



THE RUIN

A Post-Apocalyptic RPG

The D20 Bare Bones Edition

THE RUIN

A POST-APOCALYPTIC RPG

In 2016 J Lasarde released the District a Post-Apocalyptic RPG Quickstart, but due to time constraints that is as far as it went. In 2019 Max Caliber Games was born and they were tasked to recreate The District, and it became The Ruin.

The Ruin is a dark, gritty Post Apocalyptic RPG, it is unlike many other games based in a world after an Apocalypse as The Ruin does not have Zombies or even Human Mutants, but tries to imagine what the world would really look like after a catastrophic event.

The Ruin has be influenced by such films and shows as the Book of Eli, The Road, The Quiet Place, Walking Dead, Snow Piercer and Mad Max.

Computer games such as Fallout, Wasteland, The Last of Us, Days Gone, Metro 2033.

Novels such as Metro 2033, Wool, Snow Piercer Graphic Novel, and Dust.

I highly recommend the following Tabletop RPGs

Degeneration by Sixmorevodka

Twilight 2000 by GDW

Aftermath by Fantasy Games Unlimited

Darwins World by Dominic Covey

Mutant Year Zero by Free League Publishing

Wasteland Hack by FeralGamersInc

All characters, locations and situations are purely fictional (except for those ones that exist). The Ruin has no political content and is rated for a mature audience.

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HISTORY

History is irrelevant!

A TALE AROUND A BURNING TIRE

'Tell us a story old man.'

'What ya wanna hear?'

The man shrugs, 'Tell us what you know, impart some wisdom on us'

The old man scratched at the stubble on his chin, 'I can tell ya how it all started'

The others glanced at each other, till one spoke up, 'As long as it ain't bullshit, sick of hearing all those theories spouted by mad bastards'

'This was a tale that was told to me by my father and him by his, my granddaddy was a scientist in the old world.'

One of the listeners passed around a bottle of liquor, 'You saying that your daddy come out of a bunker old man?'

The old man nods, 'Yeah, hence why I have no obvious issues, my mind ain't what it was but that's more age than rads.'

The bottle eventually reached the old man, but he shakes his head, he knows some of these moonshines can make a man blind and is best avoided.

'Go on then old timer tell us how it all started'

THE THEORY OF EVERYTHING

April 24th, 2031

Tomorrow is the moment of truth, eight years of research and testing and billions of dollars spent and tomorrow will either prove us right or wrong. Professor Fanshaw's plane landed this morning and he will be meeting with the research heads tonight, and then tomorrow he pushes the button on a theory he came up with and tests results that started all this, what a time to be born.

I remember being at university when the news had come through that someone had peered into another dimension, as a Physicist this was so exciting, someone had expanded on the theory of dimensions to the point of actually being able to view one.

I had hoped after my PHD that I would end up at either the American or Asian collider labs but I was eventually selected to join the team in Switzerland at the original collider location, it was a dream come true and when this lab was the principle lead on dimension research my life was complete.

Tomorrow will go down in history and I will not only be there to witness it, but I will also be part of that historical moment, I doubt I will sleep tonight.

April 25th, 2031

Today has been exciting and scary, Professor Fanshaw arrived in the afternoon and we had spent all morning calibrating the new equipment to the collider, a few tests in and we were ready. It was exciting, when the Professor stood there and said a few words about history, how what we were a part of today would change life forever and open doors to new worlds made me feel like crying, it was a dream come true, I'm still shaking.

After the talk everything was powered up and we watched as the Professor started the machine, as he pushed the button it would of seemed like an anti-climax to anyone not in the know but as the team that worked every day with the collider we knew that with a single push worlds were changing.

Minutes passed and then it was over, we had opened a window for the briefest of moments and we had the recording to prove it. We all turned to the screen to watch the playback, static followed by bad focus and then towers of grey, a world of grey. We were transfixed, and then it happened at the final second, those that blinked missed it, but something looked back, playbacks proved it, there was something looking back at us...

THE MIRROR SHATTERED

The old man clears his throat, 'Ok so this is what my daddy told me.' How many times had he told this story he wondered, and was every time exactly the same?

'It all began with a theory that we weren't the only world, not like with planets and such like but other worlds we could not see, that existed in a kind of place that was not a place ...'

'Oh shit!' One of the listeners complained. 'I heard this one, is this where you try to convince us that we need to follow you to get the truth and be saved?'

The old man shook his head, 'No son, this is just what I know, you can believe it or not.'

'Shut the fuck up Brant, let the old man talk!' Then turning back to the old man, 'Carry on.'

'So where was I ... Yeah. So, some scientist had a theory that this world was one of many that existed in the same space and that if we knew how we could see these other worlds, they would be basically other earth's but where things were different.' He mulled it over a while. 'Places that you and I may not have been born, your mother met someone other than your father or maybe got killed in an accident or whatever, so life had turned out different.'

'Any way's this had been a theory for a long time until we built these huge tube-like devices that would crash things, like atoms and so forth. They had managed to unlock a lot of secrets about existence and physics and whatnot.' The old man waves his hand above his head.

One of the listeners raises his hand, the old man grins and nods 'So these big tubes would smash really tiny things?'

The old man nods 'Yeah, apparently tiny things lead to a lot of answers'

'I heard Jarrod's tiny thing only leads to disappointment.' The group laugh as Jarrod throws a stick at Mel.

'So anyhoo. We perfected the ability to smash things and learn a ton of stuff, then one day someone wonders if we can smash our way into one of these other worlds, and tests the theory, and apparently we can.'

The old man spits into the fire which emits a slight sizzle. 'So, that's what they do, but those living in this other world take this as an opportunity and come and say hi, and that's when the shit hit the fan.'

'You mean the grey?' Asked Brant, 'They're from this other Earth?'

The old man nods. 'That's what my daddy said, basically they invaded, but I guess they could say we invaded first. In the end it doesn't matter, they came, and we fought back, they were trying to terrafill... err... terrafall...'

'Terraform?' chipped in Mel.

'Yeah Terraform, turn this world into theirs. So many who had lived here had been planning for some kind of shit time and had bunkers, the gov and military had their own so we bombed the fuck outa our unwanted guests making the place uninhabitable for both of us and then waited it out. And here we are'

Silence fell on the group as the fire crackled. Brant spoke up, 'But they are still here?'

'Yep, only cause we closed the door, they couldn't get back, so here they are.' The old man scanned the faces of the group, 'My daddy said that everywhere people dealt with it different, or never had a problem that a lot of the shit that went down was due to the bombs or the EMP, man-made stuff. He said that it rained metal for a week, as the satellites fell from the sky, that mass flooding's and disease spread, and it was not a good time to be alive.'

'Well shit, anymore of that moonshine left?'



INTRODUCTION

The Ruin is a Tabletop RPG set after an apocalypse where you as a character within that world must survive and explore. The Ruin is designed to be more realistic than a lot of Post-Apocalyptic RPGs available at the moment and was inspired by movies like Mad Max, The Road and The Book of Eli, and games like Twilight 2000 and Aftermath. What this means is that The Ruin will not have Zombies, Mutants and so forth, within the pages of the core rules, but for those out there that want these things, there will be a source book which will offer rules to add these to your game.

What Happened?

Like some of the best Apocalyptic movies out there we only briefly go into what could have happened to the world, and what may have caused the apocalypse. The remaining survivors know nothing else and those that do remember the old days are few and far between, broken minded and dying.

As you explore you may discover hints, old newspapers or books telling of the world as it was before, but these are for you to piece together and to learn from. Some people you meet have theories about what happened, some of these could be true others are wildly inaccurate.

But what is true is that the world is a dangerous place, and strange and unexplainable events, objects and things exist, why? No one knows, not really.

Survival

You will need to learn to survive, not just against raiders and other threats but from hunger, thirst, disease and the environment. Learning to forage, find shelter and treat wounds will be imperative to surviving the wasteland.

Settlements

Most of the people live in settlements, cobbled together walled towns, or barricaded buildings, as survivors you can find people living out in the wastes and invite them to your settlement, you can also build new settlements ruling them like benevolent protectors or tyrannical dictators, your choice.

Teamwork

Ultimately surviving is about teamwork, working together to make sure you reach your destination and/or fulfil your objective. A good balance of survivors with a decent selection of skills will help with this. Preparation of gear before journeys and making sure to search for items and salvage when and where you can, will also help maintain what gear your party has, be prepared.

What is Survival Horror

The world is now a dangerous place and survival is key, many people have no idea where their next meal is coming from or where to find clean water. Many of these problems have been fixed in some ways by settlements that have small farms or have tapped into springs, but many are not so lucky.

Your survivors will be experiencing the wasteland and here they will need to find food and water, survive the elements such as extreme cold or heat, watch for dangers from debris, (a rusty nail can now kill), be aware of wild animals and be careful not to eat spoiled food or poisoned plants. Beyond these everyday threats the survivors will also need to contend with gangs, raiders, inbreds and other crazies or groups... as well as the greys.

The key word is survival, and every day will be a challenge outside the settlements and sometimes even inside as a settlement can be suspicious of outsiders, practice strange belief systems or even sell people to slavers in return for protection or supplies.

Things live in the darkness, the inbreds will hunt at night, military drones still connected to their AI control will shoot on sight and the grey seek out static and sounds. The horror is the knowing that anyone of the threats out in the wasteland is just waiting to kill you, and often facing them is not an option. Being hunted, avoiding threats with stealth or passing through an area controlled by a warlord will test you and your resolve.

Good and Evil

In many RPGs, good and evil is pretty clear, you are the good guys the heroes and they are the bad guys the monsters. In the Ruin this is not so clear, survival instinct, and the protection of your family will make good people do terrible things, whereas profit, reputation and control will often make bad people do good things but for the wrong reasons.

Concepts like good and evil are now more blurred in the world of the Ruin and survivors should not feel that every decision they make will be weighed on a scale, performing a bad deed in order to protect themselves or others should be perfectly justifiable. The following examples show this.

The survivors are leading a group to a nearby settlement, and someone drops behind, they are seriously ill and are slowing the group down, the survivors decide to leave them.

The survivors are sent to find something in a nearby raider camp, but when they get there, they see people in cages, the survivor's priority is the item, so they ignore the prisoners.

The group are moving through the subway tunnels and are being hunted by inbreds, they meet another group of people resting on a platform, the survivors acknowledge the people but move on hoping that they will slow the inbreds down or distract them long enough so the survivors can escape.

The above examples would play out very differently in a lot of other RPGs, but this is the Ruin and life isn't so kind in the wastelands.

What You Need

To play The Ruin, you will need the following:

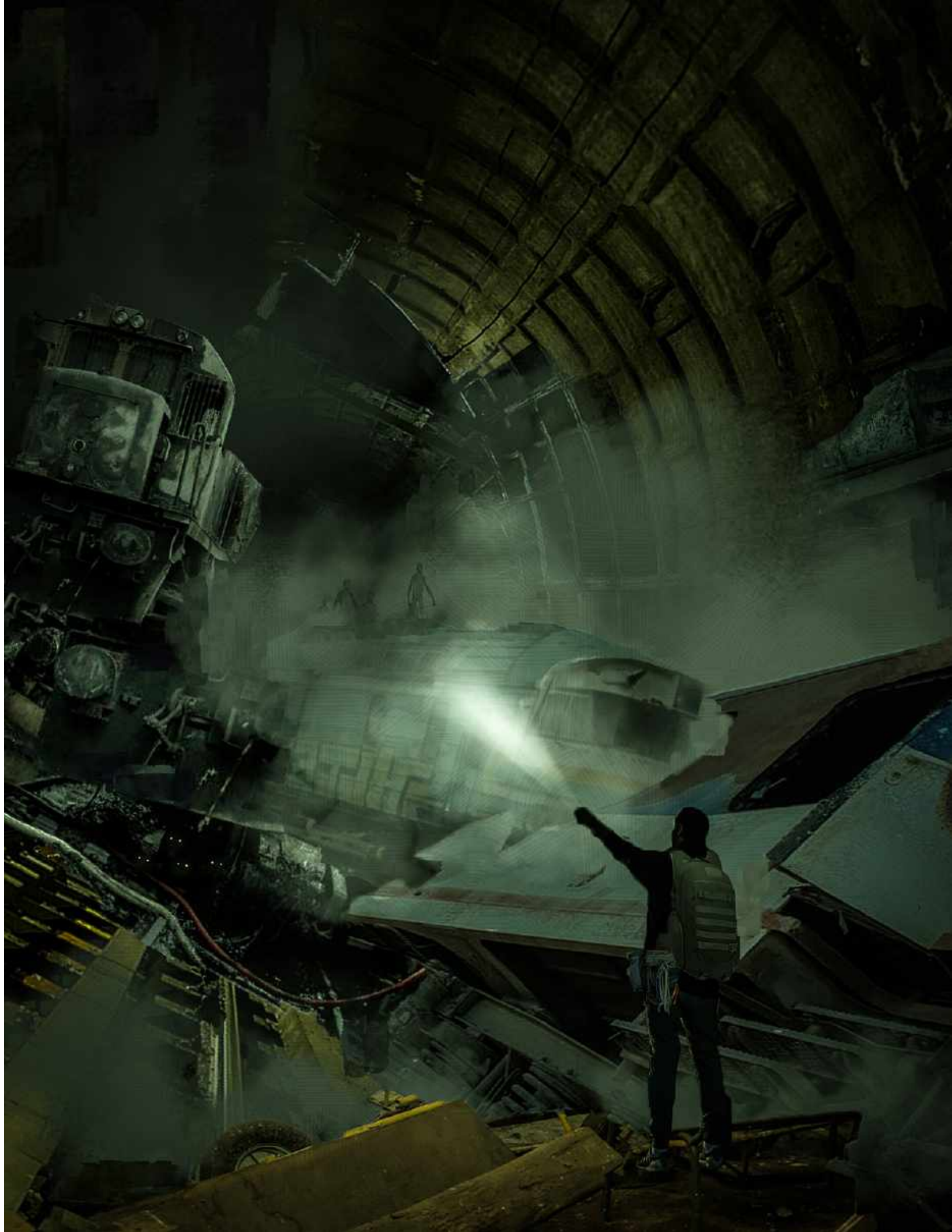
- **A GM** - The GM is the moderator and the person that takes control of all the non-player characters in the game "referred to as NPCs", the weather and environments and makes the decision on how hard the task should be. The GM is not your enemy and should never attempt to force you to fail; they should always be impartial.
- **Players** - You are the survivors, those trying to make their way in the world, foraging, defending, fighting, negotiating and exploring in a world that is dangerous and bleak. As a player, you will create your survivor and watch them grow as they learn and experience life in the wasteland.
- **Dice** - Polyhedral set of 4, 6, 8, 10, 12 and 20-sided dice. Available online and at all FLGS.
- **Character Sheet** - Permission is granted to photocopy the sheet at the back of this book. The character sheet will also be available as a form-fillable PDF in the future.
- **Maps** - The Ruin core book sets the game in North America, (we will release source books for London, Europe, Russia, and other countries in the near future). We recommend that you pick up road maps or download maps from the internet to use in the game. Maps can be picked up second hand or new from bookstores, gas stations, etc. It would be a huge undertaking for us to include maps of every city and we feel it is much better for us to lay the groundwork and for the GM and the Players to set the locations.

How to Play

The following are a set of basic rules on how to play The Ruin; these basic rules will be expanded upon in the 'Surviving the Wastes' chapter.

Rolling for Challenges

When you wish to do something that is skill based you will need to roll dice, but you should only need to roll the dice if the task you are attempting could lead to injury or failure would have other



consequences, for example opening a door or searching a cupboard with no threat and when you have all the time in the world should not involve a dice roll.

Most tasked-based dice rolls will involve the rolling of a 20-sided dice (**D20**), you then combine the characters Attribute and Skill which is the base chance and as long as the amount rolled is less than your survivor's base chance, you have succeeded.

Difficulty Modifier

The GM will sometimes offer a modifier on your base chance which will show how difficult or easy the task you are attempting is, these range from -

Very Easy +4

Easy +2

Average +0

Tough -2

Hard -4

Example of Skill Use

The survivor finds themselves inside a deserted garage searching for some tools, the player wishes to roll a Findin' to see if they can discover anything amongst the debris. The GM agrees but says that the skill will be modified by a -2 as the debris is pretty extensive and it does appear that others have already searched the garage in the past.

The survivor's Findin' is 12 but with the -2 modifier this is reduced to 10. The player rolls the dice and gets an 8 which is a success.

The GM states that the survivor spots what looks to be a crowbar under a pile of collapsed shelves and that the character will need to clear the debris to reach it. The survivor anxiously starts moving the shelving. As they are clearing the junk the GM asks for a Spottin' check, with no modifier, the player rolls the dice against the survivors Spottin' of 13 and succeeds, the survivor has heard voices outside ...

Combat

Attacking is similar to using a skill, you roll under the Fighting or Shooting skill base chance adjusted by any modifiers imposed by the GM, if you succeed you roll the damage dice. You can also choose to dodge or block an attack, this is done by rolling either under the Dodge or Fightin' skill or the Attack roll whichever is the lowest.

Armour

It is wise to wear protection when entering the wasteland and this can vary from pads and a helmet to full riot or military armour, depending on what the survivors have managed to find or trade for. But all armour reduces damage taken, and this reduction will vary between hand weapons, bullets and arrows. Armour type will be explored in more detail in the Gear section on pg. 26.

Weapons

Some weapons are hard to come by in the wasteland and finding guns is great but often the hard part is finding the bullets that go with them. Hand weapons, Bows, and scrap weapons are prevalent but often unreliable or not as powerful as a 9mm handgun or semi auto assault rifle, and for this reason it is often prudent to avoid conflict if you can.

Injuries

Survivors are not superhuman and they will face the threat of serious injury often, and due to the fact that medical help isn't always available or even beneficial in some cases receiving even the smallest of wounds could kill you

All characters have hit locations which should be armoured for them to avoid injury to those locations.

Failures and Criticals

Rolling a 01 on a dice is a guaranteed critical result, the critical can change based on weapon quality. A roll of 20 is always a fumble.

See the Surviving chapter for more on this.

Vehicle Combat

Vehicles are rare in the wastes, but they do exist and can be used as long as you have the ability to drive them and the fuel to get them going. You will often find yourself walking the wastes or if you are lucky riding horses or using carts and buggies.

Vehicle combat encompasses powered vehicles, pulled vehicles, and mounted combat along with boats and airplanes, we will go into basic detail of vehicle combat in this Bare Bones edition with more detail being available in the full core book.

We will also go into more detail regarding using skills, combat, and what your dice rolls mean in the Wasteland Survival chapter.

Combat Example

The survivor decides to hunker down and aim their rifle at the garage door, which is now slowly opening, a raider peers in and sees the survivor. The GM asks for Initiative rolls, the survivor rolls a D6 and adds their React of 6, the GM rolls for the NPC and gets 5. The Survivor has the highest so gets to act first and decides to fire. The survivors Shooting skill is 13 the GM gives a -2 penalty as the target is behind the door. The player rolls and gets 10, which is a hit. The target will attempt to move quickly back behind the door and will use their dodge, they will need to roll under 12 to succeed (the targets Dodge is 14 but because the survivors shot was less than that, the target must roll less than the hit number), the GM rolls an 18 and the target fails. The player with a grin rolls the weapons damage.



SURVIVORS

To explore the wastelands of The Ruin you will need to create a Survivor, someone that was born in this broken world. The Bare Bones edition has a trimmed down creation system compared to the full core book but with the following rules you should be able to create a solid party of survivors with a good variety of skills and talents.

Attributes

There are five attributes in the game and each of these start at 3

Brains - Your intelligence, logic, and instincts. *'They're the brains behind the plan.'*

Brawn - Your strength and Resistance. *'They're a brawny son of a bitch.'*

Chat - Your charm, persuasion, and diplomacy. *'You could chat the hind legs off a mule.'*

Move - Your agility, reflexes, and dexterity. *'I'll admit the kid has some moves'*

Instinct - Your innate intelligence and will to survive. *'What's ya instincts tellin' ya?'*

You receive 7 pts to distribute amongst the five attributes, with no more than 3 points spent on any one attribute. Once you have spent the points you can find out who your parents were.

Skills

Below is the list of available skills, some skills have blank entries on the character sheet, and these are for expanding upon that skill, for example, Knowledge can be broken down into specific knowledge of the Wastelands, or settlement laws etc.

All skills start with at a 1 to show the difficulty of wasteland living..

Skill Descriptions

Climbin' (Brawn) - The ability to climb walls, trees, and rock faces. Can be aided with a rope or climbing gear.

Creatin' (Brains) - Building anything from simple weapons and armour to car engines and water pumps.

Dealin' (Chat) - Bartering, negotiating, intimidating, and questioning, anything that involves dealing with others.

Drivin' (Brains/Moves) - Knowing how to operate vehicles (Brains) and being able to engage in defensive and offensive driving (Moves) includes motorised or pulled vehicles.

Fightin' (Brawn) - Melee fights with weapons or unarmed brawls and wrestling, all use this skill.

Findin' (Brains) - Searching the wastes and bodies for scrap or other treasures.

Fixin' (Brains) - Fixing broken weapons and armour, or engines and other devices.

Healin' (Brains) - First aid and minor surgery as well as brewing up concoctions to fend off the lurgy.

Huntin' (Instinct) - Setting Traps, Tracking, and navigation. Also includes skinning and curing.

Jumpin' (Moves) - Leaping chasms, diving across rooftops, jumping from ledges or dodging attacks, allows you to fall without injury.

Knowin' (Brains) - Reading and writing, history, map reading, old world lore, wasteland lore etc.

Shootin' (Move) - Your ability in using guns and bows as well as thrown weapons and slingshots.

Sneakin' (Moves) - Moving silently, hiding, and blending into the background.

Spottin' (Instinct) - Awareness, perception, sensing danger, and judging motive.

Survivin' (Brains/Instinct) - Foraging, finding water, shelter and knowing what not to eat.

Thievin' (Moves) - Picking locks and pockets, stealing, and concealing.

Skills with two linked attributes can use either based on how the skill is being used.

Your Upbringing

Who your parents were will determine what you were taught as a child and the experiences you had, what happened to your parents is up to you but as the game begins they are no longer in the picture.

Roll once on the table below to determine who your parents were and what they taught you.

D10	Parents	Benefit
1-5	Survivors	+2 Instinct, +1 Chat
6 - 7	Preppers	+2 Brains, +1 Moves
8	Scientists	+2 Brains, +1 Chat
9	Government	+2 Chat, +1 Brains
10	Military	+2 Brawn, +1 Moves

Survivors

Your parents survived like many others by hiding, scavenging for food, and taking shelter where they could. They taught you to be aware of your surroundings and how to deal with other survivors.

Preppers

Your parents had everything ready when the end came, and you spent your early years in a shelter deep underground. You were one of the lucky

few that left those shelters and risked the outside world many others did not.

Scientists

Your parents were scientists and you were born in a government bunker, but something went wrong, and you ended up wandering the wastes. Your parents did the best they could, but they were not prepared for the real world.

Government

Your parents were part of the new government but that all went wrong and soon you found yourself outside alone and hungry. Your parents quickly learnt that government weren't welcome, and they were no different than other folk trying to survive.

Military

Your Parents were military and left the safety of the bunker to patrol, something went wrong, and they were stuck in the wastes where you were born. They taught you what they could, and those lessons have saved your life often.

Early Years

How did you live growing up? Were you brought up in a settlement, or did you travel the wastes as Nomads?

The table below will determine how you grew up and spent your early life. The full game will have more options but for this Bare Bones Edition there are only three.

D10	How	Start with 3 in
1-5	Settlers	Creatin', Survivin', Dealin'
6-9	Nomads	Spottin', Survivin', Fightin'
10	Gang	Fightin', Survivin', Dealin'

Settlers

You joined a settlement and integrated yourselves into this new society. Life was sometimes hard, and everyone had to do their part but you grew into the person you are today and you are part of a family.

Nomads

Your family travelled the wastes, moving from place to place, settlement to settlement. You sell what you had found for food and water, bullets and sometimes a bed for the night, but the next day you moved on.

Gang

At first, they seemed friendly and life was good but it soon became clear that these people took what they needed and would not think twice about hurting others or forcing others to work. But this is the world of today and only the arseholes seem to prosper.



Traits

Traits are optional and will enhance your character in various ways either by improving an aspect of them or by making them feel more alive because they will have a flaw that may not be very 'heroic', but then the Ruin RPG isn't in the business of heroes.

Trait Description

Quick - You have fast reactions and can add +2 to your Initiative rolls. On the flipside this can work against you as you tend to rush fiddly jobs meaning you have a -1 to the Fixing skill.

Keen Eye - You have an eye for detail and can pick out the smallest thing or notice small changes, you gain a +1 to search when searching for hidden places or viewing things at long range. At short range you can often overlook things or objects may appear blurry, you are at -1 for short ranged attacks using firearms or bows.

Reader - You like your books and would go through a library in a short time, it's a pity none exist anymore, but when you do find a book you gain a +1 bonus to any one skill for 24 hrs after reading it. You become easily distracted and are often unaware of life around you, and this means you suffer a -2 Initiative

Robust - Your tougher than average and your pain threshold is impressive, because of this you gain +1 to Grit. You have a weak stomach and have a -1 reduced resistance to rotten or infected food.

Born Blessed - You were born blessed by fate and one of your Attributes starts at 2 but fate is a fickle beast and another one of your Attributes starts at 0.

Family Heirloom - You have something that was passed down the generations, this can be a rare weapon, armour or an item, your choice, unfortunately if it's a gun then the ammo is pretty rare and will only be found on a critical Findin' roll, Armour will only be repaired on a critical Fixin' roll, and the item is a magnet for thieves.

Strong Guts - You can eat most anything without getting as ill as others, your resistance is +1 when eating rotten or infected food. Unfortunately, you have thin skin and your Grit is 1 point lower.

Tinkerer - You have a natural affinity to fixing stuff or build things from scrap, you gain a +1 to either fixing or creating. You are easily distracted by scrap piles and will have the tendency to wander off when you see potential materials without any thought for safety or what the rest of the party are doing.

Natural - You're a natural shot with a ranged weapon this can be with a Rifle, Pistol or Bow your choice, when using your weapon of choice, you gain a +1. You have neglected your Fighting skill though and are at -1 when brawling or using a melee weapon.

Cat Like - You are quiet without even trying which for many is a bit disconcerting, but this means you gain a +1 to Sneaking when moving silently. Your light step is due to your slim build and this means that Brawn starts at 0.

Your character can choose a Trait but with each one comes a flaw. You can also roll on the Traits table below to leave the selection up to fate and the GM may allow more than one Trait per character.

D10	Trait
1	Quick
2	Keen Eye
3	Reader
4	Robust
5	Born Blessed
6	Family Heirloom
7	Strong Guts
8	Tinkerer
9	Natural
10	Cat Like

What are Roles?

Surviving the wasteland means letting others do a lot of the dangerous stuff and hiding behind the settlement walls, but by choosing a Role you are becoming one of those that do the dangerous stuff or keeping the settlement working and protected for others.

In the Ruin core game, there are eight different Roles to choose from but in this bare bones edition there are only four. The four available Roles should, chosen together make a good balanced party.

Each role is a profession, your job within the settlement, this is how you are seen and how you will be expected to act, so for example choosing the Doc role means you will be expected to help the injured and recognise symptoms of disease, but wait this is the wasteland and nothing is as simple as that, cause surviving the wastes also means that the Doc could be handy with a gun, and could put down their stethoscope and join the others on the wall when the raiders call.

Every character plays a role and is needed to keep things moving otherwise the world will just come under the mercy of the gangs and lunatics.

What does a Role Offer?

A Role offers a purpose on the character development level, it offers an identity and position in the party. On the game level a Role offers bonuses to Attributes, Skills, and starting gear plus a number of abilities unique to that role.

You should choose your role carefully and work with both the GM and the other players to choose a role that will aid the party and help you all succeed.

FIXER

Black Finger, Grease Monkey and Oiler, these are just some of the names you have been referred over the years, but you prefer fixer, its what you do, fix things. With a couple of tools, some scrap, and a little bit of time you could build or fix anything. Old tech no problems you love a challenge, rebuilding vehicles to constructing water systems you're the person to call. Without you the settlement would fall apart.

Fixer Benefits

Attributes

Brains +2, Move +2, Brawn +1, Chat +1

Derived Stat Bonus

Grit +1
Wounds +2
Learnin' +3
React +2

Skills

Fixing and Creating at +4
Shooting and Surviving at +3
Driving and Dealing at +2

Special Ability choose one

Armourer

Weaponsmith

Techie

Starting Gear

5 items of Equipment
1 hand Weapon (Scrap)
1 Firearm or Ranged Weapon (Scrap)
Ammo
Medium Scrap Armour



MERC

You have never been good with people but put a gun in your hand and you could shoot the cigar from the mouth of a squirrel, if squirrels still existed. Its good fortune that you find yourself in a situation where your skills with weapons is actually something people need, yeah maybe it is just guarding the farm or patrolling the wall, but when there is danger about or someone needs protection it's you they come to.

Merc Benefits

Attributes

Brawn +2, **Instinct** +2, **Chat** +1, **Move** +1

Derived Stat Bonus

Shootin' & Fightin' Damage +1

Grit +2

Wounds +3

Learnin' +1

React +2

Guts -1

Skills

Shooting and Fighting at +4

Spotting and Surviving at +3

Sneaking and Dealing at +2

Special Ability *choose one*

Long Guns

Assassin

Shit Talking

Starting Gear

3 items of Equipment

1 Hand Weapon (Scrap)

1 Firearm of Ranged Weapon (Scrap)

Ammo

Medium Scrap Armour



HUNTER

You are a valued member of the settlement for your skills in hunting and trapping. You provide food and skins for use and trade. You are also often used as a scout as your knowledge for the area and the dangers that exist within the wastes is invaluable to most parties.

On top of this your ability to survive alone and having an almost unnatural ability to sense danger has kept you alive in situations that would kill many others.

Hunter Benefits

Attributes

Move +2, Instinct +2, Brains +1, Brawn +1

Derived Stat Bonus

Shootin' Damage +1

Grit +3

Wounds +3

Learnin' +1

React +2

Guts -1

Skills

Hunting and Shooting at +4

Spotting and Survivin at +3

Fighting and Dealing at +2

Special Ability choose one

Trapper

Wasteland Guide

Archer

Starting Gear

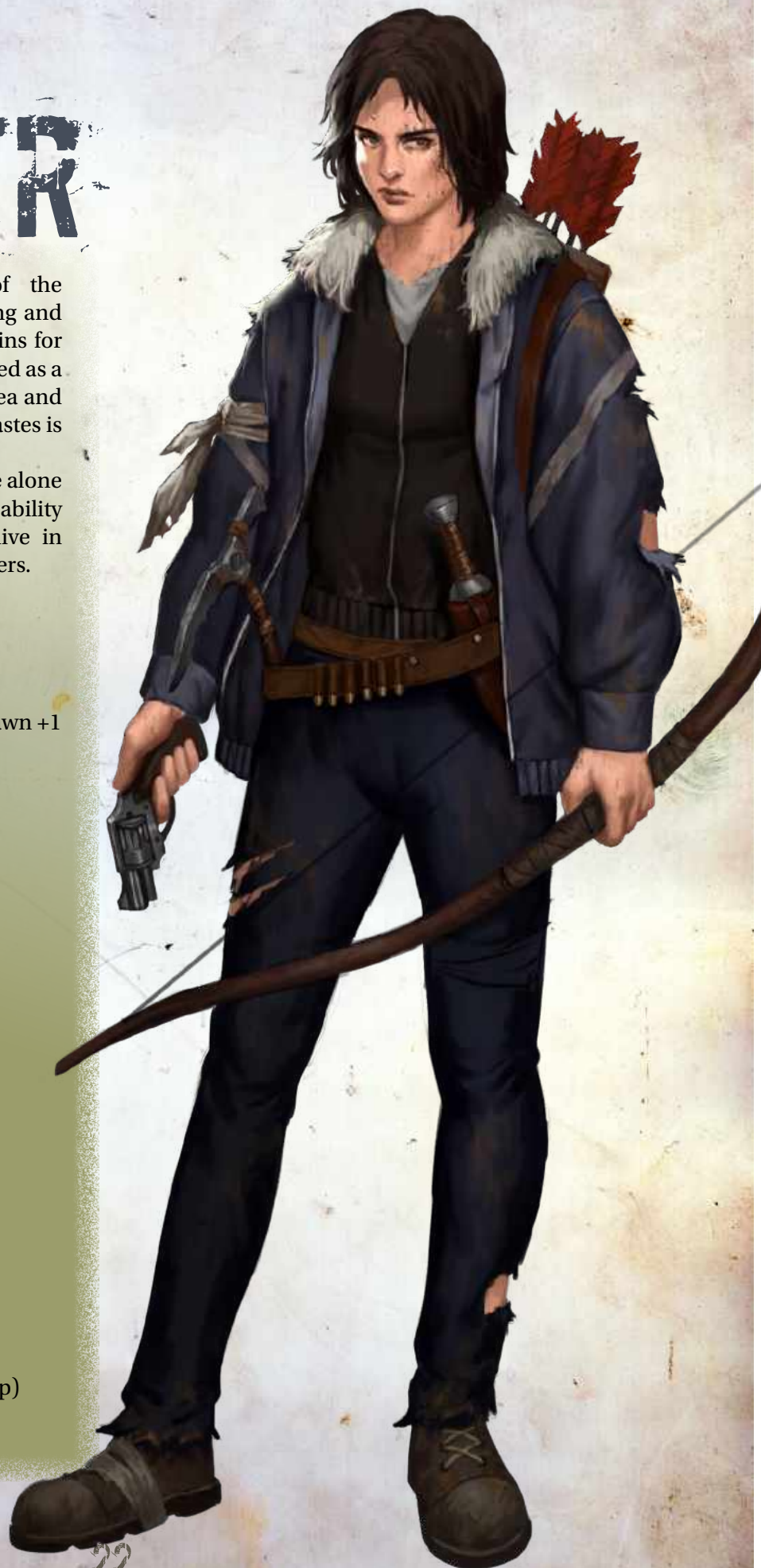
3 items of Equipment

1 Hand Weapon (Scrap)

1 Firearm or Ranged Weapon (Scrap)

Ammo

Light Armour (Scrap)



SCRAPPER

You have always been a bit of a loner, except for the Betsy your dog. The hustle and noise of the settlements can be too much so getting out into the wastes is sometimes a relief, at least out there all you have to worry about is raiders and gangs, and they tend to sneak up and then its good night world, but until then you will continue to go out and see what you can find. If its valuable or useful you will spy it or Betsy will sniff it out, you make quite the team.

Scrapper Benefits

Attributes

Move +2, Instinct +2, Chat +1, Brawn +1

Derived Stat Bonus

Grit +2
Wounds +2
Learnin' +1
React +3
Guts -1

Skills

Spotting and Finding at +4
Hunting and Surviving at +3
Fighting and Dealing at +2

Special Ability choose one

Old Tech

Wasteland Guide

Eye for the Good Stuff

Starting Gear

4 Items of Equipment
1 Hand Weapon (Scrap)
1 Firearm or Ranged Weapon (Scrap)
Ammo
Light Armour (Scrap)



Special Ability Descriptions

Archer

You can quick aim with a bow without receiving any penalties

Armourer

You can upgrade and improve armour, whenever you do this the armour points are increased by +1 but you must have the right tools for the job and a workbench at hand.

Assassin

Up close and personal has always been the way, and there ain't nothing more satisfying then sticking in the blade and seeing the surprise on their face. You gain double damage for stealth kills.

Eye for the good stuff

When you use the Finding Skill to search for scrap roll a D6 on an even roll you find good quality stuff, worth something to someone (+2 in value), otherwise it's just the standard scrap.

Long Guns

You are good with rifles and ranged shooting, when sniping varmints, you gain a +1 to your shooting roll.

Old Tech

You can recognise old tech and know what it was used for, this means you can find specific items for people and maybe even find stuff that still works.

Shit Talking

You can shoot the crap with the best of em, talking bad guys down and watching them piss their draws, that's fun. +1 to Dealing when trying to Intimidate.

Techie

You have a way with Old Tech and making stuff from scratch, items like traps, tools, lock picks and so forth you can knock up pretty quickly with just a few odds and ends.

Trapper

You can place traps that are hard to find -2 to Spottin'. Your traps also do +1 damage.

Wasteland Guide

You know the wasteland, recognise its dangers, and know where not to step. When travelling through the wastes you gain a +1 for spotting danger and traps also for navigating.

Weaponsmith

You know your way around a gun, fixing, upgrading, and building from scrap, you gain +1 to the Fixing Skill or Creating Skill when dealing with guns.

Derived Stats

You have a number of derived stats which are linked to each of your attributes. These derived stats are used to determine your Wounds, how quickly you react in combat and so forth.

Your role will offer bonuses to certain derived stat and these should be added after the derived stat has been calculated.

Damage

You can do extra damage for being strong or knowing what to aim for, For Fighting damage the Brawn Attribute is used and for Shooting attacks you use the Brains Attribute.

Grit

Spending time in the wastes can be pretty hard and this can make you damn tough. Your toughness determines how much damage you have to take before you start taking wounds. Grit is based on your Brawn Attribute.

Wounds

There is always something that wants to kill ya and turn your skull into an egg basket or drinking cup, your Wounds are how much damage you can take before you keel over and start pushing up the mud. Your Wounds start at 10 and are improved by the Brawn Attribute

Learnin'

As you travel and experience stuff you can improve your skills but learning and comprehending and then using that to improve takes brains. Your Learnin' is derived from the Brains Attribute.

React

Sometimes you gotta be on your toes or a building may fall on ya or some inbred may get its teeth in ya leg, when this happens you better have fast reactions to make sure you move or pull you gun. Your React is linked to the Move Attribute.

Guts

You will face danger in the wastes and often how you deal with this can be the difference between life and death. Some things cause fear and you may need to face it and beat your need to run or piss ya pants, your Guts will help with that. Guts is found by adding the Instinct + Brains Attributes together and dividing by 2 rounding up.

Other Numbers

Your character is also made up of other numbers that will affect their day to day life, these are determined by your actions and your ability to survive

Rad Level

Depending where you are and where you travel, rads may never be a problem and this will never change but enter an area heavy with the invisible killer and your Rad Level will slowly increase. An increase in Rads will cause vomiting, exhaustion, pain, and other physical ailments, until it eventually kills ya.

Each survivor starts with a 0 in Rads, this may be different if you start the game in a different location such as New York or parts of Europe (See the Surviving chapter).

Healing Rate

Every person heals naturally over time and the healthier you are the quicker you will heal. Every survivor heals at 3 wounds per day as long as they eat, drink, and sleep, but as it becomes harder to have a regular meal or to drink enough each day the body will change, and the healing rate will decrease. Your healing Rate is linked to your Survival Points and Rad Level. (See the Surviving chapter).

Survival Points

Finding food, water and shelter is key to survival and every day that you don't eat or drink, every moment you are caught in a storm is a day or moment closer to death. Every survivor has 10 survival points which indicate your current state of being, if you eat, drink and sleep regular your survival points will never drop below 10 but life is a bitch and you will have days when eating and drinking seem tougher than boiled leather.

DERIVED STATS

Attribute	Damage	Grit	Wounds 10+	Learnin'	React D6+	Guts
1-2	0	0	1d6	5	1	-1
3-4	+1	1	2d6	6	2	-2
5-6	+2	2	3d6	7	3	-3
7-8	+3	3	4d6	8	4	-4
9-10	+4	4	5d6	10	5	-5

Hit Locations

The Ruin is an RPG about survival in a hostile world and this means hit locations. This will allow for crippling damage that could slow your movement down, take away your ability to use both arms, make you blind or deaf (both temporarily and permanently), and many other issues that can make surviving that little bit harder.

The number of wounds each location has are directly linked to your overall wounds total as shown in the table below.

Hit Locations are normally used for Aiming and Called shots (see Wasteland Survival chapter), each has a number and a d10 can be rolled for normal shooting as this will add to the difficulty of the game and make the world more dangerous.

Encumbrance

When it comes to carrying gear you have two options the common sense approach when you make a judgement call or the Slot approach.

Common Sense - To many it will be obvious when too much is too much and a person can only carry so much before they will begin to struggle, many GMs and players will prefer this approach as it cuts down number crunching.

Slots - For those Groups that like to be able to work out exactly what they can carry and experience the penalties they receive for overburdening themselves we have slots.

This is simple, multiply the characters Brawn by 2 and that is the number of slots they have. Each item takes up a number of slots once they are filled the character takes a -1 penalty on every action for every 5 slots over their total slot amount.

Reputation

How others see you in the wastes and across settlements will often determine if they welcome you with friendly smiles or with bullets. Your actions will decide your reputation, killing and stealing will decrease your reputation with settlements and traders, whereas protecting folk will increase it. Factions are also affected by reputation, keep killing the members of that faction and they will send out someone to kill you, help the faction and you will be able to call upon their help.

Reputation is in two types, Wasteland which is a number that goes from -5 to +5, and affects your standing with settlements, traders and other folk, and Faction which is a number that ranges from -5 to +5. Your reputations all start at 0

Reputation is a modifier to the reaction that you receive and whether a group is friendly or hostile, the lower it is the more hostile the other group will be, and vice versa (see the Wasteland Survival chapter).

HIT LOCATIONS

D10	Location	Wounds					
		11-15	16-20	21-25	26-30	31-35	36-40
10	Head	2	3	4	5	6	7
7-9	Torso	3	4	5	6	8	10
6	L.Arm	2	3	4	5	7	9
5	R.Arm	2	3	4	5	7	9
3-4	L. Leg	3	4	5	6	8	10
1-2	R. Leg	3	4	5	6	8	10

Finishing Off

Each character receives points to spend on skills. This is a point for point exchange, meaning that each point spent increases the skill by 1 with no exception.

Skill Points = Brains x 2

This point for point spend mechanic is never used again in the game, and for future improvements the following Advance Rules should be used.

Advancing

Survivors can improve in a number of ways all based around skills and experience.

Learn by Doing

The first time you either fumble or critical in a session that skill can be ticked and at the end of the session a D20 is rolled and if you get under the Learnin' number the skill increases by 1, but if you roll over, no increase happens.

Learn by Reading

Out there in the wasteland you will sometimes find magazines or books from the old world and sometimes these books and magazines will have interesting information. Magazines and books will affect different skills and once read will increase the skill by 1 as long as a D20 roll is under the Learnin' number, this shows that the character has understood what they read..

Sam starts her Character and takes it all step by step.

Step 1: Attributes

Sam spends her 7 points and increases Instinct to 5, Brawn to 4, Brains to 4, Moves to 5, and Chat to 4.

Step 2: Upbringing

Sam rolls a 10 for Parents and gets Military this means her Brawn is now 6 and Moves are 6.

Step 3: Early Years

Sam rolls a 7 which is Nomad, her family travelled the wastes and she learnt Spottin', Survivin' and Fightin' all at 3.

Step 4: Trait

The GM is using Traits so Sam rolls and gets Keen Eye.

Step 5: Role

Sam wants to be a Hunter, being a Hunter increases Sam's Move to 8, Instinct to 7, Brains to 5, Brawn to 8.

Sam also receives a number of skills and bonuses to her Derived Stats.

Step 6: Derived Stats

Sam's Derived Stats are as follows:
 Fightin' Damage: +2,
 Shootin' Damage: +3 (Hunter Bonus)
 Wounds: 22 (3d6 + Hunter Bonus 3)
 Learnin' d4+1 (Hunter Bonus)
 React: D6 +5 (3 + Hunter Bonus 2)
 Guts: -4 (Extra -1 Hunter Bonus)

Sam fills in the rest of the numbers for Rad Level, Healing Rate, Survival Points, Hit Locations, Encumbrance, Reputation.

Step 7: Skill Points

Sam's Brains are 5 she multiplies this by two and has 10 points to spend on skills.

Sam Spends the points in the following way:

2 points on Shootin'
 2 points on Huntin'
 1 points on Survivin'
 2 points on Spottin'
 3 points on Sneakin'

Sam's character is now ready to enter the wastes and kick some ass.

SURVIVOR GEAR

Gear comes in three types; these are Equipment, Weapons and Armour. We have included a selection of each within this Bare Bones Edition along with a few changes we have made to the world that we hope helps reflect a post-apocalyptic setting.

Barter and Searching

All gear, Weapons and Armour have three values the first is the barter value, how much it is worth in barter, the second is the barter cost how much it would cost to buy the item from a trader and the third is the modifier needed to the Findin' Skill in order to find the item out in the wasteland.

When the characters wish to search an area, they would use the Findin' skill, the GM will apply a modifier to the roll and if the roll is successful you would find the item.

Common Loot (C): +2

Uncommon (UC): +0

Rare (R): -1

Very Rare (VR): -2

Relic (RL): -4

Relic items should always have a story linked or lead to an adventure.

Scrap

Scrap may seem to be just junk, but it can be valuable as it will help with the repairing of armour and weapons and can also be sold to settlements. Using scrap for repairs will translate into one scrap per break level, so if your armours break level is four, and it has been reduced to two, then it will cost two scrap to repair it back up to four.

Scrap comes in different types for different jobs so often the trick is to find the right scrap for what you need.

Traders

In every settlement there will be a trader or store of some kind, the size of the settlement will often dictate the quality of the goods available and in some cases the cost. The wasteland also has traders who can be found moving from settlement to settlement and often these have the best gear.



Wasteland Currency

Most items have a value with that value put towards the cost of other items if no items are required at the time, traders in settlements will offer credit which will last as long as is needed. The new government that has appeared in the Capital have begun printing currency, but it has yet to catch on outside of the Capital.

Scrap can also be used as a currency, and its value will differ from settlement to settlement based on need. Wasteland traders will not accept scrap mostly due to having to carry it around, as most prefer to travel light.

EQUIPMENT

Item	Description	Slots	Value	Cost	Find
Animal Traps	Mechanical, spring loaded	3	3	6	UC
Backpack*	Adds more slots for carrying stuff	-	2	3	C
Batteries	Of various sizes from AAA up	1	10	15	R
Bedroll	Thin mattress for sleeping	3	2	3	C
Binoculars	Often made from scrap	1	6	8	UC
Bolt Cutters	Used for cutting chains	2	5	7	UC
Can Opener	Used for opening canned food	1	10	15	UC
Canteen	Holds 1 litre of water	1	3	4	C
Chain	5ft of chain	2	1	2	C
Clothing	Various quality and types	-	1	2	C
Compass	used for navigation	1	6	8	R
Crowbar	Metal bar used for prying	2	4	5	UC
Dried Rations	Vacuum sealed food	1	2	4	UC
Duct Tape	used for everything	1	3	5	UC
Entrenching Tool	Used for digging or as a weapon	3	5	6	R
First Aid Kit	Gives a +1 to healing	1	15	20	VR
Flares	In various colours last d6 rnds	1	7	10	UC
Flashlight (Battery)	Needs batteries illuminates for 10ft, lasts d10hrs	1	8	12	R
Flashlight (Crank)	Wind up flashlight as above accept light lasts 1 hr	1	16	20	R
Gasmask	Adds +1 resistance against gases	2	12	14	R
Geigar Counter	Detects radiation	2	25	30	VR
Grapple	Used for climbing adds +1	2	7	15	UC
Iodine Tablets	Used for radiation sickness, adds +2 to resistance	1	40	50	VR
Jerky	Made from dried meat	1	1	2	UC
Lantern	Needs Oil will last 2 hrs	2	5	6	UC
Lock Picks	Adds +1 to Thievin'	1	15	19	UC
Matches	Creates fire	1	10	12	C
Mechanics Tools	Adds +1 to repair	3	15	20	UC
Multi-Tool	Pocket toolkit	1	30	40	R
Oil	Used for the Lantern	1	45	60	UC
Rope	Used for climbing +1	2	3	5	C
Shovel	Used for digging	3	5	10	UC
Tent	Holds 2 people	4	10	15	C
Water Purifying Pills	Cleans contaminated water	1	30	45	VR

*Backpacks increase Character Slots by 5

Scrap Types

Survivors can find a number of different scrap types out in the wasteland and these can be either used immediately to repair armour and weapons or taken back to their settlement or sold on. Below is the different types of scrap and what they are used for.

Armour

Armour Scrap tends to be leather, animal skins, old sportswear, belts, and other clothing types. Also needles, thread, catgut, wires, thin metals, and padding. These can all be used to create and repair armour

Construction

Construction scrap are those items that can be used to repair buildings and mechanical devices like generators and pipes such as, lead, tubing, spark plugs, dynamo's, rubber, nails, screws, glass, bulbs, gears, levers, tires, bike frames, and rope etc.

Everyday

Everyday scrap is generally worth little as a single item but cart loads can be used to patch holes, melt down, hammer out or turn into something else, for example an old plastic container could be a water carrier or dish, tin can could be cut open and hammered flat and so forth.

Weapon

Maybe weapon components eve whole weapons can be produced from scrap, tubing, nails, rubber bungs, optical lenses, wire, old fireworks, lead, bullet cartridges etc are all useful in the right hands.

Armour

Armour reduces damage, and it can also restrict movement and stealth. Choosing the right kind of armour really depends on what you want to achieve. Do you see yourself as agile and sneaky then choose lighter armour, or maybe you are the wade in and kill stuff hand to hand, in which case heavier armour would be best.

Armour Types

Armour comes in three types and various styles within those types, some armour is harder to find than other types and some are constructed by Fixers. Characters often begin with scrap armour rather than constructed.

Light

Light armour doesn't offer as much protection but will allow for better movement and stealth capabilities, it is a payoff that some are not willing to risk.

Medium

Medium armour offers reasonable protection with less stealth bonuses but is often the go to for most survivors exploring the wasteland.

Heavy

Only for those expecting a fight or protecting a settlement or caravan. Heavy armour is heavy and has great protection but don't try to sneak up on anyone they will hear you coming a mile off.

Scrap

Made from a combination of animal skins, metal sheets and sportswear this is cobbled together by a fixer and custom built for the wearer. They can sometimes be less durable but are often easily repaired on the fly.

Constructed

These armours are often from before the fall, military and police armours like Kevlar and Ceramic, hard to find but when you do you never let them go, often can be adjusted to fit but are not so easily repaired without a workbench and the proper tools and materials.

SCRAP ARMOUR TABLE

Type	Description	AP	Mod	Break	Value	Cost	Find
<i>Light</i>							
Padded	Heavy padded material	1	0	4	1	2	C
Leather	Treated leather clothing	2	0	5	3	5	UC
Hides	Stitched together animal skins	2	0	5	2	4	C
<i>Medium</i>							
Reinforced	Leather reinforced with metal plates	3	-1	6	4	6	UC
Chain	Chainmail	4	-2	7	6	9	R
<i>Heavy</i>							
Riveted	Metal and Chain linked together	5	-1	8	6	10	R
Plates	Plates of metal welded into shape	6	-2	12	10	15	R

CONSTRUCTED ARMOUR TABLE

Type	Description	AP	Mod	Break	Value	Cost	Find
<i>Light</i>							
Stab Proof	Vest made of thin Kevlar	3*	0	6	10	20	R
Kevlar	Vest made from tougher Kevlar	4	0	6	12	25	R
<i>Medium</i>							
Riot Gear	Light Body armour	6	-1	8	15	30	VR
Ceramic	Ceramic Plates for Body Armour	7	-1	8	16	35	VR
<i>Heavy</i>							
Body Armour	Full Body Armour military grade	10	-2	10	20	50	VR

* Only protects against bladed hand weapons

Break Level

The Break Level indicates how many critical hits the armour can take before it becomes useless and no longer protects the wearer.

The Break level can be repaired by using Scrap and having a Fixer in the party or close by. The cost of going to a fixer to have armour repaired is half the cost of the armour to buy.

If the Break level reaches zero then the armour cannot be repaired and is considered scrap.

Modifier

The modifier is used against movement-based actions like climbing, jumping, sneaking and so forth and represents the bulky or noisy nature of the armour.

Armour Points (AP)

This value indicates the amount the armour reduces the damage from attacks by, so if your opponent inflicts 10 pts of damage and you are wearing armour with an AP of 4 then the damage is reduced to 6 (10-4=6).

Weapons

Most weapons are easy to find in the wasteland mainly because anything can be a weapon, metal poles, rocks, shards of glass and so forth, but well-constructed weapons, firearms that work and the ammo that goes with them are rare. Like armour there are a number of weapon types and these are further separated by how they were built, with scrap weapons being the most prevalent and those weapons from before the fall often rare or damaged beyond repair.

Below I list each weapon type and what is available via trade or luck.

Hand weapons

These are by far the most used weapons in the wastelands mainly because they are simple to build, are less likely to go wrong and can be carried easily.

Scrap

Improvised knives, axes and even clubs, made from scrap metal, glass and table legs. Add a few nails, barbwire or even sharpened gears and you have yourself a little piece of lethal.



Constructed

These are often various knives for anything from hunting to cooking, baseball bats, hand axes, police batons and ornamental swords. Better constructed and less prone to rust.

Firearms

Firearms are hard to find and those that have been built from scrap or from broken guns are not very reliable. Ammunition is not easy to gather and often guns that are not regularly cleaned will backfire or jam.

Scrap

Built from pipes, wire, springs, and other parts or by using old broken weapons and reconstructing them with scrap, these firearms can kill but lack the power to hit some longer ranges. Scrap Firearms cover all pistol sized weapons and long guns.



Constructed

Found in the Wastes these weapons are often found damaged but sometimes easily repaired those that are not are used as parts for the scrap versions. These weapons have the range and the power though they may look a bit ugly.



Ranged

These are more reliable than firearms and often the ammunition can be found or easily built. Scrap versions may not have the power of constructed but they won't blow up in your face if they go wrong.

Scrap

Built from wood, plastic and rubber tubing or wire these weapons are easy to build and ammo is plentiful, with stones, arrows etc being easy to find or construct. They will not have the range or accuracy of the better constructed versions but their ease of use and build makes them a favourite in the wastes.

Constructed

These are often harder to find than firearms as they were not as prevalent, but they can be found. These can also, unlike firearms use scrap ammo which makes them very powerful, silent, and versatile.



Explosives

Like firearms these can be unpredictable or backfire, and though the constructed aren't as versatile as the improvised all explosives are volatile and hard to work with.

Improvised

From simple explosives like Molotov Cocktails to booby traps filled with nails and sharpened coins, improvised bombs are often more deadly to the user than the target and hard to construct.

Constructed

Caches of explosives have been found and these have ranged from the more common dynamite through to the less common grenades and landmines and the rare C4 and chemical bombs. Years buried have made many of these unstable to the point that they are often as dangerous as their improvised copies.

HAND WEAPONS TABLE

Type	Damage	Mod	Break	Value	Cost	Find
<i>Scrap</i>						
Dagger	1d4	-1	3	1	3	C
Club	1d6	-1	3	1	3	C
Axe	1d6+1	-1	3	2	5	UC
Sword	1d6+1	-1	2	3	6	UC
Spear	1d6	-1	2	2	4	C
<i>Constructed</i>						
Combat Knife	1d4+1	0	6	6	10	UC
Hand Axe	1d6+1	0	5	6	10	UC
Wood Axe	1d8+1	0	5	8	15	UC
Baseball Bat	1d8+1	0	5	6	9	C
Katana	1d10+1	0	7	20	50	R
Spear	1d6+1	0	4	5	10	UC

Break Level

This is the number of fumbles the weapon can make before breaking and becoming useless. Like armour the weapon can be repaired which will repair any lost Break Levels

Mod

This is a Modifier to hit the target using this weapon, this indicates the weapons weight and awkwardness to use.

FIREARMS TABLE

Type	Damage	Shots	RoF	Mod	Range(ft)	Break	Value	Cost	Find	Ammo*
<i>Scrap Crit</i>										
Pistol	1d6	1	1	-1	60	5	9	15	UC	1
Long Gun	1d8	1	1	-1	100	6	14	25	UC	2
Flamethrower	1d6**	-	-	-1	10	5	13	25	R	5
Shotgun	1d10	2	1	-1	30	4	12	20	C	1
<i>Constructed</i>										
Pistols	1d8	15	3	0	90	10	30	75	R	3
Long Guns	1d10+2	10	2	0	200	15	50	100	R	5
Shotgun	3d6+1	7	1	-1	60	20	45	80	R	3
Sniper	2d10+2	5	1	0	500	15	75	200	VR	8
Assault Rifle	1d10	30	3	0	150	15	45	100	R	3
SMG	1d8	90	5	-1	100	12	40	85	R	3

*Ammo cost is per bullet

** Per Rnd

RANGED WEAPONS

Type	Damage	Range	Break	Value	Cost	Find	Ammo
<i>Scrap</i>							
Bow	1d6	45	4	6	12	C	1
Slingshot	1d4	30	4	3	5	C	-
<i>Constructed</i>							
Bow	1d10	120	7	15	35	R	2
Slingshot	1d6+1	75	6	10	20	UC	-
Crossbow	1d12	150	6	20	60	UC	3

EXPLOSIVES

Type	Damage	AoE (ft)	Value	Cost	Find
<i>Improvised</i>					
Mine	3d6	10	5	10	C
Molotov	1d6**	3	2	5	C
Grenade	2d6	5	6	15	UC
<i>Constructed</i>					
Mine	5d6	20	10	25	VR
Grenade	3d6	10	15	30	R
<i>Traps</i>					
Animal Trap	1d8	-	20	35	UC

Vehicles

Access to many types of vehicles will differ based on where you are located in the world, the flooded streets of the United Kingdom uses mainly boats and barges to travel whereas Europe still has access to fuel for vehicles. In the USA it can also differ some places like Houston seem to have more vehicles than Seattle or New York.

It is often simpler to travel via horseback or bicycle, these will allow you to pass through most areas however overgrown or rubble strewn, will allow you to pass silently and apart from food do not need to be refuelled and have very little maintenance.

In the Core book we will go into Vehicles and Vehicle combat in more detail but for this Bare Bones Edition we will only focus on the most common.

Horses

Horses are rare but some settlements have managed to acquire some and will have stables and maybe even a blacksmith at hand. Having access to a horse is a definite boon to travel, as they are strong, can sense danger and are pretty fast.

Drawbacks include the fact they can be injured and killed, and they do need a bit of care, but if you have access to someone that knows how to shoe a horse and a vet many of these concerns are outweighed by the benefits.

Bicycles

These seem to be everywhere in various states of repair and can range from average travel bikes designed for roads to the more robust mountain bikes. They need no fuel and parts and upgrades can be found easily, on top of that they are silent. The drawback is they do not offer a great deal of cover and their speed is dependent on how fit the rider is, otherwise, they are a great way to travel.

The Core Book will go into more details regarding upgrades and repair.

Wagons

Many settlements use wagons to transport parts and people from one place to another, many traders in relatively safe areas have also started using wagons. A wagon can be built from any wheeled vehicle and can be constructed easily from scrap as long as you have access to wheels.

The drawback to a wagon is they do need horses or mules of some kind to pull the wagon and they do stand out; it is hard to move stealthily driving a wagon.

Wagons fall under the Mounted rules found in the Wasteland Survival Chapter



WASTELAND SURVIVAL

Surviving the wasteland is hard, everything wants to kill you or at least make the rest of your life as difficult as possible and navigating the streets and buildings will need a certain expertise to do without injury or falling into strife. Skills and common sense will help, and the following chapter will help with how to use what you know and what you have to survive the wasteland.

Making a Roll

When a roll is called for you just grab the dice and if the result is lower than the percentage chance of the skill then you have succeeded and that is the basic rule of the game.

To make it more complex for the sake of detail a roll should only be called for when failure or great success will affect the outcome of the scene or game, modifiers should come in to play to represent difficulty and ease, so a modifier will either increase or decrease the characters skill which in turn either makes it easier or harder to get that success.

Very Easy +4

Easy +2

Average +0

Tough -2

Hard -4

Using Attributes

Sometimes a situation will arise that is not covered by a skill and for this an attribute is used instead. Using an attribute should never take the

place of a skill that exists. Examples of this are holding the door closed while someone is trying to barge it down, remembering something vital, trying to appear attractive to another person and so forth.

When a situation arises that is not covered by a skill the player multiplies the relevant attribute by 5 and this becomes the percentage chance, this can be further modified if the GM wishes.

Advantages and Complications

The GM may decide you have an Advantage or a Complication to the task due to various factors like knowledge, reputation and so forth. When this happens and the character receives an Advantage the player gets to roll two twenty-sided dice and take the lowest result. With a complication the player must roll two twenty-sided dice and take the highest result.

Advances will offer benefits to the character based on what they are attempting these can range from bonuses to the next roll made or cause extra damage. Complications may trigger alarms, cause a weapon to jam or do less damage, again based on the circumstances.

Criticals and Fumbles

On a roll of a 20 a fumble will happen no matter how high the skill chance is, a fumble describes a major complication or setback, weapon breaks, rope snaps, conversation takes a downturn very quickly and so forth. A fumble should never lead to a character's death unless it is inevitable (see Last Chance Actions).

On a roll of a 01 a critical has taken place and this can lead to a great success, extra benefits, or permanent skill increases, these can all result from criticals depending on the circumstance.

Last Chance Actions

A last chance action is made when someone messes up bad, you're jumping that ravine and roll a fumble for example. Rather than say 'OK you fell and now you're dead' the GM can opt to use the Last Chance Action to give the character that opportunity to have one of those tense 'will they or won't they' moments and save their character's ass.

A Last chance reduces the skill that the character just fumbled with to half of what it was, this includes any modifiers that were in place, so if the character's skill chance after modifiers was 10 then for the Last Chance it will be only 5, if the roll succeeds then the character just managed to reach out and grab that pipe jutting from the wall and so forth.

Last Chance Actions should be used sparingly and only if saving that character's ass is gonna move the story on, if the character dying will have no real effect then maybe they should improve before attempting something so dangerous in future.

Opposed Actions

Opposed actions happen when what you are attempting is against another character or an NPC such as arm wrestling, being chased or even chess. Deciding who wins an opposed action is as simple as both sides of the opposition rolling their dice and the lowest result from the skill chance wins.

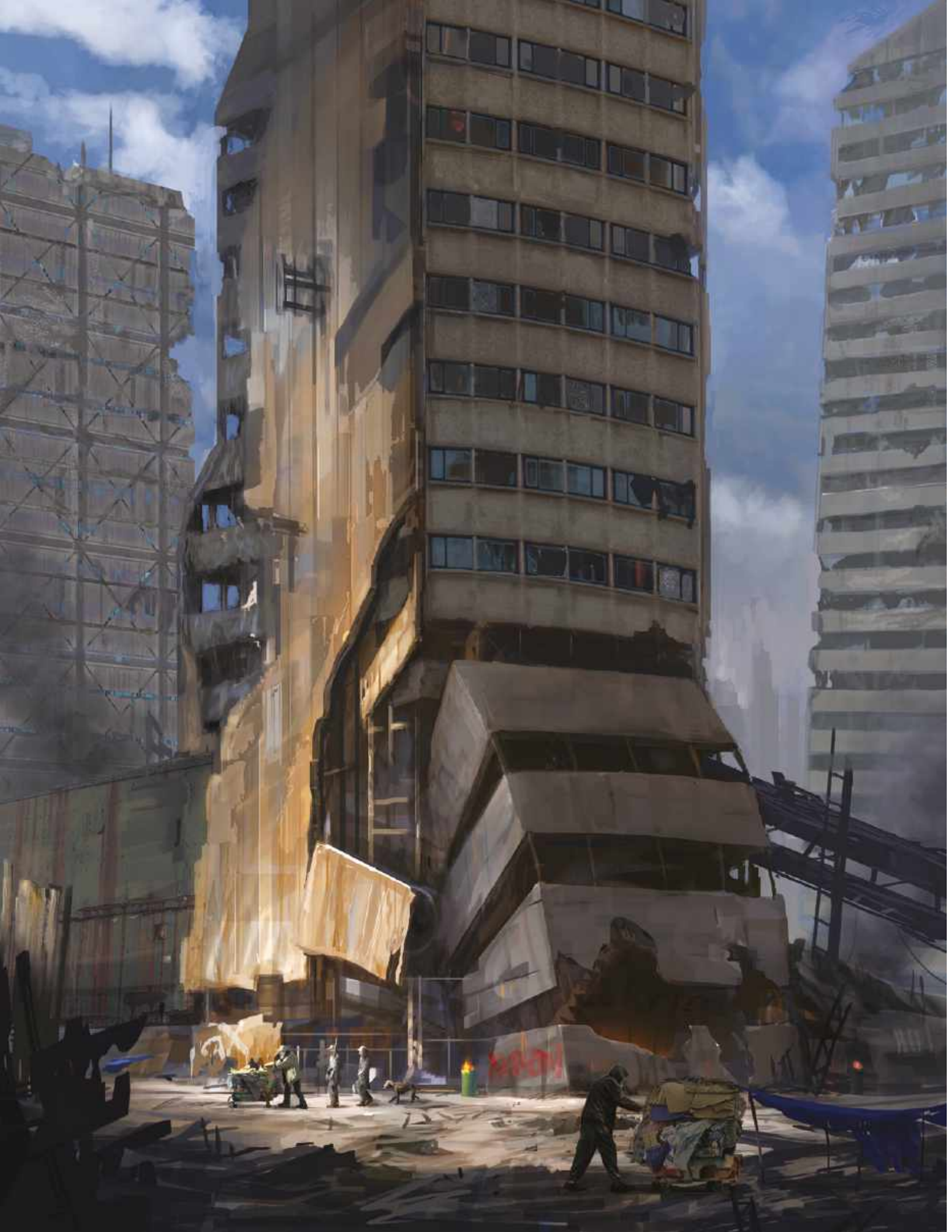
Example

Sarah and Tom are arm wrestling. Sarah's Brawn is 7 and Tom's Brawn is 8. They both roll their dice and Sarah gets a 5 which is a success. Tom rolls a 4 also a margin of success, but because Tom's success is greater than Sarah's he wins.

Aiding and Abetting

You can attempt to help each other on tasks that will allow them to, such as climbing a wall, solving a puzzle and so forth. To aid another in a task all you need to do is declare it and if the GM allows it then you add +1 to the other character's skill chance.





COMBAT

How Combat Plays Out

Like many tabletop roleplaying games combat in The Ruin is made up of rounds and turns. A round is an amount of time it takes for each player and all NPCs controlled by the GM to take a turn, whether that is 5 players and 8 NPCs or 2 Players and 4 NPCs.

Each Player receives 3 actions which they can take, these can be from, any of the types below.

A Free Action which includes:

- Walk 10ft or Run 20ft
- Dive into cover
- Reload
- Drop something
- Shout a Command
- Duck down

A Reaction which includes the following and can be used at any point:

- Parry
- Dodge
- Block

An Action which includes:

- Use a skill
- Fire a weapon
- Attack an Opponent
- Throw a Weapon
- Take Aim

To discover when you will act is determined by an initiative check.

Initiative

Initiative is rolled at the start of combat and is kept throughout combat until it ends. Each Player rolls a D10 and adds their React number with the

highest result going first and then each player or NPC going in order of highest to lowest.

Surprise

Often you can get the drop on folk and this leads to a bit of a surprise, when this happens the ones with the surprise get to act for a whole round before those being surprised get to do anything. After that round is complete, anyone left still standing gets to roll Initiative (see above).

Stealth Attacks

Getting the drop can also lead to a stealth attack if you can pull off a stealth attack it can often mean the end for your target. To pull off a stealth attack you need to make a successful opposed roll versus your target's awareness. Success means that you automatically attack, the target does not get to defend or gets any benefit from wearing armour. Failure indicates that the target heard you and Initiatives should be rolled.

Kickin' Ass

A lot of the combat you will find yourself in will be melee based, this is mainly due to the shortage of bullets and the unreliability of firearms. When you decide to get into a ruckus then you will use the Fightin' skill. The GM may impose penalties or apply bonuses to your skill for things such as wet ground, higher ground, being flanked by enemies and even injuries.

Ducking and Diving

When involved in a ruckus you get a chance to react to stuff, like ducking under a swinging axe or diving to avoid an arrow or bullet. In order to do this you would use your Jumpin' skill to dive or dodge. "Jumpin' ain't dodging" I hear you cry; well it is now, and it seemed pointless adding another skill for a single action.

COMBAT EXAMPLE

Sam is playing the Hunter, Phil is playing the Merc and Ian is playing the Fixer. Together they have stepped into an old Supermarket looking for food etc.

GM: The outside of the supermarket is daubed with symbols and gang signs and the chances are the inside will be empty, even though a chain holds the doors shut.

Merc (Phil): Well we are here now and you never know.

Hunter (Sam): Agreed let's go check it out.

Fixer (Ian): I will get out my bolt cutters and cut through the chain.

GM: That will be an easy task Ian, so a +1 Brawn roll.

Ian rolls the dice, his Brawn is 7 so 14 is the target but the +1 modifier means he needs to roll less than 15.

Fixer (Ian): Ok I rolled 4, that chain is no more.

GM: The chain slides to the floor with a clink.

Fixer (Ian): I will gather it up and throw it in my pack.

Hunter (Sam): I will go in first, I'm gonna nock and arrow, and then push the door open.

Merc (Phil): Check my Pistol is loaded and follow Sam.

Fixer (Ian): Got my shotgun ready.

GM: You push your way in and the supermarket is dark, some light comes through the windows where the posters advertising cheap deals have been torn away but otherwise everything is in darkness.

Hunter (Sam): I have a torch which I can hand Phil as I need two hands for my Bow.

Merc (Phil): I'll take it and hold it up so Sam can see where she is going.

GM: As you shine the torchlight around the store you can see the floors are covered in boxes and tins and other packaging, suddenly you all hear a noise coming from the Bakery section further in.

Fixer (Ian): What the hell was that?

Merc (Phil): I will shine the torch in that area, can we see anything?

GM: Each of you try Spottin' what's there.

The Hunter has a 13 Spottin' Sam rolls a 9.

The Merc has a 11 but rolls a 13

The Fixer has 12 and rolls a 1

GM: Phil spots nothing but Sam you spot movement, Ian you rolled a critical success

so you see movement and catch the glimpse of a human figure.

Fixer (Ian): Its human whatever it is.

Merc (Phil): *(In a loud voice)*, Ok we know you are there come out slow and there will be no trouble.

Each of the party ready their weapons and by doing so gain the Initiative.

GM: You hear another bang and then a loud scream like yell and a bunch of Breds burst from hiding.

Merc (Phil): When you say bunch?

GM: Ok *(rolls a D6)* four Breds burst from cover. As you all readied you each get a shot off first.

Sam's hunter has Shootin' at 15 and rolls 12 which is a hit, she then rolls d10 for her Bow which is a 4 and adds her +2 Damage bonus giving a total of 6. The Merc has a Shootin' at 16 and rolls a 7, he rolls d8 damage and gets 3 with his +3 damage that totals 6.

The Fixer has a 12 Shootin' and fires with his Shotgun and hits with a 9, he rolls 3d6 and gets 14 with his +2 damage that is 16, one of the Breds gets blown backwards.

GM: Ok so this is a new round so I will need Initiatives, roll those Reacts and I will roll for the Breds as a group, there are only 3 left.

Hunter (Sam): I rolled 7 for my React.

Fixer (Ian): I rolled 6

Merc (Phil): I rolled 6 also

GM: I rolled 4 for the Breds, so you all go first, what are you doing?

Hunter (Sam): Gonna nock my Bow again and shoot, I ain't moving.

Merc (Phil): Likewise gonna take another shot

Fixer (Ian): Yeah me to, gonna pump another round and start shooting.

GM: The Breds are now close enough you can smell them, their ragged clothing and improvised weapons are slick with blood and other fluids. Roll those dice.

Parrying and Blocking

You can also attempt to parry or block an attack, parrying involves the use of a weapon which would be used to deflect away the attack, and block would involve a shield or some item that can be used to block an attack, trashcan lid, car door etc. You cannot parry attacks from firearms or ranged weapons, but you can attempt to block them. Both Parry and Block uses the Fightin' skill.

Called Shots

A called shot can be made with both Fightin' and Shootin' Skills and they involve aiming for a particular location or item, kind of like an aim without spending anytime to actually line up the attack. Called shots are modified often as a penalty based on the range and/or size of the target being called.

CALLED SHOT MODIFIERS FOR SHOOTIN'

Situation	Modifier
Extreme Range	-4
Long Range	-2
Medium Target	-1
Small Target	-2
Very Small Target	-4
Moving Target	-1

Good Shootin' Son

Shootin' covers any attack using either firearms or ranged weapons (Bows, Slings etc.). To shoot a target you must have line of sight this can be done using miniatures or just common sense, depending on how you are playing the game, often having a physical representation (even if it is a drink can and a dice) will help with visualising what is happening during moments when things get messy.

Rat A Tat Tat

Shooting a short burst will give a penalty of -2 to hit. Beyond a 3-shot burst every shot fired incurs an extra -1 penalty to hit. Damage on a short burst is x2 whereas damage on a long burst is x4.

Ranges

Every firearm and ranged weapon has a range, this range represents the maximum range that weapon is effective, beyond that range the bullet, arrow, stone will drop off. This doesn't mean that you can't attempt to hit a target beyond the weapons range it just means that it's unlikely you will ever need to, but if you decide to attempt it you will reduce your chance to hit to one half of your skill chance, and damage will also be reduced to half.

Aiming

You can aim firearms and ranged weapons, and this will offer a bonus depending on how long you aim for. You must aim for at least 1 Rnd to justify it being called an aim, otherwise it is a called shot. For each round you spend aiming you will gain a +1 to your chance to hit, also you will receive no penalty to hit a location or object.

Armour

Armour reduces damage from attacks, whether that damage is from Fightin' or Shootin' attacks. Every type of armour has an AP which are Armour Points, any damage the wearer takes is first reduced by the armours AP total.

Armour also has a Break level, and this indicates the amount of critical hits the armour can take before it breaks. Once armour breaks it no longer protects the wearer, but it can be repaired as long as it is repaired whilst it still has break points available.

Damage and Hit Locations

Damage will always reduce your wounds and when those wounds reach zero you are considered out for the count (see Death below). But you also have Hit Locations and these can be used in one of two ways.

Just Locations - Your Hit Locations can just be that, they are locations that can be targeted by called shots and aiming, with this method the armour type is still important for that location, but any damage still only reduces your main wound total.



Rolled Locations - With this method your locations act as above but are used for normal combat also, so when you are hit by an attack a d10 is rolled and that is the location targeted. Each location will also have a number of wounds (see page 24) and armour. When the wound amount is reduced to zero for a location then that location is useless, and you will receive modifiers to all your actions.

Often rolling for a location during combat can be unsatisfactory as the dice roll will make no sense based on various factors, for example if only the top of the targets body is visible and the location roll means you hit the legs, this can mean that shooting can enter into magic bullet type situations which take away from the immersion. The same applies to fighting, where you are toe to toe with your enemy and keep hitting the lower body when in your mind you clearly aimed for the head. For this I recommend that locations are only rolled for critical hits or rolling doubles, or rolling doubles allows you to change the location rolled by 2 digits either up or down.

Critical Hits

All weapons can do critical damage and what you need to roll to get a critical hit varies on the quality and type of weapon you are using as shown on the weapon tables in the Survivor Gear Chapter.

Having locations also allows for critical hits to be more precise so when you achieve a critical hit on an opponent you get to choose where you hit. All critical hits can either do double damage or you can choose a different effect, maybe the critical hit destroyed your opponents' weapon, stunned them for a number of rounds, disarmed them or some other outcome.

Fumbling

Rolling a fumble in combat will result in an effect based on the type of weapon you are using, explosives may just blow up in your face or fail to go off at all, firearms could jam or misfire, Ranged weapons could break and Hand weapons may slip from your hand or fall apart. The result should be determined by the situation and the GM.



Death & Injury

You will die, everyone does, but how you die and when is up to you (sometimes). When your wounds hit zero you are down, unconscious, bleeding out, heading towards that white light. The number of rounds that you will be in this state is equal to your Grit divided by two and rounded up, so if you have a Grit of 5 then you will last three rounds before you're pushing up the daisies. These precious moments of life will give others time to heal and revive you, bring you back from the brink, that's of course if they actually want to.

First Aid or some other medical aid will bring you back to consciousness with d4 wounds. Any serious critical injuries will continue to exist (see critical injury tables) broken bones will heal but any modifiers suffered from amputations, damage to the senses, will still continue and will continue to do so until fixed.

Removing modifiers requires a skilled doctor and a critical roll, this can be attempted multiple times but not during a sequence of combat rounds, each week the Doc can attempt to remove a modifier by fixing a serious injury and on a critical hit or a double they succeed.

SURVIVAL

As you travel the wastes and streets of the cities survival will be a main concern, not just against those that want to take what you have or feed off your bones but the unseen threats of hunger, thirst, and exhaustion.

go three days without water on the fourth day you will begin to lose one wound per day, these cannot be healed, they can only be retrieved by drinking a pint of water per wound lost.

You start with 10 survival points and these are reduced each time you do not eat, drink, or sleep. They can go down pretty quickly. At the start of each game day you will mark off one survival point if you did not eat, drink, or sleep the day before.

Of course you live in a wasteland and the apocalypse pretty much wiped out the supermarkets, but food and water can be found, and this will involve foraging using the Survivin' skill. Finding uncontaminated food and water can be much harder but will keep you breathing as long as you can fight off the side effects.

Once survival points hit zero you will collapse and will die in a number of days equal to your Grit.

Food and Water

You will need to eat and drink and this will need to happen at least once per day, with eating you can probably go a couple of days before the hunger starts to become an issue, you won't die but for every day you don't eat you will be at -1 on all actions, this is accumulative but will clear once you eat.

Exhaustion

Tiredness is another killer, and the lack of sleep will begin to disorientate and will lead to hallucinations and eventually death. You must sleep at the minimum one hour per day in order to stave off any adverse effects, but this will only work for a while and after a week of only sleeping one hour per day you will start to feel those effects. Of course finding somewhere safe to sleep is not easy and catching an hour a day will help but as long as you also manage to get a decent 6-8-hour sleep once per week then all negative effects will be avoided.

Drinking is much more important and not drinking can lead to organ failure and death, you must drink at least a pint of water per day, if you

Negative Effects

The following effects will begin to kick in after 3 days without any sleep or 1 week of 1 hour per day sleep unless you sleep for 6-8 hrs straight.

- **Disorientation** - This will lead to a -2 modifier to anything involving physical movement
- **Memory Loss**
- **Confusion** - This will lead to -2 on all mental tasks
- **Hallucination** - You will start to see things that are not there

Disease and Poisons

Another silent killer is disease and the wasteland is rife with various ways that you can contract something nasty. Injuries can become infected if not properly cleaned, rusty nails can scratch you, contaminated food and water can cause food poisoning. The list is endless and quite frankly you may start to wonder why anyone ever leaves the safety of the settlements.

Resisting disease and poison involves Brawn and you will need to roll equal to or less than your Brawn x 2, each type of disease or poison will have a potency which modifies your roll to resist.

DISEASE AND POISON TABLE

Disease	Pot	Cause	Effect
Diarrhoea	-2	Contaminated food and water	Bowel disruption, dehydration. Every day reduces Survival by 1 extra point.
Ebola	-4	Infected animal carcasses	Vomiting, Fever and eventually death. Inability to act. If left untreated, patient will die within a week.
Hot Tub Rash	-1	Skin contact with contaminated water.	Pus filled Blisters and itchy rash, distracting and infectious, -3 on all actions.
Rabies	-2	Bites from infected animals	Hallucinations, difficulty swallowing, fever, confusion, paralysis. If untreated patient dies within a week.
Tetanus	-1	Rusty nails or weapons, bites	Lockjaw, inability to breathe and eventual death. If untreated Patient dies in two weeks.

Poisons	Pot	Cause	Effect
Blood Rot	-2	Infected blood on weapons	Burning skin, boils and bleeding from eyes and ears, -2 on all actions until cured
Venom	-3	Taken from Snakes and coated on weapons	Causes shivering and paralysis. If untreated will cause death in d6 hrs
Sludge Gripe	-1	Toxic sludge coated on weapons	Causes boils and vomiting, -2 on all actions for 2 days.

REPUTATION

Within the Ruin RPG there are two types of reputation, the first is ranged from -5 to +5 and it relates to Settlements and Traders. The second is linked to Factions and ranges from -5 to +5 and relates to Gangs, Militia, and other groups.

Below both forms of Reputation is explained and how to gain and lose reputation with Settlements and Factions.

Settlements

There are many settlements spread across the wastelands and though they differ in size, purpose, and population they all have one thing in common, they all rely on trust. A settlement must be able to trust those they allow through their gates, because often once past their defences the settlement is vulnerable. Generators, water filtration and food processing can all be sabotaged from within and then there is theft, murder and other crimes that could be committed by travellers passing through.

You can, via your actions have a good or bad reputation with a settlement, and that reputation, (depending how good or bad it is) can be transmitted to other settlements and even traders by word of mouth and radio.

A character's reputation with any settlement starts at 0 and based on their actions can go up as a + or down as a -, the further down it goes the worse it becomes and the further up the better it becomes.

The table below will describe the benefits and drawbacks to having either a good or bad reputation with Settlements and Traders.

Factions

There are many different factions in the wastes, from Gangs to Militias, Raiders to Tribes. Encountering some faction or other is inevitable and how that encounter pans out can effect your reputation with that faction and also that factions' allies and rivals.

Often when you meet a faction, whoever they are, it will lead to bloodshed or escape, but sometimes deals can be struck, arrangements made and done well this could increase your standing with that faction. An increase of reputation could mean that the group can pass freely through the faction's territory or even trade with the faction or call upon the faction for help. Remember though a deal is a deal and there may be need for payback and what you don't want is to owe a gang or Militia cause they often turn out bad.

Encountering a faction on numerous occasions and killing there members will often lead to bad blood, and that particular faction could place you on their hit list. A faction could send out teams to hunt you down for revenge or to force you to work for them in order to pay off your debt. A bad reputation will lead to being hunted, attacked on sight and any settlements or traders friendly to the group being warned to stop dealing with you.

Of course factions fight amongst themselves so often an enemy of one faction could become the friend of another, aiding one faction to fight another will gain you kudos, but choose your battles and your friends carefully, they are not always what they seem.

The character sheet has a section for factions and your reputation with them.

SETTLEMENT REPUTATION

Reputation	Settlement Attitude	Trader Attitude
+5	Interactions at +5 and you are offered Leadership.	All items are half price
+4	All interactions at +3	Offers a 25% discount
+3	You have a home in the settlement	Trader is always open for friends
+2	All interactions at +1	Trader offers a 10% discount
+1	Accepted and considered a friend	Trader offers a 5% discount
0	No Reputation	No Reputation
-1	You are warned to behave -1 interactions	All prices increased by 10%
-2	Interactions at -3 and you are escorted.	The trader will close if they see you coming
-3	You will be turned away at the gate.	All prices increased by 25%
-4	You will face warning shots from the gate	All prices increased by 50%
-5	You are not welcome in the surrounding settlements	Trader will threaten to shoot you if you come closer

FACTION REPUTATION

Reputation	Faction Attitude
+5	Considered Allies by the Faction, Rival Faction reputation drops to -5
+4	Considered a friendly and the faction will come to your aid for a price.
+3	You are accepted in the faction camps to rest and recuperate
+2	You are allowed to pass through faction territory
+1	75% chance Faction will not be hostile towards you when you meet
0	No Reputation
-1	75% chance faction will be hostile towards you
-2	Faction will always attack on sight
-3	Hatred for you runs deep, and the faction gains +1 against you
-4	The faction will go out of their way to attack you, reputation with rival faction +1
-5	Mortal Enemies. The Faction are hunting you down, rival faction reputation at +3

WASTELAND GUIDE

The wasteland what is it?

What the wasteland isn't is an area of land made up of dead trees, old shrubs, and a lot of dirt, in other words waste land, of course these do exist, but what it is, is everything outside the relative safety of a settlement.

The world though still a big place has narrowed, where once you could travel for miles to collect your groceries or visit a friend all that is now done within the walls of a settlement, travel between settlements is no longer punctuated by fast food restaurants or gas stations but by danger and destruction.

The wasteland, to go back to the original question is the streets, buildings, parks and transport hubs outside the settlement, anything that does not fall within the walls of a settlement is considered wasteland.

Settlements

You will almost definitely live in or come from a settlement, but what are settlements?

Settlements come in different sizes and types, below are the most common.

Settlement Sizes

A settlement can come in various sizes these can range from small groups of people living inside a barricaded house or building to areas that cover a number of city streets or whole shopping or industrial areas. The size of the settlement will

often reflect its population size with small groups living within smaller settlements.

Settlement Types

There are generally three types of settlement that you will find in the wasteland.

Homesteads - These are closed off heavily guarded settlements built by the people that live within them, they will often grow food and allow traders to enter but otherwise they are closed to anyone not already a member. Those approaching a Homestead will be questioned and based on the answers either allowed access for a short time, turned away or shot at. Homesteads will allow outsiders to join but only if they offer something of value (often a skill, or knowledge) and only after the Homesteads ruling council have all agreed.

Trading Posts - These are large open settlements, always heavily guarded with various laws in place to stop crime. Traders will be allowed access as will travellers. Most of the time trading posts have strict no weapon policies upon entry and anyone wishing to enter must show some reason to be there with tradeable goods or skills. Trading posts are the lifeblood of the wasteland and are considered by many as neutral ground.

Militia Forts - Often built around old military bases, police stations and other strategic locations the Militia forts are often avoided as many Militia are no different than the gangs or Raiders that infest the wastes. The Militias are well armed and

often trained and have been known to capture and put to work survivors.

Gangs and Raiders have camps and some of these are big enough to be called settlements, but they are not generally visited by survivors and are sometimes hidden away underground. Some gangs have tried to turn their areas into trading posts, but these are often corrupt, brutal and should be avoided.

Traveling the Wastes

Movement through the wastes can be dangerous in various ways and often obvious routes can be blocked by fallen buildings, hastily constructed barricades, travelling threats and so forth this could make a normal journey take twice as long as expected.

The World is Like Now

The world of the Ruin is the world of today accept after an apocalypse, what this means is that many of the landmarks and locations will still exist even though they may look different, be repurposed etc.

How Long Things Take

As mentioned above travel can take longer due to circumstance, so for example walking to a location ten miles away today would take between 3-5 hrs, whereas with barriers, collapsed buildings, dangers etc. That same walk after an apocalypse could take maybe double or even triple that amount of time.

GMs who are planning to have the characters travel should check to see how long that same journey would take today and then use that as a basis. As the game is set in modern day (sort of) the internet is your friend especially with checking distance and how long it takes to get to key places.

Dangers both Natural and Otherwise

In a world of destruction there are many types of danger and not all of them sentient. Threat could come from any direction and injuries just happen. Cities that were once skyscrapers are now cities with towering death traps that could collapse



at any moment, tunnels that allowed people to travel from one place to another are now flooded, filled with rats or home to the 'breds. Roads the arteries of the country could swallow you up or be hiding land mines and other explosive traps. Travel is fraught with danger and below we go into the more common types.



Radiation

The unseen monster, the creeping death, radiation. So in regard to radiation this is not something you will stumble upon a lot unless you live on the east coast. Patches of it did get blown in by winds or travel via the rivers and other waterways but in some parts of America you will not encounter it. Sometimes traders will try to sell irradiated food and water, or you will stumble upon a patch of it, but a good Geiger counter will help.

Radiation will affect you over time if it stays untreated and for every two days you have radiation and don't have it flushed your Rad Level goes up one point, this will reduce all actions by 5% as you become more lethargic and sicker. There will be indicators of radiation, dead plants and animals, rusted drums with Rad symbols and a strange static like feeling when getting close, all of those are signs that you need to get that Geiger counter out.



Biohazards

Radiation is not the only silent killer there are various other invisible threats. These biohazards will have emerged from open sewers, factories, and research centres, like radiation they will not be prevalent, but you may stumble into one.

Human waste and body parts can infect water supplies as can animal waste and corpses, and it has been known for raiders to dump waste and rotted limbs into a settlements water supply. Much rarer are the microbiological wastes, contaminated samples, discarded viruses, or

stocks of agents that have now become available from labs and hospitals. These will act as diseases and you will need to make Brawn x 5 checks with penalties to resist or fight off the affects.

Collapsing Buildings

In major cities this has become a bit of a problem and this can range from total collapse of the whole skyscraper to partial collapse of certain floors that have become unstable due to damage. Many gangs and Militias have attempted to drop skyscrapers for various reasons and even though they feel they have failed if it does not drop, they have often weakened the structure.

The falling of a skyscraper is rare, and it is much more likely that the floor you are on will collapse, many of these buildings have become home to survivors and even small settlements have been built high up where people may feel safer. Exploring a tower block will be treacherous and other than collapse, sudden movement, unstable stairs or lift shafts and even sudden drops will all be dangers.

Wild Animals

Since the apocalypse there has been a prevalence of wild animals, especially those not native to America. Lions, monkeys, Elephants, Giraffes and so forth all have been sighted in various locations. Many are harmless as long as they are left alone but many more are predators. Areas around large zoos are often the territory of most wild animals and nearby rivers and lakes have become home to Hippos and crocodiles.

Of course your standard wild animals also exists, Bears, Wolves, and Wild Cats have all migrated or have flourished with the diminishing of human population centres and the increase in plant life. The further you move from the settlements the more wildlife you will encounter, and it is wise to stay on your toes as they can attack without provocation, everything is hungry.

Gray Zones

In some cities can be found Gray Zones, these are areas of a few streets, sometimes more or less, that are covered in the Gray waste exuded by the strange creatures that entered our world from their own when the gateway was opened. This grey waste is used as a nesting substance and can cover whole buildings. It hardens in certain places and stays pliable and almost putty-like in others, but it is the one clear sign that you are enter an area of danger.

The Gray tend not to leave their nests, terraforming the area to their liking, meaning that outside of a zone they are not really much of a threat, and when they do leave it is normally due to high levels of electricity being detected close by, but the real danger comes from those that worship the Gray, the so called disciples.

Many cults and religions have sprung up and the strangest of those are the Gray Cults, groups of worshippers that capture survivors or steal generators to take back to their masters the Gray to win favour or some other benefit. These cultists have been known to travel distance in search of victims and even to attack settlements for what they may hold.

Raiders, Gangs and Militia

A very real threat are the various gangs and raider parties that roam the wastes, but they are very different in how they operate.

Gangs - Many gangs tend to set up base of operations somewhere, either taking over an already established settlement or controlling a well-fortified area. Places like subway stations, industrial buildings, and police stations are a few prime gang centres. Gangs will trade with outsiders and will even protect nearby settlements for a price.

Most gangs are in it for the benefits be it food or some other currency like control, and they are rarely totally unreasonable. In certain locations gangs have become slavers or manufacture drugs and guns to sell to less desirable groups.

Raiders - Raiders never put down roots, they may take over an area for a while, but most tend to be nomadic, strip an area and then move on. They are aggressive and opportunistic, uncaring, and greedy, they are also pretty creative and Raider bands often have vehicles built from scrap. The very fact that vehicles tend to be such an important element of a raider band makes most believe that there are actual garages controlled by raiders where these are built and that maybe these are remote operation bases, but who knows.

Raiders come across that they want to see the world burn, and their determination to destroy settlements, have disregard for the rights of others and tend to be not averse to torture, cannibalism and other depravities coupled with their almost genius construction of vehicles make raiders a true enigma.

Militia - There are only a few locations controlled by Militia, many keeping to the mountains and hills of the mid-west states. Those cities and towns that do have Militia control are ran like military camps. Uniform wearing groups holding military style ranks and carrying military level weaponry. Settlements are more organised and defended and are often more advanced than the average, the settlers live under a form of military control.

Militia in those controlled areas tend to shoot first and ask questions later when encountering outsiders unless arrangements have been made in advance and this can be done via envoys or radio, as the militia are also the most likely to have kept up communication lines in the area.

Militia types can vary from those wishing to bring back the old America to deeply religious groups that believe that only their god can cleanse the world of the heathens and degenerates. Many of the Preachers that travel the world started as Militia, likewise with bounty hunters and the other justice led gangs.



Tribes - Outside of the cities and living in the wilds are the tribes. No one is really sure whether these tribes are from those that existed before the fall or if they were created afterwards. The tribes do seem to be made up of a mix of races who all follow the same path which is one of nature and peace.

The tribes live very much like the old indigenous tribes of America, tents or huts, sometimes mobile homes, and Yurts. They grow their own food and hunt using the skins, bones, and other parts of the animal for crafting clothes, tools, and weapons.

Tribes stick to strict beliefs and are not aggressive unless they feel threatened, they will often allow outsiders to trade and have been known to offer shelter and food to survivors who find themselves caught outside during storms etc. They will place markers to show their land borders as a warning to others wandering too close, and will rather scare people off than actively attack, though when it comes to conflict, they are fearsome warriors.

Storms and other Weather

Even after the apocalypse there is weather, and this weather can be pretty bad. Storms, tornados, hurricanes, and adverse temperatures like drought forming heat to freezing cold can happen

at any time. As you travel across the wastelands you will face these weather conditions, and each will affect how you travel in different ways.

Storms - When facing storms characters should seek shelter and wait it out, as a storm can last d4 hrs. Being caught in a storm will reduce movement to half and come with risk of injury from flying debris, on a 1-3 roll on a D6 a party member has been hit with debris, and the GM should determine who that was, if they could react against it and how much damage it does. Finding shelter will reduce these problems.

Acid Rain - Being caught in acid rain is never good, after two rnds of exposure the rain will have burnt through any clothing and will start to cause d4 damage per round to the character. Armour will protect for four rnds before damage is taken. Armour will also lose one break level per rnd of exposure.

Rad Storm - Radiation storms are rare and can be deadly, for every rnd the character is caught in a rad storm they gain one rad point, so characters should seek shelter immediately. Like standard storms rad storms can last up to d4 hrs.

Hurricanes and Tornados - Sometimes a storm will become much worse and evolve into

a hurricane or tornado, these are much more devastating and much rarer than normal storms, when a storm happens the GM should roll a d6 and on the roll of a 1 the storm has evolved. Characters should seek shelter to underground locations or very secure stone buildings. Characters caught up in either a Hurricane or Tornado are considered lost forever.

Time Sinks

A weird after effect of the opening of a window into another dimension are Time Sinks, these are patches of land that vary from a few feet to a whole block in size wherein time acts differently, time may stand still, or travel backwards or maybe even travel forwards. How this works no one really understands, and most people tend to avoid these areas.

ENCOUNTERS AND OBSTACLES TABLE

D100	Encounter or Obstacle	D100	Encounter or Obstacle
01-05	Tornado Level Storm	51-53	Militia Group (d4+2)
06-09	Radiation Zone (d4 miles)	54-58	Group of Raiders (d4+1)
10-13	Pack of Wild Dogs	59-61	Drone
14-20	Trader Caravan	62-64	Acid Rain (d10 rnds)
21-24	Militia Recon (d3 members)	65-69	Scrap Golem
25-27	Tribal Camp	70-73	Man Trap
28-30	Man Trap	74-77	Time Sink
31-33	Time Sink	78-83	Hurricane
34-37	D3 Raider Scouts	84-88	Wild dogs (d6+1)
38-41	Gang (d4 members)	89-92	Collapsing Building
42-45	d6 Survivors	93-96	Gray Zone
46-50	Band of Breds (2d10)	97-00	Rad Storm (d6 Rnds)



Adventuring in the Wastes

There is always plenty to do in the wastes and always somewhere to search for items, food, and other valuables. Below I have listed various rumours that can be used to entice characters to go search locations or check out areas that could be threatening the local settlements, also Seeds that can lead to adventures or that people are willing to pay characters to do.

Rumours

There are always rumours, tales of bunkers that have never been cracked, stockpiles of food and weapons in old supermarkets or warehouses, creatures that terrorise settlements. Often these rumours are spread by traders, or sometimes the last dying breath of a survivor will tell of a secret place or buried supplies, whatever the source of the rumour it is often worth checking it out because who knows it could be true.

RUMOURS TABLE

D100	Rumour
01-05	There's an uncracked bunker deep below a subway station
06-10	A trader was attacked and he was transporting weapons, now the raiders have 'em
11-15	A nearby settlement has contracted a plague and they are paying high for drugs
16-20	There's a Hermit called Jones who has a keycard to an old lab, only he knows where it is
21-25	Militia units have been patrolling nearby and are grabbing anyone they find
26-30	They say some dog got radded so bad it has mutated to the size of a horse and has metal teeth and controls a large band of other mutated dogs.
31-35	Someone saw a chopper heading to the north west
36-40	Giant Ants spotted in Detroit
41-45	People saw fires on the top floor of a nearby skyscraper
46-50	There's a warehouse filled with boxes of food somewhere nearby
51-55	The streets nearby are the domain of a Scrap Golem, beware.
56-60	A gang has set up a base in the subway, they are creating and selling drugs
61-65	A nearby settlement has found a miracle cure for radiation poisoning
66-70	Someone found a natural spring, untainted
71-75	Breds are out hunting for food in the daytime?
76-80	A settlement found an injured soldier and they shared a location of a military bunker before they died, the settlement leaders are looking for people to explore it.
81-85	Across the mountains there are orchards of food.
86-90	There is a fully functioning nuclear submarine off the coast
91-95	A group of survivors are hiding out in a Hospital
96-00	A monster is terrorising (city name) and must be stopped.



Seeds

When you need to come up with a quick idea for a scenario then the Seeds should help, similar to rumours but without the “is it real or is it not” aspect. The following list of seeds should help start the characters off and into the wastes.

SEEDS AND PLOTS TABLE

D100	Seed or Plot
01-05	An old derailed supply train derailed and is said to be resting in the dirt, getting those supplies would be a major boon.
06-10	A group of raiders have set up shop in a nearby museum and have been snatching people.
11-15	The boss of a local gang has died and there is infighting to see who will take their place, this could be a good time to strike
16 -20	People have started to show symptoms of rad poisoning, you need to find the source.
21-25	Found a location of a Bunker that hasn't been cracked, maybe some good stuff inside
26-30	Looking for a courier to take engine parts to another settlement and make the trade
31-35	Need help to clean out a Gray Nest
36-40	A sniper is shooting people who get too close to the city centre
41-45	Somebody has poisoned a settlements food supply
46-50	The Raiders have kidnapped a settlements doctor.
51-55	A group of settlers need escorting through the subway
56-60	Lost communication with a nearby settlement
61-65	A Militia group have set up camp and are snatching settlers
66-70	Someone is paying well for old art and important historical documents
71-75	Some scrapper has claimed they saw a piece of machinery that makes bullets, but it was too big to carry by themselves.
76-80	There is a heavily fortified police station nearby and you have been told you can enter via the sewers.
81-85	A cult claims they have found a doomsday weapon, go check it out
86-90	A trader has gone missing, they need to be found
91-95	A strange signal has been picked up on the radio, who could it be? The message says 'Bravo Team set 176/6654 phoenix Delta'
96-00	Whilst searching a skyscraper the party is trapped by Raiders moving in from below, also the building itself is unstable and will collapse in a few hrs.



Other People

As you explore the wastes you will come across other people and not everyone is a threat so below is a selection of NPCs that may be encountered in the wastes or can be used just for NPCs that the characters meet in settlements etc.

Trader

You will encounter traders in settlements, open markets and even walking the wastes. Some traders hire guards, others have animals and vehicles, but many just carry what they have on their backs.

It is considered bad form to attack a trader and when one is attacked the local settlements will rise up and hunt down the attackers. This is not just about trading goods but the other aspect of traders which is that they are the connection, the link between settlements. News, rumours, and advice are all carried by the traders as they travel from one place to the next.

Attributes

Brains 6, Brawn 4, Chat 6, Move 3, Instinct 4

Derived Stats

Wounds 17, Grit 1, Damage (Shootin') +1 (Fightin') +1, React D6 +2,

Skills

Dealin' 7, Knowin' 6, Survivin' 7, Shootin' 6

Abilities

None

Weapons

Combat Knife D4+1, Pistol d8

Scavenger

The wasteland is filled with scavengers trying to find whatever they can to sell, use as repairs or take back to their settlements to keep things moving. You will rarely come across a scavenger who is not in some way connected to a settlement or group and most are happy to offer advice or trade what they have found.

Some scavengers can be hired by a group to help navigate subways, tunnels, and buildings, they will offer advice on where to look and where to avoid and some have seen things most other people only hear rumours about.

A settlement's scavenger is a key member and they will not let them go easily especially if they are good at their job and have been at it for a while.

Attributes

Brains 5, Brawn 6, Chat 4, Move 7, Instinct 5

Derived Stats

Wounds 19, Grit 2, Damage (Fightin') +2, (Shootin') +2, React D6 +3,

Skills

Findin' 7, Knowin' 5, Shootin' 5, Sneakin' 7, Spottin' 5, Thievin' 5

Abilities

None

Weapons

Long Gun D8

Settlement Leader

Every settlement has a leader, and these are normally the people that have the final say on decisions or decide who can enter and stay. Leaders have to be tough and make hard choices, because of this some leaders are disliked whereas others are considered heroes by the settlers they protect.

Many leaders are ex-scrappers, hunters and mercs, injured or just too old to continue on but their knowledge and instinct is invaluable in keeping a settlement safe and functioning. You will have many run-ins with leaders either as the gateway to entry or as a mission giver.

Attributes

Brains 6, Brawn 6, Chat 5, Move 4, Instinct 5

Derived Stats

Wounds 16, Grit 1, Damage (Fightin') +1 (Shootin') +2, React D6 +3.

Skills

Dealin' 5, Fightin' 6, Knowin' 7, Shootin' 6, Survivin' 8

Abilities

None

Weapons

Pistol D6, Long Gun d8

Fixer

Mechanics, Armourers, Craftsman all these people offer a service and come under the umbrella of Fixer. If you do not have a fixer in your party, then you will be visiting one of these often. Every settlement and open market will have fixers, sometimes more than one. They can be expensive or demanding because they know their skills are needed and this places them in a unique position.

Fixers always need spare parts, materials, and other stuff and many will offer jobs to others to get what they need and also, they will pay a good price to those that already have it. Getting on the good side of a fixer can benefit the party immensely so don't piss them off.

Attributes

Brains 6, Brawn 5, Chat 4, Move 5, Instinct 5

Derived Stats

Wounds 19, Grit 2, Damage (Fightin') +2 (Shootin') +2, React D6 +3.

Skills

Fixin' 7, Creatin' 6, Findin' 6, Fightin' 5, Shootin' 6, Knowin' 5

Abilities

None

Weapons

Baseball Bat D8+1, Shotgun 3d6+1

WASTELAND THREATS

Your journeys and missions in the wastelands, in the settlements and through the cities will inevitably lead to conflict. Those that wish to rob you, eat you or even enslave you are out there, and you will need to deal with them for your own safety and that of others.

The following pages contain the most common threats you will encounter, there will be many more in the full core game but for this Bare Bones edition the ones shown below are the most frequent and some of the most dangerous that you will face.

Threat Attributes and Abilities

Most of the time when you face a threat it will lead to conflict, there is no need for the GM to know whether the threat is good at climbing or picking locks, all of that happens behind the scenes. In game terms the only thing that matters is their fighting abilities and whether they are willing to chat through the problem (most aren't).

Each threat will have a number of relevant skills with the GM using the attributes for anything not covered. Threats also fall under the same modifiers and penalties that the characters do. Finally the threats will have Wounds and Defence and if relevant a fear number.

Threats also have abilities, these abilities could be special attacks or unique aspects that only they have, most will have only one, some have none and a few have more than one. Knowing these abilities can often be key to destroying, avoiding,

or ambushing the threat.

Ability Descriptions

Night Vision - The threat can see in the dark as if it were day.

Heat Vision - The threat can see heat through dense trees, thin walls.

Heightened Senses - The threat has heightened senses such as hearing and smell, +2 Spottin'.

Tough Skin - The threat has thick skin or natural armour; this includes the armour added to drones.

Rotten Bite - Being bitten by the threat can lead to disease and its bite will have a potency.

Horde - The threat is never alone and attacks as a horde.

Strong Guts - The threat can eat anything and is immune to poisons.

Immunity - The threat is immune to biohazards and radiation.

Fast React - The threat reacts fast to danger and seems to move with superhuman speed.

Natural Weapons - The threat has natural weapons like claws and teeth.

Fear

Some threats can create fear because they are either really scary looking or just plain dangerous, this fear is a modifier to your Guts roll and will reduce the Gut chance, the higher the fear the bigger the modifier.

When you are faced with a creature that causes fear you roll under your Guts minus the Fear modifier of the threat, so if your Guts are 8 and

the Fear modifier is 3 you must roll under 5 in order not to turn and run.

Threat Gear

Most threats will have gear such as items of equipment or weapons, some will have crafting materials, skins, teeth, bones, and claws. All can be removed and sold or used for crafting. Crafting will be described in greater detail in the core book.

Threat Descriptions

The following descriptions are brief and are all you will need to understand each threat. In the core book we will go into much more detail regarding each one.



BREDS

Waiting in the dark places are the 'breds, the cannibalistic descendants of those that stayed to long in their personal bunkers and began breeding with their own.

The Breds hunt at night or deep in the subways and sewers below the streets, desperation will sometimes force them into the streets or buildings and some worship the Gray.

BREDS ATTRIBUTES

Attributes

Brains 4, Brawn 7, Chat 2, Move 8, Instinct 7

Derived Stats

Wounds 19, Grit 2 Damage (Fightin') +2, React D6 +4, Fear -10

Skills

Fightin' 6, Huntin' 5, Sneakin' 7

Abilities

Strong Guts, Night Vision Rotten Bite

Weapons

Bite D4, Claws 2 x D6, Spear or Club D6



CULTISTS



As the dust settled and the survivors crawled from the bunkers, many were lost and scared and gravitated towards those that offered protection and answers and so began the rise of the cults.

Throughout North America strange cults and religions sprung up from those worshipping radiation and computers to those that worship the Gray and the people of the past. Cults range from friendly peaceful loonies to violent psychopaths forcing their beliefs on anyone they can, and everything in between.

Each cult has a leader and a number of followers ranging from ten to hundreds, each with varying levels of aptitude and knowledge. Cults will be examined in more detail in the core rules.

CULTIST ATTRIBUTES

Attributes

Brains 6, Brawn 6, Chat 7, Move 6, Instinct 7

Derived Stats

Wounds 16, Grit 1, Damage (Fightin') +1, React D6 +2,

Skills

Dealin' 6, Healin' 5, Knowin' 7, Fightin' 4, Survivin' 6.

Abilities

None

Weapons

Dagger D4

DRONES

Left over from before the apocalypse or sent out by secret military bases to keep an eye on things, no one is really too sure where the Drones come from. Many claim they are running on old directives to keep order and eliminate any threats to the USA, others believe that the drones are being controlled remotely as a way to determine when it is safe for the government to emerge from their bunkers and take back the Whitehouse and control.

Drones patrol the wastes, sometimes attacking anyone they encounter, or ignoring them completely, tales tell of drones coming to the rescue of survivors being attacked by raiders or wild animals' other tales tell more dark and disturbing events.

DRONE ATTRIBUTES

Attributes

Brains 8, Brawn 6, Chat 0, Move 8, Instinct 0.

Derived Stats

**Wounds 15 (Armour 5), Grit 1
Damage (Shootin') +3, React D6
+4, Fear -10**

Skills

Shootin' 7, Spottin' 6,

Abilities

Fast React, Heat Vision

Weapons

SMG D8



GANGS



Chicago
Looper

Often more civilised than raiders and tending to build settlements and bases the gangs can just be as dangerous if crossed. The main goal of a gang is to take control of an area for its own purpose and profit. Offering protection in return for a percentage of everything or face the wrath of the gang, they can be negotiated with, but mostly for their own benefit.

Gangs do run trading areas, but they are often heavily taxed and dangerous places to visit, they will get into anything that will increase their status or wealth and will often appear amicable and friendly but quickly become sadistic and unreasonable if crossed.

GANG MEMBER ATTRIBUTES

Attributes

Brains 6, Brawn 6, Chat 7, Move 7, Instinct 7.

Derived Stats

Wounds 16 (Armour 3), Grit 1, Damage (Fightin') +1 (Shootin') +2, React D6 +3, Fear -10

Skills

Dealin' 6, Fightin' 5, Shootin' 6, Sneakin' 6, Thievin' 7.

Abilities

None

Weapons

Pistol D6, Long Gun D8

MILITIA



No one is really sure whether the Militias came down from their mountain retreats after the fall or are what is left from Military bunkers that believe it is their job to bring order back to the world either way Militias range from patriotic protectors and rebuilders to militaristic tyrants forcing change through violence and fear.

Militias are different from Raiders and Gangs in that they follow a very military style chain of command, tend to be better armed and armoured and have a clear idea of what they want and how to do it. Most want to bring back the good 'ole US of A, its laws and governments, they promote family values, respecting the flag and history. Unfortunately, many militia believe this can only be achieved by rounding up settlers and placing them in zones, forcing them to work, rationing and dealing with 'anti-American' attitudes by example, which often means execution and work camps.

MILITIA ATTRIBUTES

Attributes

Brains 6, Brawn 7, Chat 5, Move 6, Instinct 7.

Derived Stats

**Wounds 19 (Armour 3), Grit 2
Damage (Fightin') +2 (Shootin')
+1, React D6 +2, Fear -10**

Skills

Fightin' 5, Shootin' 6.

Abilities

None

Weapons

Pistol D8, Assault Rifle D10

MUTATED RAT

Parts of the USA were struck by nuclear weapons or had their nuclear power facilities fail causing massive amounts of fallout and radiation. For the people of these areas, those that did not die were able to find shelter and avoid much of the physical and mental issues that are associated with radiation poisoning, many of the animals did not.

Mutated animals are a real problem in some places and none more so than rats. The mutated rat is bigger and more ferocious than its smaller less irradiated cousin, and due to this size and aggression is not scared of attacking small groups of bigger animals for food.

MUTATED RAT ATTRIBUTES

Attributes

Brains 5, Brawn 5, Chat 0, Move 8, Instinct 8.

Derived Stats

Wounds 13, Grit 0 Damage (Fightin') 0, React D6 +4, Fear -20

Skills

Fightin' 6, Spottin' 5, Sneakin' 7.

Abilities

Night Vision, Rotten Bite, Strong Guts, Horde

Weapons

Bite D8, Claws x2 D6



RAIDERS

Tearing across the wastes in improvised vehicles the Raiders take what they want and kill anything that gets in their way. A horde of violence and black smoke, the raiders rarely settle in one place longer than it is needed to pick an area clean.

Killers, slavers, and vulture's raider bands are best avoided if you can and when one is nearby get ready to weapon up and hunker down because they will come a knocking.

RAIDER ATTRIBUTES

Attributes

Brains 5, Brawn 7, Chat 4, Move 7, Instinct 7.

Derived Stats

Wounds 19 (armour 2), Grit 2, Damage (Fightin') +2 (Shootin') +2, React D6 +3, Fear -10

Skills

Drivin' 6, Fightin' 6, Fixin' 5, Shootin' 6, Sneakin' 5.

Abilities

None

Weapons

Various Hand Weapons, Shotgun D10, Long Gun D8



SCRAP GOLEM



At some point in the past certain survivors thought it would be good to protect themselves by creating armour from scrap, their solitude and fear continued to creep and with it the armour grew and grew. Now many years later these lumbering behemoths are more scrap than person, rummaging through junk or old vehicles to add more to their hulking forms. Powered by motors and sheer will the scrap golems are dangerous and insane. Somewhere deep inside the original person still lives paranoid and psychotic, constantly searching for more to add to its protection.

SCRAP GOLEM ATTRIBUTES

Attributes

Brains 4, Brawn 9, Chat 4, Move 5, Instinct 8.

Derived Stats

Wounds 25 (armour 7), Grit 4, Damage (Fightin') +4, React D6 +1, Fear -20

Skills

Fightin' 5, Findin' 6, Spottin' 5

Abilities

Immunity

Weapons

Fist x2 D10

TRIBALS



Between the cities stretch miles of empty land, once these places were shopping malls, gas stations and even amusement parks but are now overgrown and the territory of the Tribals, survivors that live a simple life like their 'ancestors' before them.

Many of the tribes that now inhabit the land claim to be descendants from native American tribes though this is unproven and many suspect they are more likely descendants of health fanatics and other 'organic' groups that formed before the apocalypse.

The tribes tend to be friendly to those that respect their territory and will often stay away from the cities and populated areas, preferring to live in tribal camps. But if you mess with the tribe, they can be brutal in their response.

TRIBAL ATTRIBUTES

Attributes

Brains 6, Brawn 7, Chat 5, Move 7, Instinct 8

Derived Stats

Wounds 19 (armour 2), Grit 2, Damage (Fightin') +2 (Shootin' +2, React D6 +3.

Skills

Fightin' 6, Huntin' 6, Shootin' 6, Survivin' 8.

Abilities

Strong Guts

Weapons

Axe D6+1, Long Gun D8

WILDLIFE

The wastes are filled with wild animals from feral dogs and wolves, to bears and even lions and tigers. The take-over by nature of many cities and areas can turn a place into a veritable forest of trees, climbers, brambles, and steel.

Many animals not native to North America have adapted as nature does and are now as dangerous as they would have been were they still in their natural habitat. Listed here are the most common.

WILD DOG ATTRIBUTES

Attributes

Brains 5, Brawn 6, Chat 0, Move 8, Instinct 8

Derived Stats

Wounds 16, Grit 1 Damage (Fightin') +1, React D6 +4, Fear -10

Skills

Fightin' 6, Huntin' 7, Sneakin' 5.

Abilities

Heightened Senses, Natural Weapons

Weapons

Bites D6



WOLF ATTRIBUTES

Attributes
Brains 6, Brawn 7, Chat 0, Move 8, Instinct 8
Derived Stats
Wounds 19, Grit 2 Damage (Fightin') +2, React D6 +4, Fear -15
Skills
Fightin' 5, Huntin' 6, Sneakin' 6.
Abilities
Heightened Senses, Natural Weapons
Weapons
Bite D6

LION ATTRIBUTES

Attributes
Brains 5, Brawn 8, Chat 0, Move 8, Instinct 8.
Derived Stats
Wounds 22, Grit 3, Damage (Fightin') +3, React D6 +4, Fear -25
Skills
Fightin' 6, Huntin' 6,
Abilities
Heightened Senses, Natural Weapons.
Weapons
Bite D8, Claws x2 D6

BEAR ATTRIBUTES

Attributes
Brains 5, Brawn 9, Chat 0, Move 7, Instinct 7.
Derived Stats
Wounds 25, Grit 4, Damage (Fightin') +4, React D6 +3, Fear -20
Skills
Fightin' 7, Huntin' 6,
Abilities
Heightened Senses, Natural Weapons.
Weapons
Bite D8, Claws x2 D6

WILD CAT ATTRIBUTES

Attributes
Brains 5, Brawn 6, Chat 0, Move 7, Instinct 7.
Derived Stats
Wounds 16, Grit 1, Damage (Fightin') +1, React D6 +4, Fear -15
Skills
Fightin' 5, Huntin' 7 Sneakin' 7.
Abilities
Heightened Senses, Natural Weapons.
Weapons
Bites D6, Claws x2 D4

Equipment

Encumbrance _____

Wounds: _____

Armour: _____

Wounds _____
Armour _____

5 - Right Arm

Wounds _____
Armour _____

1-2 - Right Leg



10 - Head

Wounds _____
Armour _____

6 - Left Arm

Wounds _____
Armour _____

7-9 - Torso

Wounds _____
Armour _____

3-4 - Left Leg

Wounds _____
Armour _____

Background/Notes

Equipment

Equipment

Encumbrance _____

Wounds: _____
 Armour: _____

Wounds _____
 Armour _____

Wounds _____
 Armour _____

5- Right Arm

1-2 - Right Leg

10- Head

6 - Left Arm

7-9 - Torso

3-4 - Left Leg

Wounds _____
 Armour _____

Wounds _____
 Armour _____

Wounds _____
 Armour _____

Wounds _____
 Armour _____



Background/Notes

Background/Notes

HOW TO PRE-ORDER THE RUIN RPG

The Ruin Core Book is coming in late 2020 and will not be available on DriveThruRPG, and will only be available via certain retailers and from FeralGamersInc Directly.

If you would like to order a copy of the Ruin to make sure you get your copy when it is released you have a few options below:

You can order just the core book, this will be sent directly to you before the official release.

For just the PDF of the core book this will cost \$15.99 which is 20% less than retail price

For the Physical Hardcover of the Core book this will cost you \$44.99 (does not include P&P)

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