never have more skills, or skills of a higher level, than the primary discipline (ties allowed).

## Power Types

Using a Bellati power always requires a complex action unless otherwise noted in the power description. See *Chapter 4: Combat Mechanics* for more details on simple and complex actions.

- **Recovery Power:** Recovery Powers require a great deal of focus and energy; consequently, you must have an 8-hour rest before using the same power again.
- **Battle Power:** Battle Powers are taxing but not as taxing as Recovery Powers. You may use these powers once per hour.
- **Passive Power:** Once you have learned a passive power, it exists permanently, and its effect doesn't require an action. If you are wearing armor in which you lack proficiency, then passive powers will become inactive.

*Battle Powers and Recovery Powers are expended even if they are unsuccessful.*

## Life Force

Bor'golo had "enlisted" in a local militia. At first, they were resistant to the idea. To even encounter a Bellati was a rare occurrence, let alone having one fight beside you on the battlefield. But they were desperate; their numbers were dwindling, and they needed a field medic. In that regard, Bor'golo was far better than any human could hope to be.

"Help! It's got me!" yelled a man through the pandemonium of battle. Bor'golo raced across the battlefield towards the screams. He saw Max, his squad mate, gored through his midsection by a giant mutated boar and being flung around like a rag doll. Bor'golo reached out his palms and sent forth an eruption of dazzling, radiant energy towards the horrible beast. Snarling in agony, it tumbled to the

*ground with a heavy thud, flinging Max from his razor-sharp tusks.*

*"Don't worry, Max. I'll fix you up." Bor'golo rushed over to his injured friend. He placed his hands on the bloody wound and into it transferred life-giving energy. In mere seconds, the bleeding had stopped, and the wound had closed.*

*"Good as new," confirmed Bor'golo, confidently.*

*"Thanks! You're a life-saver, literally!" Max said, gratefully. "These giant Mutant boars really creep me out. We've got to get rid of them."*

*"I couldn't agree more," said Bor'golo. Humans and Bellati didn't always see eye to eye but being able to rally behind a similar cause—in this case, ridding the world of these aberrations against nature—certainly helped with the generally contentious interspecies relations.*

*"The beasts are retreating!" announced another voice somewhere on the battlefield to the tired cheers of injured soldiers. Bor'golo raised his arms and sent forth a rejuvenating blast of healing energy to all his comrades. Their cheers grew louder, but Bor'golo noticed a man nearby. His body lay lifeless in the dirt. The cheers died down to a whisper.*

*"Commander Braxx is dead," one man said.*

*"Let me see what I can do," Bor'golo offered, kneeling next to Commander Braxx's lifeless body. Quietly, he uttered a few words in Bellaah', his native language, and with an abrupt intake of his breath, Commander Braxx's eyes shot open and he sat up. The cheers from the soldiers were deafening.*

*"Owww, my head is killing me," groaned the commander.*

*"But you'll be ok," Bor'golo reassured him with a smile as Braxx was hoisted off the ground and onto the shoulders of two large militia members who began carrying him off to the chants of the crowd.*

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**Ability Score Prerequisites**
Primary Discipline: Power 14

**Health points/level**
1d8

**Armor Proficiencies**
None

**Weapon Proficiencies**
DED Pistol

**Starting Equipment**
DED Pistol
Small Backpack

**Bonus Talents**
Immune to Radiation
Cure Radiation Sickness (level 6)

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# Power Tree

| Power Level | Powers | |
|---|---|---|
| 1 | Life Swap | Energy Beam |
| 2 | Resurrection | Detect Life |
| 3 | Mass Heal | |
| 4 | Aura of Life | Enhanced Energy Beam |
| 5 | Enhanced Life Swap | Altruistic |
| 6 | Transpose Life Force | |

**Life Swap:**

Heal a target within 25 yards of your location while draining your own health (1 point of heal:1 point of drain). You must have line of sight to use this power.
<u>Life-force (primary discipline):</u> Healing ratio is 2:1 instead of 1:1.

**Energy Beam:**

| Attack type: Power | Duration: - |
|---|---|
| Range: 30 yards | Counter: - |
| Damage: 2d8 | Ignores defense: Yes |
| AoE: - | Ignores cover: No |
| Effect: Energy damage, 1 point heal | |

Send forth a focused beam of energy up to 30 yards doing 2d8 damage. When attacking a humanoid or an animal, Energy Beam will also grant 1 point of healing on each successful attack.
<u>Life-force (primary discipline):</u> Heals for 2 points instead of 1.

**Resurrection (Recovery Power):**

Revive a dead creature (humanoid or animal) with a touch. The creature comes back to life with 1 HP. Dead players will suffer death penalties to their ability scores. See *Penalties for Death* in *Chapter 4: Combat Mechanics* for more details.

You may only use Resurrection on creatures that have died within a reasonable amount of time. Resurrection will not affect decayed or decimated corpses.

<u>Life-force (primary discipline)</u>: Revived with 2d10 HP instead of 1 and ignore penalties for death.
Prerequisite=Life Swap

**Detect Life:**

Detect the presence of all lifeforms within 100 yards. You get a general sense of their location and complexity. For example, you could detect the presence of 2 humanoids, a dog, and a potted plant in a shack 100 yards away.

**Mass Heal (Recovery Power):**

| Attack type: AoE | Duration: - |
|---|---|
| Range: 50 yards | Counter: - |
| Damage: - | Ignores defense: - |
| AoE: Max 4 creatures | Ignores cover: - |
| Effect: Heal multiple creatures | |

Heal up to 4 creatures of your choice within 50 yards of your location for 1d12 HP, but lose 1d12 of your current HP. If the HP that you lose causes you to fall unconscious, the power fails, and your targets receive no heal.

<u>Life-force (primary discipline)</u>: Grants 2d12 healing instead of 1d12.
Prerequisite=Life Swap

**Aura of Life:**

Emits a healing aura that damages you for 1 HP while healing all chosen creatures within a 20-yard radius for 1 HP immediately and at the beginning of each of your turns. Aura of life may not be used to revive an unconscious creature.

Only one aura may be active at a time. Once an aura is active, it lasts indefinitely without having to expend an action, but a simple action can be used to toggle between them or turn them off. Auras are disabled if you fall unconscious.

<u>Life-force (primary discipline)</u>: Heals for 2HP/round instead of 1.
Prerequisite=Life Swap

**Enhanced Energy Beam:**

| Attack type: Power | Duration: - |
|---|---|
| Range: 50 yards | Counter: - |
| Damage: 4d8 | Ignores defense: Yes |
| AoE: - | Ignores cover: No |
| Effect: Energy damage, 2 point heal | |

Send forth a focused beam of energy up to 50 yards, doing 4d8 damage. When attacking a humanoid or an animal, Energy Beam will also grant 2 points of healing on each successful attack.

<u>Life-force (primary discipline)</u>: Receive a 4 point heal instead of 2.
Prerequisite=Energy Beam

**Enhanced Life Swap:**

Heal a target within 50 yards of your location while draining your own health (2 points of heal:1 point of drain).

<u>Life-force (primary discipline)</u>: Healing ratio is 3:1 instead of 2:1.
Prerequisite=Life Swap

**Altruistic (Passive):**

People are attracted to your unselfish dedication to healing the wounded. Permanently increase your Personality score by 3. If your Personality score is high enough, you may attract a devotee.
Prerequisites=Life Swap, Mass Heal, Aura of Life, Resurrection

**Transpose Life Force (Recovery Power):**

Swap the current HP of any 2 creatures (including yourself). HP is swapped as a raw value, not a percentage, but neither creature may exceed their maximum HP in the exchange. For example, if a creature at 15/15 HP swapped with a creature at 40/50 HP, both creatures would end up with 15 HP. The 15/15 HP creature can't exceed their max health, and the 40/50 creature would receive the 15 HP from the 15/15 HP.

Transpose Life Force may be used on unconscious and conscious creatures but not on dead creatures.

If either of the targeted creatures is unwilling to have this power used on them, they may each counter with Fortitude to negate its effects, and the power is expended. Only one successful counter is required to cancel the effects.

<u>Prerequisite=Enhanced Life Swap</u>

# Anguish

Illiana arrived at Delaware County Memorial Hospital, identified by a large DCMH on a sign out front. It was situated in a valley between what looked like two high schools, a tactical nightmare.

"Ok, I'm here," she spoke into her walkie-talkie.

"Fourth floor," an out-of-breath voice replied.

She carefully made her way to the front doors, through which she could see movement.

"You're not lying," Illiana spoke into the walkie-talkie once again. "This place is crawling with Muts."

Hospitals were practically a breeding ground for these poor creatures—humans that had been painfully and grotesquely mutated by the virus into mindless killing machines. This particular brand of Mut wasn't exceptionally dangerous if attacking alone, but they never attacked alone. They were swarm-like, relentlessly descending on their prey, overwhelming them with numbers.

Illiana focused her attention on the cluster of Muts in the lobby, reached out her arms, and shattering the sliding glass doors, unleashed a chaos of energy. Glass shrapnel danced wildly around the room and into the rotten flesh of the Muts, already shrieking in pain from the energy blast; they all dropped to the floor in a smoking heap. Illiana crossed the lobby, her footsteps crunching on the glass-covered floor.

Stairwell, she thought, scanning the area. She quickly found the door and opened it, only to be greeted face-to-face by another Mut; it swiped at her with dagger-like claws, taking a chunk out of her neck.

"Shit!" she yelped, jumping back, continuing to swear in both English and Bellaah'. A beam of liquid light, like a rope of molten lava, discharged from Illiana's chest, stopping the Mut in its tracks as the lifeforce drained from its body, and simultaneously healing the wound on Illiana's neck. She stepped over the corpse and continued up the stairs. When she reached the fourth floor, she peered through the glass panel on the stairwell door.

"What room are you in?" Illiana quietly whispered into the walkie-talkie.

"406," responded the man on the other end. The room was just across the hallway, so Illiana opened the door, unaware of the medical cart parked on the other side.

Crash! The flimsy table toppled over, and glass jars and metal instruments clattered across the floor. Illiana felt the floor gently rumble—a stampede of Muts. She burst into room 406.

*"How's it goin', Roger?" she asked. Roger, pale as a ghost, was bleeding on the floor and hugging his sniper rifle.*

*"Not bad," he replied with obvious sarcasm. "Although, I feel the care in this hospital has left a great deal to be desired."*

*"Hang tight. We've got incoming." Illiana concentrated. Tapping into her own lifeforce, she grimaced in pain as a gentle blue haze appeared around her figure.*

*I hope this shield will be enough, she thought as the first of the herd of Muts entered the hallway.*

*Illiana, blocking the door to room 406, protected Roger by sending bursts of energy in all directions— a jubilee of light. Sharp claws scratched at her, penetrating her shield. A Mut jumped on her back, and Illiana went down. Her head hit the floor with a "thud." Her vision went black. On the edge of consciousness, she reached deep within herself.*

*"Blam!" With a concussive burst, Illiana transformed into pure energy. Her feminine form, impossibly bright, not white, but all colors at once in a roiling mass, divinely floated above the floor, while devastating shocks of energy sparked in all directions, cutting down Muts like flimsy ragdolls. In a matter of seconds, all that remained was the hissing crackle of burning flesh. Illiana returned to Roger, her form fading back to normal.*

*"Hey old man. I've got something for you."*

*She pulled out a Mechano-salve made by another member of the clan. Before administering it, she placed her hand on his chest, intertwining their lifeforces, connecting their souls. She jammed the Mechano-salve into her own leg, and the tiny robots began healing her wounds; Roger miraculously experienced the same rejuvenation.*

*"Wow, way to get your money's worth," he said, sounding healthier.*

*"Yea, I'm full of surprises," she said with a grin, helping him off the floor. "Now, let's get out of here before anything else decides to show up."*

*"Lead the way," agreed Roger.*

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### Ability Score Prerequisites
Primary Discipline: Power 15, Fortitude 14

### Health points/level
1d8

### Armor Proficiencies
None

### Weapon Proficiencies
DED Pistol

### Starting Equipment
DED Pistol
Small Backpack

### Bonus Talents
Immune to Radiation

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## Power Tree

| Power Level | Powers | |
|---|---|---|
| 1 | Suffer | Life Drain |
| 2 | Aura of Pain | Pain Shield |
| 3 | Tie Fates | |
| 4 | Tap Life Force | Cone of Suffering |
| 5 | Oppressive Power | Enhanced Pain Shield |
| 6 | Energy Apparition | |

**Suffer:**

| Attack type: Power | Duration: - |
|---|---|
| Range: 50 yards | Counter: - |
| Damage: 1d10 | Ignores defense: Yes |
| AoE: - | Ignores cover: Yes |
| Effect: Energy damage | |

Fill a target creature's body within 50 yards of your location with energy, causing them to experience extreme internal pain and suffer 1d10 energy damage. You must have line of sight to use this power.

Anguish (primary discipline): Causes 2d10 damage instead of 1d10.

**Life Drain:**

| Attack type: Power | Duration: - |
|---|---|
| Range: 30 yards | Counter: - |
| Damage: 1d8 | Ignores defense: Yes |
| AoE: - | Ignores cover: No |
| Effect: Drain target's health while healing yourself | |

Attempt to tether yourself directly to the life-force of a creature within 30 yards of your location, draining their HP and adding it to your own. Life drain does 1d8 energy damage to its victim and heals you for the same amount. If a target has less remaining life than your Life Drain roll amount, then you only receive healing in the amount that was actually drained.

Anguish (primary discipline): Causes 2d8 damage and healing instead of 1d8.

**Aura of Pain:**

| Attack type: - | Duration: - |
|---|---|
| Range: 20 yards | Counter: - |
| Damage: 2 | Ignores defense: Yes |
| AoE: Chosen targets | Ignores cover: Yes |
| Effect: Energy damage | |

All chosen creatures within 20 yards of you experience intense pain and receive 2 energy damage.

Only one aura may be active at a time. Once an aura is active, it lasts indefinitely without having to expend an action, but a simple action can be used to toggle between them or turn them off. Auras are disabled if you fall unconscious.
Anguish (primary discipline): Causes 3 damage instead of 2.

### Pain Shield:

Create an energy shield around yourself by sacrificing your HP. Gain +2 defense for every HP that you sacrifice—maximum 3 HP (+6 defense).

Pain Shield only lasts 1 round, but you may choose to keep it active on subsequent rounds as a free action by deducting the corresponding HP used for the initial Pain Shield each round. If you wish to adjust the strength of Pain Shield, you must spend your complex action doing so. You may not alter the shield's defense with your free action.

### Tie Fates (Recovery Power):

| | |
|---|---|
| Attack type: AoE | Duration: 3 rounds |
| Range: 60 yards | Counter: Fortitude |
| Damage: - | Ignores defense: Yes |
| AoE: 2 creatures within 10 yards | Ignores cover: Yes |
| Effect: Ties healing and damage between 2 creatures | |

Attempt to tie the fates of 2 creatures up to 60 yards away within 10 yards of one another for 3 rounds, including the round of activation. Each creature will experience all forms of damage and healing that the other one experiences. You may target any 2 creatures, including yourself. Only damage and healing are shared, not the resulting outcomes. In other words, if a target dies from an attack, the other creature only experiences the damage. Each target counters with Fortitude immediately to negate the effects. Only one successful counter is required. When using this power on willing targets, no counter is required.

If you attempt to Life Drain a target to which your fate is tied, there will be no outcome. You can, however, Life Drain a target whose fate is tied to another, doing damage to each and healing yourself twice. You may also tie your fate to an ally and life drain an enemy, causing you to heal your ally and yourself.

### Tap Life-force:

Tap into your own life-force, sacrificing 5 HP and adding 5 damage to your next power attack. You must declare that you are tapping your life-force before rolling your attack and are subject to the -5 HP even if the attack fails. Tap Life-force cannot be used with AoE attacks or Life Drain.
Prerequisite=Pain Shield

### Cone of Suffering:

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: 20 yards | Counter: Agility |
| Damage: 4d6 | Ignores defense: Yes |
| AoE: 20-yard cone | Ignores cover: No |
| Effect: Energy damage | |

Project outwards a 20-yard cone of energy causing ALL creatures to take 4d6 energy damage—counter with Agility for ½ damage. Targets in cover automatically take ½ damage and counter for no damage.
Anguish (primary discipline): Causes 6d6 damage instead of 4d6.
Prerequisite=Suffer

### Oppressive Power (Passive):

Enemies may not counter any of your Anguish powers.

### Enhanced Pain Shield:

Create an energy shield around yourself by sacrificing your HP. You gain +3 defense for every HP that you sacrifice—maximum 3 HP (+9 defense).

The same rules for Pain Shield apply for keeping Enhanced Pain Shield active on subsequent rounds.
Prerequisite=Pain Shield

### Energy Apparition (Recovery Power):

Transform into pure energy after receiving a blow that would otherwise kill you or knock you unconscious. The transformation lasts for 2 rounds starting at the beginning of your next turn. You will transform back into your regular form at the beginning of your third turn or if you are brought to 0 HP at any point in time. While in this form you gain 4 benefits:

1. You can float 1 yard off the ground with a movement of 40 yards per round.
2. You gain 4d8 HP
3. You cannot be harmed by physical, concussive, poison, or energy damage. Elemental and mental damage may still harm you.
4. You gain the Energy Discharge power:

### Energy Discharge:

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: 20 yards | Counter: - |
| Damage: 6d6 | Ignores defense: Yes |
| AoE: All targets | Ignores cover: Yes |
| Effect: Energy damage | |

Energy Discharge causes 6d6 energy damage to all targets of your choice within 20 yards of your location and in line of sight. It ignores cover and defense, and targets receive no opportunity to counter.

*Energy Apparition may only be used if you receive a blow that would otherwise knock you unconscious or kill you. You may not choose to use the power at will. This power overrides the Perseverance talent.*

# Resolve

Valath'val had dropped his name shortly after arriving on Earth. He'd found that leaving behind anything Bellati was his best bet when trying to connect with humans. Nuke Johnson was his new name, and he dressed the part: baggy camo pants, a filthy red headband (John Rambo style), and a black tank top beneath an unbuttoned jacket that he'd pillaged from an old army surplus store—everything was a size too small for his tall stature.

"This is gonna get dirty, ain't it," said Jimmy, pulling his rifle a little closer.

"Nothin' like an old-fashioned gun-fight," Lana casually added, intentionally ignoring the severity of their situation.

"What's the plan, Nuke?"

"Stand back-to-back, and everybody stick to their side. Make sure you stay within my dampening field; it'll help."

"Gotcha," their voices echoed off the concrete walls of the cavernous underground room. Blades of light from the midday sun sliced through the grates above, illuminating Nuke and his companions in the center of the room.

"Here they come," bellowed Jimmy.

Dozens of toaster sized insects poured in from the surrounding tunnels.

"Fire, fire, fire!" commanded Nuke, as he took aim with his DED Rifle, a massive Bellati hand cannon that rivaled even the most formidable earthly weapon. Bug parts and bullet fragments exploded against the walls to the strobe-like effect of Nuke's deadly energy weapon. As the giant insects skittered closer, they launched bone-like spines that mostly ricocheted off Nuke's dampening field with a high-pitched ting.

"They're overwhelming us," shrieked Jimmy, punting away a football-sized bug by his foot. Nuke ran around grabbing the attention of as many of the assailants as he could.

"Kill as many as you can! I'll take the heat!" Nuke instructed, bugs now crawling up his legs, biting him. Thankfully his reflective aura was able to absorb much of the damage from the relentless attacks of the insects, and Nuke was known for being able to take an unbelievable amount of punishment; he was, at least among the Bellati, as durable as they came.

"What in the hell is that?" Lana yelled, pointing her pistols at the northern-most tunnel. A monstrosity, the size of the tunnel itself shambled forth letting out a grotesque howl.

"Waste it!" screamed Nuke as he leveled his rifle at the abomination. Like a blast of lightning, Nuke unleashed a devastating burst of energy nearly cleaving the monster in two. It let out a brief groan before spilling its entrails and deflating like a giant empty balloon. The insects began to scatter wildly, apparently shaken by the death of whatever that thing was.
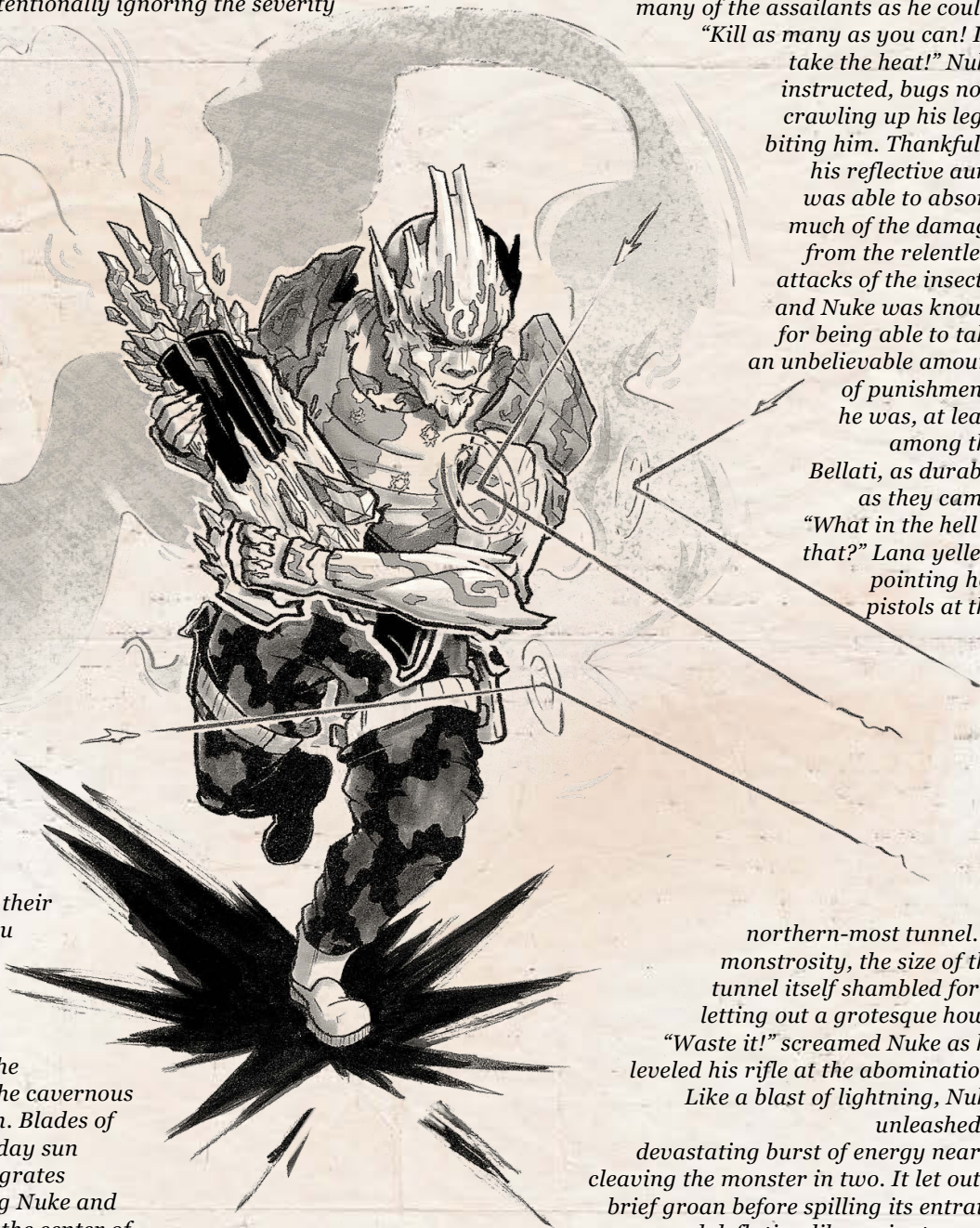
*"You alright, Nuke?" Lana asked anxiously, inspecting Nuke's bloody wounds.*

*"I'll be fine." He closed his eyes and tapped into his power. The wounds began closing right before her eyes.*

*"Well, I'll be damned. You look good as new," marveled Lana, "apart from your blood-soaked clothing, that is."*

*Nuke smiled as he surveyed his appearance, "I kinda like the look."*

## Ability Score Prerequisites
Primary Discipline: Power 16

### Health points/level
1d8

### Armor Proficiencies
None

### Weapon Proficiencies
DED Pistol
Advanced Energy Weapons

### Starting Equipment
DED Pistol
Small Backpack

### Bonus Talents
Immune to Radiation

## Power Tree

| Power Level | Powers | |
|---|---|---|
| 1 | Greater Fortitude | DED Weapon Expert |
| 2 | Awareness | Reflective Aura |
| 3 | Rejuvenation | |
| 4 | Ranged Weapon Expert | Dampening Field |
| 5 | Battle Hardened | Enhanced Reflective Aura |
| 6 | Steadfast | |

**Greater Fortitude (Talent):**
Gain the Greater Fortitude talent permanently granting you +8 to your maximum HP.

**DED Weapon Expert (Passive):**
Achieve a critical hit with a 5 or a 6 while using DED pistols and DED rifles.

**Awareness (Passive):**
You have an acute awareness of dangerous situations. Gain +3 to Acumen checks involving the detection of booby traps or ambushes.

**Reflective Aura:**
An aura of reflective energy surrounds you, increasing your defense by 2. This aura may be stacked with other armors, evasion bonuses, and shielding.

Only one aura may be active at a time. Once an aura is active, it lasts indefinitely without having to expend an action, but a simple action can be used to toggle between them or turn them off. Auras are disabled if you fall unconscious.
<u>Resolve (primary discipline)</u>: Defense is increased by 3 instead of 2.

**Rejuvenation (Recovery Power):**
Heal yourself for 50% of your maximum HP (rounded down) by tapping into your life-force. This requires a great deal of focus, so you may not move when using this power. It takes a full round for Rejuvenation to complete, so you will receive the HP at the beginning of the following round. If you take any damage while channeling Rejuvenation, you lose concentration, the effects are canceled, and you lose the ability to use this power again until you are rested.

**Ranged Weapons Expert:**
When attacking with ranged weaponry, add +5 damage to the total damage of your attack. This includes DED weapons, energy weapons, blasters, and weapons with AoE components. You may not use this bonus for melee attacks, thrown weapons, or lobbed weapons like grenades.

**Dampening Field:**
Add 1d4 to the defense score of all chosen targets within a 15-yard radius of yourself for 3 rounds, including the round of activation. When you move, the barrier moves with you, however, this power has no effect on attacks that occur from within the 15-yard radius.
Prerequisite=Reflective Aura

**Battle Hardened (Passive):**
Permanently add +10 to your maximum HP.
Prerequisite=Greater Fortitude (Talent)

**Enhanced Reflective Aura (Passive):**
Identical to Reflective Aura, Enhanced Reflective Aura increases defense by 3.
<u>Resolve (primary discipline)</u>: Defense is increased by 5 instead of 3.
Prerequisite=Reflective Aura

**Steadfast (Recovery Power) (Passive):**
If you receive an attack that would bring you to 0 or less health, you instead only go down to 1 health and may immediately take an action (not a move action). You must rest before this power can be triggered again. This power overrides the Perseverance talent.

# Control

The chilling rumble intensified. An armada of mufflerless trucks and motorcycles was approaching, Bellati hunters.

"Get this thing started, Jorek," anxiously pleaded Kamal'a as she stood in the backseat of a shabby Jeep Wrangler convertible.

The engine sputtered to life, and Jorek floored it. The jeep clattered down the desert highway, engine protesting.

"They are closing on us," said Kamal'a, looking around for solutions. "Head for those mountains!" she pointed.

Jorek swerved off the road, the jeep kicking up a trail of smoky, red dust. The hunters pursued, close enough now to identify the gory tattoos on their muscular, shirtless bodies. It was time to punish these deranged fanatics. Using her telekinetic powers, Kamal'a flung a small boulder through the window of the lead vehicle, striking the driver. The little hatchback lost control and careened into a giant cactus. Enraged, the rest of the gang opened fire on Kamal'a. Luckily, the rocky terrain made for a bumpy ride and difficult shooting. With a few flicks of her wrist, Kamal'a ripped automatic weapons from her attackers' hands and flung them to the ground. Turning her attention to another vehicle, she released a brilliant orb of blinding light that exploded in front of the windshield. The now blind driver slammed on the brakes and skidded to a halt.

"Hey, they are flanking us!" yelled Jorek, desperately attempting to squeeze every last bit of horsepower from the jeep's tired engine. Two trucks closed in on either side.

"OK, I'm gonna try something. Let's get crazy." Kamal'a resigned herself to her risky plan. There wasn't much choice as they were grossly outnumbered. "Hit the brakes!"

Jorek slammed on the brakes, and Kamal'a was thrust forward into the roll bar, knocking the wind from her lungs. She concentrated on the driver in the heavier looking truck and, with her telekinetic influence, took control of his body.

Right, she thought.

The truck lurched to the right, directly across their path, and into the side of the other vehicle. Both lost control and tumbled violently across the ground in a plume of red dust and gravel. From behind, three more trucks were quickly closing the distance, each with jagged steel skewers welded to their front end. If they were to catch up, it would be over. Kamal'a, still barely able to breathe, pointed her finger at the center truck. Massive gravitational forces sucked the trucks together as if being pulled by impossibly powerful magnets. For an instant, a wail of scraping metal, then stillness. In a private celebration, Kamal'a brushed her fingertips against her chest, a cocky Bellati gesture which best translates as "go fuck yourself."

"No time for accolades," remarked Jorek. "We are runnin' out of road, and options." He was right. They just kept coming. An unending supply of crazed lunatics.

"This must be every asshole in Colorado," Kamal'a marveled. "Keep heading for that rock face. We're almost there!"

Jorek accelerated again. The jeep reluctantly inched closer and closer to the sheer red-brown wall, hunters closing in on all sides.

"Keep going!" yelled Kamal'a, forming a circle with her hands.

"We're gonna crash!" screeched Jorek.

At the last second, a portal ripped through spacetime, directly in their path. The jeep sailed through unscathed.

"Woooooo!" squealed Jorek, looking over his shoulder at the now distant mountain. The aperture quickly closed just as another truck entered, shearing its engine from its cab.

"That was intense, Kamal'a. Remind me never to piss you off. You're crazy!"

Kamal'a jumped into the passenger seat and brushed her fingertips across her chest.

# Power Tree

| Power Level | Powers | |
|---|---|---|
| 1 | Telekinesis | Bedazzle |
| 2 | Control Creature | Aura of Mastery |
| 3 | Probe Mind | |
| 4 | Hurl Object | Singularity |
| 5 | Suppress Mind | Warp Spacetime |
| 6 | Wormhole | |

**Telekinesis:**

| Attack type: - | Duration: channeled/indefinite |
|---|---|
| Range: 50 yards | Counter: Strength (conditional) |
| Damage: - | Ignores defense: - |
| AoE: 1 target | Ignores cover: - |
| Effect: Move a 50 lb. object with your mind | |

You may move/levitate (in 3 dimensions) a 50 lb. object within 50 yards of your location with a movement speed of 30 yards per round. You must have line of sight of the object. This power is channeled, so you may not move while it is active. If you take damage at any point while you are channeling telekinesis, the channel is broken, and the object will fall. Additionally, you (and only you) may ride atop any object being levitated, giving you the ability to slowly 'fly' through the air. Note that taking damage will cancel your channel, causing you to fall to the ground, possibly taking even more damage.

A telekinetic challenge can be initiated to disable or disarm targets—your Power vs. their Strength.

If telekinesis is used to drop an item onto a target or a creature, the GM will determine the damage based on the object's weight, size, and shape. Targets may counter with Agility in an attempt to dodge out

of the way of dropped objects and completely negate damage.

**Bedazzle (Battle Power):**

| Attack type: AoE | Duration: 1d4 rounds |
|---|---|
| Range: 50 yards | Counter: Fortitude |
| Damage: - | Ignores defense: - |
| AoE: 20 yards | Ignores cover: - |
| Effect: Blind | |

Send out an orb of energy up to 50 yards from your location that will explode in a targeted area, blinding all creatures in a 20-yard radius for 1d4 rounds—counter with Fortitude to negate the effect. Enemies not in line of sight at the time of the explosion are not affected.

**Control Creature:**

| Attack type: AoE | Duration: channeled/indefinite |
|---|---|
| Range: 40 yards | Counter: Strength |
| Damage: - | Ignores defense: - |
| AoE: 1 target | Ignores cover: - |
| Effect: Physically control another | |

Gain control over a creature's body and make them do a simple task on your turn (including the turn of activation). If you attempt to attack with your controlled creature, you are not considered proficient, nor do you receive any bonus attack dice. You also don't gain access to any powers they might possess. You may only move an affected target at ½ their movement speed. You must have line of sight to use this power, and the target may counter with Strength immediately and at the beginning of each of your turns to break the effects if you choose to continue channeling this power on your following turn. You may not move while channeling this power, and any damage on **you** will immediately break its effects.
Prerequisite=Telekinesis

**Aura of Mastery:**

All allies within 20 yards of your location receive a +2 bonus to all checks, challenges, and counters.

Only one aura may be active at a time. Once an aura is active, it lasts indefinitely without having to expend an action, but a simple action can be used to toggle between them or turn them off. Auras are disabled if you fall unconscious.

**Probe Mind:**

| Attack type: - | Duration: - |
|---|---|
| Range: 10 yards | Counter: Acumen |
| Damage: - | Ignores defense: - |
| AoE: - | Ignores cover: - |
| Effect: Sense others' emotions and ethical standards | |

Attempt to secretly probe the mind of another, giving you a general sense of what they are feeling at that moment: scared, happy, etc. But if your primary discipline is Control, you will also sense their ethical standards: scared and virtuous, or happy and sadistic.

You must be within 10 yards of your target to probe their mind, and they may attempt to counter with Acumen. If they successfully counter, then you gain no information, and they are aware of the attempt to enter their mind.

### Hurl Object:

| Attack type: Power | Duration: - |
|---|---|
| Range: Telekinesis range 60 yards | Counter: Strength (conditional) |
| Damage: 2d8 + 2x # of Control powers learned | Ignores defense: No |
| AoE: Object size | Ignores cover: No |
| Effect: Hurl an object with your mind, Physical damage | |

Telekinetically hurl any object up to 300lb. within your telekinesis range, up to 60 yards from its location. You must have line of sight.

Hurl Object does 2d8 physical damage + 2x the number of control powers you have learned.

The area of effect is determined by the size of the object being thrown.
Prerequisite=Telekinesis

When hurling an inanimate object at a target:
Roll a power attack to see if your "shot" is successful.

When hurling a creature:
Roll a telekinetic challenge instead of a power attack—your Power vs. their Strength. If the enemy wins the challenge, your attack fails. If you are successful, the creature is hurled and takes damage.

When hurling a creature into another creature:
Roll a telekinetic challenge as stated above. If you are successful, then roll a power attack to see whether your attack will be accurate enough to strike its intended target. If your power attack is successful, then both creatures take damage. If it is unsuccessful then only the creature being hurled takes damage.

### Singularity (Battle Power):

| Attack type: AoE | Duration: - |
|---|---|
| Range: 50 yards | Counter: - |
| Damage: 3d10 | Ignores defense: No |
| AoE: 20 yards | Ignores cover: Yes |
| Effect: All objects pulled inward to a location | |

Create a singularity for a split-second at a target location in your line of sight within 50 yards of your current position. All creatures and objects in a 20-yard radius are violently pulled inwards towards the singularity causing 3d10 physical damage.

Targets pulled upwards or to a location where they will experience a fall would instead be subject to fall damage rather than the physical damage of the power.

### Suppress Mind:

| Attack type: - | Duration: 1 round |
|---|---|
| Range: 50 yards | Counter: Power |
| Damage: - | Ignores defense: - |
| AoE: - | Ignores cover: - |
| Effect: Suppress the use of powers | |

Attempt to suppress the use of powers by a Mutant or a Bellati within 50 yards of your location. To do this, you must succeed in a Power challenge—your Power vs. theirs. You may not move, talk, or take any other actions while attempting to do this. If your opponent wins the challenge, they may freely take actions on their turn, but, if they lose the challenge, they may not use any of their powers. They are, however, allowed to take other actions such as attacking with a weapon or moving. Suppress Mind doesn't allow you to detect the presence of Mutants or Bellati, and you must have line of sight of your target. While channeling this power, lose any evasion bonuses that are added to your defense score. Suppress mind has no effect on passive powers.
Prerequisite=Probe Mind

### Warp Spacetime (Recovery Power):

Warp Spacetime for any number of chosen targets within 200 yards of your location until the beginning of your next turn. Affected targets are essentially frozen in time and unable to interact with or perceive the world around them in any way. However, they are also impervious to any outside influence such as an attack. To those unaffected by this power, affected targets become invincible statues, impossible to even touch.

### Wormhole (Recovery Power)

Fold spacetime to create a wormhole with a 10' x 10' aperture, connecting 2 nearby locations. You can see through the aperture to the connected location as if it were right in front of you. Once activated, the wormhole will remain open until the beginning of your next turn (about 6 seconds). **Any** creature or object may pass through the wormhole from **either** direction. One end of the wormhole must be within 5 yards of your current location; the other end may be placed at various distances. A Power check is required based on distance:

- <10 yards: Power 21 check
- <50 yards: Power 22 check
- <100 yards: Power 23 check
- <500 yards: Power 24 check
- <1000 yards: Power 25 check
- <1 mile: Power 26 check
- <5 miles: Power 28 check

Prerequisite=Singularity

# Chapter 4: Combat Mechanics

## Turn Order

PRESERVING THE SAME SENSE OF NARRATIVE driven flow in combat as you would out of combat is always a challenge. To help preserve this flow, players will not roll for their turn order (often called "rolling for initiative") as is common in other role-playing games. Your turn order will be determined organically by your situation, your actions, and your choices. In general, once each player has taken a turn, a new round will begin, but the GM will have the final say in this matter. Tracking rounds is typically only relevant for the purpose of tracking the durations of powers or skills. After each player has taken a turn in the first round of combat, you may, as a means of more rigidly structuring the turn order, maintain this order in subsequent rounds. If you prefer a more rigid structure for turn order, then feel free to apply one.

Enemies' actions will occur in between the players' turns, often in direct response to the players' actions. Like the players, enemies will also only get 1 turn per round unless they possess a special ability that allows them to act more than once in a round.

In a situation where a player and their adversary might attempt to act at the same time, the GM may ask you to roll an Agility challenge. This might occur if both parties surprise one another, or both parties are prepared for a fight and are looking to gain an advantage by being the first to attack. Below is an example of a combat scenario:

> **(Lana):** I'm sick of listening to this guy ramble on. I pull out my pistol and shoot him in the face.
> **(GM):** Ok, he is definitely unprepared for your attack, so go ahead and roll.
> **(Lana):** Sweet! I crit him, and I rolled great damage—30!
> **(GM):** Wow! Ok, so you aim for his face and your shot lands squarely between his eyes. He immediately falls to his knees and slumps to the ground. Unfortunately, his 2 bodyguards draw their weapons in response to this, and both shoot at you. The one to his left looks nervous and clumsily fumbles around with his pistol, but the other one gets off a clean shot. He does 22 damage.
> **(Lana):** Ouch!
> **(Oz):** Wait, I have the Safeguard talent, and I'm standing right next to her, so I'll step in from of the attack.
> **(GM):** Ok great, you push her out of the way a little, and the shots graze both of you for 11 damage. Don't forget to subtract your Defense score.
> **(Jimmy):** Alright, so can I run up and try to give Lana a Mechano-salve?

> **(GM):** Sure, go ahead.
> **(Jimmy):** Ok! Lana gets 9 HP back!
> **(Lana):** Thanks!
> **(GM):** At this point, you all can see a man walking towards you through the scattering crowd. It looks as though both of his hands are made of flame. With a thrust of his arm, he launches a ball of fire in your direction. It explodes at your feet; you all take 28 fire damage. But you can counter with Agility for ½ of that.
> **(Lana):** Jesus, well I'm almost dead again.
> **(Cassidy):** Guys, I think we should try to get out of here. I use Confuse on that fire guy and the bodyguards.
> **(GM):** Ok, well none of them countered, so they are all standing there with stupid expressions on their faces.
> **(Oz):** Let's get out of here. I'll stay in the back to protect from further attacks.
> **(GM):** Ok, this is the next round then.
> **(Cassidy):** As we are running away, I use my Unseen Allies power. Ugh, I only rolled a 2, so 1 of the three guys can still see us.
> **(Lana):** Whatever. Let's just keep going. We head down to the alley-way that we passed on the way in.
> **(GM):** As soon as you round the corner of the alley, you come face to face with a huge muscular creature. It looks like a man, but it is massive, slightly deformed, and very angry.
> **(Jimmy):** Seriously!? We are fighting the Incredible Hulk?
> **(GM):** Well, he's not green, but sure, he's a bit hulkish. He swipes one of his massive arms at the group. Roll an Agility counter to see if you can dodge out of the way. If not, you take 35 physical damage.
> **(Lana):** Well, I'm unconscious.
> **(Cassidy):** I dodged it, thankfully. And I'm going to try to use Ally on him.
> **(GM):** Holy shit... Well, he failed his counter, because he doesn't have much of a personality.
> **(Cassidy):** So... you're saying that I now have a Hulk as a pet.
> **(Oz):** Are you joking?
> **(GM):** I guess so. The Goliath looks over at you, and his angered expression softens. Behind you, there are more dudes mobilizing and coming your way. What do you want to do?
> **(Cassidy):** Let's go back and finish what we started.

# Movement and Time

Standard movement for all characters is 25 yards/round, but many skills and powers can increase or decrease this number. On your turn, you may take your full movement, take a simple action, and take a complex action—each turn lasts ~6 seconds.

## Sprinting:

If you choose to forgo a complex action on your turn, you may sprint and increase your move distance by 15 yards for that round. You may still take a simple action while sprinting.

> Other movement-related tasks such as jumping, climbing, and swimming will be resolved with ability checks. See *Chapter 10: Ability Checks* for more details.

## Long Distance Traveling:

- **On Foot:** 25 miles/day
  Difficult terrain or adverse conditions: 15 miles/day
- **Horseback or similar mount:** 50 miles/day
  Difficult terrain or adverse conditions: 30 miles/day

*Daily movement speed may be altered by powers, abilities, or conditions at the GM's discretion.*

# Taking an Action

There are 2 types of actions that can be taken: **simple** and **complex**. You may only take one complex action and one simple action per turn, but players may also take any number of **free** actions (at the GM's discretion) on their turn. A free action is anything that requires an insignificant amount of time and effort like dropping an item on the ground or barking a command to a teammate. Below is an example of some complex and simple actions:

## Simple Actions:

- Stowing any number of weapons
- Opening a door
- Giving an item to a friend
- Retrieving a weapon or object off the ground (max 2 if both hands are free)
- Flipping a switch
- Standing up from a prone position
- Starting a chainsaw
- Putting out a fire on yourself or a friend

> *You may only take 1 simple action per round unless you forgo your complex action, then you may take 2 simple actions.*

## Complex Actions:

- Attacking
- Using a power/skill
- Reloading crossbows, rocket launchers, and Depletor Pistols
- Taking any number of stims
- Hacking
- Searching the area

# Trading an Action

If you choose to forgo your complex action, you may either sprint, as listed previously under the *Movement and Time* section, or gain another simple action. Complex actions are the only "convertible" action. You may not gain additional actions by forgoing your movement or your simple action.

# Attacking

Ranged, melee, and power attacks are made with 1 to 6 attack dice depending on the nature of the attack or the weapon you are using. An attack die is always a d6. There are four different types of attacks that can be made:

**Ranged Attacks:** Attacks made from a distance with physical weapons: throwing or shooting

**Melee Attacks:** Attacks made within melee range of a target (5 yards) using melee weapons or hand-to-hand combat

**Power Attacks:** Attacks made with Mutant or Bellati powers

**Area of Effect (AoE) Attacks:** Attacks with an area of effect component—typically no dice roll is required

# Ranged Attacks

### Guns

When making a ranged attack, you may take up to 6 shots per round (6 dice). Some weapons (like sniper rifles, shotguns, crossbows, and explosive weapons) have limitations on the maximum number of allowed shots—see *Chapter 8: Equipment* for clarification. Rolling a 4, 5, or 6 on your attack dice counts as a successful shot if you are proficient with your weapon. This is called attack difficulty 4. If you lack proficiency, then you must roll a 5 or a 6 to be successful (attack difficulty 5).

After you have determined how many of your shots were successful, roll your weapon's damage for each successful shot.

### Accuracy Bonus Attack Dice

When making a ranged attack, players with high ability scores in Accuracy may add bonus attack dice (B.A.D.)—see the Accuracy table in Chapter 2 for details.

For example, a player with 18 Accuracy declares 6 shots on an opponent—they would roll 8d6 dice in total: the 6 declared shots plus 2 bonus attack dice. Then they would drop the 2 lowest rolls and determine their success from the remaining 6 dice. You may only roll Accuracy bonus attack dice if you are proficient with the weapon you are firing. Accuracy bonus attack dice are also used with attacking with light melee weapons.

### Ammo/Weapon Damage

Weapons with fully automatic and semi-automatic modes have two different damage values, depending on the firing mode you choose. For each shot you take, expend 1 round in semi-automatic mode and 3 rounds in fully automatic mode.

You may not use two different types of ammo with the same attack. In other words, if you have armor-piercing rounds in addition to your standard rounds, you are forced to choose between the two types for that attack. You may reload your weapon with another ammo type on your next turn. Should you be dual-wielding, each of your weapons may be loaded with different types of ammo. Pistols are the only ranged weapon that may be dual-wielded.

### Reloading

Any player, whether they are proficient or not, has the ability to quickly reload weapons in between their turns as a free action. There are a few exceptions with bulkier weapons like rocket launchers, and crossbows—see individual weapon descriptions for details.

### Long Range Attacks

Attack difficulty is increased by 1 for targets outside of a weapon's short range. For instance, firing a light pistol at a range of 41-80 yards would increase the attack difficulty of your shot from 4 to 5. See *Chapter 8: Equipment* for details on weapon ranges.

### Thrown Weapons

You may throw light melee weapons and some silent weapons (like throwing knives and throwing stars) up to a range of 30 yards by making a ranged attack using bonus attack dice for Accuracy. If successful, you will do weapon damage plus any relevant bonuses—bonus damage for Strength is not used when throwing light or silent weapons. Those proficient in light melee weapons and silent weapons are considered proficient while throwing them.

You may throw up to 3 light melee and silent weapons per round—6 if you have the dual wielder talent.

### Point-Blank Attacks

A point-blank attack is any ranged/projectile attack made within melee range (5 yards) of an opponent. Point-blank attacks lower the attack difficulty by 1. If a target is within melee range but also in cover, you don't receive the point-blank attack bonus. Power attacks with a projectile component benefit from this bonus as well.

## Melee Attacks

Melee attacks are made within melee range (5 yards) of a target. Players who are unarmed or wielding light melee weapons may strike up to 3 times with a single attack. Players who are using heavy melee weapons may only strike 2 times per attack. Rolling a 4, 5, or 6 on your attack dice counts as a successful strike if you are proficient with your weapon; this is called attack difficulty 4. If you lack proficiency, then you must roll a 5 or a 6 to be successful (attack difficulty 5). Roll your weapon's damage for each, successful strike. If you are making an unarmed attack (punch or kick), the damage is always 1d2 plus your Strength damage bonus. You may not 'dual wield' unarmed attacks.

### Melee Bonus Attack Dice

A melee attack can either require Strength or Accuracy depending on the weapon being used. If attacking with a light melee weapon, use Accuracy to determine bonus attack dice. If attacking while unarmed or wielding a heavy weapon, use Strength. For example, a player with 16 Strength wielding a heavy axe declares 1 strike on an opponent. They roll 2 dice in total: 1 strike plus 1 bonus attack die. They drop the lowest roll and determine their success from the remaining die. You may only roll melee bonus attack dice if you are proficient with the melee weapon type that you are performing the attack with: unarmed, light, or heavy.

### Melee Bonus Damage

Light melee weapons do not benefit from high Strength scores. Only players making unarmed or heavy melee weapon attacks may add bonus damage for high Strength scores. Melee bonus damage is added for each successful strike.

## Power Attacks

Power attacks are used by Mutants and Bellati. Anyone using a power attack is considered proficient; consequently, they only require a 4, 5, or 6 for success on an attack roll—attack difficulty 4. Only one power attack may be made each round unless otherwise specified by the power. Many power attacks ignore armor and/or cover depending on the nature of the power. Be sure to check the individual power descriptions for details.

### Power Attacks and Bonus Attack Dice

Power attacks from Mutant and Bellati powers use bonus attack dice from the "Power" ability score. See the Power table in Chapter 2.

### Overpower

Characters with high Power scores exhibit exceptional control when using their powers. Not only do they receive bonus attack dice when making power attacks, but targets of their powers receive a penalty when they are required to make a counter roll. The overpower bonus is also listed on the Power table in Chapter 2.

# Area of Effect (AoE) Attacks

AoE attacks do not require an attack roll as accuracy is not of paramount importance. Lobbing a grenade or sending forth a burst of energy in a wide area would both be considered AoE attacks. Although attack rolls aren't required for these attacks, the GM may require an Accuracy check if you are attempting something of exceptional difficulty like throwing a grenade through a 3rd-floor window.

The area of effect of any power, weapon, or skill is always expressed as a radius from the attack's point of origin (unless otherwise noted). The point of origin can be anywhere within the attack's allowable range. For example, an attack with a 50-yard range and an AoE of 10 yards would affect everything in a 10-yard radius (a sphere with a 20-yard diameter) emanating from a point up to 50 yards away.

### Conical Attacks

Some powers or items have a cone-shaped area of effect. The point of the cone is the origin of the effect, and the area of effect describes 2 things: how far the conical effect emanates, and the diameter of the effect at its farthest point.
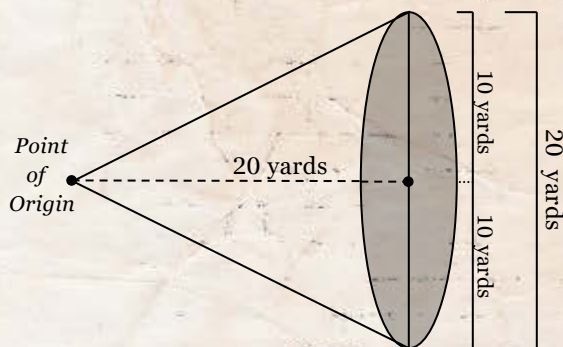


### Lobbing AoE Items

The range of all lobbed items (like a grenade) is 40 yards. Lobbing an explosive is different from throwing a weapon (like a knife) to make a ranged attack. For lobbed explosive weapons that have an AoE component to them (like grenades), no attack roll is necessary, and only 1 may be lobbed per turn as additional operating time is required. You may lob explosive items even if you lack proficiency, but there is a chance they won't explode. See *Lacking Weapon Proficiency* for more details.

### AoE Attacks and Cover

AoE attacks deal with cover in a different way than traditional attacks. Any targets that are in cover with respect to the origin of the AoE attack automatically take ½ damage, but they may counter with Agility for no damage. If the target is not in cover, then they will automatically take full damage and counter with Agility for ½ damage. For example, throwing a grenade behind a wall in which an enemy is taking cover would negate that cover for that enemy, but there might be other enemies in different positions that may still benefit from their cover.

*Note: There may be exceptions to how specific weapons or powers deal with cover. Always follow specific instructions over general guidelines.*

## Mob Attacks

When a group of creatures attack as a unit, the GM can choose to treat them as a "mob." Roll a single attack roll. On a hit, the target takes damage equal to the creature's damage roll plus 1 damage for every additional creature in the mob. On a miss, the target takes half of that damage (rounded down). The damage can be distributed among several targets if necessary, or the mob can be split into multiple smaller mobs each making discrete attacks on separate targets. Narratively, most of the creatures hit on a hit, and most of the creatures miss on a miss.

Typically, mobs will only be used when dealing with large groups of somewhat feeble enemies.

## 7+ Attack Difficulty

In a situation where a 7 or greater is required to hit a target, a 6 is all that's required; however, you may not make use of any bonus attack dice, and you may not achieve a critical hit.

## Lacking Weapon Proficiency

Any character may attempt an attack with just about any standard weapon (with few a few exceptions due to prerequisite requirements), but if you lack proficiency you are subject to 3 penalties.
1. Attack difficulty 5 is required for a hit.
2. You may not achieve a critical hit.
3. There is a 20% chance (roll a 20 or less on a d100 percentile roll) when using a weapon or explosive of any type that the weapon jams and doesn't fire, or the explosive simply doesn't explode. Did you leave the safety on, or forget to pull the pin on your grenade? Weapons will only stay jammed for 1 round and will function properly on subsequent rounds as long as you don't fail your weapon proficiency check again. Explosive weapons that had been thrown but didn't explode may be picked up and used at a later time.

## Critical Hits

A critical hit is achieved when you roll all 6s on **all** your declared strikes, shots, or power attacks. When this happens, roll **1 additional damage die** of the same type. You cannot achieve a critical hit on targets with 7+ attack difficulty, and you may only achieve a critical hit if all your shots/strikes are on the same target. You may only achieve **one critical hit per round** if you are dual-wielding.

Example 1: A player with 15 Accuracy declares 3 shots with an SMG against an opponent. They roll 6, 6, 6, 2 (+1 bonus attack dice). They drop the

lowest roll, and all 3 of the declared shots are 6s, so they score a critical hit and roll an additional damage dice of the same type: (3d6) + (1d6)

Example 2: A player with 20 Strength declares 1 melee strike with a heavy melee weapon against an opponent. They roll 6, 5, 3, 1 (+3 bonus attack dice). They drop the lowest 3 rolls, and the remaining die is a 6, so they score a critical hit and roll an additional damage die of the same type: (1d8+3) + (1d8)

## Dual-wielding

Pistols, light melee weapons, and thrown weapons may be dual-wielded. When duel wielding, always treat each weapon attack separately, effectively giving you 2 separate attacks on your turn. Fully resolve your 1st weapon's attack before attacking with your 2nd weapon.

Any player may attempt to dual-wield without the dual-wielder talent, but they'll receive a +2 attack difficulty penalty to **both** attacks when doing so.

You can freely mix and match any weapons for each of your 2 attacks. For example, you can take 6 shots with a pistol and 3 strikes with a sword.

## Cover

There are two types of cover: light and heavy. When making a ranged or power attack against a target in cover, a +1 attack difficulty is added for light cover and a +2 attack difficulty is added for heavy cover. So, a player with weapon proficiency making an attack on an opponent in light cover would require a 5 to hit; heavy cover would require a 6. Cover has no effect on melee attacks.

**Light cover:**
- overturned tables
- basic vehicles/cars doors
- dense bushes
- windows of a flimsy house
- fog

**Heavy cover:**
- armored vehicles
- bunkers
- windows of a concrete building
- large trees
- large rocks
- thick smoke

Environmental obstacles may also act as a form of cover at the GM's discretion: heavily wooded areas, dense fog, dust storms, torrential downpour. The GM will determine whether any of these conditions count as light cover, heavy cover, or even invisibility when determining attack difficulty.

> ### I'm Covered!
> *If you are in heavy cover, make no attacks, and completely hide from sight. Then you are invulnerable to attacks that require line of sight. If you are in light cover, make no attacks, and completely hide from sight, the light cover then acts like heavy cover.*

## Defense

A character's defense score is made up of 2 factors: body armor value and evasion value. Simply add these 2 numbers, and you'll arrive at your defense score. Those wearing Bounty Hunter's vest or better (armor value 3+) may not add their evasion bonus to their defense score as their armor is too restrictive. Consequently, if you have a high evasion score, it might benefit you more to wear a lesser armor such as Ballistic Inserts or a Stab-proof Vest.

How does defense work? The total damage of an attack that causes **physical** or **concussive** damage is reduced by your defense score. Against an opponent that is dual-wielding, your defense will reduce the damage from each of their 2 attacks.

Damage mitigated by your defense score is subtracted **after** counter rolls where applicable.

Example: You are barraged with bullets from an assault rifle. 5 shots are successful, doing a total of 36 damage. You are wearing armor with a value of 6 (36-6=30). You take 30 physical damage. Immediately following that attack you sustain 20 more physical damage from another foe (20-6=14). You take 14 more damage.

## Multiple Targets

You may choose to distribute your shots or strikes among any available targets. After you choose your targets, roll your attack. Successes will be divided among your selected targets. If you have more targets than your rolled successful shots/strikes, the GM will determine which targets are struck.

In the event you are attacking targets with varying attack difficulties, use the highest attack difficulty for all targets.

## Combat Modifiers

Combat modifiers are used when making an attack roll. Below is a list of situations where your attack difficulty would change; negative numbers make attacks easier as they lower the number needed on your dice roll. The list below contains some common situations that you might encounter, but the GM may modify attack difficulty as they see fit for specific situations that aren't included below.

| Situation | Attack Difficulty Modifier |
|---|---|
| Melee Attacking Target from Behind | -1 |
| Point-Blank Range (projectiles only) | -1 |
| Target is Stunned/Immobilized | -1 |
| Target is Ambushed | -1 |
| Attacking from Hidden Location | -1 |
| Firing Weapon at Long Range | +1 |
| Target is in Light Cover | +1 |
| Target is in Heavy Cover | +2 |
| Target is Flying | +1 |
| Nighttime (projectiles only) | +1 |
| Target is Invisible | +2 |
| Complete Darkness | +2 |
| You are Blinded | +2 |
| Target is Prone | +1 Ranged -1 Melee |

*Attacks that don't require line of sight like some mental damage attacks may not be susceptible to attack difficulty modifiers.*

*Modifiers can stack whenever it is appropriate. For example, firing at an individual in a moving helicopter would have an attack difficulty modifier of +2: +1 for light cover, and +1 for flying.*

## Counter Rolls

Counter rolls are similar to ability checks in that you are using your base ability scores plus a d20 roll to determine success. The difference is that in order to succeed on a counter roll, you must always achieve a sum of 25 or better. Counter rolls are typically required as a reaction to something like an explosion or the effect of a Mutant power. For example, if a Mutant with 16 Acumen must counter a mind-affecting power from another Mutant, they would need to roll a 9 to achieve a score of 25 and succeed. Refer to your individual powers and skills for information on whether a counter is required.

Mutants and Bellati with high Power scores may impose a penalty to their opponent's counter rolls; this is called overpower. Refer to the power table in chapter 2 for Overpower values.

## Ambush

There is no official mechanic for ambushing. If an ambush were to occur, it would unfold logically based on the narrative. If the players find a great hiding spot and lure an unsuspecting enemy into a trap, they will likely get the advantage of acting first. Conversely, if the players unknowingly wander into a trap, they will be attacked without warning.

## Falling

Falling creatures are subject to fall damage: 1d10 for every 10 feet of distance fallen. If you are falling on top of another creature or onto a forgiving surface, the GM will decide how damage is sustained and/or distributed.

Fall damage is **not** mitigated by defense score.

## Temporary HP

Temporary HP is HP that is added to your character for a period of time. This HP may not be healed once lost, however, it may temporarily increase your maximum HP. You may revive an unconscious creature using temporary HP, but when the duration of the HP expires, the creature will again fall to 0 HP and become unconscious provided they received no additional healing. Temporary HP is always removed first when taking damage.

## Resting and Regaining Health

Resting is used to gain back the use of recovery powers and regenerate HP. A resting period requires at least 8 hours of uninterrupted sleep during which time you regenerate 1d6 HP for every 10 HP of your character's maximum health (rounded down). For example, a player with 54 maximum HP (rounded down to 50) would roll 5d6 dice when determining their HP regeneration during an 8-hour rest—1d6 for every 10 points of their maximum HP.

If a character's max health is below 10 HP, they may still regenerate 1d6 health during an 8-hour rest.

## Fighting for Your Life

When you are subject to an attack causing you to drop below 1 HP, you immediately fall unconscious. Your health does not fall into negative numbers, you are simply in an unconscious state. Without treatment, you will die eventually. You must "fight for your life" each round to stay alive. At the end of every round (starting the round after being knocked unconscious), roll a Fortitude 23 check. If passed, you are safe until the next round. If failed, mark the failure. If you accumulate 2 failures, your character dies and can only be brought back to life by a Bellati resurrection power or a Mechanic's defibrillator. If you receive any damage while unconscious, you automatically fail your Fortitude check. This can be damage from a direct attack or ongoing damage from various sources such as fire or poison.

If a player ever receives damage from a single source equaling or exceeding 2x their maximum health, they automatically die.

Beneficial and negative effects of stims persist while unconscious.

## Healing

If a player becomes unconscious at any time, they must receive healing to regain consciousness. Once healed, they immediately regain consciousness and may act on that round if they haven't done so already. A heal can be from many different sources:

- Healing powers
- Mechano-salves
- Stims
- Successful Medic checks*

*A Medic is an advanced ability. See *Chapter 10: Ability Checks—Medic* for information on Medic checks.

## Resurrection

Recently deceased creatures may be resurrected if you have the power to do so, but resurrection powers or abilities won't work on victims that have been dead for an extended period. This period can vary depending on the situation, but generally, a creature that has been dead for more than 10 minutes will be dead forever.

## Penalties for Death

Any time your character is resurrected from death (not unconsciousness), they lose a point from one of their ability scores. The GM will make a roll to determine which stat is affected:

1. Strength
2. Agility
3. Fortitude
4. Acumen
5. Accuracy
6. Personality
7. Power (Mutant and Bellati only)

*Roll a d6 for humans and roll a d8 for Mutants and Bellati. If an 8 is rolled, roll again.*

## Vision

### Daytime

The visual range of anyone standing on Earth is dictated by obstacles and elevation. While standing on flat ground on a clear day, it is reasonable to see another object over 2 miles away. If you are standing high up on a hill you might be able to see that same object up to 10 miles away, or even a mountain range 30 miles away! It is up to the GM to determine landscape and weather conditions that will dictate the distance of your vision. There could be thick fog that only allows you to see 30 yards or light fog that allows you to see 100 yards or maybe a torrential downpour that allows you to see 150 yards away.

### Nighttime

Just like in the daytime, it is possible to detect even a flicker of light that is miles and miles away if you have line of sight. However, detecting an object that is just reflecting starlight rather than emitting its own light is considerably harder. All nighttime combat without night vision or against a target that isn't lit up by a light source receives +1 attack difficulty to any ranged attack or power attack with a ranged component—powers with a mental damage component are exempt from this penalty.

## Damage Types

**Physical:** Damage caused by standard melee/ranged weapons or an unarmed attack. Physical damage is mitigated by defense score. Heavy vehicles and structures are immune to physical damage.

**Concussive:** Damage caused by explosives or large projectiles. Concussive damage is mitigated by defense score but will damage heavy vehicles and structures.

**Mental:** Damage caused by mind-affecting powers. Mental damage cannot be mitigated by a character's defense score and usually ignores cover.

**Energy:** Damage caused by pure energy attacks including Bellati weaponry. Energy damage is not mitigated by a character's defense score.

**Poison:** Damage caused by various poisons—man-made or naturally occurring. Poison damage is not mitigated by a character's defense score.

### Elemental Damage:

These damage types fall under the subcategory of elemental. Elemental Mutants may generate these damage types depending upon their spec.

**Electrical:** Damage from any electrical source such as an overloaded computer system or a bolt of lightning. Electrical damage is not mitigated by a character's defense score.

**Fire:** Damage caused by flames or some explosions. Fire damage is not mitigated by a character's defense score.

**Cold:** Damage caused by extreme temperatures well below freezing. Cold damage is not mitigated by a character's defense score.

## Combat Effects

**Stunned:** You can see and hear what is happening around you but cannot move, talk, or take any actions. You may not make Strength or Agility counters when stunned and lose the ability to use any talents or abilities related to movement like Avert, Swift Maneuvers, and Safeguard.

**Immobilized:** You cannot move. You may take any actions that make sense depending on the type of immobilization, but no actions that require movement. You may not make any Agility counters when immobilized and lose the ability to use talents or abilities related to movement like Avert, Swift Maneuvers, and Safeguard.

**Dazed:** You move at ½ of your regular movement speed. You receive a -5 penalty to your Agility counters and lose the ability to use talents or abilities related to movement like Avert, Swift Maneuvers, and Safeguard.

**Prone:** You are lying on the ground. You may use your simple action to stand up. When melee attacking a prone target, the attacker receives -1 attack difficulty. When ranged attacking a prone target at a reasonable distance (determined by the GM), the attacker receives +1 attack difficulty as the target would be much harder to see. If the target is within melee range however, the attacker would instead receive the point-blank attack bonus.

**Blind:** You cannot see. Lose the use of bonus attack dice and receive a +2 penalty to your attack difficulty.

**Deaf:** You cannot hear, so you may not communicate with party members or be made aware of events by means of speech or sound. You are, however, not susceptible to any powers or abilities that require you to hear something.

**Distracted:** Your attention is focused on something; attacks or loud events will nullify the distraction. Players receive a +5 to sneak checks against distracted targets.

**Channeled:** Channeled powers or skills require an extra level of concentration, often over multiple turns. You may not move on any turn in which you are channeling unless otherwise noted. Each turn in which you are maintaining your channeled power/skill requires you to spend either a simple or complex action based on individual power/skill requirements. Your channeled power is instantly canceled if you are stunned or knocked unconscious.

## Performing Powers

There is no specific method by which Bellati or Mutant powers are physically executed. Each power will usually have an intuitive motion. For example, blasting forth a beam of energy may be achieved with some type of hand motion, while reading another's thoughts might be achieved simply by closing your eyes. The "motions" for each power should be personally decided by you and the GM for storytelling purposes only; they should be intuitive. There might be situations where hand/arm positions can affect the use of powers. For example, your hands could be cuffed behind your back making it difficult for you to accurately aim the previously mentioned energy beam. If this is the case, the GM could use that scenario to create an interesting situation in which you must be creative. In other words, don't be a metagamer. The story comes first.

## Rules Discrepancies

If two rules disagree, always follow the more specific rule rather than the general rule; rules explicitly written for specific powers or skills should be followed over general game mechanics. The GM will have the final say in determining how to interpret rules if there is a discrepancy or debate, and they may ignore or customize any rules that don't work for their play style. What's most important is creating an environment where stories and combat encounters can play-out in a seamless narrative flow.

# Chapter 5: Talents and Proficiencies

TALENTS AND PROFICIENCIES ARE ABILITIES that become available at varying levels based on your Acumen score. Most talents and proficiencies are available to everyone regardless of their race, or ability scores, but some have prerequisite requirements, so be sure to observe them when applicable. At level 1, all characters select either a talent or a proficiency. Refer to *Chapter 2: Ability Scores – Acumen* for information on when your next talent/proficiency selection is allowed.

## Talents

**Accuracy:** Attack all enemies in heavy cover as if they were in light cover—only applies to attacks or powers that are susceptible to cover.

**Amplify Power:** Attempt to amplify the effect of any Mutant or Bellati power attack. Multiply any damage or healing power by a 1d4-1 roll:

- 0=Power fails
- 1=Power acts as intended
- 2=Power effect is doubled
- 3=Power effect is tripled

Amplify Power only affects power attacks and doesn't apply to standard ranged/melee weapon attacks, passive powers, or AoE attacks. Damage and healing bonuses are amplified where applicable, but critical damage may not be amplified and is therefore added as normal. If the power fails, your action is still expended.

With respect to damage, Amplify Power only applies to the damage that is directly caused by the powers themselves, not secondary effects like an explosion caused by the use of a power, or a falling object that strikes an enemy as the result of a power being used. For example, an Elemental Mutant shoots a fireball at a gasoline can. His amplified fireball causes more damage, but the resulting explosion from the secondary gas can explosion only causes the damage it would have normally caused.
Prerequisite=Mutant/Bellati only

**Apothecary:** Create a vial of poison from naturally growing plants. You must have the proper materials to do so. This requires 1 hour of dedicated searching of a natural environment (forest, mountainside, cave, etc.) and 1 hour to create each vial; a vial contains 1 dose of poison.
When searching for plants, you have a 25% chance to find one of value. Roll a d100. If you roll 6-25, then you will find a random plant that may be used to create a poison. Roll a 1-5 and find a specific plant of your choice. Poisons are listed on the Misc. Equipment table.

**Attentive:** You have tremendous attention to detail. Add a +3 bonus to all Acumen checks, challenges, and counters including advanced ability checks like hacking, complex vehicles, and medic.

**Augmented Senses:** Visual impairments that you experience in combat don't alter your attack difficulty when making attacks. You use other senses and intuition to gain a strong sense of enemy positions—does not apply to cover.

**Avert:** You are outstanding at dodging incoming melee and ranged attacks. Add a +1 bonus to your defense score and +3 bonus to Agility counters when dodging AoE attacks. You may not use Avert if while stunned or immobilized.
Prerequisites=12 Agility, Light armor or no armor

**Boost Armor:** You know how to tweak your body armor to make it slightly more effective. Gain a +1 bonus to defense while wearing armor in which you are proficient. You may choose this talent 2 times, giving a max bonus of +2.

**Cleave:** When making melee weapon or unarmed strikes, deal the same amount of damage to 1 other target within melee range. Only standard melee **strikes** can cleave, so you may not cleave another target when using a power or a skill. You may, however, add passive damage that is gained by powers, skills, or talents as you would any normal strike. The cleave talent does not stack with other cleave or AoE attacks.

**Counteract:** Gain a +2 bonus to all counter rolls. Counteract doesn't affect checks or challenges.

**Crack Shot:** Increases the short and long ranges of all standard ranged weapons by 50 yards. This does not apply to weapons that are thrown, energy weapons, or Bellati weapons.

**Cure Radiation Sickness:** Once per day you may completely cure any creature of radiation sickness. This talent is equivalent to taking 1 dose of Prussian Blue. See *Chapter 9: Psychostimulants - Other Non-addictive Drugs* for more information.
Prerequisite=Mutant/Bellati level 6

**Deft:** You have a rare talent with small motor skills. Gain a +6 bonus when disarming traps that require Accuracy.

**Diplomat:** You are a skilled mediator and negotiator. Receive a +4 bonus to Personality checks and challenges when bartering, negotiating, persuading, or public speaking.
Prerequisite=12 Personality

**Dishonest:** You are a good liar. Add a +4 bonus to Personality checks and challenges when lying.
Prerequisite=12 Personality

**Drop It!:** You are skilled at disarming opponents. Add a +6 bonus to your Strength check during a disarm challenge.

**Dual-wielder:** You may dual-wield pistols, light melee weapons, and thrown weapons with no penalty to attacks. See *Chapter 4: Combat Mechanics—Dual-wielding* for details on dual-wielding rules.

If you choose this talent at level 1 you may automatically choose a light pistol or a light melee weapon in addition to your starting equipment.

**Expand Power:** Double the radius of **powers** with an AoE component to them. Expand Power does not double the number of targets in powers with a specific number of targets listed under the AoE component. For example, if a power affects 1 target, Expand Power will not make it affect 2 targets.
Prerequisite=Mutant/Bellati only

**Extend Powers:** Your **powers** are extended to 2x their range.
Prerequisite=Mutant/Bellati only

**Forager:** Forgo the -5 advanced ability check penalty on all foraging checks.

**Fortuitous:** If you fail a luck roll, you may discard the result and make a 2nd attempt.

**Greater Fortitude:** You have remarkable stoutness. Permanently gain +8 to maximum HP.

**Hacker:** Forgo the -5 advanced ability check penalty to Acumen checks when attempting to hack a computer system.

**Immune to Radiation:** Automatically pass any checks dealing with radiation sickness.

**Improved Critical Hit:** Roll 2 critical hit bonus dice instead of 1 when achieving a critical hit. This talent does not affect the AoE components of a skill or power.

**Maneuverability:** If you forgo all complex and simple actions on your turn, gain a +4 bonus to defense while moving. This talent is ineffective against AoE attacks.

**Medic:** Forgo the -5 advanced ability check penalty to Acumen checks when attempting to revive an unconscious creature. You are equipped with a field medic's kit (and the knowledge to use it) containing essential bandages, salves, and medicines necessary for treating combat wounds. A successful medical check revives a creature and heals them for 1d10 HP, but Medics receive an additional 1d6 healing bonus: (1d10+1d6).

Healing a creature in this manner does not remove ongoing effects such as poison, so creatures that are afflicted with such effects must find other ways to remove them or risk falling unconscious again.

**Mighty Blows:** Deliver immensely powerful melee attacks. Add +1 bonus damage to each successful melee strike while using a heavy melee weapon or while unarmed. Mighty Blows may be used in conjunction with any ability that benefits from Strength damage bonus.

**Multilingual:** You are fluent in the written and spoken word of 2 other languages. These can be earthly languages as well as Bellaah' (the Bellati language). You may take this talent multiple times, gaining 2 languages each time.
Prerequisite=Acumen 14

**Nimble:** You have exceptional reflexes. Gain a +3 bonus to Agility checks, challenges, and counters, and a +2 bonus to Agility checks made while sneaking or hiding.

**Observant:** You have a keen sense of what is going on around you. Add a +3 bonus to Acumen checks required for observing your surroundings or tracking creatures.

**Pack Mule:** Increase your unencumbered carrying capacity from Strength x8 to Strength x15. Increase maximum carrying capacity from Strength x15 to Strength x30.

**Perseverance:** If you are the subject of an attack that would reduce you to 0 HP, you may roll a Fortitude 20 check to stop yourself from falling unconscious. If successful, your HP will be lowered to 1 instead of 0. Once expended, you must rest before using it again. Perseverance is overridden by any powers or skills with a similar effect.

**Pill-Popper:** Take any amount of mild or moderate stims as a simple action instead of a complex action.

**Power Thrust:** Your powers are especially potent. Targets of your powers receive a -2 penalty on counter attempts made against your powers. This stacks with any overpower bonuses you already have. Prerequisite=Mutant/Bellati only

**Powerful:** Gain a +2 bonus to all Power checks, challenges, and counters.

**Powerhouse:** You know how to use leverage and throw your weight around. +3 bonus to all Strength checks, challenges, and counters.

**Pressure Point Expert:** On any round when you successfully strike a non-mechanical humanoid using an unarmed attack, you have a 15% chance to knock out your opponent, stunning them for 1d4 rounds. The chance to knock out your opponent is unaffected by the number of successful strikes. Roll your d100 percentile dice. A value of 15 or less results in a successful knockout.

**Quick Swap:** All weapons that require a complex action to reload now only require a simple action. This applies to weapons like the crossbow, the rocket launcher, and the Depletor Pistol.

**Resist Power:** You understand the nuances of Mutant and Bellati Powers to such an extent that you have a 25% chance to resist any powers used against you. Roll your d100 percentile dice. A 25 or less means that you completely ignore the effects of the power. This roll occurs before counters and does not stack with other resistances to powers. Prerequisite=Acumen 13

**Safeguard:** You are skilled at keeping others safe in combat. As a reaction to an enemy attack, you may help an ally within 5 yards of your location by stepping in front of a melee attack or projectile. The person you are defending takes 50% of the intended damage, and you take the other 50% (rounded up). Safeguard may only be used once per round and is ineffective against all forms of AoE attack. You may not use Safeguard while stunned, immobilized, or prone.

**Sneak:** Forgo the -5 advanced ability check penalty to sneak checks when attempting to sneak or hide.

**Sprinter:** Permanently increase your maximum movement speed by 10 yards/round.

**Stack Bolts:** When using a crossbow, you may fire 2 bolts (2d6 damage) in a single shot instead of 1. This still counts as 1 shot, so only roll 1 attack die plus any relevant bonus attack dice. Both bolts are always fired at a single target.

**Swift Maneuvers:** Enemies within melee range receive a +1 attack difficulty penalty when attempting to hit you with any melee, ranged, or power attack. This talent is ineffective against mental damage and AoE attacks. You may not use Swift Maneuvers while stunned, immobilized, or prone.

**Tolerance:** You are able to tolerate pain and resist reflexive reactions. +3 bonus to all Fortitude checks, challenges, and counters.

**Unarmed Strike:** You are skilled at fighting while unarmed. Your unarmed attacks do 1d4 physical damage plus relevant Strength bonuses.

**Wheelman:** Forgo the -5 advanced ability check penalty to Acumen checks when attempting to operate a complex vehicle. Add a +3 bonus to Acumen checks that are required when repairing vehicles.

# Weapon/Armor Proficiencies

Instead of choosing a talent, a player may choose to select an armor or weapon proficiency. When a level 1 player chooses a proficiency, they automatically receive an item (armor, or weapon and ammunition) that matches their chosen proficiency at the GM's discretion. For example, players that choose Pistol Proficiency at level 1 might receive a Light Pistol and 10 Light Pistol rounds. Players choosing Medium Armor Proficiency would receive a Bounty Hunter's Vest—the lowest level of Medium Armor. Players choosing Silent Weapon Proficiency might receive 3 throwing knives or a crossbow and 5 bolts.

In order to use **any** of your character's skills or powers (including passive ones), you may not be wearing armor in which you lack proficiency. Humans gain proficiencies through class selection, but Mutants and Bellati do not; they may only gain proficiencies by selecting them in lieu of a talent. If you encounter a skill that requires a specific limitation on armor type, you must abide by that skill's rule for it to function.

- **Unarmed Proficiency:**
  Gain proficiency in unarmed combat.

- **Light Melee Weapon Proficiency:**
  Gain proficiency in the use of light melee weapons.

- **Heavy Melee Weapon Proficiency:**
  Gain proficiency in the use of heavy melee weapons.
  Prerequisite=12 Strength

- **Pistol Proficiency:**
  Gain proficiency in the use of pistols.

- **SMG Proficiency:**
  Gain proficiency in the use of sub-machine guns.

- **Assault Weapon Proficiency:**
  Gain proficiency in the use of assault weapons.
  Prerequisite=SMG Proficiency

- **Shotgun Proficiency:**
  Gain proficiency in the use of shotguns.

- **Explosive Weapons Proficiency:**
  Gain proficiency in the use of explosive weapons.

- **Silent Weapon Proficiency:**
  Gain proficiency in the use of silent weapons.

- **Mech Weapon Proficiency:**
  Gain proficiency in the use of Mech Weapons.
  Prerequisite=Assault Weapon Proficiency

- **DED Pistol Proficiency:**
  Gain proficiency in the use of the DED pistol. All Bellati already have proficiency in this weapon.
  Prerequisite=Bellati

- **Advanced Energy Weapons Proficiency:**
  Gain proficiency in the use of advanced Bellati energy weapons.
  Prerequisite=Bellati
  Prerequisite=DED Pistol Proficiency

- **Light Armor Proficiency:**
  Allows you to wear Ballistic Inserts (1) or a Stab-proof Vest (2) with no penalties to your skills or powers. When choosing this proficiency at level 1 you receive Ballistic Inserts (1).

- **Medium Armor Proficiency:**
  Allows you to wear Bounty Hunter Vest (3) or Kevlar Soft (4) body armor with no penalties to your skills or powers. When choosing this proficiency at level 1 you receive a Bounty Hunter's Vest (3).
  Prerequisite=Light Armor Proficiency

- **Heavy Armor Proficiency:**
  Allows you to wear Laminated Kevlar (5), Standard Grade Body Armor (6), or Military Grade Body Armor (7) with no penalties to your skills or powers. When choosing this proficiency at level 1, receive Laminated Kevlar (5).
  Prerequisite=Medium Armor Proficiency

# Chapter 6: Ethics

ETHICS ARE THE MORAL PRINCIPLES THAT govern your character's actions and choices. Obeying your character's ethical standards, even when it puts them in a precarious situation, can provide for a more interesting, provocative, and even amusing story. There are 6 different types of ethics from which to choose. Consult your party and GM before choosing to make sure that your group will have somewhat of a 'sameness' and not be subject to infighting.

## Virtuous

A Virtuous character adheres to a strict moral code and does not deviate from it. They are driven by principles of goodness and righteousness. Examples of Virtuous characters are Jon Snow, Ned Stark, Brienne of Tarth, and Danerys Targaryen from *A Game of Thrones*, and Luke Skywalker from *Star Wars: Episode VI - Return of the Jedi*.

## Utilitarian

Utilitarianism is the belief that an ethically correct action is one that serves the greatest common good. Utilitarian characters are willing to compromise their beliefs or commit a morally questionable act if the outcome were best for the majority. Examples of Utilitarian characters are Tyrion Lannister from *A Game of Thrones*, Albus Dumbledore from *Harry Potter*, Gandalf the Grey from *The Lord of the Rings*, Spock from *Star Trek*, and Robin Hood.

## Impartial

Impartial characters don't allow ethics to influence their actions, but neither are they scheming or malevolent. They may perform good deeds if in the company of good companions, or evil deeds if serving evil masters. Henchmen, mercenaries, and innocent civilians are often Impartial. Examples of Impartial characters are Bronn or the Hound from *A Game of Thrones*, Mike from *Breaking Bad, and* Boba Fett from *Star Wars: Episode V - The Empire Strikes Back.*

## Conflicted

Conflicted characters are constantly struggling between inner forces of dark and light. They strive to do good, but for different reasons may be compelled to commit misdeeds or even atrocities. As a result, they are often tortured by their own consciences. Examples of Conflicted characters are Jaime Lannister and Theon Greyjoy from *A Game of Thrones*, Jesse from *Breaking Bad*, Sawyer from *Lost,* and Kylo Ren from *Star Wars.*

## Self-serving

Self-Serving characters are out for themselves and are willing to scheme and plot villainy of various sorts to obtain their goals. Examples of self-serving characters include Littlefinger, Cersei Lannister, and Tywin Lannister from *A Game of Thrones*, Walter White from *Breaking Bad*, Gaston from *Beauty and the Beast*, and Gollum from *The Lord of the Rings*.

## Sadistic

Sadistic characters actually take pleasure in the suffering of others. Often, they are selfish as well, but they differ from self-serving characters in that their motivation for committing evil deeds comes from a truly disturbed and antisocial personality rather than from pure ambition. Sadistic characters include King Joffrey and Ramsey Bolton from *A Game of Thrones*, the Emperor from *Star Wars*, and Lord Voldemort from *Harry Potter*.

## Changes of Ethics

Some characters change ethics over time. Examples include Han Solo (from Impartial to Virtuous), Draco Malfoy (Sadistic to Conflicted), and Anakin Skywalker (Virtuous - Episode I, Utilitarian - Episode II, Conflicted - Episode III, Self-Serving - Episodes IV and V, Conflicted - Episode VI). Residuum characters may change ethics by choice or by accident. There is no penalty for the former, although it should be discussed with the GM; the latter may result in penalties such as deduction of XP, mistrust from devotees and NPCs, or other penalties determined by the GM.

## Advanced Parties

Self-serving and Sadistic ethics can be quite difficult to role play, especially in a group where a Virtuous or Utilitarian player exists. Infighting is usually no fun, and one player can ruin a play session if they are constantly going against the group. Check with your GM to see whether or not they will allow these ethics in your campaign and take time to think about your party's ethical makeup in addition to the roles that you will choose.

# Chapter 7: Devotees

A DEVOTEE IS AN NPC THAT WILL FOLLOW you into battle, run errands for you, or use their skills to help in any way that they can; they are completely devoted to your cause. Level 1 characters with high Personality scores will start with a devotee. The level of the devotee is determined by your Personality score. Higher Personality scores attract more talented individuals.

In all likelihood, your devotee is completely devoted to you and will remain in your company despite how they're treated. However, the manner in which you treat your devotee may have great effects on your ethics, so treat them accordingly or risk having the GM change your ethics.

## Devotees and Death

If a devotee is brought to 0 HP, then they are knocked unconscious and follow the same rules of any other player character. But, if your devotee is killed in combat (or abandons you for any other reason), you will need to procure another during the course of your campaign through role-playing. Any place where people gather (cities, small towns, campgrounds, futuristic Thunderdome style fighting arenas, etc.) will usually contain a willing follower. In this world, people are always looking for a charismatic leader to guide them through the oppressing gloom.

This doesn't mean that you will be able to simply choose any NPC encountered as a devotee. They must be a willing follower and take interest in the kind of life you live, likely one of danger and adventure. The GM may require a Personality check (or challenge) or may allow you to recruit a follower with no roll at all.

*Note: Devotees heal 1d6 HP per level while resting, just like player characters.*

## Telling Stories with Devotees

Devotees can be a helpful tool for a GM to help further a storyline or present the players with new, possibly valuable information, so, generally speaking, it would be the GM's job when encountering a devotee to bring them to life with a name, personality, and back-story; however, a devotee's story and personality could also evolve naturally (the same as any other character) through the collective storytelling of the group. Of course, some devotees may provide no help to your party other than a warm body to attract bullets.

*Illustration inspired by and modeled after Kickstarter backer, Jessie Cassady.*

## Devotee List

Devotees may come with some equipment when initially recruited, but moving forward, you will be responsible for outfitting them, feeding them, supplying them with ammunition, etc. Higher-level devotees come with a greater number of proficiencies and skills making them more useful in and out of combat. Remember, like any character, lack of proficiency doesn't prevent a devotee from using a weapon or performing a task. They would simply incur the same penalties as a player character would.

Below is a list of devotees by level. The GM may choose to alter these examples in any way to best fit their campaign and their story. Perhaps providing a variety of diverse devotees with hand-selected powers could help guide your players down an otherwise impossible, yet intriguing path in an upcoming conflict.

### Level 1 (Human)
- HP: 9
- Armor Proficiency: None
- Weapon Proficiency: Pistol, Unarmed, Light Melee
- All Ability Scores: 12

### Level 2 (Human)
- HP: 14
- Armor Proficiency: Light
- Weapon Proficiency: Pistol, Unarmed, Light Melee, SMG
- All Ability Scores:13

### Level 3 (Human)
- HP: 19
- Armor Proficiency: Medium
- Weapon Proficiency: Pistol, Unarmed, Light Melee, Heavy Melee, SMG, Shotgun
- All Ability Scores: 14
- Talents: Roll a d4 for 1 of the following:
  1. Hacker
  2. Medic
  3. Forager and/or Complex Vehicles
  4. Sneak

### Level 3 (Mutant)
- HP: 19
- Armor Proficiency: None
- Weapon Proficiency: None
- All Ability Scores: 14
- Powers: Level 3 Mutant devotees get 2 powers. Roll a d6 for a support power and a d4 for an attack power:

**Support**
1. Sense Humanoid (Clairvoyant)
2. Telekinesis I (Kinetic)
3. Unseen (Mind Control)
4. Natures Grace-Level 1 (Nature)
5. Mimic Humanoid (Shape-shifter)
6. Teleport I (Teleporter)

**Attack**
1. Fireball (Elemental)
2. Shrapnel (Kinetic)
3. Thorn Spray (Nature)
4. Focused Beam (Energy)

### Level 4 (Human)
- HP: 25
- Armor Proficiency: Heavy
- Weapon Proficiency: All
- All Ability Scores: 15
- B.A.D.: 1 (Ranged and Melee attacks)
- Talents: Roll a d6 for 2 of the following:
  1. Hacker
  2. Medic
  3. Forager and/or Complex Vehicles
  4. Sneak
  5. Dual-wielder
  6. Counteract

### Level 4 (Mutant)
- HP: 25
- Armor Proficiency: None
- Weapon Proficiency: None
- All Ability Scores: 15
- B.A.D.: 1 (Mutant powers only)
- Powers: Level 4 Mutant devotees get 3 powers. Roll a d6 for defense and support powers and a d4 for an attack power:

**Defense**
1. Energy Shield (Energy)
2. Force Field (Energy)
3. Kinetic Bubble (Kinetic)
4. Thorns (Nature)
5. Heightened Senses (Clairvoyant)
6. Hardened Skin (Goliath)

**Support**
1. Sense Humanoid (Clairvoyant)
2. Telekinesis I (Kinetic)
3. Unseen (Mind Control)
4. Natures Grace-Level 1 (Nature)
5. Mimic Humanoid (Shape-shifter)
6. Teleport I (Teleporter)

**Attack**
1. Lightning Blast (Elemental)
2. Icicles (Elemental)
3. Mental Assault II (Mind Control)
4. Deadly Spit (Nature)

## Leveling a Devotee

Devotees don't level in the same fashion as player characters. All their proficiencies, powers, talents, and ability scores remain the same, but they gain 1 HP and 1 point of damage (to the total damage of their attack) for each of **your** character levels (not including level 1). So, the devotee of a level 10 character will have +9 HP added to their starting HP and will do +9 additional damage of the same type to the total damage of their attack.

# Chapter 8: Equipment

I N THIS CHAPTER, YOU WILL FIND WEAPONS, armor, vehicles, and miscellaneous items that are potentially available throughout the world. Traditional currencies no longer have any value, so, while you'll need many of your found items to survive the dangerous situations you will surely encounter, you may also trade your items with a friendly NPC or a local junk dealer through bartering. Some areas of the world may contain an abundance of loot, while others may have been picked over by bandits and have nothing of value. Resource scarcity is often common, so it's never a bad idea to manage your resources cautiously.

## Currency

Paper money completely lost its value almost immediately after the fall of Earth, and most of the coins in circulation have been melted down and made into useful and practical survival items. The only currency that has lasting value is the bullet. The cost of all items listed in this chapter is expressed by the value of standard light pistol bullets with the symbol ▪. The bullet value of each item is listed on the tables below.

As a clarification, bullets are sometimes referred to as "rounds," a more complete definition that describes the total package of bullet, casing, powder, rim, and primer contained in a single piece of ammunition.

## Rare Items

Some items are listed as "Rare" next to their cost. The GM can choose to make these items available at their discretion, but your typical junk dealer or trader will not likely have access to such items as they are rare.

## Body Armor

Body armor adds to your overall defense score, reducing all forms of concussive and physical damage. Each human class grants varying levels of armor proficiencies. Mutants and Bellati are not granted any proficiencies naturally but may acquire proficiency by selecting one instead of a talent. In order to use your skills or powers, you must not be wearing armor in which you lack proficiency—this includes passive skills and powers.

When multi-classing as a human, you **do not** gain the armor proficiency of your secondary or tertiary class.

| Armor Type | Defense | Weight | Cost |
|---|---|---|---|
| Ballistic Inserts | 1 | 2 | 5▪ |
| Stab-proof Vest | 2 | 3 | 10▪ |
| Bounty Hunter Vest | 3 | 4 | 20▪ |
| Kevlar Soft | 4 | 5 | 50▪ |
| Laminated Kevlar | 5 | 6 | 125▪ |
| Standard Grade Body Armor | 6 | 12 | 300▪ |
| Military Grade Body Armor | 7 | 20 | 600▪ |

### Dead Enemy, Broken Armor
*Body armor taken from dead enemies is often broken and useless unless the enemy had been killed by a means that would have had no effect on the armor, such as a mental attack from a Mind Control Mutant. The GM will have the final say in whether or not an enemy's armor has been rendered useless after a battle.*

## Power Armor

Power armor is the same as standard armor in that it follows the rules for proficiencies, but it's equipped with some extra shielding technology which provides a boost to its armor value. These are rare finds and can be quite valuable, especially to those with limited armor proficiencies. Power armor looks like regular armor until it is struck, at which point a shield activates to partially absorb the impact; a brief hum and a small burst of light will emanate from the point of impact. The shield generator is powered by a Bellati nuclear battery and will last for years. Once power armor is constructed, the shield generator adapts to the molecular structure of the armor and cannot be removed without destroying both the armor and the shield generator. There are 3 types of shielding:

1. **Weak (+1 defense)**
2. **Moderate (+2 defense)**
3. **Strong (+3 defense)**

## Standard Weapons

Standard weapons are weapons made by humans before the Bellati arrived on Earth; they are listed on the Standard Weapons Table. Any standard weapon
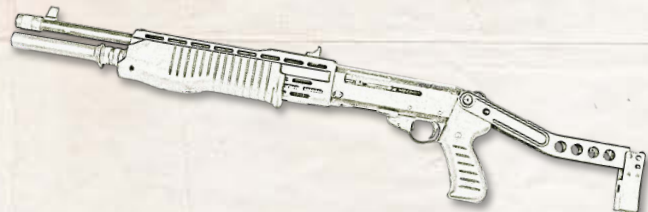
may be used by any player, even if they lack proficiency. Weapons used without proficiency are subject to penalties. See *Lacking Weapon Proficiency* in Chapter 4 for more details.

**Unarmed:** Unarmed is any attack made without the use of weapons and consists of 1-3 strikes. Use your bonus attack dice for Strength and bonus damage for Strength when making unarmed attacks. You may not "dual-wield" unarmed attacks.

**Light Melee:** Light melee weapons are small weapons that are easy to wield with only one hand. Accuracy is used when determining bonus attack dice, and you don't receive any bonus damage from Strength scores. You may also throw light melee weapons as a ranged attack up to 30 yards doing weapon damage. See *Chapter 4: Combat Mechanics—Ranged Attacks* for clarification on thrown weapon guidelines.
    Light melee weapons may also be dual-wielded, but you'll receive a +2 attack difficulty penalty to **both** weapon attacks if you don't possess the Dual Wielder talent.

**Heavy Melee:** Heavy melee weapons are bulky weapons that require a great amount of Strength to wield. Strength is used when determining bonus attack dice and bonus damage. You may not throw heavy melee weapons as they are too large and must have at least 13 Strength to even use one. Heavy melee weapons may not be dual-wielded.

**Chainsaw:** Chainsaws are heavy melee weapons, so they benefit from Strength bonus attack dice and melee damage bonuses, but chainsaws may only make 1 strike per round—2d12 physical damage plus Strength bonuses; critical strikes do 3d12 damage. Chainsaws require fuel to operate. Fuel tanks hold 1 pint of fuel (⅛ of a gallon). When full, a chainsaw will run for 30 minutes before needing to be refueled. 10 rounds of combat equal 1 minute, so a little will go a long way. Starting a chainsaw requires a simple action.

**Pistol:** Pistols come in 2 varieties: light and heavy. Pistols use Accuracy when determining bonus attack dice, and they may be dual-wielded. Anyone dual-wielding pistols receive a +2 attack difficulty penalty to **both** weapon attacks unless they possess the Dual-wielder talent.

**SMG (submachine gun):** All sub-machine guns have semi-automatic and fully automatic firing modes. Fully automatic mode expends 3 bullets per shot instead of 1. SMGs use Accuracy when determining bonus attack dice.

**Assault:** Assault rifles have the same capabilities as sub-machine guns but with greater range and damage. Assault weapons—as well as assault weapon ammo—are highly valued and sought after for their dominance on the battlefield. Like SMGs, assault rifles expend 3 bullets in fully automatic mode and use Accuracy when determining bonus attack dice.

**Shotgun:** Shotguns use Accuracy when determining bonus attack dice. Each successful shot does 1d10 damage at short range and 1d8 damage at long range—see *Standard Weapons Table* for ranges.

Double Barrel/Sawed-off:
- May only take 1 or 2 shots per attack

Pump Shotgun:
- May take up to 3 shots per attack

Tactical Shotgun:
- May take up to 6 shots per attack

**Sniper:** Sniper rifles are long-range weapons that are deadly in the hands of those with the proper skill. They may make only take 1 shot per round unless otherwise stipulated by a skill and use Accuracy when determining bonus attack dice.

# Standard Weapons - Silent

Silent weapons make no noise, so they can be used without alerting an enemy to your presence. Although these weapons are silent, keep in mind that the effects may not be—if you hit someone with a throwing knife, they may scream. Silent weapons have their own proficiency and use Accuracy when determining bonus attack dice.

**Crossbow:** Crossbows may only take 1 shot per round and require a complex action to reload. They use bolts as their ammo. You may retrieve and reuse bolts from their targets unless they have been damaged.

**Blow-gun:** Blow-guns are 12" tubes from which small darts are propelled by quickly blowing air through the tube. These darts are usually laced with
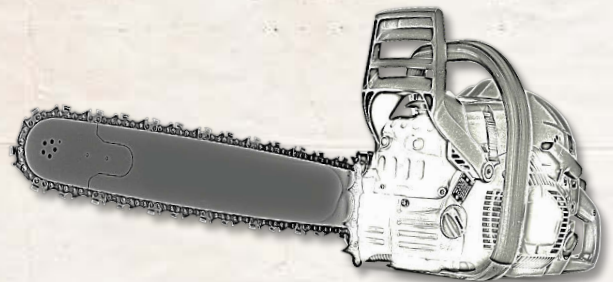
some sort of poison. You may retrieve and reuse blow darts from their targets unless they have been damaged.

**Garrote:** A garrote is a wire or a length of cord that is used to strangle an opponent, usually by surprising them. If you are successful, you may roll an Agility challenge against them (your Agility vs. theirs). If you are successful, they receive 2d10 physical damage. This damage is not mitigated by defense unless your opponent naturally possesses a high defense such as extra tough skin. You may continue garroting each round by passing another Agility challenge. If you fail your challenge you are thrown from your target, knocked prone, and receive 1d8 physical damage. Targets being garroted may not talk or scream. If you are not proficient with silent weapons, then you receive a -5 penalty to your Agility challenge when attempting to garrote.

**Throwing Knives/Stars:**
Throwing knives and throwing stars are silent projectiles that can be flung at opponents. They do 1d6 damage if thrown and 1d2 damage if used in melee combat. Even though they are knives, they use silent weapon proficiency instead of light melee weapon proficiency. You may retrieve and reuse your throwing knives and throwing stars. Throwing knives/stars otherwise follow the rules for thrown weapons. See *Chapter 4: Combat Mechanics— Ranged Attacks* for clarification on thrown weapon guidelines.

# Standard Weapons – Explosive

### Flashbang:

| Attack type: AoE | Duration: 1d4 rounds |
|---|---|
| Range: Lob (40 yards) | Counter: Fortitude |
| Damage: - | Ignores defense: - |
| AoE: 15 yards | Ignores cover: - |
| Effect: Blind | |

Flashbangs blind creatures in a 15-yard radius for 1d4 rounds. Targets within range counter with Fortitude to negate effects.

### Smoke Bomb:

| Attack type: AoE | Duration: 4 rounds |
|---|---|
| Range: Lob (40 yards) | Counter: - |
| Damage: - | Ignores defense: - |
| AoE: 10 yards | Ignores cover: - |
| Effect: Vision = 1 yard, creatures in smoke are considered invisible and blind | |

Smoke bombs will generate thick dense smoke in a 10-yard radius for 4 rounds. Creatures within the smoke are considered both blind and invisible.

### Hand Grenade:

| Attack type: AoE | Duration: - |
|---|---|
| Range: Lob (40 yards) | Counter: Agility |
| Damage: 4d6 | Ignores defense: No |
| AoE: 5 yards | Ignores cover: No |
| Effect: Concussive damage | |

Hand Grenades do 4d6 concussive damage in a 5-yard radius—counter with Agility for ½ damage. Targets in cover automatically take ½ damage and counter with Agility for 0 damage.

### Improvised Explosive Device (IED):

| Attack type: AoE | Duration: - |
|---|---|
| Range: Lob (40 yards) | Counter: Agility |
| Damage: 6d8 | Ignores defense: No |
| AoE: 10 yards | Ignores cover: No |
| Effect: Concussive damage | |

IEDs do 6d8 concussive damage in a radius of 10 yards—counter with Agility for ½ damage. Targets in cover automatically take ½ damage and counter with Agility for 0 damage.

### Large Bomb:

| Attack type: AoE | Duration: - |
|---|---|
| Range: Transmitter Range | Counter: Agility |
| Damage: 10d10 | Ignores defense: No |
| AoE: 25 yards | Ignores cover: No |
| Effect: Concussive damage | |

Large bombs do 10d10 concussive damage in a 25-yard radius. This explosive may not be thrown because of its weight, size, and fragility. A transmitter and receiver are typically used for detonation. Targets in cover automatically take ½ damage and counter with Agility for 0 damage.

### Trip Mine:

| | |
|---|---|
| Attack type: AoE | Duration: 1d4 rounds |
| Range: - | Counter: Fortitude negates stun |
| Damage: 6d6 | Ignores defense: No |
| AoE: 10-yard cone | Ignores cover: No |
| Effect: Stun, concussive damage | |

Trip mines stun their victims for 1d4 rounds and cause 6d6 concussive damage in a 10-yard cone—counter with Fortitude to negate the stun.

### Rocket Launcher:

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: 150 yards | Counter: Agility |
| Damage: 10d8 | Ignores defense: No |
| AoE: 15 yards | Ignores cover: No |
| Effect: Concussive damage | |

Rocker launchers do 10d8 concussive damage in a 15-yard radius. Targets counter with Agility for ½ damage. Targets in cover automatically take ½ damage and counter with Agility for 0 damage. Rocket launchers require a complex action to reload.

### Grenade Launcher:

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: 100 yards | Counter: Agility |
| Damage: 8d8 | Ignores defense: No |
| AoE: 15 yards | Ignores cover: No |
| Effect: Concussive damage | |

Grenade launchers do 8d8 concussive damage in a 15-yard radius. Targets counter with Agility for ½ damage. Targets in cover automatically take ½ damage and counter with Agility for 0 damage.

### Flame Thrower:

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: - | Counter: Agility |
| Damage: 10d8 | Ignores defense: Yes |
| AoE: 20-yard cone | Ignores cover: No |
| Effect: Fire damage | |

Flame throwers are dangerous but potent weapons. They cause 10d8 fire damage (ignoring defense) to all creatures and objects in a 20-yard cone. Targets may counter with Agility for ½ damage. Targets in cover automatically take ½ damage and counter for no damage.

Any damage you take (excluding mental and poison damage) from an enemy as a reaction to using a flame thrower may cause the flame thrower to explode. Roll a d12. If a 1 is rolled, then the gasoline tanks explode, destroying the weapon and doing 8d8 fire damage to everything within 15 yards.

The flame thrower weighs 43 lbs. when empty and 68 lbs. when f ull. When full, you may use if for 4 rounds until you have to refill it again. 4 gallons of gasoline (costing a total of 20 ⅅ) are required to fill the tank.

# Standard Weapons - Mech

### Mech (AoE):

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: 300 yards | Counter: Agility |
| Damage: 10d10 | Ignores defense: No |
| AoE: Max 10 targets within a 300-yard cone | Ignores cover: No |
| Effect: Physical damage | |

Mech weapons are devastating, usually mounted, automatic weapons with an extremely high rate of fire. They do damage to up to 10 targets within a 300-yard cone, but they work a bit differently than regular weapons; you may distribute the damage dice (10d10) among any targets within range. So, you may do all 10d10 damage to 1 target, 1d10 damage to 10 different targets, or anything in between. Each damage die you use expends 10 rounds of ammunition, and each round of ammunition costs 1ⅅ, therefore each damage die expended costs a total of 10ⅅ in ammunition.

Targets in light cover counter with Agility for ½ damage. Targets in heavy cover automatically take ½ damage and counter with Agility for 0 damage.

Normally, mech weapons must be mounted to use them. When mounting, it takes 1 minute to set up and break down.

A player with 19 Strength or higher can fire a mech weapon while holding it, but their movement is reduced by 15 yards per round.

# Standard Weapons Table

| Type | Weight | Damage | Fully Automatic | Range | Cost |
|---|---|---|---|---|---|
| **Unarmed** | | | | | |
| Punch/Kick | - | 1d2 | - | Melee | - |
| **Light Melee** | | | | | |
| Dagger/Knife | 1 | 1d4 | - | Melee/30 yards | 3⚡ |
| Hatchet/Small Sword | 2 | 1d6 | - | Melee/30 yards | 5⚡ |
| Club/Hammer | 3 | 1d4 | - | Melee/30 yards | 3⚡ |
| **Heavy Melee** | | | | | |
| Chainsaw (1 strike per rd) | 10 | 2d12 | - | Melee | 80⚡ Rare |
| Large Sword/Axe | 3 | 1d10 | - | Melee | 40⚡ |
| Large Club/Hammer | 4 | 1d8 | - | Melee | 20⚡ |
| Monkey Wrench* | 5 | 1d8/(1d10)* | - | Melee | 20⚡ |
| **Pistol** | | | | | |
| Light Pistol | 2 | 1d4 | - | 40/80 yards | 3⚡ |
| Heavy Pistol | 3 | 1d6 | - | 40/80 yards | 8⚡ |
| **Sub Machine Gun** | | | | | |
| Sub Machine Gun | 7 | 1d6 | 1d8 | 50/150 yards | 25⚡ |
| **Assault** | | | | | |
| Assault Rifle | 8 | 1d10 | 1d12 | 100/300 yards | 50⚡ |
| **Shotgun** | | | | | |
| Double Barrel | 4 | 1d10/1d8 | - | 30/60 yards | 40⚡ |
| Double Barrel-Sawed-off | 3 | 1d10/1d8 | - | 15/30 yards | 40⚡ |
| Pump | 4 | 1d10/1d8 | - | 30/60 yards | 60⚡ |
| Tactical | 14 | 1d10/1d8 | - | 30/60 yards | 325⚡ |
| **Sniper** | | | | | |
| Light Sniper Rifle | 8 | 1d10 | - | 250/600 yards | 50⚡ |
| Heavy Sniper Rifle | 11 | 1d12 | - | 300/800 yards | 400⚡ Rare |
| **Silent** | | | | | |
| Crossbow | 4 | 1d6 | - | 100/200 yards | 8⚡ |
| Garrote | - | 2d10 | - | Melee (conditional) | 1⚡ |
| Blow Gun | - | 1d4 | - | 30 yards | 3⚡ |
| Throwing Knife/Star | 1 | 1d2/1d6 | - | Melee/30 yards | 4⚡ |
| **Explosive** | | | | | |
| Flashbang | 1 | - | - | Lob - AoE 15 yards | 50⚡ |
| Smoke Bomb | 1 | - | - | Lob - AoE 10 yards | 50⚡ |
| Hand Grenade | 1 | 4d6 | - | Lob - AoE 5 yards | 50⚡ |
| IED | 3 | 6d8 | - | Lob - AoE 10 yards | 110⚡ |
| Large Bomb | 14 | 10d10 | - | AoE 25 yards | 250⚡ Rare |
| Trip Mine | 1 | 6d6 | - | AoE 10-yard cone | 75⚡ |
| Rocket Launcher | 15 | 10d8 | - | 150 yds - AoE 15 yds | 300⚡ Rare |
| Grenade Launcher | 10 | 8d8 | - | 100 yds - AoE 15 yds | 200⚡ Rare |
| Flame Thrower | 43/68 | 10d8 | - | 20-yard cone | 250⚡ Rare |
| **Mech** | | | | | |
| Mech Weapon | 50 | - | 10d10 | 300-yard cone | 250⚡ Rare |

*Monkey Wrench has special properties for Mechanics with the "No Monkeying Around" skill.

# Energy Weapons

Energy weapons were either brought here by the Bellati or developed by humans using Bellati technology. They require no ammo as each weapon possesses a nuclear battery or acts as a conduit for a Bellati's personal powers. The weapons created by the Bellati were crafted from special stones and crystals found on their homeworld and manipulate and convert the innate power that lies within each Bellati into varying energies and effects; they are only usable by the Bellati. Any weapon containing a nuclear battery, however, can be used by any character and will follow the proficiency rules for that weapon type. Unless otherwise noted, all energy weapons may take only 1 shot per attack.

### Directed Energy Discharge (DED) Pistol:

| | |
|---|---|
| Attack type: Power | Duration: - |
| Range: 50/100 yards | Counter: - |
| Damage: 1d12 | Ignores defense: Yes |
| AoE: - | Ignores cover: No |
| Effect: Energy damage | |

The DED pistol or "Dead Pistol" is the standard weapon of choice for the Bellati. From childhood, each Bellati was trained to control their powers by learning to focus their energy through a DED pistol; it is the most common Bellati weapon found on Earth. It packs more punch than Earth pistols, but the DED pistol, like all other energy weapons, may only take 1 shot per attack as a power attack is required to fire it.

DED pistols may not be dual-wielded as you may only focus your energy through one conduit at a time.
Prerequisite=Bellati only

### Directed Energy Discharge (DED) Rifle:

| | |
|---|---|
| Attack type: Power | Duration: - |
| Range: 150/300 yards | Counter: - |
| Damage: 3d10 | Ignores defense: Yes |
| AoE: - | Ignores cover: No |
| Effect: Energy damage | |

The DED Rifle is a militarized version of the DED pistol; the energy output is considerably higher, doing 3d10 energy damage. Only Bellati with advanced energy weapons proficiency may use a DED rifle.

DED Rifle follows the same restrictions as the DED pistol.
Prerequisite=Bellati only
Prerequisite=Advanced energy weapons proficiency

### Concussion Wave Generator:

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: - | Counter: Fortitude |
| Damage: 3d8 | Ignores defense: No |
| AoE: 30-yard cone | Ignores cover: No |
| Effect: Concussive damage, knocks targets prone, temporary deafness | |

The concussive wave generator causes all targets within a 30-yard cone to be knocked to the ground, stunned for their next turn, and take 3d8 damage. Targets also become temporarily deaf for 1d6 rounds. Victims may counter with Fortitude for ½ damage. A successful counter will also prevent deafness and being knocked down. The concussion wave generator may only be used once every three rounds as it needs time to disperse its built-up energy. If you attempt to use it before it's ready, the weapon will shatter under its own force. Targets in cover automatically take ½ damage counter for 0 damage.
Prerequisite=Bellati only
Prerequisite=Advanced energy weapons proficiency

### Plasmic Atomizer:

| | |
|---|---|
| Attack type: AoE | Duration: - |
| Range: - | Counter: Agility |
| Damage: 3d10 | Ignores defense: Yes |
| AoE: 20-yard cone | Ignores cover: No |
| Effect: Energy damage | |

The Plasmic Atomizer sprays hot plasma at all targets within a 20-yard cone for 3d10 energy damage. The effect of this weapon is similar to a traditional flame thrower. Targets may counter with Agility for ½ damage, and targets in cover automatically take ½ damage and counter for 0 damage.
Prerequisite=Bellati only
Prerequisite=Advanced energy weapons proficiency

## Blasters

Blasters are a human invention that uses a miniaturized version of the atomic technology used to power the Bellati interstellar spaceships. The nuclear batteries used to power these weapons discharge deadly bursts of energy damage. They are usable by humans but are exceptionally rare and highly sought after. The blaster pistol and the blaster rifle are the only known blasters that have been developed:

### Blaster Pistol:

| | |
|---|---|
| Attack type: Ranged | Duration: - |
| Range: 80 yards | Counter: - |
| Damage: 1d8 | Ignores defense: Yes |
| AoE: - | Ignores cover: No |
| Effect: Energy damage,1 shot per attack | |

### Blaster Rifle:

| | |
|---|---|
| Attack type: Ranged | Duration: - |
| Range: 250 yards | Counter: - |
| Damage: 1d10 | Ignores defense: Yes |
| AoE: - | Ignores cover: No |
| Effect: Energy damage, 1 shot per attack | |

**All blasters may only take 1 shot per attack!** Blasters cannot take 6 shots like standard weapons. Other than that, blaster pistols and rifles follow the ranged weapon guidelines for pistols and assault rifles, respectively. You may dual-wield blaster pistols but not blaster rifles. Pistol proficiency is required to operate blaster pistols with no penalty, and assault weapon proficiency is required to operate blaster rifles with no penalty.

The nuclear batteries powering blasters are known to be somewhat unstable during use; consequently, there is a 2% chance that, when fired, it will explode, doing 2d6 energy damage within a 5-yard radius, and destroying the weapon. Roll a d100; a 1 or 2 will cause the weapon to critically fail and explode.

### Depletor Pistol

The Depletor Pistol is a nuclear-powered human invention that harnesses the power of Bellati crystals. Each crystal has unique properties that the Depletor

Pistol unleashes with a concentrated burst of nuclear energy. A crystal must be loaded into the chamber of the pistol. Once the pistol is fired, the crystal is sapped of its power and becomes charred and brittle like a burned charcoal briquette.

**Depletor Pistols may only take 1 shot per attack!** They cannot take 6 shots like standard weapons. Other than that, Depletor Pistols follow the ranged weapon guidelines for pistols. Pistol proficiency is required to operate this weapon with no penalty. **Crystals with AoE components to their effects require no roll, and victims receive no counter.** Once a Depletor Pistol is fired, it takes a complex action to reload it with a new crystal. The effects of the Depletor Pistol will vary based on the type of crystal being used. Depletor Pistols may not be dual-wielded as 2 hands are required to operate them.

The nuclear battery powering the Depletor Pistol is known to be somewhat unstable during use; consequently, there is a 2% chance that, when fired, it will explode, doing 2d6 energy damage within a 5 yard radius, and destroying the weapon. Roll a d100; a 1 or 2 will cause the weapon to critically fail and explode.

## Energy Weapons Table

| Type | Weight | Damage | Range | Cost |
|---|---|---|---|---|
| DED Pistol | 3 | 1d12 | 50/100 yards | 3⬗ |
| DED Rifle | 10 | 3d10 | 150/300 yards | 200⬗ |
| Concussive Wave Generator | 12 | 3d8 | 30-yard cone | 200⬗ Rare |
| Plasmic Atomizer | 14 | 3d10 | 30-yard cone | 250⬗ Rare |
| Depletor Pistol | 3 | - | 50 yards (unless otherwise noted) | 200⬗ Rare |
| Blaster Pistol | 4 | 1d8 | 40/80 yards | 200⬗ Rare |
| Blaster Rifle | 15 | 1d10 | 100/200 yards | 300⬗ Rare |

# Bellati Crystals

Bellati crystals are sentimental artifacts from the Bellati homeworld. To the Bellati, they acted as spiritually significant totems or adornments, but humans figured out that if enough energy was passed through them, they would create unusual, even magical effects; the Depletor Pistol was born. There is a severely limited number of these artifacts on Earth, and they are clearly a nonrenewable resource. Humans have acquired these crystals by buying them from the Bellati or stealing them. Once used in the Depletor Pistol, they are destroyed—turned into white ash.

# Crystal Colors and Effects

Crystal colors and effects are suggestions. The GM may use these crystals as inspirations to create any effects they fit their campaign.

- **Tan:** Causes the target to experience extreme confusion and amnesia for 24 hours. The target is very susceptible to suggestion during that time.
- **Gold:** Encases the target in an impenetrable, protective shell for 1 minute. The shell is immune to all forms of damage, and neither light nor sound can penetrate its walls. It is hollow (filled with air) and does not deactivate until its duration has expired.
- **Amber:** Releases a belch of scorching gas in a 20-yard cone that burns anything in its path for 6d10 fire damage.
- **Rose:** Causes its target to fall into a deep sleep for 30 minutes.
- **Coral:** Creates a burst of radioactive energy in a 100-yard cone that causes radiation sickness to all susceptible creatures.
- **Violet:** Creates a curvature of spacetime from the point of origin (the location from which the weapon was fired) to any location within 200 yards in line of sight. This curvature will appear as a portal through which you can step and instantly travel to the target location. It will only last for 6 seconds.
- **Teal:** Turns off the effects of gravity in a 30-yard sphere for 30 seconds (5 rounds). Objects within the sphere will float as though they are in outer space.
- **Slate:** If fired into the ground, it causes massive geological disruption. Causes earthquakes in a 5-mile radius, the strongest of which are centered at the point of impact. Within 1 mile, standing structures that are not made of strong materials or are in a state of disrepair will fall, but most sturdy buildings will stay standing. On its own, the earthquake will not harm the creatures standing within it, but the effects of the earthquake may be devastating.
- **Emerald:** Fires a beam of green energy that breaks down the molecular structure of any metal object, liquefying it into a metallic puddle. It will eventually harden back into a solid form. It has no effect on biological targets.
- **Onyx:** When fired outside, disrupts weather patterns, instantly causing dark clouds, torrential downpour, high winds, and a lightning storm. The storm will last for 30 minutes.
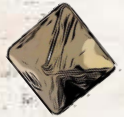
# Ammunition

All ammunition is designed to work with specific weapons. So, light pistol ammo can only be used in light pistols, and heavy pistol ammo can only be used in heavy pistols, and so on. The weapon damage displayed on the standard weapons table is for standard ammunition only. However, special ammo can give your weapon a specific boost. When making an attack using multiple shots from the same weapon, you must use the same type of ammunition for each shot. If you are dual-wielding (and therefore making more than one attack), you may have different ammunition in each weapon. On the ammo list, the number in the "Cost" column is the "per bullet" cost using standard light pistol ammo as the base unit of currency. For example, 10 rounds of standard light pistol ammo costs 10ᴅ (10x1ᴅ), where 10 rounds of 10 standard assault rifle ammo costs 40ᴅ (10x4ᴅ), or 4ᴅ each. Ammunition can get quite expensive, especially when using specialized ammo for high-powered weapons. For example, 10 rounds of armor-piercing heavy sniper rifle ammo would cost 180 ᴅ, 18ᴅ each!

**Hollow Tipped Rounds:** Adds +1 damage to each successful semi or fully automatic shot. In fully automatic mode 3 bullets equal 1 shot.

**Explosive Tipped Rounds:** Adds +2 damage to each successful semi or fully automatic shot. In fully automatic mode 3 bullets equal 1 shot.

**Armor-piercing Rounds:** Ignores any damage reduction provided by a target's defense score. Armor-piercing rounds do not affect Mutant or Bellati powers that lower or deflect damage and cannot pierce through vehicles or structures with a designation of **heavy**.

**Standard Bolts/Darts:** Poison effects may be added to standard bolts and darts. See *Poisons* under *Misc. Equipment*. If a poison bolt/dart misses its target, the bolt may be retrieved, but, at the GM's discretion, the poison effect may be consumed as it would have been transferred into whatever object the bolt had struck.

**Explosive Tipped Bolts:** Adds + 2 damage to each successful shot.

## Ammo List

| Ammo Type | Weight | Cost (per) |
|---|---|---|
| **Light Pistol** | | |
| Standard | 1 lb. / 40 | 1ᴅ |
| Hollow Tipped | 1 lb. / 40 | 2ᴅ |
| Armor-piercing | 1 lb. / 35 | 3ᴅ |
| **Heavy Pistol** | | |
| Standard | 1 lb. / 24 | 3ᴅ |
| Hollow Tipped | 1 lb. / 24 | 5ᴅ |
| Armor-piercing | 1 lb. / 20 | 5ᴅ |
| **SMG** | | |
| Standard | 1 lb. / 40 | 3ᴅ |
| Hollow Tipped | 1 lb. / 40 | 4ᴅ |
| Explosive Tipped | 1 lb. / 35 | 5ᴅ |
| Armor-piercing | 1 lb. / 35 | 5ᴅ |
| **Assault Rifle** | | |
| Standard | 1 lb. / 7 | 4ᴅ |
| Hollow Tipped | 1 lb. / 7 | 5ᴅ |
| Explosive Tipped | 1 lb. / 4 | 6ᴅ |
| Armor-piercing | 1 lb. / 4 | 6ᴅ |
| **Shotgun** | | |
| Standard | 1 lb. / 10 | 4ᴅ |
| Explosive Tipped Slug | 1 lb. / 10 | 6ᴅ |
| Armor-piercing Slug | 1 lb. / 10 | 6ᴅ |
| **Light Sniper Rifle** | | |
| Standard | 1 lb. / 14 | 6ᴅ |
| Hollow Tipped | 1 lb. / 14 | 8ᴅ |
| Explosive Tipped | 1 lb. / 12 | 10ᴅ |
| Armor-piercing | 1 lb. / 12 | 12ᴅ |
| **Heavy Sniper Rifle** | - | |
| Standard | 1 lb. / 10 | 9ᴅ |
| Hollow Tipped | 1 lb. / 10 | 12ᴅ |
| Explosive Tipped | 1 lb. / 8 | 15ᴅ |
| Armor-piercing | 1 lb. / 8 | 18ᴅ |
| **Crossbow** | | |
| Standard Bolts | 1 lb. / 2 | 2ᴅ |
| Explosive Tipped Bolts | 1 lb. / 2 | 6ᴅ |
| **Blow Gun** | | |
| Dart | 1 lb. / 16 | 1ᴅ |
| **Explosive** | | |
| Rocket Launcher Rounds | 9 lbs. | 200ᴅ |
| Grenade Launcher Rounds | 3 lbs. | 150ᴅ |
| **Mech** | | |
| Standard | 1 lb./ 10 | 1ᴅ<br>10ᴅ/damage die* |

*See Mech weapon description for more details.*

# Weapon Modifications (Mods)

Standard ranged weapons—and in some instances, blasters—can be upgraded to increase their performance. You may make a modification during any resting period once you have the equipment. Note that some weapon mods may not be compatible with every weapon style.

**Scope:** Provides a high level of magnification, removing the +1 attack difficulty penalty for long-range shots. Only available on sniper rifles, assault rifles, and SMGs. Scopes may not be attached to a weapon with a red dot sight mod.

**Night Vision Scope:** Night vision scope provides all of the benefits of a regular scope while completely ignoring the effects of darkness. Night vision can be toggled on and off for daytime use. Only available to sniper rifles, assault rifles, and SMGs. Scopes may not be attached to a weapon with a red dot sight mod.

**Red Dot Sight:** A laser sight that can be attached to any ranged weapon. It provides the shooter with a red dot at the target location. Add 1 bonus attack die (max 4) to all ranged attacks. Red dot sights may not be attached to a weapon with a scope mod.

**Vertical Forward Grip:** A vertical grip that is mounted beneath the barrel of your weapon. Its purpose is to allow your forward hand to more effectively stabilize your weapon during automatic fire by gripping it vertically. Lowers the attack difficulty of automatic pistols, SMGs, and assault rifles when making automatic attacks by 1.

**Hair Trigger:** A much more sensitive trigger that takes only a fraction of the pressure to pull. This minimizes any extraneous movement when firing, lowering attack difficulty by 1 when making semi-automatic attacks with blasters, pistols, SMGs, assault rifles, and sniper rifles.

**Elongated Barrel:** Increases short and long ranges of a weapon by 50%. This mod is weapon-specific so you must have the correct barrel type for each weapon type. The 50% increase is only added to the base range of a weapon. Any additional range modifications through skills would occur using the new base range. Elongated barrel is available to pistols, SMGs, assault rifles, and sniper rifles.

**Handle Grip:** An ergonomically advanced handgrip for your trigger hand. This helps to prevent your hands from slipping and creates a smoother trigger pull which contributes to accuracy and adds 1 bonus attack die (max 4) when making any type of ranged attack. This mod is weapon-specific so you must have the correct handle type for each weapon type. Handle grip is available for blasters, pistols, SMGs, assault rifles, and sniper rifles.

**Gun Mounted Flashlight:** The gun mounted flashlight allows you to negate any visual impairments caused by darkness within 30 yards. The downside is that enemies can see you as well.

**Silencer:** Add to any pistol, SMG, assault rifle, or sniper rifle to significantly reduce its volume. In general, a silencer will allow you to maintain your hidden status while firing from a hidden position, but enemies close to you may still hear when a shot is fired.

## Weapon Mods Table

| Item | Weight | Cost |
|---|---|---|
| Scope | 1 | 75🝙 |
| Night Vision Scope | 1 | 150🝙 |
| Red Dot Sight | - | 250🝙 |
| Vertical Forward Grip | - | 200🝙 |
| Hair Trigger | - | 250🝙 |
| Elongated Barrel | 1 | 150🝙 |
| Handle Grip | - | 200🝙 |
| Gun Mounted Flashlight | - | 20🝙 |
| Silencer | - | 100🝙 |
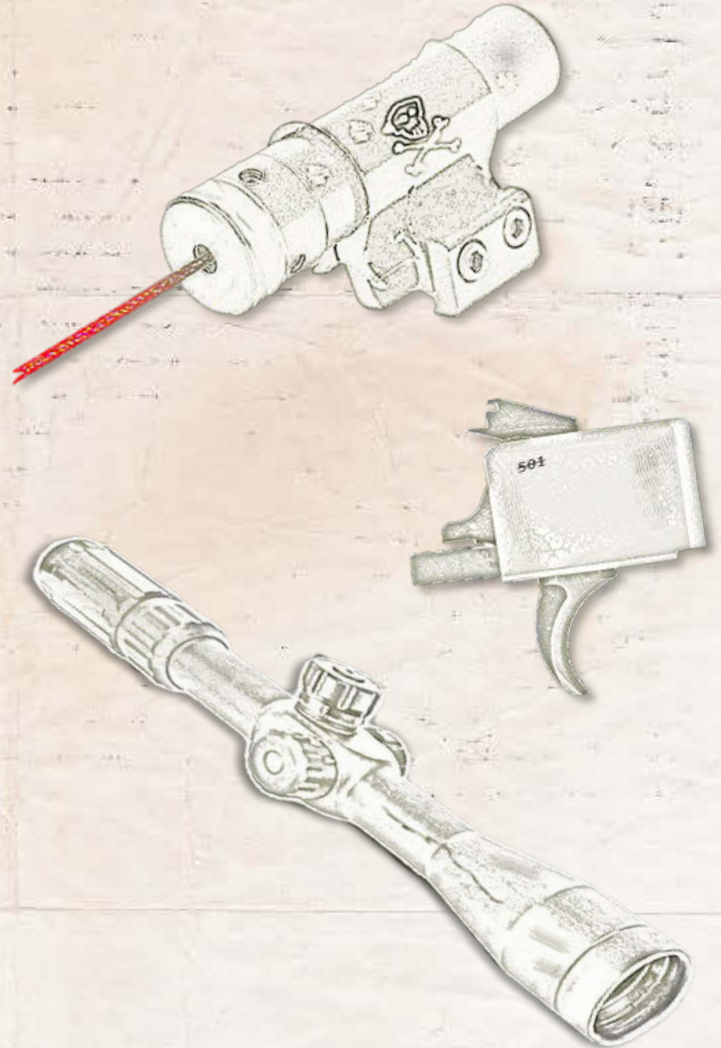
## Misc. Equipment

Below is a wide variety of equipment that you might find useful on your journeys. Some items can be used if you prefer a more realistic or granular feel: backpacks of various sizes, batteries, holsters, writing utensils, etc. However, if your group prefers a campaign with less minutia, then feel free to ignore some of the more trivial items on this list, but it never hurts to have a few extra items in your pack that may provide a creative solution to a problem.

**Anti-venom:** Anti-venom negates the effects of poison. You must use a complex action to take 1 dose of anti-venom. 1 dose of Anti-venom will make you immune to poisonous effects for 10 mins.

**Backpack (small):** A simple backpack to hold your belongings. Holds up to 25 lbs. of gear.

**Backpack (large):** A large hiking backpack designed for the storage and transport of up to 75 lbs. of gear.

**Backpack (military):** A heavy-duty pack designed to carry up to 225 lbs. of gear and equipment.

**Battery:** A one size fits all battery that you may use to power items like flashlights, walkie-talkies, and various other electronics.
*Batteries can be used as an optional item at the GM's discretion for a more granular realistic campaign.*

**Battery (nuclear):** A miniature version of the fusion technology found on Bellati spaceships. These batteries have an essentially indefinite lifespan and are usually used to power blasters and other energy weapons. They are known for being somewhat unstable.

**Binoculars:** 16x zoom. Allows you to get a much clearer image of far-away objects.

**Brass Knuckles:** Adds +1 damage to each unarmed strike.

**Canteen:** Holds up to 2 pints of water.

**Chain:** A standard chain weighing 2 lb. per foot. can hold up to 2000 lbs. before breaking. Strength 35 check is required to break it by hand. 10 damage from a heavy melee weapon or a firearm will also destroy the chain.

**Explosive Components:** Explosive components are typically used in crafted items that are intended to explode. They range from gunpowder to any number of liquid or rubberized explosives. Like spare parts, they will all be ambiguously categorized as "explosive components.""

**Fancy Clothing/Uniforms:** Fine, unsoiled clothes and various uniforms—Ooh la la!

**Flashlight:** Allows you to see clearly for 30 yards in the direction that it's pointed.

**Gasoline:** The fuel that's used for all types of vehicles, generators, and machinery.

**Geiger Counter:** A small, battery-powered machine that detects radiation levels in the immediate area.

**Grappling Hook:** Attaches to a rope, allowing you to grab onto high places and climb.

**Handcuffs:** A set of metal handcuffs that can be used to restrain a foe or otherwise join 2 objects. Handcuffs may be broken with a Strength 35 check.

**Holster:** A simple waist, ankle, chest, or thigh holster for pistols or sawed-off shotgun.

**Light Melee Vest:** A vest that sheaths up to 6 light melee weapons that can be easily accessed in combat.

**Lock-pick Kit:** A lock-pick kit is used when attempting to pick a traditional lock. An Accuracy check is usually required. The GM may allow you to attempt to pick a lock with improvised tools rather than lock-picks but may impose a penalty to your check.

**Mechano-salve:** A Mechano-salve is a compound of nanobots and carefully balanced amino acids in a saline solution that is designed to heal living tissue and organs. If the salve is constructed incorrectly with an improper balance of chemicals, the nanobots will likely have an unpredictable and almost certainly negative effect. Below are the levels of healing that each Mechano-salve provides based on the total combined levels of the character responsible for crafting the salve. For example, a level 3 Mechanic and a level 1 Brawler would be, in total, a level 4 character, and would consequently be able to create a level 4 Mechano-salve.

- Level 1=2d10
- Level 4=3d10
- Level 8=4d10
- Level 12=5d10

**Mechano-salve Kit:** A Mechano-salve kit contains saline solution and the 6 conditionally essential amino acids (arginine, cysteine, glycine, glutamine, proline, and tyrosine) used to program nanobots to create a Mechano-salve. If the salve is constructed incorrectly with an improper balance of chemicals, the nanobots will likely have an unpredictable and almost certainly negative effect. Only Mechanics know how to properly use this kit.

**Nanobots:** Nanobots were a breakthrough in medical technology—the last one before the world fell into chaos. They were being used at all major medical facilities to heal internal damage in patients and are often still found in those facilities if they haven't been looted. Traders and junk dealers will usually

have a few on hand as they are valuable items to junkers. Nanobots are used to create Mechano-salves.

**Night Vision Goggles:** Worn over your eyes, these goggles negate the negative effects of darkness.

**Notebook and Pens:** Some paper and writing utensils.

**Padlock:** A strong lock with a key. The padlock can be destroyed by any gun or 10 damage from a heavy melee weapon.

**Pistol Vest:** A vest that can conceal 2 holstered pistols under a jacket.

### Poisons:

If available, poison vials may be purchased from a vendor. Otherwise, players with the Apothecary talent may create them. Each poison vial has 1 dose of poison that may be applied to either a bladed weapon such as a knife, or a ballistic weapon such as a crossbow bolt or a dart. This application lasts until 1 successful attack is made. Poisons will always require a Fortitude counter to negate or partially negate its effects. It takes 1 minute to apply poison to a weapon, bolt, or dart.

Poisons that have been ingested will also affect their victims in the same manner.
*Note: Critical hits do not add additional dice when calculating poison damage.*

**Poison - Pain:** Causes 1d10 poison damage per round to a creature for 5 rounds. The target must counter with Fortitude immediately to take ½ damage and negate any ongoing effects. Targets must attempt to counter again at the beginning of each of your turns. A successful counter results in no damage and cancels all ongoing effects.

**Poison - Paralyze:** Causes the target to immediately become paralyzed. They must counter with Fortitude or become paralyzed for 1d4+1 rounds.

**Poison - Truth:** This rare poison makes its subject tell the truth for 1 hour. They can counter with Fortitude to negate its effects.

**Poison - Rage:** For 1d6+1 rounds, the target will automatically enter an uncontrollable state of rage in which they will attack any nearby creature or destroy nearby objects indiscriminately. This usually manifests itself in some sort of melee attack: punching, stabbing, biting, etc.

**Rations:** Rations are canned or dried food. You need the equivalent of 3 rations per day to stay healthy. If you don't have rations or access to food, you need to roll Forage checks *(see Chapter 10: Ability Checks/Foraging).*

**Receiver:** Items that you wish to receive a signal from a distance, whether for long-range detonation or some other reason, will require a receiver. Receivers require a battery.

**Rope:** A 50 ft. length of rope. A Strength 30 check is required to break it by hand, but the rope may be cut by any bladed weapon.

**Sheathe:** Standard sheath for a light melee weapon to be worn on the waist, thigh, or ankle.

**Shovel:** A shovel for digging. Can be used as a heavy melee weapon as well doing 1d4 damage. Add Strength bonuses if applicable.

**Spare Parts:** These are the backbone of item crafting in Residuum: pieces of scrap metal, nuts, bolts, hoses, actuators, wires, bearings, cogs, servo motors, etc. For ease of crafting, ambiguous "spare parts" are used to create any craftable item.

If you would like to improvise a simple machine of some sort, it is up to the GM to determine how many spare parts and/or other crafting materials are necessary. You may then be asked to roll an Acumen check depending on the complexity of the project.

**Transmitter:** If you wish to transmit a signal over a distance, you will need a transmitter. Transmitters require batteries and have varying ranges depending on their strength and quality.

**Tattered Clothing/Blankets:** Common clothing or blankets for warmth.

**Tools (assorted):** Wrenches, screwdrivers, etc.

**Walkie Talkie:** 1-mile range. Using a walkie talkie in combat requires the use of 1 hand. You may only wield one-handed weapons like a pistol or a light melee weapon while using a walkie talkie.

**Walkie Talkie (in-ear):** Same range as a walkie talkie, but you wear it in a single ear. No hands are required in the use of these walkie-talkies, so only a free action is required to use them.

## Misc. Equipment Table

| Item | Weight | Cost |
|------|--------|------|
| Anti-venom | - | 50Ɖ |
| Backpack (small/large/military) | 1 / 3 / 6 | 3/9/25Ɖ |
| Battery | - | 2Ɖ |
| Battery (nuclear) | 1 | 150Ɖ Rare |
| Binoculars | 3 | 20Ɖ |
| Brass Knuckles | - | 12Ɖ |
| Canteen (¼ gallon) | 1 | 2Ɖ |
| Chain (10 ft) | 1 | 5Ɖ |
| Explosive Components | 2 | 15Ɖ |
| Fancy Clothing/Uniforms | - | 10Ɖ |
| Flashlight | - | 5Ɖ |
| Gasoline (per gallon) | 6 | 5Ɖ |
| Geiger Counter | 1 | 20Ɖ |
| Grappling Hook | 1 | 8Ɖ |
| Handcuffs | - | 10Ɖ |
| Holster | - | 3Ɖ |
| Light Melee Vest | 1 | 5Ɖ |
| Lock-pick Kit | 1 | 20Ɖ |
| Mechano-salve Level 1 | - | 75Ɖ |
| Mechano-salve Level 4 | - | 125Ɖ |
| Mechano-salve Level 8 | - | 175Ɖ Rare |
| Mechano-salve Level 12 | - | 200Ɖ Rare |
| Mechano-salve Kit | 2 | 25Ɖ |
| Nanobots | - | 25Ɖ |
| Night Vision Goggles | 2 | 100Ɖ |
| Notebook and Pens | - | 1Ɖ |
| Padlock | 1 | 10Ɖ |
| Pistol Vest | 1 | 5Ɖ |
| Poison - Pain | - | 15Ɖ |
| Poison - Paralyze | - | 25Ɖ |
| Poison - Rage | - | 50Ɖ |
| Poison - Truth | - | 75Ɖ |
| Rations | - | 2Ɖ |
| Receiver | - | 5Ɖ |
| Rope (50 ft) | 5 | 5Ɖ |
| Sheathe | - | 2Ɖ |
| Shovel | 3 | 2Ɖ |
| Spare Parts | 1 | 15Ɖ |
| Transmitter 75/200/800 yd range | - | 5/20/75Ɖ |
| Tattered Clothing/Blankets | - | 1Ɖ |
| Tools (assorted) | 1 | 1Ɖ |
| Walkie Talkie (1 mi. range) | 1 | 20Ɖ |
| Walkie Talkie - in-ear (1 mi. range) | - | 50Ɖ |

## Advanced Tech

Bellati artifacts and items developed using a combination of Earth and Bellati technologies are "advanced tech." These items are quite rare and possess characteristics that, up until recently, have only appeared in science fiction films.

**Extraskeletal Enhancements:** Extraskeletal Enhancements are cybernetic systems that attach to the body to enhance an ability score: Strength, Agility, or Fortitude. Each enhancement is built to affect only 1 ability. Once attached, they cannot be removed without being destroyed. They range in effectiveness, permanently increasing your ability score by either +1, +2, or +3 depending on quality. Only 1 enhancement can be worn at a time.

**Deflector Shield:** The Deflector Shield is a hand-held 3-inch x 1-inch cylinder. When activated it creates an impenetrable bubble around its user. The shield will block all incoming damage except mental. It lasts for a maximum of 2 rounds at which point, it needs 24 hours to recharge. You may move while the shield is active, and the shield can be deactivated at any time. It does not mitigate fall damage.

**Gravity Bomb:** The Gravity Bomb is a single-use grenade. When thrown, it will cause the gravity within a 20-yard radius to multiply by a factor of 4. All creatures within the area must counter with Strength or be knocked prone and immobilized for 2 rounds. Creatures lose the use of BAD and receive a +1 attack difficulty when making attacks from within the area.

**Holo Band:** The Holo Band is a computerized bracelet that will project a holographic image over the body of its wearer. The image is generated by attaching it to an object or person and allowing it to run a scan. The scan takes 1 minute to complete, and the Holo Band may only store 1 image at a time. The maximum image size the Holo Band can project is about the size of a large humanoid.

**Mind Probe:** The Mind Probe is an alien artifact that is worn as a bracelet. When activated, the wearer will be able to delve into a specific memory or piece of knowledge of another humanoid within 50 yards; the information is transmitted psychically to the wearer. This item is only usable once per day and is recharged with low level electrical currents from the wearer.

*Mind Probe was created by Kickstarter backer, Simon F. Garza.*

**Droids:** Droids are exceptionally rare. They are partially sentient machines designed to assist humans in a variety of tasks. Each droid is unique and will usually have only a single function. Here are some possibilities: Translator, Hacker, Medic, Mechanic, Pilot, Cargo Hold, Knowledge, Scavenger, Chef.

Traditionally, droids were not designed for combat. They have low health and no defense. If destroyed or damaged, they may be repaired using Spare Parts.
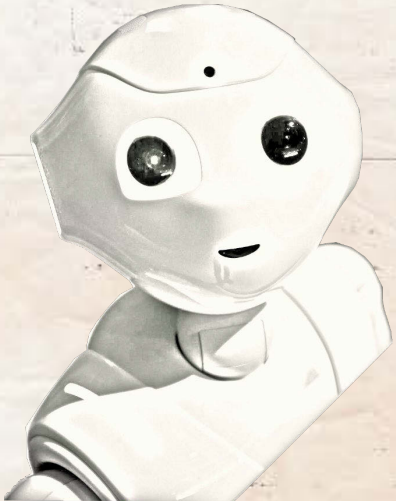
**Neural Focuser:** The Neural Focuser is a semi-circular electromagnetic band that is worn around the back of the head. Any player using this device will receive a permanent bonus to their Acumen score of either +1, +2, or, +3 depending on the quality of the device. This bonus doesn't affect talent progression.

**Neural Inhibitor:** A Neural Inhibitor is a circular device that is placed around the head of a Mutant or a Bellati. The device creates a great deal of electromagnetic distortion making it almost impossible to access one's powers. This device often comes with locking straps that prevent the wearer from removing it.

You may attempt to access your powers by passing a Fortitude 35 check. Rolling a 20 always succeeds. On a failed check, take 1d8 mental damage.

**Neural Pulse Perpetrator:** The Neural Pulse Perpetrator is an alien artifact that appears as a thin, silver, circular sheet of unknown material; it is warm to the touch. If held against the skin of a creature for 1 minute, the item will slowly grow small tendrils that attach to the "host" at the nervous system level. Once attached, it cannot be removed without being destroyed. It will completely repair any major damage to the user, short of head dismemberment, but healing takes time. A full 8-hour resting period is required, at the end of which the "host" will have full HP. This item is only usable once per day and is recharged with low-level electrical currents from the host.

> *Neural Pulse Perpetrator created by Kickstarter backer, Ed Tisdale.*

**Rocket Boots:** Rocket Boots are exactly what they sound like. Pushing a button on the side of the right boot will activate both boots and propel you through the air with a movement of 80 yards for 1 round (replacing your regular movement). These boots are kinetically charged as you walk. 24 hours of normal activity is required before they can be used again. You can travel up to 80 yards in any direction and must be in a somewhat straight line as maneuverability is difficult. The boots are equipped with gyros that will aid you in a smooth landing however, crashing into other objects or people could cause serious damage at the GM's discretion.

**Shrink Ray:** The Shrink Ray is a small, ray gun that will shrink human-sized objects and creatures down to the size of a marble. Creatures can resist the effect by countering with Fortitude. The shrinking effect lasts for a maximum of 1 hour but often reverses unpredictably, and there is a 20% chance it will have the opposite effect and significantly enlarge the target. To fire the Shrink Ray, make a ranged attack with pistol proficiency. Only usable once per day.

> *Shrink Ray was created by Kickstarter backer, Simon F. Garza.*

**Target Locator:** The Target Locator is a high-tech band worn over the eyes (Geordi La Forge style). It is a multi-band scanner that detects heat signatures through objects and Light structures. It cannot see through Heavy structures.

**Tracking Crystal:** A Tracking Crystal is a small Bellati crystal that emits some sort of unknown radiation. It is paired with an electronic handset tuned to the radiation of the crystal. Its detection range is 100 miles.

# Vehicles

The vehicles listed below are non-specific approximations of real vehicles. Your GM may choose specific, brands, colors, models, etc. for a more immersive player experience. For example, instead of finding a tank, you might find a battle-worn, M1 Abrams tank brandishing the spray-painted logo of an enemy faction!

For simplicity's sake, all vehicles use the same type of fuel. The price is listed in the Misc. Equipment Table and Vehicle Table: 5 ▣ per gallon.

**HP:** The amount of damage a vehicle must take before it is disabled.
**Armor Classification:** Light or heavy. See section on light and heavy vehicles and structures below.
**Maximum Movement:** The distance a vehicle can move at maximum speed. In general, it takes 1 round to reach maximum speed. During that round of acceleration, your vehicle will travel roughly ½ of their maximum movement.
**Passenger Capacity:** The amount of average-sized humanoids the vehicle can hold.
**Range:** The distance a vehicle can travel before needing to refuel.
**Fuel Capacity:** The amount (in gallons) that the fuel tank can hold.
**MPG:** Miles the vehicle can travel on a gallon of fuel.

> ## Which Options Would You Like?
> Depending on how granular you wish to get, your GM may wish to do away with all specific rules surrounding vehicles. Doing the math for distances and fuel consumption might not be of interest to some groups. Play the game how you prefer!

### Car

| | |
|---|---|
| HP | 30 |
| Armor Classification | Light |
| Top Speed | 100 mph |
| Maximum Movement | 260 yards |
| Passenger Capacity | 5 Sedan, 7 Wagon |
| Range | 375 mi |
| Fuel Capacity | 15 gallons |
| MPG | 25 |

### SUV/Van/Pickup

| | |
|---|---|
| HP | 35 |
| Armor Classification | Light |
| Top Speed | 100 mph |
| Maximum Movement | 260 yards |
| Passenger Capacity | 7-10 |
| Range | 300 mi |
| Fuel Capacity | 20 gallons |
| MPG | 15 |

### Motorcycle

| | |
|---|---|
| HP | 25 |
| Armor Classification | Light |
| Top Speed | 100 mph |
| Maximum Movement | 260 yards |
| Passenger Capacity | 7-10 |
| Range | 300 mi |
| Fuel Capacity | 20 gallons |
| MPG | 15 |

### ATV (All-terrain Vehicle)

| | |
|---|---|
| HP | 27 |
| Armor Classification | Light |
| Top Speed | 55 mph |
| Movement-Max | 145 yards |
| Passenger Capacity | 1 |
| Range | 100 mi |
| Fuel Capacity | 4 gallons |
| MPG | 25 |

### Armored Car (sedan)

| | |
|---|---|
| HP | 40 |
| Armor Classification | Heavy |
| Top Speed | 70 mph |
| Maximum Movement | 180 yards |
| Passenger Capacity | 5 |
| Range | 195 mi |
| Fuel Capacity | 15 gallons |
| MPG | 13 |

### HMMWV (Humvee)

| | |
|---|---|
| HP | 40 |
| Armor Classification | Light |
| Top Speed | 70 mph |
| Maximum Movement | 180 yards |
| Passenger Capacity | 5 |
| Range | 250 mi |
| Fuel Capacity | 25 gallons |
| MPG | 10 |
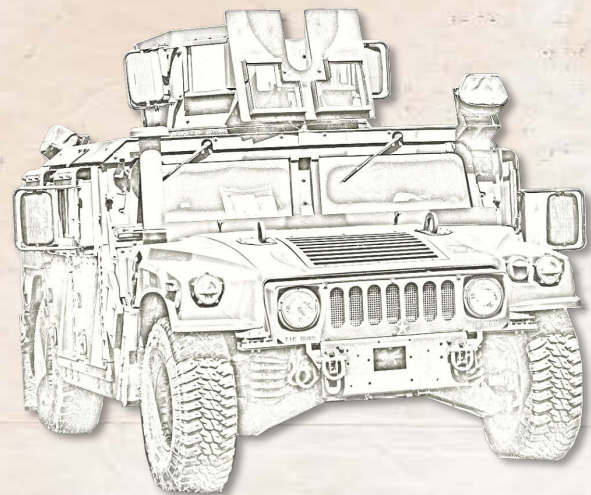
## Military HMMWV (Humvee)

| | |
|---|---|
| HP | 45 |
| Armor Classification | Heavy |
| Top Speed | 55 mph |
| Maximum Movement | 145 yards |
| Passenger Capacity | 5 |
| Range | 20 mi |
| Fuel Capacity | 25 gallons |
| MPG | 8 |

*Military Humvees may come with mounted Mech weapons.*

## Tank

| | |
|---|---|
| Tank | 80 |
| Armor Classification | Heavy |
| Top Speed | 45 mph |
| Maximum Movement | 120 yards |
| Passenger Capacity | 4 |
| Range | 300 mi |
| Fuel Capacity | 300 gallons |
| MPG | 1 |

**Armaments:**

105 Caliber Tank Gun (concussive):
- Damage: 10d10
- Range: 2 miles
- AoE: 25-yard radius
- Max capacity: 20
- Fires once per 2 rounds

Heavy Machine Gun (physical):
- Damage: 8d8 damage to 2 targets in a 200-yard cone
- Max ammo: 900 round capacity, fires 10 rounds per second for 15 rounds



## Helicopter (utility)

| | |
|---|---|
| HP | 30 |
| Armor Classification | Light |
| Top Speed | 125 mph |
| Maximum Movement | 325 yards |
| Passenger Capacity | 6 |
| Range | 250 mi |
| Fuel Capacity | 125 gallons |
| MPG | 2 |

*Optional mounted Mech weapon*

## Helicopter (attack)

| | |
|---|---|
| HP | 40 |
| Armor Classification | Heavy |
| Top Speed | 170 mph |
| Maximum Movement | 440 yards |
| Passenger Capacity | 2 |
| Range | 400 mi |
| Fuel Capacity | 400 gallons |
| MPG | 1 |

**Armaments:**

Hellfire missile (concussive):
- Damage: 20d10
- Range: 5 miles
- AoE: 50-yard radius
- Max capacity: 2

30mm Chain Gun (physical):
- Damage: 10d8 to 2 targets within a 400-yard cone
- Max Ammo: 1200 round capacity, fires 10 rounds per sec for 20 rounds

Hydra 70 Rockets (concussive):
- Damage: 1d10
- Range: 1.5 miles
- AoE: 10 yards
- Max capacity: 40
- 10 Hydra 70 rockets may be fired per round. Each rocket may have a different target.

## Helicopter (transport)

| | |
|---|---|
| HP | 50 |
| Armor Classification | Light |
| Top Speed | 185 mph |
| Maximum Movement | 480 yards |
| Passenger Capacity | 66 |
| Range | 500 mi |
| Fuel Capacity | 500 gallons |
| MPG | 1 |

*Optional mounted Mech weapon*

### Fighter Jet

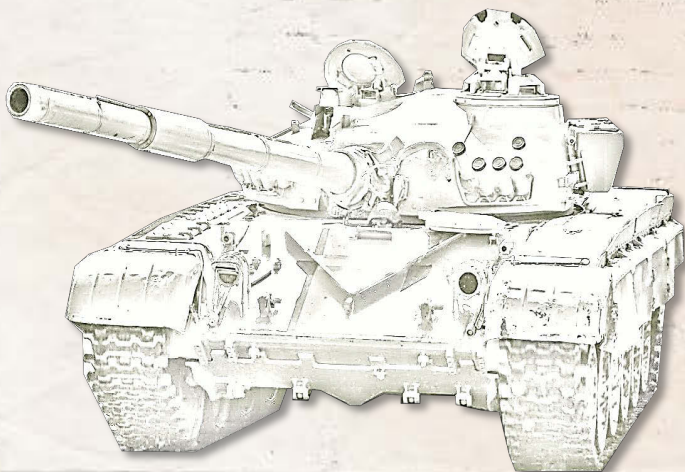| HP | 45 |
|---|---|
| Armor Classification | Light |
| Top Speed | 1,300 mph |
| Maximum Movement | 3,400 yards |
| Passenger Capacity | 1-2 |
| Range | 250 mi |
| Fuel Capacity | 1,000 gallons |
| MPG | .25 |

**Armaments:**

Hellfire Missile (concussive):
- Damage: 20d10
- Range: 5 miles
- AoE: 50-yard radius
- Max capacity: 2

GAU-12 Equalizer—Gatling Cannon (physical):
- Damage: 10d12 in a 400-yard strip 200 yards wide
- Range: 2.5 miles
- Max Ammo: 3,900 round capacity, fires 65 rounds per sec for 10 rounds

AIM-9 Sidewinder Missile (concussive):
- Damage: 8d10
- Range: 10 miles
- AoE: 1 air target
- Max capacity: 2
- Targets in other aircraft must successfully counter with both Agility and Acumen to dodge an attack from this weapon.

## Bellati Spaceships

Bellati spaceships are as rare as they are valuable. These ships are typically short-range vessels, so they can't be used for prolonged space travel but are often equipped with advanced weaponry and have an unlimited range as they are powered by a fusion engine.
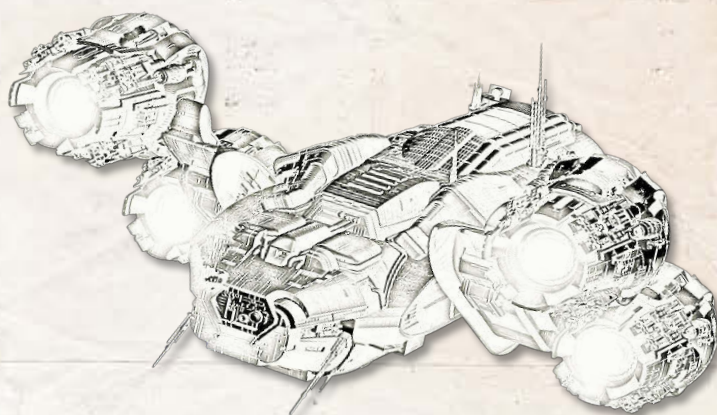
## W.E.V.R.S.

W.E.V.R.S (pronounced "weavers") are Bellati vehicles. The name stands for Wave Emitting Vehicle Repulsion System which uses subsonic and acoustic waves to cause vehicles to hover 1-2 feet off the ground. These sound waves are also used for propulsion. WEVRS produce a low cycling hum during use; the hum gets louder and higher pitched as the vehicle accelerates. WEVRS are powered by small Bellati fusion cores, so they don't require fuel. Darts are small, motorcycle-like vehicles that hold up to 2 passengers. Buggies are the size of an average Earth car. Transports are used for hauling larger groups of people. Earth vehicles may be equipped with this system, but it will cost anywhere from 200ᴰ to 700ᴰ depending on the vehicle's size.

### Dart

| HP | 25 |
|---|---|
| Armor Classification | Light |
| Top Speed | 100 mph |
| Maximum Movement | 260 yards |
| Passenger Capacity | 1-2 |

### Buggy

| HP | 30 |
|---|---|
| Armor Classification | Light |
| Top Speed | 100 mph |
| Maximum Movement | 260 yards |
| Passenger Capacity | 5 |

### Transport

| HP | 60 |
|---|---|
| Armor Classification | Heavy |
| Top Speed | 100 mph |
| Maximum Movement | 260 yards |
| Passenger Capacity | 18 |
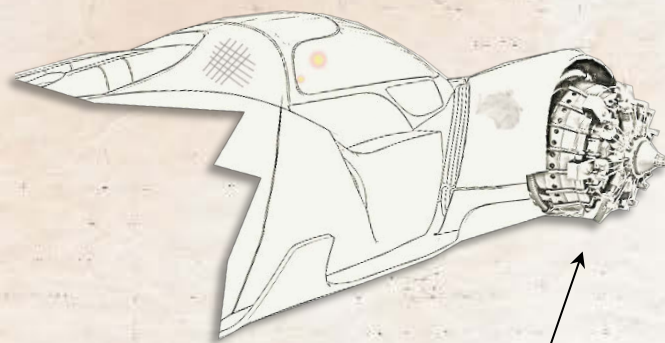
W.E.V.R. System

## Disabling a Vehicle

To disable a vehicle, you must bring its HP to 0. You may accomplish this by making a direct attack on the vehicle or making an AoE attack in the vehicle's general area. Vehicles (and structures) do not make counter rolls when they receive damage from AoE attacks. The attack must hit a vulnerable part of the vehicle like the engine. Attacks against passengers or even an attack that is aimed at the tires of a car don't reduce the HP total of a vehicle. When a vehicle is disabled, it is no longer functional until repaired. An Acumen 25 check and several spare parts are required to successfully repair a disabled vehicle. A vehicle can be destroyed beyond repair depending on the severity of the damage sustained.

### Systems are offline!

*Instead of using HP to determine a vehicle's functionality, you could allow attacks to damage a specific area or function: give it a flat tire, damage its targeting computer, disable its propulsion system, etc.*
*Use a die to determine which areas are damaged in a successful attack. Here is an example:*

1=**Targeting Computer**
2=**Propulsion**
3=**Landing Gear**
4=**Cargo**
5=**Weapons Systems**
6=**Hull Damage:** destroyed after 3 hits
7=**Shield Generator:** bonus to future attacks
8=**Engine Core:** auto destroy

*If you're piloting a vehicle, instead of using traditional attacks, you could use checks or challenges, especially in a situation like a dogfight. Characters could roll Acumen or Agility checks and challenges against their opponents to determine whether or not their attacks are successful.*

## Vehicle Table

| Type | Weight | Cost |
|---|---|---|
| Car | 3,500 | 200⚅ |
| SUV/Van/Pickup | 5,000 | 250⚅ |
| Motorcycle | 700 | 150⚅ |
| ATV | 400 | 150⚅ |
| Armored Car/SUV/Van/Pickup | +2,000 | 400⚅ Rare |
| Armored Personnel Carrier | 16,000 | 500⚅ Rare |
| HMMWV | 5,200 | 300⚅ |
| HMMWV (Military) | 7,200 | 500⚅ Rare |
| Tank | 112,000 | ?⚅ Rare |
| Helicopter (Utility) | 4,000 | ?⚅ Rare |
| Helicopter (Transport) | 28,000 | ?⚅ Rare |
| Helicopter (Attack) | 11,500 | ?⚅ Rare |
| Jet Fighter | 19,000 | ?⚅ Rare |
| Bellati Spaceships | ? | ?⚅ Rare |
| Gasoline (per gallon) | 6 lbs. | 5⚅ |

### W.E.V.R.S.

| Type | Weight | Cost |
|---|---|---|
| Dart | 500 | 200⚅ |
| Buggy | 2,500 | 350⚅ |
| Transport | 121,000 | 750⚅ |

*Vehicles may be repaired using 1 spare part per 5 missing HP (rounded up). Once destroyed, vehicles must be **fully** repaired before they can function again.*

## Light Vehicles and Structures

Light structures and light vehicles are made from materials with thin, penetrable walls like wood, plaster, drywall, or aluminum. They provide light cover to any creatures within (or heavy cover if no part of the target is visible from the outside). They are vulnerable to all forms of damage except mental, poison, and light melee. Here are some examples of light structures:

- Standard cars or trucks
- Wooden homes or barns
- Mobile homes
- The inner walls and doors of a house

## Heavy Vehicles and Structures

Heavy structures and heavy vehicles are made from much stronger materials such as metal, stone, brick, or concrete. They provide heavy cover to any creatures within or behind them. They are only vulnerable to energy damage, concussive damage, or something that the GM deems strong enough to damage it. Here are some examples of heavy structures/vehicles:

- Armored cars or trucks
- Brick or stone houses
- Concrete or sandbag bunkers
- Thick metal walls

# Chapter 9: Psychostimulants

I T WASN'T LONG AFTER THE DISCOVERY OF Mutant and Bellati powers that scientists began isolating and synthesizing the genes responsible for these effects. This quickly led to an underground drug market that was full of some very dangerous pills and serums. The most popular of these psychostimulants (stims) gave people temporary enhancements to physical abilities, but some pills granted the ability to wield Mutant and Bellati powers. Stims have addictive properties based on their potency. Taking a stim—or multiple stims at the same time—is a complex action. You must roll to see if you become addicted to **each** stim that you take.

## Mildly Addictive Stims

The most common stims can cause mild addiction and exist exclusively in pill form. For a short period, they can enhance your character's HP. physical abilities or mental acuity. Some mildly addictive stims also grant you the ability to wield Mutant powers.

## Stims:

### Body Build
Effect: +2 to Strength checks, challenges, and counters
+1 damage to unarmed and heavy weapon strikes
Duration: 10 minutes
Addiction: Mild - roll a 1 on a d8

### Cat's Eye
Effect: +2 to Agility checks, challenges, and counters
+2 defense
Duration: 10 minutes
Addiction: Mild - roll a 1 on a d8

### Endurance
Effect: +2 to Fortitude checks, challenges, and counters
+6 temporary HP
Duration: 10 minutes
Addiction: Mild - roll a 1 on a d8

### Clarity
Effect: +2 to Acumen checks, challenges, and counters
Duration: 10 minutes
Addiction: Mild - roll a 1 on a d8

### Confidence
Effect: +2 to Personality checks, challenges, and counters
Duration: 10 minutes
Addiction: Mild - roll a 1 on a d8

### Precision
Effect: +2 to Accuracy checks, challenges, and counters
Duration: 10 minutes
Addiction: Mild - roll a 1 on a d8

### Power Boost
Effect: +2 to Power checks, challenges, and counters
-1 bonus to overpower score
Duration: 10 minutes
Addiction: Mild - roll a 1 on a d8

### Mut-X
Mut-X is a highly unstable formula that randomly activates the genes responsible for some of the less complex Mutant powers. Once ingested, you gain the use of a random Mutant power for 10 minutes. After the power is used once—or 10 minutes pass—your affected genes deactivate, and your body returns to its original state.

Powers attained using Mut-X ignore prerequisite requirements. If a prerequisite power is needed to determine the parameters of a Mut-X power, then always use the lowest possible prerequisite level.

Effect: Gain the use of a random Mutant power of power level 3 or less.
Duration: 10 minutes or 1 use
Addiction: Mild - roll a 1 on a d8

#### How to roll for Mut-X powers
- Roll 1d10 for the mutation.
- Roll 1d10 for the power. Each number will correspond with a location on the power tree as shown below—Mut-X only grants powers from the first 3 power levels.
- Re-roll 10s

| Roll 1d10 | | Roll 1d10 | | |
|---|---|---|---|---|
| **Mutation** | **Power Level** | **Power Tree** | | |
| 1=Clairvoyant | 1 | 1 | 2 | 3 |
| 2=Elemental | 2 | 4 | 5 | 6 |
| 3=Energy | 3 | 7 | 8 | 9 |
| 4=Goliath | 4 | | | |
| 5=Kinetic | 5 | | | |
| 6=Mind Control | 6 | | | |
| 7=Nature | | **10**=Roll again | | |
| 8=Shape-shifter | | | | |
| 9=Teleporter | | | | |
| 10=Roll again | | | | |

## Moderately Addictive Stims

Moderately addictive stims are less likely to be found on the body of your typical junkie. These are a bit harder to synthesize and require advanced equipment to create. Moderate stims also come in the

form of pills and enhance your character's abilities, but effects and addictions are a bit more intense.

## Wrecking Ball
<u>Effect:</u> +4 to Strength checks, challenges, and counters
+2 damage to unarmed and heavy weapon strikes
+1 B.A.D. when making unarmed or heavy weapon attacks
<u>Duration:</u> 10 minutes
<u>Addiction:</u> Moderate - roll a 1 on a d6

## Predator
<u>Effect:</u> +4 to Agility checks, challenges, and counters
+3 defense
<u>Duration:</u> 10 minutes
<u>Addiction:</u> Moderate - roll a 1 on a d6

## Immortality
<u>Effect:</u> +4 to Fortitude checks, challenges, and counters
+12 temporary HP
<u>Duration:</u> 10 minutes
<u>Addiction:</u> Moderate - roll a 1 on a d6

## Lucidity
<u>Effect:</u> +4 to Acumen checks, challenges, and counters
<u>Duration:</u> 10 minutes
<u>Addiction:</u> Moderate - roll a 1 on a d6

## Swagger
<u>Effect:</u> +4 to Personality checks, challenges, and counters
<u>Duration:</u> 10 minutes
<u>Addiction:</u> Moderate - roll a 1 on a d6

## Rigor
<u>Effect:</u> +4 to Accuracy checks, challenges, and counters
+1 B.A.D. when making attacks with a ranged or light melee weapon
<u>Duration:</u> 10 minutes
<u>Addiction:</u> Moderate - roll a 1 on a d6

## Power Bomb
<u>Effect:</u> +4 to Power checks, challenges, and counters
+1 B.A.D. when making power attacks with Mutant and Bellati powers
-2 bonus to overpower score
<u>Duration:</u> 10 minutes
<u>Addiction:</u> Moderate - roll a 1 on a d6

## Mut-XXX
Mut-XXX – commonly referred to as "triple X" or "Trip X"– is a more potent version of Mut-X. It grants the user Mutant powers from power levels 4, 5, and 6.

<u>Effect:</u> Gain the use of a random Mutant power of power level 4 or greater.
<u>Duration:</u> 10 minutes or 1 use
<u>Addiction:</u> Moderate - roll a 1 on a d6

## How to roll for Mut-XXX powers
- Roll 1d10 for the mutation.
- Roll 1d10 for the power. Each number will correspond with a location on the power tree as shown below—Mut-XXX grants powers from the bottom 3 power levels—levels 4,5, and 6.
- Re-roll 10s

| Roll 1d10 | | Roll 1d10 | | |
|---|---|---|---|---|
| Mutation | Power Level | Power Tree | | |
| 1=Clairvoyant | 1 | | | |
| 2=Elemental | 2 | | | |
| 3=Energy | 3 | | | |
| 4=Goliath | 4 | 1 | 2 | 3 |
| 5=Kinetic | 5 | 4 | 5 | 6 |
| 6=Mind Control | 6 | 7 | 8 | 9 |
| 7=Nature | | **10**=Roll again | | |
| 8=Shape-shifter | | | | |
| 9=Teleporter | | | | |
| 10=Roll again | | | | |

## Mut-Z
Mut-Z is a delicately balanced formula that activates the genes for a specific Mutant power, so unlike Mut-X pills, you will know exactly what power you will receive when ingesting this pill. After the power is used once—or 10 minutes pass—your affected genes deactivate, and your body returns to its original state.

Powers attained using Mut-Z ignore prerequisite requirements. If a prerequisite power is needed to determine the parameters of a Mut-Z power, then always use the lowest possible prerequisite level.

<u>Effect:</u> Gain the use of a specific Mutant power
<u>Duration:</u> 10 minutes or 1 use
<u>Addiction:</u> Moderate - roll a 1 on a d6

## Bell-Z
Bell-Z functions exactly like Mut-Z, but with Bellati powers. All Bell-Z powers function as if they were in your primary discipline.

Powers attained using Bell-Z ignore prerequisite requirements. If a prerequisite power is needed to determine the parameters of a Bell-Z power, then always use the lowest possible prerequisite level.

<u>Effect:</u> Gain the use of a specific Bellati power
<u>Duration:</u> 10 minutes or 1 use
<u>Addiction:</u> Moderate - roll a 1 on a d6

# Severely Addictive Stims
Severely addictive stims are exceedingly rare and are seldom found in pill form; they are usually in the form of a serum requiring injection. They can have dramatic, sometimes permanent effects on your physiology and are highly addictive. Exercise caution when dabbling in these dangerous drugs. Injecting a stim requires a complex action for each injection.

### Rocket Fuel

Rocket fuel is a pure stimulant that is injected into any part of the body; it makes your internal systems run hot. If you can manage to take this stim and not become addicted, you will receive a boost of energy for 30 minutes with some potentially severe tendencies towards aggression—see *ethics change* below. If you are already addicted or become addicted when you take Rocket Fuel, then your ethics change is permanent until you purge yourself of the addiction.

<u>Effect:</u> +4 to all checks, challenges, and counters
<u>Ethics change (roll 1d4):</u>
1=Sadistic
2,3=Self-serving
4=Conflicted
Ethics change is permanent while addicted whether you are in withdrawal or not.
<u>Duration:</u> 30 minutes
<u>Addiction:</u> Severe - roll a 1 on a d4

### Ultimate Power

Gain the use of a specific Mutant or Bellati power for 24 hours. You must still follow guidelines for battle powers and recovery powers with respect to frequency of use. This serum is so hard on your body that any user will have the potential of not only becoming addicted but permanently mutating as a result of its use. If you mutate, you will permanently gain the use of the power that you received, but there will be a cost—see below. If you experience a mutation as a human, automatically generate a Power score of 10.

<u>Effect:</u> Gain a specific Mutant or Bellati
<u>Duration:</u> 24 hours
<u>Addiction:</u> Severe - roll a 1 on a d4
<u>Mutation chance:</u> 10% - roll a 1 on a d10
If a 1 is rolled, you will experience one of the following permanent, negative effects:
1. -15 HP (minimum 1)
2. -2 to **all** ability scores
3. Visually impaired—All melee, ranged, and power attacks are made with +1 attack difficulty.
4. Exhausted—When resting, there is a 50% chance that you will not gain HP or recover expended recovery powers.

### Numb

Numb is a stim that was originally used to treat patients with chronic pain. People started taking Numb in combat to temporarily ignore the pain from damage, making them able to withstand more punishment. While under the effects of Numb, you may take much more of a beating before being knocked unconscious, but beware, if you were to reach 0 HP while on this stim, you would automatically be killed. If, however, the stim's duration simply expires and you fall to 0 HP, then you will just fall unconscious.

<u>Effect:</u> Gain 2x your character level + 20 temporary HP. If you reach 0 HP while affected by this stim, you die immediately instead of being knocked unconscious. After the effects of this stim wear off (1 hour), lose the HP that you were granted. If this causes you to fall to 0 HP, you immediately die.
<u>Duration:</u> 1 hour
<u>Addiction:</u> Severe - roll a 1 on a d4

## Addiction/Withdrawal

Each time a stim is used, you must roll to see if you become addicted. Once you have a mild, moderate, or severe addiction, you no longer have to roll when taking stims, but your addiction level will automatically increase by using a more powerful stim. So, if you have a mild addiction to stims and you take a stim with a moderate addiction level, you automatically have a moderate addiction.

The only way to kick your addiction is to take an opioid antagonist; they're listed on the psychostimulants table. These drugs are expensive but necessary as addictions are otherwise permanent. Once you are addicted, you will experience withdrawal symptoms beginning the following day, and lasting indefinitely until you take more stims or kick your addiction with opioid antagonists.

To quell withdrawal symptoms, you must take at least 1 stim of the level in which you are addicted—1 mild stim for a mild addiction, etc. Once you take these stims, your withdrawal symptoms will vanish until the following day.

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### Mild Addictions
Mild addictions are barely noticeable and may be cured with 1 dose of an opioid antagonist.
**Withdrawal symptoms:** -6 to max HP (min 1 HP)
-2 to all checks and counters

### Moderate Addictions
Moderate addictions are more severe and require 2 doses of opioid antagonists to cure.
**Withdrawal symptoms:** -12 to max HP (min 1 HP)
-3 to all checks and counters

### Severe Addictions
Severe addictions are debilitating and require 3 doses of opioid antagonists to cure.
**Withdrawal symptoms:** -20 to max HP (min 1 HP)
-5 to all checks and counters

## Taking Multiple Stims

Here are some things you should know if you choose to go down the path of the stim addict:

- When taking 2 stims with the same type of effect, you may not stack their effects. Only, the most powerful stim is counted. For example, if you take Body Build **and** Wrecking Ball, your bonus to Strength checks would only be +4 (the most powerful of the 2 stims).
- You may take multiple Mut-X, Mut-Z, or Bell-Z stims, gaining different effects from each.
- If you take more than 3 stims in the span of a day, it's considered an overdose. You must pass a Fortitude 30 check for each stim you take after the 3rd. If you fail, then you fall into a coma for 1d4 days. You may not use stims to grant any bonuses on this check.
- Unless otherwise noted, the effects of stims persist while unconscious.

## Other Non-Addictive Drugs

### Diethylenetriamine Pentaacetic Acid (DTPA)

DTPA is a pill that temporarily halts the progression of radiation sickness by binding to radioactive particles in your body and allowing you to expel them through regular waste disposal. If you have radiation sickness, you must ingest 1 pill each day to manage your symptoms. While on DTPA, you function normally with no side effects from radiation poisoning, but if you stop, your radiation sickness will continue to progress. DTPA does not cure radiation sickness, it simply arrests the symptoms and halts its progression.

### Prussian Blue

Prussian Blue is the only drug that will cure radiation sickness, but it is typically very rare and expensive. 1 dose of Prussian Blue will cure radiation sickness and grant immunity to the effects of radiation for 1 day.

### Opioid Antagonists

Because of the misuse of stims, powerful opioid antagonists were developed to get rid of addiction to stims. These drugs are very expensive because they are the only known method to cure stim addiction. 1 dose will cure mild addiction, 2 doses will cure moderate addiction, and 3 doses will cure severe addiction.

## Psychostimulants Table

| Item | Addiction Level | Cost |
|---|---|---|
| Body Build | Mild | 20⬠ |
| Cat's Eye | Mild | 20⬠ |
| Endurance | Mild | 20⬠ |
| Clarity | Mild | 20⬠ |
| Confidence | Mild | 20⬠ |
| Precision | Mild | 20⬠ |
| Power Boost | Mild | 30⬠ |
| Mut-X | Mild | 30⬠ |
| | | |
| Wrecking Ball | Moderate | 40⬠ |
| Predator | Moderate | 40⬠ |
| Immortality | Moderate | 40⬠ |
| Lucidity | Moderate | 40⬠ |
| Swagger | Moderate | 40⬠ |
| Rigor | Moderate | 40⬠ |
| Power Bomb | Moderate | 40⬠ |
| Mut-Z | Moderate | 60⬠ Rare |
| Bell-Z | Moderate | 60⬠ Rare |
| Mut-XXX | Moderate | 60⬠ Rare |
| | | |
| Rocket Fuel | Severe | 250⬠ Rare |
| Ultimate Power | Severe | 250⬠ Rare |
| Numb | Severe | 200⬠ Rare |
| | | |
| DTPA | - | 30⬠ |
| Prussian Blue | - | 250⬠ |
| | | |
| Opioid Antagonists | - | 250⬠ |

# Chapter 10: Ability Checks

ABILITY CHECKS ARE A TOOL THAT THE GM will use to determine if your character is capable of performing a specific task. These checks are made by rolling a d20 and adding the ability score associated with the nature of the check: Strength, Agility, Fortitude, Acumen, Personality, Accuracy, or Power. For instance, if you were attempting to bash through a wooden door, the GM may ask you to roll a Strength check to see if you are successful. The GM will secretly determine the number required to complete the task based on its difficulty. Bashing down a steel door might require a very difficult Strength 38 check whereas bashing down a wooden door might only require a Strength 23 check. After you roll your d20, you will add your Strength ability score to the result. If the result meets or exceeds the GM's secret number, then you succeed in your task.

Checks and challenges are used to complete every difficult action that your character might attempt, so you and your GM don't have to memorize dozens of mechanics. They are intuitive and can be improvised on the spot to fit your situation.

> ### Check Difficulty
> *The difficulty of an ability check can range from 15 to 40 with most checks falling between 20 and 30:*
> - *15=Very easy*
> - *20=Easy*
> - *25=Medium*
> - *30=Hard*
> - *35=Very hard*
> - *40=Almost impossible*
>
> *For certain checks, the GM may allow multiple thresholds for success, the lower of which will allow you to succeed, but at a cost.*

Here is a list of some tasks that may be associated with each of your ability scores:

## Strength
A measure of brute force:
- Pushing
- Pulling
- Bending
- Jumping
- Holding on
- Climbing
- Smashing

## Agility
Quick reflexes and general level of control of large motor skills:
- Dodging
- Preventing oneself from falling
- Sneaking
- Hiding

## Fortitude
A measure of resilience and the ability to withstand uncomfortable or painful situations:
- Resisting intense pain
- Holding your breath
- Resisting poisoning
- Dealing with a scarcity of food or shelter
- Prolonged physical activity
- Resisting Radiation Sickness

## Acumen
A measure of mental Fortitude—a combination of book-smarts and street-smarts:
- Ability to recall facts or trivia
- Understanding of highly technical systems
- Reasoning and puzzle-solving
- Perception or search of the environment
- Aptitude for strategy
- Salvaging spare parts/explosive components
- Hacking
- Operating complex machinery

## Personality
Your social acuity and the ability to get what you want by using only your words and your guile:
- Lying
- Determining if another is lying
- Information gathering
- Making friends quickly
- Persuasion
- Coercion
- Performing a speech or a song

## Accuracy
The ability to aim projectile weapons, wield light weapons, and execute tasks with the finest of motor skills:
- Shooting guns
- Wielding knives
- Tossing an object to an exact location
- Pickpocketing
- Manipulating a small object like a lock or a trap
- Playing an instrument

## Power
Your ability to wield or endure Mutant and Bellati powers:
- Making a power attack
- Entering a mental challenge against another Mutant
- Resisting a power being used against you

## Advanced Abilities

Sneaking, hacking, foraging, the operation of complex vehicles, and administering medical care are considered advanced abilities. Players making advanced ability checks or challenges are subject to a -5 penalty to their rolls unless they possess the corresponding talents: sneak, hacker, forager, wheelman, or medic.

## Sneaking and Hiding

Any player may attempt to sneak by rolling a sneak check (d20+Agility), but unless you possess the Sneak talent, all your sneak checks will be subject to a -5 penalty. Sneaking can be used to get the drop on an enemy, or simply pass by a group of foes undetected.

If you wish to hide, simply choose a location in which to hide; no check is required, but other creatures may discover your hiding place by searching with an Acumen check. The difficulty of all checks related to sneaking and hiding is based on the conditions in your environment—the better the conditions, the easier the check will be:

### Hide and Sneak!
- **15-20**=Complete darkness/full cover
  *Dark room with no lights/hiding in a closet*
- **21-25**=Mostly dark/nearly full cover
  *Dimly lit, nighttime/behind a car*
- **26-30**=Moderate light/moderate cover
  *Outside at sunset/behind a large tree*
- **31-35**=Daylight or slightly covered
  *Outside at noon/behind dense foliage*
- **36-40**=No significant cover. Sneaking or hiding may not be permitted

### Sneaking FAQs
- While sneaking, you move at ½ your movement speed (rounded down).
- You may attempt to sneak while wearing any armor type, but you receive a -3 penalty while wearing heavy armor.
- You may not sneak up on an enemy during any round in which they have already seen you.
- The difficulty of your sneak check is based on the conditions of your environment.
- Searching for a hidden creature or object requires an Acumen check; there is no penalty for lacking the Sneak talent when making this check.

## Hacking

Players may attempt to bypass a computerized system by making a hack check (d20+Acumen), but they receive a -5 penalty to their check unless they possess the Hacker talent.

### The Hack
A hack check is a d20 roll plus your Acumen score. Hacking can come in all different forms from opening a door with a keypad to performing a difficult, multi-round hack on a defense system to gain control over it. The GM will determine the complexity of the hack and assign a difficulty to the hacking check. If your Acumen score (including any Acumen and hacking bonuses) plus your d20 roll meets or exceeds the difficulty of the hack, then you succeed.

### Multi-round Hacks
A complex computer system with many levels of protection may require a few rounds and multiple successful hacking checks to break in. The check could get harder and even spring a few traps during your hack. Here is an example of a multi-round hack:

*(GM): Ok, your party made it to the control room. What are you going to do?*
*(Player): I'm going to try and disable the Mech weapon that's blocking our path.*
*(GM): Roll a hacking check.*
*(Player): 11 plus my Acumen so 29.*
*(GM): Great! You succeed in breaking into the system, but the computer system realizes that it's being hacked, and counter-measures have been enacted. The doors of the control room slam shut. Roll another hacking check to try and override it.*
*(Player): 4...ugh...so that's a 22.*
*(GM): The room begins filling with gas. Make another hacking check.*
*(Player): 26. That's better.*
*(GM): But not enough. Everyone in the room begins coughing and choking—everybody takes 7 poison damage.*
*(Player): Can I try to hack it again?*
*(GM): Sure, but you might get locked out of the system if you fail again.*
*(Player): 35!*
*(GM): Success! The doors open, the gas disperses, and the Mech weapon is disabled.*

## Foraging

In the event your party has no access to food, water, or rations for an extended period, the GM may require you to roll a foraging check (d20+Acumen). Players without the Foraging talent receive a -5 penalty to their check. Only one player in the party is required to pass their check to succeed for the whole group. If your group fails the check, the GM may select any number of negative effects for you to experience; below is a list of some possibilities (the GM may substitute any value or dice roll to adapt it to their campaign):

- Maximum HP lowered by 2d10
- -5 to all checks, challenges, and counters
- Die in 2d8 days (this effect may be hidden from the players)
- Movement reduced by 10
- Lose the use of B.A.D.
- Lose the use of a power

Multiple, consecutive failures of foraging checks can eventually lead to death.

Once a foraging check is passed, or players find another source of nutrition, then all negative effects from previously failed checks are negated.

## Complex Vehicles

Your GM determines what vehicles fall into the "complex vehicle" category, but generally, these vehicles are jets, tanks, helicopters, spaceships, submarines, etc., anything that requires some level of training for a cursory understanding of its operation. Any player may attempt a complex vehicle check (d20+Acumen), but players without the Wheelman talent receive a -5 penalty. Once you fail a check to operate a complex vehicle, you may not make another check for the same vehicle. However, it may be possible for you to learn to operate it by other means. Official training by a player or an NPC over time might be sufficient at the GM's discretion.

## Medic

If you wish to revive an unconscious creature, you may attempt to do so with a Medic check. All Medic checks require an Acumen 25 roll, but unless you have selected the Medic talent, you will receive a -5 penalty to your attempt. If successful, the unconscious creature will regain consciousness with 1d10 HP.

Healing a player in this manner does not remove ongoing effects such as poison, so creatures that are afflicted with such effects must find other ways to remove them or risk falling unconscious again.

## Challenges

A challenge is when 2 creatures make an ability score check against one another—the higher roll wins (re-roll ties). Challenges, like checks, can occur both in and out of combat situations. In reference to this book, any bonus that you would receive when making a check would also be received when making a challenge. Here are a few examples of common challenges that are likely to arise and their relevant ability scores:

**Disarm:**
**Strength vs. Strength**

**Tackle/Grab and Hold:**
**Strength vs. Agility or Strength**

**Lie:**
**Personality vs. Acumen**

**Intimidate:**
**Strength or Personality vs. Fortitude**

**Distract:**
**Personality vs. Acumen**

There are innumerable situations that you will encounter on your journeys. The GM will determine what type of check or challenge is appropriate for each situation.

## Automatic Success/Failure

Almost anytime the GM requires a check, you have a chance of succeeding or failing, however, characters with exceptionally high or low ability scores may find themselves in situations where a roll would have no impact on the outcome. In these situations, you would automatically succeed or fail. Consequently, in rare circumstances, some players may require checks while others may not. Additionally (and this should be done with great care), the GM might require you to make a roll that is impossible, but adds to the flavor of the situation:

**(Player):** *Ok, I want my Goliath to try and tip over the dump truck and spill its payload.*
**(GM):** *Roll me a Strength check.*
**(Player):** *Alright, 20 plus my Strength...42!*
**(GM):** *You strain to lift the truck but are surprised at how heavy it seems. Even your 20 isn't enough to tip the truck.*
**(Player):** *What? What the heck is this thing hauling?*
**(GM):** *You climb up the back of the truck and peek into the hopper. You see 4 massive onyx boulders, perfectly round, that have a sort of glow to them. You think that they might even be emitting heat because your face suddenly seems warm.*
**(Player):** *Oh man. I roll an Acumen check to see if I know anything about these boulders...21.*
**(GM):** *You have no idea what they are, but you are pretty sure that they are alien. These are some sort of Bellati artifacts.*

As an optional rule, the GM may impose an extra penalty or effect for rolling a 1 or a special bonus for rolling a 20. This can be just for dramatic effect, or it can actually have an impact on your attempted action.

## Salvaging

With an Acumen check, any player may attempt to salvage an area for spare parts or explosive components. The GM will determine whether there are any salvageable items in the area and then assign a difficulty based on your environment; sometimes no check is required. The Demolitions Expert has a skill called "Master Salvager" that allows them to receive twice the materials that would normally be found.

## Radiation Sickness

When players spend time in areas plagued with radiation, they may be asked by the GM to roll a Fortitude check. The difficulty of the check is determined by the GM, based on how irradiated the area is. Players that fail their check will experience one of many side effects; untreated radiation sickness will eventually lead to death. Below is a list of some possibilities, but the GM may alter or substitute any of the listed effects to fit their campaign:

1. Maximum HP lowered by 2d10
2. -5 to all checks, challenges, and counters
3. Die in 2d6 days if untreated (this effect may be hidden from the players)
4. Movement reduced by 10

5. Lose the use of B.A.D.
6. Lose the use of a power
7. Blindness
8. Permanent Mutation (extremely unlikely)—luck roll to determine the type of mutation. Gain a power? Lose/gain a physical ability? Gain a grotesque deformity?

Radiation sickness can be temporarily managed or cured with anti-radiation medication. See *Chapter 9: Psychostimulants - Other Non-addictive Drugs* for more information.

## Luck Rolls

A luck roll can occur in 1 of 2 circumstances:
- A player wishes to attempt a specific, possibly outrageous action that doesn't benefit from ability score.
- The players encounter a circumstance where luck plays a role in the outcome.

Here are some 2 examples:
1. Your players wish to cross a rickety bridge with old rotten boards; they may or may not hold weight.
2. The party is attempting to infiltrate a private club. There is a password to get in, but they don't know it, and they try to guess it in the moment.

Luck rolls are made with d100 percentile dice. The GM will determine how much luck is needed in each scenario. In the first example, the GM may determine that there is a very small chance that the boards will fail: 5%. Players must roll higher than a 5 or break a board and fall through.

In the second example, the GM may determine that there is a greater chance of failure when guessing the password: 80%. You must roll higher than an 80 to succeed.

Situations that require more luck require higher rolls. The percentage determined by the GM is the percent chance that you will **fail**, and you must always roll higher than that number.

# Chapter 11: Experience (XP)

EARNING EXPERIENCE IS HOW YOUR character gains levels and ultimately becomes a more formidable individual. "Leveling up" requires either the completion of noteworthy tasks or triumph over an adversary via some form of combat or contest. When you complete one of these events, your GM will tell you to mark XP. On your character sheet, check one of the boxes designated to track XP. Once all 4 boxes are checked, you have successfully leveled up. It is up to the GM to allow you to level your characters mid-session. To keep the game moving, it may be considerate to just mark down your XP and level your character between gaming sessions, saving time.

XP will typically be awarded to an entire party as they complete tasks, but it is possible to gain XP as an individual for exceptional execution of a difficult task or an unusual or divergent solution to a problem. In some instances, there might be a character that is specifically suited to complete a task based on their class, mutation, or discipline; XP may be rewarded in those instances as well. Below is a list of instances in which the GM may award XP:

## Good Role Playing

Bring your character to life during interactions with NPCs. Try to make decisions that your character would make based on their ethics and their backstory, even if the choice may lead to dicey situations. Some of the most amusing and entertaining moments occur when players truly embody their characters, especially if a character's Personality thrusts the group into a precarious situation.

## Being an Individual

With such a wide variety of ways to build your character, you can be unique and specialized. Make decisions that exemplify the characteristics of your class, mutation, or discipline. Do the things that you, and you alone are built to do. If you're a hacker, try to overcome an obstacle with a sweet hack. If you're a healer, then keep your party alive at all costs. If you like to bash things with hammers, have at it!

## Following Your Ethics

Playing your character's ethics properly is an extension of good role-playing. Try to make decisions that follow your character's standards, even if the decision seems detrimental to your goals. A virtuous player, for example, would never steal an item, even if it would help them complete an important mission and they were suffering no consequences for the theft. Playing your ethics properly can be difficult, but remember, you and your character will likely have a different way of looking at the world. Try to play as your character.

## Brilliant Tactics

Use skills, powers, or sheer cunning in creative ways to circumvent obstacles, avoid combat, or eloquently solve a problem. You may find a creative way to defeat a difficult enemy during combat or find a way to avoid combat altogether and accomplish your goal with no bloodshed. Always look for interesting ways to interact with the world the GM has created for you.

## Puzzle Solving

Find the solution to a difficult puzzle, riddle, or mystery that has been presented to the group. This may be something that your character can accomplish by using a power or a skill. Or maybe it's as simple as figuring out an old riddle that has stumped your party for a long time.

## Combat

Defeat a worthy adversary in combat. Combat scenarios will generally grant XP unless you greatly outmatch your opponent; you won't receive XP for beating up frail old ladies. Points may also be awarded at the GM's discretion for avoiding combat entirely.

## Completing a Storyline

Complete an entire storyline or small story arcs within the storyline. Your scenario may include multiple ongoing stories occurring simultaneously. As characters progress through a story, they'll make discoveries, uncover truths, and shepherd change in the world. When these changes or discoveries are substantial enough, XP will be earned.

# Chapter 12: Creating a Scenario

A S THE GM, IT'S YOUR JOB TO CREATE A vibrant and interactive world throughout which your players can explore. Eccentric characters, unexpected turns of events, and colorful locations will all add to the overall quality of storytelling and provide a catalyst, both for you, and your players to cooperate in creating an intriguing storyline. Listed below are some seeds to help in creating your own worlds and scenarios:

## Where?

Let's start with the obvious. The story of Residuum takes place on Earth, so, in general, your scenarios will be located somewhere on this planet. But with all the Bellati's space-faring technology, you could legitimately create a campaign in space or some new colony on a nearby planet. You have access to the entire universe!

### Locations:
- Farmlands or small abandoned country towns.
- Urban areas or large iconic cities with rundown famous landmarks.
- A hometown campaign—the details with which your players are intimately familiar
- A Bellati spaceship.
- A new colony on Mars or some other planet.
- A massive underground bunker.
- An underwater city built by the Bellati to escape the dangers of the surface.
- A dense forest filled with dangerous mutated animals.

## Who?

Your players will need characters to interact with in the world. What are they like? Characters with eccentric and well-defined personalities will provide interesting and memorable interactions. Also consider what the general population is like. What kinds of people live there, and how many are there?

### Demographics:
- Densely populated with humans.
- Desolate and uninhabited—rare to find another living creature.
- Mutants are so rare that most people believe them to be a myth.
- Mutants and Bellati are now part of the everyday culture.
- Mutants and Bellati are feared, hated, and hunted.
- Humans are hunted by Mutants who believe they are the next stage of evolution and are superior beings.
- The region is comprised of a multitude of tribes competing for resources.

- Population is driven by the latest technology, alien or otherwise.
- The population is heavily partisan and filled with ideologues of some greater cause or belief.

## What?

Often, without the proper motivation, your players will have a hard time deciding what it is that they want to accomplish in a game. You should provide a clear problem or challenge behind which the group can rally or a mystery for them to solve. Players will likely still have individual personality quirks that will cause some dissenting opinions within the group, but usually, this simply adds richness to the characters and helps bring them more to life. For instance, they might argue over what to do with a powerful item once recovered, but they all agree that recovering it is of paramount importance.

### Obstacles:
- Resources are extremely scarce. Procuring and conserving food, water, and ammunition is important.
- The entire population is addicted to stims. You need to find the source and cut off the supply.
- Your village is constantly being attacked by a dangerous group of Mutants that wish to oppress and enslave humanity.
- A dangerous and powerful Bellati artifact has been stolen and needs to be recovered.
- 2 warring human factions are recruiting. Do you join either of them, try to unite them, or stay out of the conflict?
- The robot army that was built to protect the city has become sentient and has turned on the people.
- The environment has been severely damaged by the Great War and nuclear fallout. Weather patterns are erratic and pose a constant threat. You need to relocate to a safer location.
- There are rumors of a Martian colony. The Earth is dying, and you need to find a way to get to Mars.
- A group of robotics engineers has been developing robots for protection, but they've lost control of their creations, and now, they are attacking humans.

Instead of giving them a clear obstacle to solve, you could present them with a mystery. Give your players clues to things that seem obviously out of place, and they will follow the clues down the rabbit hole.

### Mysteries:

- There is a strange set of footprints that you've never seen before. They are huge.
- People keep disappearing from your camp and returning in a few days with no memory of where they've been.
- A piece of technology was found with bizarre properties. Nobody has seen anything like it before.
- A mysterious illness is going around. The people that suffer from it are having visions that are coming true.
- A message was delivered from an unknown sender. It contained personal information about the party. Information that nobody could have known.
- There is a location a few miles away, where all electronic devices and vehicles cease to function.

# When?

A scenario in any post-industrial time period could exist with very little adaptation from the GM. Choosing "when" to set your world will provide a special flavor unique to that era. The GM will determine the availability of weapons and equipment based on what would be readily available in that era.

### Eras:

- The most common setting is the near future. A world very much the way it is now but ravaged by plague and war, rendering it unrecognizable.
- World War II: The Bellati arrive at the height of WWII. They are sucked into the war and change the course of history before the plague takes hold of the population.
- The 1920s: Speakeasies, prohibition, and the mob.
  Any of your favorite decades. Are you a child of the 80s? Let's go see what a post-apocalyptic 80s society would look like.

- The Wild West: Yes, this is before the industrial revolution, but the "every man for himself" tone of the Wild West fits well with the post-apocalyptic genre. And with all the new Bellati technology being introduced, you could create a steampunk styled world.
- Deep in the future of a highly advanced human civilization with abandoned technology at every turn: service robots, virtual reality machines, hovercraft, massive skyscrapers, and space-faring vehicles.
-

*Regardless of which time period you choose, you will need to decide on when the Great War happened with respect to that era:*

- During the plague: Allow your players to be participants in the plague and the ensuing Great War.
- Immediately after The Great War: The world and society are in shambles. There is no civilization to speak of, just individuals scrounging to make a life.
- Decades after The Great War: There are organized "governments" that have established order and control in various regions. There is even some semblance of civility among people and an economy for trade.

# Including Twists

Twists are not completely necessary when creating a plot, but a surprise twist at just the right moment can captivate your players and energize your story, potentially taking it in a whole new direction.

### Twists:

- The elderly man that you've been assisting is, in reality, a powerful Mutant that has been using you to locate your hidden stash of supplies.
- Recently, there have been several missing children from your community. It turns out that the mayor has been selling them to a group of scientists in exchange for food, water, and bullets.
- A Mutant arch-nemesis removes her mask and reveals herself to be the sister of one of the party members.

- Once thought to have been killed, a long-lost family member turns up as the leader of an underground organization responsible for acts of terrorism.
- You discover a thriving community with comfortable accommodations that provide protection for thousands of people; they even have access to electricity. It turns out that their engineers had devised a way to generate power by imprisoning Mutants and sapping their powers. Do you free the imprisoned Mutants and risk the lives of thousands of people?
- You've witnessed inexplicable, almost mystifying, environmental events. You've even heard people talking about ghost sightings. The world around you continues to degrade until it completely evaporates. You and your party wake up in what looks like an abandoned lab. After some digging, you determine that the world you were in was a simulation.

## Building Your World

When designing your world, you will need to make decisions on how big to make it, as well as how granular you want to get with the details. Massive, open-world environments with items and NPCs in specific locations, while fun to create, are cumbersome and may cause your players to feel lost and even paralyzed by the multitude of choices available to them. That being said, providing details for a location will help your players immerse themselves in the story and bring it to life. Below are a few tactics that the GM can employ to make an open-world style game while preserving the narrative and keeping players "on track" so to speak.

## GM and World Building Tactics

### Improvise the details

Your players may travel to dozens of locations during a campaign—or maybe just a few. As a GM, there is nothing more disappointing than spending hours creating a beautiful, painstakingly detailed environment filled with Easter eggs and other valuables only to have your players completely ignore it. Instead, when creating maps or building interiors, have a general idea of what is in each location, and fill in the details as your players explore. Your players will often provide you with ideas by simply asking you questions:

*(Player): I want to search this house and see if I can find some stims.*
*(GM): Sure, roll an Acumen check.*
*(Player): 28*
*(GM): You find nothing on this floor, but as you pass the stairway you notice a door ajar upstairs; it looks like a bathroom.*

*(Player): Ok, I want to go search the medicine cabinet.*
*(GM): The stairs are rotten and creaky, but they hold your weight as you go upstairs. The bathroom has a black and white tiled floor and a musty smell, and there is some brownish water in the tub. It looks like nobody has been here in a while. When you check the medicine cabinet, you find 3 stim bottles. 2 are empty, but one has a few Mut-X pills left in it.*
*(Player): Awesome! I take them.*
*(GM): As you grab the stims you hear a noise downstairs. It sounds like the front door has been opened and you can hear the footfalls of heavy boots on the wooden floors.*
*(Player): Oh crap! Is there a window in this bathroom?*
*(GM): No, but there's a skylight.*
*(Player): I climb on the toilet and hoist myself up to climb out.*
*(GM): Ok. Roll an Agility check.*

In the above scenario, almost everything can be improvised: the physical details of the house, the existence of stims in the bathroom, the entrance of the unknown NPC, and the skylight in the bathroom. Both you and your players can work collectively to compile the details of your world while you guide them through narrative elements. Your player wanted stims, and they passed a check, so you have 3 choices: reward them with the stims, tell them that what they seek isn't there, or have them find something completely different that either furthers the narrative or is useful in another way, which brings us to the next tactic: dynamic narrative elements.

### A Note on Exploration

*When dealing with large travel distances or exploration of large environments, it is best to not get too granular. Don't make your players roll checks for every nook and cranny. A single check could potentially uncover a hidden item on an entire city block. As far as travel goes, you may want to place encounters or skirmishes on the way to a distant location but try to make them meaningful. Encounters that suck up time and don't further the narrative or generate some XP feel empty. Also, it's perfectly acceptable to have your players instantly arrive at their destination. You can describe the trip in a few short sentences, and players don't have to slog through the monotony of a long journey.*

### Dynamic narrative elements

Dynamic narrative elements are elements of your story that can take place at any time in any place. If you want (or need) your players to find a specific item or meet a specific NPC, you don't have to wait until they find them by accident or attrition; you can place them wherever you like. The same goes for events. Design your campaign around the idea that during the course of the story "these things will

happen," and don't worry so much about the location in which they occur.

> **Pro tip:** *Don't hide narrative elements or important information behind a **single** check or a puzzle. If your players fail to succeed in their rolls or simply can't solve a puzzle that you've crafted, then you will be stuck and be forced to find another way to move the story along. You can choose to include valuable information on a successful check for dramatic purposes, but there should always be another way to access that information.*

## Be prepared

Being prepared does not mean trying to anticipate every possible decision or outcome of a scenario. It means that you need to be prepared for your players to take your campaign to unexpected places, geographically and otherwise. Thinking on your feet is key to GMing a fun game but preparing yourself with a few preconceived ideas (a cheat sheet of sorts) can get you out of a bind when your players throw a monkey wrench into your beautifully laid plans or simply wander off course either intentionally or unknowingly.

Here is a basic example of what a cheat sheet might contain:

- Names: Human, Mutant, and Bellati. It's always good to have a list of names to glance at rather than trying to think of one on the fly.
- Random loot that is relevant to your players.
- Interesting or quirky locations, items, and even NPCs that have no purpose other than to color your world, making it "feel" a certain way.
- Specific items that your players will find to progress the narrative: a map to something valuable, a sequence of seemingly random numbers, a diary containing detailed instructions on how to build a deadly machine, etc.
- An NPC that you can introduce at any time specifically designed to guide your players if they are at a loss. They may possess information or even a skill that is sorely needed in an upcoming challenge.
- Events that can occur at any time: an object plummets to earth near your location, you are greeted by a stranger along the road who turns out to have some important information, someone you are protecting is ambushed, a dangerous dust storm envelopes the entire region.

*Events like these should all have some sort of narrative purpose but may occur in any location and don't require your players to be somewhere specific to trigger them.*

## Intervene only when necessary

If your players have a strong idea about the path they want to take, then let them roll with their creativity, and reward them for it. The world will seem much more alive to your players if they feel their characters are telling the story and shaping the world rather than simply being the observers of a story as it unfolds. Only if they are floundering should you attempt to guide them with subtle clues at first and then more obvious clues if they continue to struggle. Introduce an NPC or trigger a prepared event to get your players back on task.

This laissez-faire approach does not mean that the GM should give their players complete freedom to go anywhere and do anything. It's about empowering them to make good decisions by providing them with pivotal information, then allowing them to choose their own path.

In the rare event that you have a habitual contrarian that simply refuses to comply with the group and consistently ignores the story that you've created, then you may need to get creative in finding motivations to get that player back on track.

## Ask questions

For player groups that are more interested in telling stories and exploring narrative elements, consider leaving out even more of the specifics of your world and letting your players fill them in. A great way to do this is by asking your players questions. You can ask your players not only about their own backstories but about the world. Have them fill in the details:

- There is something dangerous in the city. Do you know what it is?
- You've been spending a lot of time with the junk dealers in this settlement. Have you overheard any rumors?
- What flashes to mind doing this task? Does it remind you of anything from your past?
- Clearly, someone has been tortured in this basement. Does that stir up any memories for you?
- You enter the house. Can you tell me how it's decorated?
- You crack the safe and not only find a stash of weapons but some sort of small, sentimental item. What does it look like? Is there an inscription?
- A Mutant has used a Mind Control power on you and is delving deep into your most traumatic memories. What does she see?

As you can see, these types of questions can be used not only to flesh out character backstories, but also to generate your world. This play style is not for everyone, but for many groups, this tactic will bring the world to life and make players feel more engaged and invested in their characters.

It should be noted that this style of GMing requires far more improvisation and thinking on the fly as you will be reacting to important story elements that your players create. If they design

some sort of Mutant monster they are expecting to face, you might have to create it on the fly, which brings us to creating adversaries. If you are thinking of playing a campaign in this style, consider having several plug-and-play adversaries with generic stats from which you can pull. You can easily improvise the details of these adversaries, but you don't want to be rolling an NPC from scratch in the middle of a game.

## Creating Adversaries

Your players will encounter several different adversaries on their journeys, some more formidable than others. An adversary can be anything from a mutated rat with teleporting powers to a reoccurring archnemesis that keeps slipping through the players' fingers. When creating the latter, you should take time to create a personality with complex motivations or ideologies that will test the ethical and moral proclivities of your players and their characters: put the virtuousness of a character to the test by challenging them with a moral dilemma, or fan the flames of conflict within the group by appealing to the greed of a self-serving or conflicted character. You should also allow the archnemesis to grow and change over time as your players do. Maybe the players actually justify a way to ally themselves with the "bad guy" at some point. These unique interactions will captivate your players and help them develop strong opinions about NPCs, about the nature of the world, and about their own character's goals and desires. A nemesis would usually be a powerful, high-level character that can't be defeated by the players in a low-level encounter. If they happen to tangle with such a foe before they are ready for the challenge, they would likely be toyed with rather than killed.

Most of the adversaries your players will face will not be as formidable. They could be minions of a strong leader, untrained bandits on a scavenging run, or just your average Mutant raccoon out for a late-night dinner. For these types of opponents, you won't need to generate a deep personality or an intriguing motive; sometimes things are simple: the pack of Mutant raccoons was hungry, so they were out looking for food—you're the food!

The guidelines and tables in the following section will provide a template from which you may create your own adversaries. Here are some things to note about this process:

1. An adversary's level is only a rough guide to determining their potency in combat. important in helping to create a balanced combat scenario for your players. Keep in mind that play style and party composition can have a considerable effect on the outcome of a combat scenario, so take your party's predilections into account when

generating adversaries. That being said, in a one-on-one scenario, low-level characters and adversaries of equivalent levels are roughly equal, and high-level adversaries are generally superior to characters of equivalent level.

2. The level of your adversary equals the average level of HP, damage, defense, and BAD on the *Adversary Level Table* plus any adjustments made for "Special Abilities." You may create an adversary by using all the values of a particular level, or you may mix and match. For example, if you want to create an adversary with 15 HP (level 2), 11 damage (level 2), 0 BAD (level 1), but 11 armor (level 11), you would add up all the

levels and divide by 4: (2+2+1+11) / 4. Your adversary would be considered level 4.

3. Damage, defense, and B.A.D., are determined independently of weapons, powers, armor, and ability scores. The items or powers of an adversary are mostly for narrative purposes. For example, an enemy might be using a force field to increase their defense. This force field doesn't have to function like the force field used by the Energy Mutant (although it could). It can simply be expressed as a high defense score. If your players can somehow suppress this power, then the Mutant's defense might go to 0. Another example is creating an adversary that dual-wields pistols. Perhaps they're an expert marksman, and each pistol attack does 2d12 damage. If your players defeat them and loot their pistols, they will receive 2 heavy pistols (1d6 damage per shot). The adversary's extra damage came from a "skill" that they possessed.

1. Use skills, powers, talents, and weapons to inspire ideas, but don't force yourself to obey the specifics of any skill, power, talent, or weapon; make your own rules within the mechanics of the game.

4. Try not to get bogged down by creating an adversary with too many "tricks up their sleeve." Having an adversary with too many powers can be difficult to manage, and often more powers or special abilities don't necessarily make a stronger adversary, as you can't use them all at once; however, passive abilities and abilities that can be used "out-of-turn" can be quite effective.

Here is a checklist that you can use to quickly create an adversary for your players. Some of these items are purely cosmetic or narrative-based, but will make your adversary more interesting and vivid:

✓ **Type:** Humanoid, animal, Mutant monster (what was it originally?), robot, swarm of creatures
✓ **Physical Description:** Size, build, clothing, expression, markings, scars, tattoos, mutations, noticeable powers. An adversary's physical description can also be reflective of their abilities. For example, if they are immune to physical damage, then they have super thick armor or metallic skin. See *Special Abilities* in the following section.
✓ **Name:** Does it have a name, or is it just an animal or nameless minion?
✓ **Ethics:** Virtuous, utilitarian, etc. or no ethics at all
✓ **HP:** See *Adversary Level Table*.
✓ **Defense:** See *Adversary Level Table*. For the sake of simplicity, adversaries don't have

separate evasion and armor scores. They just possess a total defense score. Armor-piercing or armor ignoring attacks would ignore defense and score full damage on the target.

✓ **Damage:** See *Adversary Level Table*. Note that the damage listed on the table is the **average** damage an adversary can inflict during a round of combat, assuming all attacks are successful. You may spread the damage across multiple turns or inflict it all at once. Using the example in the previous section, our expert marksman is dual-wielding 2 heavy pistols. She takes 1 shot per attack with each pistol doing 2d12 damage 2 times. This is an average of 26 (physical) damage as (6.5+6.5) x 2=26 and is therefore considered "level 6 damage."
   *Note: You may divide up the damage of your adversary among any number of shots or strikes at your discretion, regardless of the existing combat or weapon mechanics. So, you could make an adversary that inflicts 6d6 damage with 1 successful shot or 1d6 damage per shot but takes 6 shots per attack.*

✓ **B.A.D. (Bonus Attack Dice):** See *Adversary Level Table*. When selecting bonus attack dice, always select the lowest level when averaging the values to determine the level of your adversary.
✓ **Special Abilities:** Special abilities (listed below the *Adversary Level Table)* can have a massive effect on your adversary's difficulty level. As a GM, this is something for which you will need to develop a feel as each ability will grant the adversary very different traits. You must think not only about how much more utility special abilities give your adversary, but how it pertains to your players and their character's abilities. Narratively, try to have the adversary's design reflect their abilities.
✓ **Ability Scores:** After the level of your adversary has been determined, assign them ability scores based on that level. The number listed on the *Adversary Ability Scores* table is the average ability score for your adversary. Adjust the scores up or down to fit the adversary's narrative. Note that leaders, bosses, and adversaries with strong convictions would typically have high Personality scores and less susceptible to powers and checks that would deter them from their path.
✓ **Loot:** Most enemies that your players defeat should have some sort of loot, even if it's just the weapon they'd been using and its corresponding ammunition. Exceptional adversaries would likely possess much more valuable items. You could predetermine these items or randomly determine them using the *Random Loot Tables* under "Loot."

# Adversary Level Table

| Level | HP | Damage | Defense | BAD |
|---|---|---|---|---|
| Level 1 | 8-12 | 7-9 | 1 | 0 |
| Level 2 | 13-17 | 10-12 | 2 | 0 |
| Level 3 | 18-22 | 13-16 | 3 | 1 |
| Level 4 | 23-28 | 17-20 | 4 | 1 |
| Level 5 | 29-34 | 21-24 | 5 | 1 |
| Level 6 | 35-40 | 25-28 | 6 | 2 |
| Level 7 | 41-46 | 29-32 | 7 | 2 |
| Level 8 | 47-52 | 33-36 | 8 | 2 |
| Level 9 | 53-58 | 37-40 | 9 | 2 |
| Level 10 | 59-64 | 41-44 | 10 | 3 |
| Level 11 | 65-72 | 45-48 | 11 | 3 |
| Level 12 | 73-77 | 49-52 | 12 | 3 |
| Level 13 | 78-84 | 53-56 | 13 | 3 |
| Level 14 | 85-90 | 57-60 | 14 | 3 |
| Level 15 | 91-100 | 61-64 | 15 | 4 |
| Level 16 | 101-110 | 65-69 | 16 | 4 |
| Level 17 | 111-120 | 70-74 | 17 | 4 |
| Level 18 | 121-130 | 75-79 | 18 | 4 |
| Level 19 | 131-140 | 80-84 | 19 | 4 |
| Level 20 | 141-150 | 85-89 | 20 | 4 |

## Special Abilities:

- **Reflect:** Reflect a portion of damage back at the attacker.
- **Fast/Slow:** Exceptional speed or sluggishness.
- **Grab:** Grab a creature and prevent them from escaping. Grabbed creatures lose BAD when attacking. Counter with Strength.
- **Heal:** Heal yourself or other targets as a simple action.
- **Suppress Power:** Stop the use of all powers in an area or on a target. Possible power counter or challenge.
- **Fear:** Increase attack difficulty for all enemies within a radius. Counter with Fortitude.
- **Damage Immunity:** Possess a complete or partial immunity to a specific damage type such as physical or energy.
- **Effect Immunity:** Immune to movement impairing effects like stun or immobilize.
- **Knock-down:** Successful melee attacks knock targets prone.

- **Multi-action:** React to player actions multiple times per round. Movement is still limited to the maximum per round movement. This special ability is extremely potent, and high level, boss-like adversaries should possess it. Multi-action is especially important for adversaries fighting alone.
- **AoE Damage:** Your attacks do damage to multiple targets at the same time.
- **Phase:** Your physical form phases in and out of view in an almost ghostlike fashion. +1 or +2 to attack difficulty.
- **Teleport:** Teleport to a nearby location.
- **Heavy:** Immune to physical damage.
- **Mind Control:** Has the ability to read thoughts, control others, confuse opponents, etc.
- **Ignore Armor:** Armor-piercing rounds or any powers that ignore defense.
- **Night Vision:** Possess night vision goggles or the ability to see in the darkness.

*These special abilities are just suggestions. You may customize your adversaries using any powers or skills in this text, or create your own. And remember, **adversary powers and skills are not bound by the mechanics of player powers and skills. You may create anything you wish if you feel that it enhances the narrative.***

### Creating a "Boss"
*If you aim to create a single, powerful bad guy with which your players can tangle, then don't be afraid to choose multiple special abilities. As a rule of thumb, 1 adversary vs. a party of 3 or 4 should be a few levels above their average level to present them with a challenge. The "Multi-action" special ability is extremely useful when creating a "Boss."*

## Adversary Ability Scores

| Level | All Scores |
|---|---|
| Level 1 | 10 |
| Level 2 | 11 |
| Level 3 | 12 |
| Level 4 | 13 |
| Level 5 | 14 |
| Level 6 | 15 |
| Level 7 | 15 |
| Level 8 | 16 |
| Level 9 | 16 |
| Level 10 | 17 |
| Level 11 | 17 |
| Level 12 | 18 |
| Level 13 | 18 |
| Level 14 | 19 |
| Level 15 | 19 |
| Level 16 | 20 |
| Level 17 | 20 |
| Level 18 | 20 |
| Level 19 | 20 |
| Level 20 | 20 |

# Making Combat More Fun

With all the fantastic powers and abilities in Residuum, your players will likely find themselves in interesting tactical situations that make combat dynamic and exciting. When designing (or improvising) a combat encounter, try to add elements to the battlefield that require them to do a little problem-solving.

- Place a sniper high up in a building.
- Have enemies attack from a bulletproof vehicle.
- Send in an unexpected, dangerous creature in the middle of the battle.
- Make the battle about something specific, not just about killing. Are you trying to steal an item? Access a computer terminal? Find and extract someone that was kidnapped?
- Have your players be attacked by an enemy they can't see. Are they invisible? Are they hiding? How do your players locate them?

# Loot

Why do we put our characters in dangerous situations? For the possibility of that sweet, sweet loot! There's nothing like discovering that last piece of a complicated puzzle or finding a note from an unknown party containing compelling information. Even something as simple as replenishing your dwindling supply of ammunition can be highly satisfying. Some characters (mostly humans) are far more dependent on loot than others, but, no matter what campaign style is chosen, it is important to balance how loot is awarded and distributed to your players. Too much, and they'll become immune to the gratification of earning it. Too little, and players may become frustrated as their efforts will have produced only meager rewards; this can cause a waning interest in the whole campaign. Try to make the rewards for players equal to their effort, and feel free to mix in a variety of items that may not be immediately useful to players but could be used for trading in the future. Below is a table that you can use to roll loot randomly based on the character level of players. It can be used straightforwardly or as inspiration for other items. For example, your weapons master might roll light pistol ammo, but you choose to award them with assault rifle ammo instead.

The 2 loot tables following should be used for player levels 1-5 and 6+ respectively. This is just a guideline of course, but the more powerful items will be on the higher-level table. Have your players roll a d100 to determine the loot that they receive. You may also have them roll within subcategories of the table if you are looking to generate a particular type of loot, like ammunition or a weapon mod. Subcategory rolls will use dice of varying sizes based on how many items are in the subcategory.

### Awarding Ammo and Items

Most items that you award to players will be in quantities of 1, but when players receive ammo from the loot table, they will generally receive more than 1 round of ammunition—unless you are a really sadistic GM. You will need to generate a quantity. This goes for any item you may wish to award multiple quantities—stims for example. Use the table below to determine the quantity players will receive, but keep in mind that some items should be considered rarer in general. They would include high-level explosives like large bombs and rocket launcher rounds.

| Loot Prevalence | Quantity |
|---|---|
| Scant | 1d4 |
| Limited | 2d4-3d4 |
| Moderate | 4d4-4d6 |
| Substantial | 4d8-6d8 |
| Plentiful | 4d10-6d10 |
| Abundant | 4d12-6d12 |

# Random Loot Table – Level 1-5

| Sub-category | d(x) | d100 | Item | Sub-category | d(x) | d100 | Item |
|---|---|---|---|---|---|---|---|
| **AMMO** (d12) | 1 | 1-2 | Standard Light Pistol | **MISC.** (d20) | 1 | 76 | Anti-venom |
| | 2 | 3-4 | Standard Heavy Pistol | | 2 | 77 | Battery (Nuclear) |
| | 3 | 5-6 | Standard SMG | | 3 | 78 | Neural Focuser |
| | 4 | 7-8 | Standard Assault | | 4 | 79 | Brass Knuckles |
| | 5 | 9-10 | Standard Shotgun | | 5 | 80 | Chain (10 ft) |
| | 6 | 11-12 | Standard Light sniper | | 6 | 81-82 | Explosive Components |
| | 7 | 13 | Standard Bolts | | 7 | 83 | Target Locator |
| | 8 | 14 | Darts | | 8 | 84 | Geiger Counter |
| | 9 | 15 | Grenade Launcher Rounds | | 9 | 85 | Handcuffs |
| | 10 | 16-17 | Hollow Tipped Light Pistol | | 10 | 86 | Lock-pick Kit |
| | 11 | 18-19 | Hollow Tipped SMG | | 11 | 87-88 | Mind Probe |
| | 12 | 20-21 | Hollow Tipped Light Sniper | | 12 | 89-90 | Mechano-salve Level 4 |
| **WEAPONS** (d20) | 1 | 22 | Dagger/Knife | | 13 | 91 | Night Vision Goggles |
| | 2 | 23 | Hatchet/Small Sword | | 14 | 92 | Neural Inhibitor |
| | 3 | 24 | Club/Hammer | | 15 | 93 | Tracking Crystal |
| | 4 | 25 | Large Club/Hammer | | 16 | 94-95 | Spare Parts |
| | 5 | 26 | Light Pistol | | 17 | 96 | In-ear Walkie Talkie |
| | 6 | 27 | Heavy Pistol | | 18 | 97 | Poison - Truth |
| | 7 | 28 | SMG | | 19 | 98 | Poison - Pain |
| | 8 | 29 | Assault Rifle | | 20 | 99-100 | Neural Pulse Perpetrator |
| | 9 | 30 | Double Barrel Shotgun | | | | |
| | 10 | 31 | Double Barrel Sawed-off | | | | |
| | 11 | 32 | Pump Shotgun | | | | |
| | 12 | 33 | Light Sniper Rifle | | | | |
| | 13 | 34 | Crossbow | | | | |
| | 14 | 35 | Garrote | | | | |
| | 15 | 36 | Throwing Knife/Star | | | | |
| | 16 | 37 | Blowgun | | | | |
| | 17 | 38 | Flashbang | | | | |
| | 18 | 39 | Smoke Bomb | | | | |
| | 19 | 40 | Hand Grenade | | | | |
| | 20 | 41 | Trip Mine | | | | |
| **MODS** (d4) | 1 | 42-43 | Gun Mounted Flashlight | | | | |
| | 2 | 44-45 | Scope | | | | |
| | 3 | 46-47 | Night Vision Scope | | | | |
| | 4 | 48-49 | Elongated Barrel | | | | |
| **ARMOR** (d4) | 1 | 50-51 | Stab-proof Vest | | | | |
| | 2 | 52-53 | Bounty Hunter's Vest | | | | |
| | 3 | 54-55 | Standard Grade Body Armor | | | | |
| | 4 | 56-57 | +1 Stab-proof Vest | | | | |
| **STIMS** (d10) Re-roll 10s | 1 | 58-59 | Body Build | | | | |
| | 2 | 60-61 | Cat's Eye | | | | |
| | 3 | 62-63 | Endurance | | | | |
| | 4 | 64-65 | Clarity | | | | |
| | 5 | 66-67 | Confidence | | | | |
| | 6 | 68-69 | Precision | | | | |
| | 7 | 70-71 | Power boost | | | | |
| | 8 | 72-73 | Mut-X | | | | |
| | 9 | 74-75 | DTPA | | | | |

# Random Loot Table – Level 6+

| Sub-category | d(x) | d100 | Item | Sub-category | d(x) | d100 | Item |
|---|---|---|---|---|---|---|---|
| AMMO (d20) | 1 | 1-2 | Armor-piercing Light Pistol | ARMOR (d6) | 1 | 67 | +2 Stab Proof Vest |
| | 2 | 3-4 | Hollow Tipped Heavy Pistol | | 2 | 68 | +1 Bounty Hunter's Vest |
| | 3 | 5-6 | Armor-piercing Heavy Pistol | | 3 | 69 | +2 Bounty Hunter's Vest |
| | 4 | 7-8 | Explosive Tipped SMG | | 4 | 70 | Military Grade Body Armor |
| | 5 | 9-10 | Armor-piercing SMG | | 5 | 71 | +3 Stab Proof Vest |
| | 6 | 11-12 | Hollow Tipped Assault Rifle | | 6 | 72 | +3 Bounty Hunter's Vest |
| | 7 | 13-14 | Explosive Tipped Assault Rifle | STIMS (d20) Re-roll 17-20 | 1 | 73 | Wrecking Ball |
| | 8 | 15-16 | Armor-piercing Assault Rifle | | 2 | 74 | Predator |
| | 9 | 17-18 | Explosive Tipped Shotgun Slug | | 3 | 75 | Immortality |
| | 10 | 19-20 | Armor-piercing Shotgun Slug | | 4 | 76 | Lucidity |
| | 11 | 21-22 | Explosive Tipped Light Sniper Rifle | | 5 | 77 | Swagger |
| | 12 | 23-24 | Armor-piercing Light Sniper Rifle | | 6 | 78 | Rigor |
| | 13 | 25-26 | Standard Heavy Sniper Rifle | | 7 | 79 | Power Bomb |
| | 14 | 27-28 | Hollow Tipped Heavy Sniper Rifle | | 8 | 80 | Mut-X |
| | 15 | 29-30 | Explosive Tipped Heavy Sniper | | 9 | 81 | Mut-XXX |
| | 16 | 31-32 | Armor-piercing Heavy Sniper Rifle | | 10 | 82 | Mut-Z |
| | 17 | 33-34 | Explosive Tipped Bolts | | 11 | 83 | Bell-Z |
| | 18 | 35-36 | Grenade Launcher Rounds | | 12 | 84 | Rocket Fuel |
| | 19 | 37-38 | Rocket Launcher Rounds | | 13 | 85 | Ultimate Power |
| | 20 | 39-40 | Standard Mech | | 14 | 86 | Numb |
| WEAPONS (d20) | 1 | 41 | Chainsaw | | 15 | 87 | Prussian Blue |
| | 2 | 41 | Hatchet/Small Sword | | 16 | 88 | Opioid Antagonists |
| | 3 | 43 | Large Sword/axe | MISC. (d12) | 1 | 89 | Explosive Components |
| | 4 | 44 | Heavy Pistol | | 2 | 90 | Spare Parts |
| | 5 | 45 | Tactical Shotgun | | 3 | 91 | Mechano-salve Level 8 |
| | 6 | 46 | Assault Rifle | | 4 | 92 | Poison - Paralyze |
| | 7 | 47 | Heavy Sniper Rifle | | 5 | 93 | Poison - Rage |
| | 8 | 48 | SMG | | 6 | 94 | Extraskeletal Enhancements |
| | 9 | 49 | IED | | 7 | 95 | Deflector Shield |
| | 10 | 50 | Large Bomb | | 8 | 96 | Gravity Bomb |
| | 11 | 51 | Grenade Launcher | | 9 | 97 | Holo Band |
| | 12 | 52 | Rocket Launcher | | 10 | 98 | Droid |
| | 13 | 53 | Mech Weapon | | 11 | 99 | Shrink Ray |
| | 14 | 54 | DED Rifle | | 12 | 100 | Rocket Boots |
| | 15 | 55 | Concussion Wave Generator | | | | |
| | 16 | 56 | Plasmic Atomizer | | | | |
| | 17 | 57 | Blaster Pistol | | | | |
| | 18 | 58 | Blaster Rifle | | | | |
| | 19 | 59 | Depletor Pistol | | | | |
| | 20 | 60 | Flame Thrower | | | | |
| MODS (d6) | 1 | 61 | Red Dot Sight | | | | |
| | 2 | 62 | Vertical Forward Grip | | | | |
| | 3 | 63 | Hair Trigger | | | | |
| | 4 | 64 | Handle Grip | | | | |
| | 5 | 65 | Silencer | | | | |
| | 6 | 66 | Elongated Barrel | | | | |

## HUMAN

**NAME:**

**SEX:**

**HEIGHT & WEIGHT:**

**LEVEL/CLASS:**

**ETHICS:**

**EXPERIENCE:**

## ABILITY SCORES

| STRENGTH | AGILITY | FORTITUDE | ACUMEN | PERSONALITY | ACCURACY |
|---|---|---|---|---|---|
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

| B.A.D. | EVASION | HP BONUS | TALENT PROG. | DEVOTEES | B.A.D. |
|---|---|---|---|---|---|
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

**MELEE BONUS DAMAGE**

**ARMOR:**

**DEFENSE:**

**ADDICTION LVL**

**MOVEMENT**

**HP/MAX HP**

| WEAPON | # OF SHOTS/ STRIKES | B.A.D. | WEP MODS | DAMAGE | AMMO | RANGE |
|---|---|---|---|---|---|---|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

| EQUIPMENT | LBS. | CLASS SKILLS | TALENTS |
|---|---|---|---|
| | | | |

**ADDITIONAL INFO**

**CURRENCY**

**TOTAL:**

**CARRYING CAPACITY:**
STR X 8 =          STR X 15 =

## MUTANT

NAME:

SEX:

HEIGHT & WEIGHT:

LEVEL/MUTATION:

ETHICS:

EXPERIENCE:

# ABILITY SCORES

| STRENGTH | AGILITY | FORTITUDE | ACUMEN | PERSONALITY | ACCURACY | POWER |
|----------|---------|-----------|--------|-------------|----------|-------|
| | | | | | | |

| B.A.D. | EVASION | HP BONUS | TALENT PROG. | DEVOTEES | B.A.D. | B.A.D. |
|--------|---------|----------|--------------|----------|--------|--------|
| | | | | | | |

MELEE BONUS DAMAGE

ARMOR:

DEFENSE:

| ADDICTION LVL | MOVE | HP/MAX HP | OVERPOWER |
|---------------|------|-----------|-----------|
| | | / | |

| POWER | B.A.D. | DAMAGE | RANGE |
|-------|--------|--------|-------|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| EQUIPMENT | LBS. | MUTANT POWERS | TALENTS |
|-----------|------|---------------|---------|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | ADDITIONAL INFO |
| | | | |

CURRENCY

TOTAL:

CARRYING CAPACITY:
STR X 8=          STR X 15=

# BELLATI

**NAME:**

**SEX:**

**HEIGHT & WEIGHT:**

**LEVEL/DISCIPLINE:**

**ETHICS:**

**EXPERIENCE:**

# ABILITY SCORES

| STRENGTH | AGILITY | FORTITUDE | ACUMEN | PERSONALITY | ACCURACY | POWER |
|----------|---------|-----------|--------|-------------|----------|-------|
| | | | | | | |

| B.A.D. | EVASION | HP BONUS | TALENT PROG. | DEVOTEES | B.A.D. | B.A.D. |
|--------|---------|----------|--------------|----------|--------|--------|
| | | | | | | |

| MELEE BONUS DAMAGE | ARMOR: | | ADDICTION LVL | MOVE | HP/MAX HP | OVERPOWER |
|---|---|---|---|---|---|---|
| | DEFENSE: | | | | / | |

| POWER | B.A.D. | DAMAGE | RANGE |
|-------|--------|--------|-------|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| EQUIPMENT | LBS. | BELLATI POWERS | TALENTS |
|-----------|------|----------------|---------|
| | | | |

**ADDITIONAL INFO**

**CURRENCY**

**TOTAL:**

**CARRYING CAPACITY:**

**STR x 8=**          **STR x 15=**

# Character Description / Backstory

Physical Characteristics: _____
_____
_____
_____
_____

Demeanor: _____     Occupation before The Great War: _____
_____       _____
_____       _____
_____       _____

Motivation: _____      Social Connections: _____
_____       _____
_____       _____
_____       _____
_____       _____

Beliefs: _____
_____
_____

Additional Information: _____
_____
_____
_____
_____

*Residuum* is a post-apocalyptic tabletop RPG where Aliens, Mutants, and what's left of humanity seek to survive on an Earth ravaged by nuclear war, disease, and the fall of civilization.

This book contains the core rules for *Residuum,* including a robust multi-classing system and idea seeds for the design of homebrew campaigns.

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**ResiduumRPG.com**