



DARWIN'S WORLD

POST-APOCALYPTIC ADVENTURES

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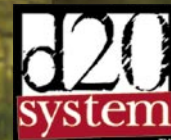
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INTRODUCTION

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

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

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

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

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

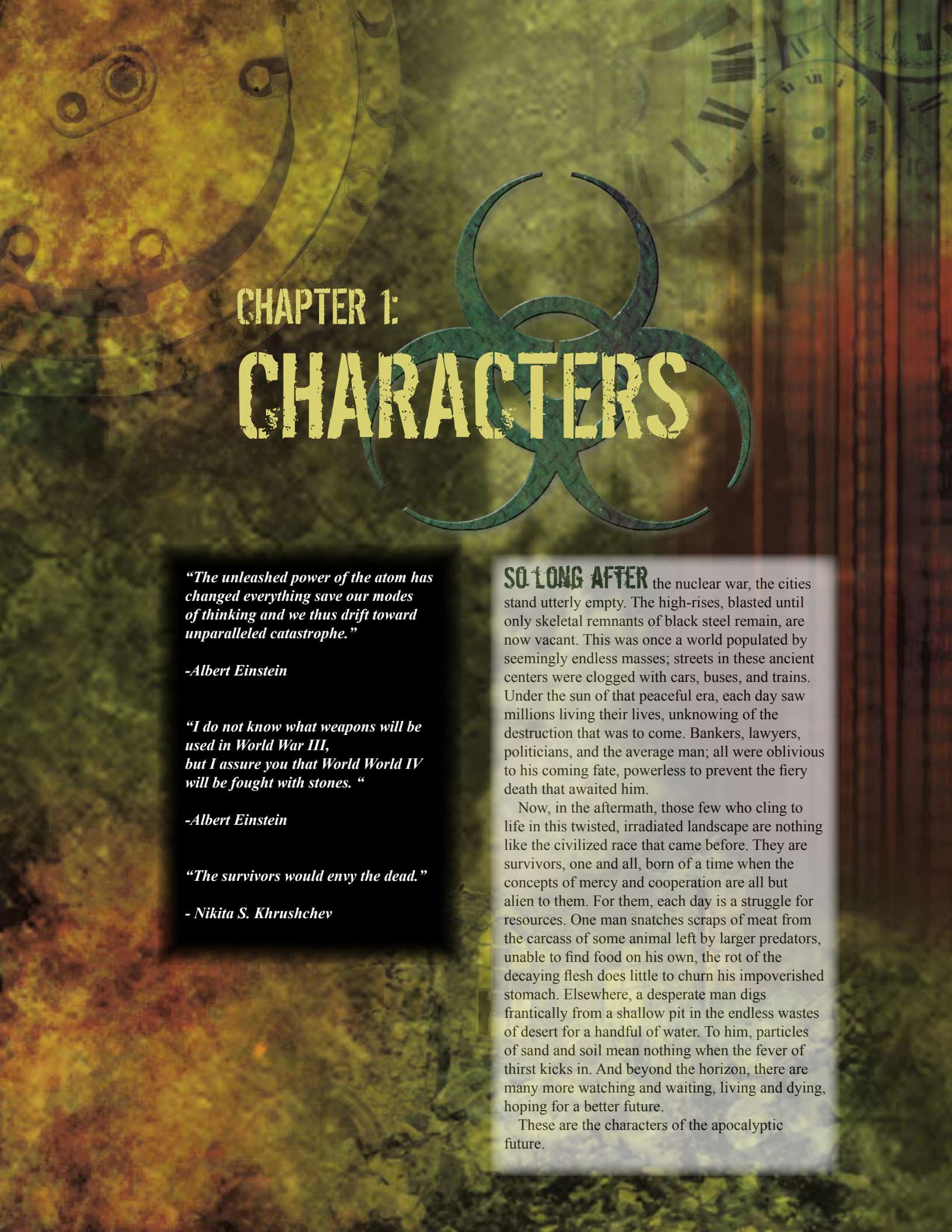
In post-apocalypse games, the *entire world* is a widespread ruin, not only among the great cities that stand as a silent testament to the greatness of those who came before, but also the wilderness itself. Ravaged by war, or by pollution, or by the withering effect of some massive plague, most sources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

The "Twisted Earth" depicted in the original edition of Darwin's World presented a combination of some of the most striking themes of movies and books. It presented a world based on our own, but with a few important changes to keep it sufficiently "SCI-FI." Though set in a fictional, alternate world where the historical advance of technology outpaces that of our "real world", the Twisted Earth shares many of the problems of our own, including over-population, world hunger, gross misuses of technology, an unconscionable disparity of wealth between nations, diminishing natural resources worldwide, and constant warfare – elements that, while dramatized to the extreme, give the setting a familiarity despite the science fiction underlying the game. On the Twisted Earth these elements combined to lead to a cataclysmic "Fall", a total and irreversible nuclear, biological, and chemical conflict that changed the world and its survivors forever. The new "superpowers" of the aftermath are little more than violent factions squabbling for control of their irradiated, desolate corner of the world. Where once nations with vast professional armies contended for the resources of a dying planet, the scraps of their lost industrial society are now fought over by religious cults, paranoid and xenophobic groups, racist empires, and powerful merchant houses whose own influence is more than a match for the few armies left standing.

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

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

Have fun!



CHAPTER 1: CHARACTERS

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

-Albert Einstein

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

-Albert Einstein

"The survivors would envy the dead."

- Nikita S. Khrushchev

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

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

These are the characters of the apocalyptic future.



BACKGROUNDS

Every character comes from somewhere, whether it was a civilized dome protecting the lost culture and technology of the Ancients, or a rugged desert community that rose (and perhaps vanished soon after) into the shifting desert sands. Was the character a feral boy, “brought up by wolves” (or the mutated equivalent), or was he raised in a sheltered, technological society that protected the remnants of Ancient technology before vanishing into history?

Each background has its bonuses, and the origins of a character serve a number of purposes. First and foremost, they define him as a personality and set the stage for his behavior, beliefs, and ethical code. Backgrounds also determine his knowledge, to what degree he understands technology, language, and culture - and the form in which it has become known to him (which will invariably be a little off-kilter from that known to the Ancients, even in the most advanced communities).

FERALS

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

One example of such a character would be someone who grew up alone after his parents died from disease or starvation in the wasteland. Another example would be a character from a more advanced community whose caravan was raided and destroyed when he was still a child. In both of these cases, the character was forced to grow up in a harsh world, unaware of his true origins or birthright, evidence of which might still exist somewhere in the rubble.

Skills: Choose three of the following skills as permanent class skills: Balance, Climb, Concentration, Escape Artist, Hide, Intimidate, Jump, Listen, Move Silently, Navigate, Search, Spot, Survival, Swim.

Bonus Feats: Select two of the following feats: Alertness, Athletic, Animal Affinity, Blind Fight, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Forsaken, Great Fortitude, Guide,

Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Run, Stealthy, Super Mutant, Toughness, Track.

Language: None

Special: Feral characters do not have an occupation and start with no money. Feral characters start with a simple weapon of choice.

TRIBALS

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

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

Skills: Choose one of the following skills as a permanent class skill: Craft (structural), Climb, Hide, Intimidate, Jump, Listen, Move Silently, Navigate, Search, Spot, Survival. Additional class skills are gained by occupation.

Bonus Feats: Tribal characters get the Primitive Technology feat plus one feat from the following list: Athletic, Archaic Weapon Proficiency, Animal Affinity, Brawl, Cleave, Combat Martial Arts, Dodge, Endurance, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Juju Doctor, Light Armor Proficiency, Lightning Reflexes, Power Attack, Run, Stealthy, Toughness, Track.

Language: Unislang

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

RITUAL PRESERVATIONISTS

Characters of this background come from communities who know how to use the technology of the Ancients but have lost the understanding of *why* that technology works. Advanced electronics and weapons, though still usable by the community, are viewed as religious relics or treasured artifacts and are sometimes even



worshipped. Communities of this type are generally led by their scientists, who only barely manage to keep the technology running sufficiently to wow the masses. Technology that is destroyed cannot be replaced, as these people only know how to use the stuff, not repair or recreate it.

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

Skills: Choose one of the following skills as a permanent class skill: Drive, Knowledge (theology, technology, mutant lore), Pilot, Repair. Additional class skills are gained by occupation.

Bonus Feats: Ritual Preservationist characters get the Post-Apocalyptic Technology feat.

Language: Gutter Talk

Special: Ritual Preservationist characters start with one Artifact of the Ancients (market value 3,000 cp or less).

RESENTFULS

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

An example of such a culture would be a group who suffered greatly from the Fall, perhaps from biological warfare and mutation, and who have cast off the “curse” of technology by destroying all high-tech items. Another example would be a “druidic” cult that dwells in the wilderness in relative harmony with mutant plant and animal life, monitoring and protecting the wildlife from intrusion by technologically advanced groups.

Skills: Choose one of the following skills as a permanent class skill: Craft (structural), Handle Animal, Knowledge (mutant lore, history, theology), Navigate, Ride, Survival, Treat Injury. Additional class skills are gained by occupation.

Bonus Feats: Resentful characters get the Primitive Technology feat plus two of the following feats: Animal Affinity, Archaic Weapons Proficiency, Endurance, Great Fortitude, Guide, Iron Will, Track.

Language: Unislang

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

RADICALS

Like the Resentfuls mentioned above, communities of Radicals blame the Ancients for blowing up the planet and creating mutation. They bitterly resent the destruction of civilization and actively seek to destroy all remnants of their forefathers. Unlike the Resentfuls, however, they may use the technology of the Ancients to further their own ends.

An example of such a group would be a chaotic and merciless group that fights constant war against others like it in the shell of an ancient city. Technology is hoarded wherever it can be found and turned against anyone who trespasses on the community's territory. Old locations of culture—city parks, theater halls, and memorials—are now hunting grounds, and gang headquarters. Another example would be a group of anarchist raiders who deliberately ruin any and all reminders of the past, from road signs to entire communities that shelter lost technologies.

Skills: Choose one of the following skills as a permanent class skill: Demolitions, Drive, Hide, Intimidate, Knowledge (tactics, streetwise), Move Silently. Additional class skills are gained by occupation.

Bonus Feats: Radical characters get the Post-Apocalyptic Technology feat plus one of the following feats: Brawl, Combat (Martial Arts), Armor Proficiency (light), Personal Firearms Proficiency.

Language: Unislang

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

DEGENERATES

Communities of this type were once—often within recent ancestral memory—capable of fully understanding the technology and culture of the Ancients. Now, however, due to circumstances such as constant war, civil unrest, or a communal need to focus on other aspects of survival, the community has degenerated. A Degenerate community is able to utilize the stuff of the Ancients, even their language and culture, but has lost all sense of context. Very few citizens remember much at all about where this technology and knowledge comes from. Such communities are generally on the decline, and will at some point likely break up or fall apart.

An example of such a culture might be a sheltered city community where the old “police force” runs

the place like a military state and where scientists are now gods because they alone can create the drugs that dull the pain and misery of life in the world. Less intelligent people are subjugated and enslaved to serve the “civilized” populace. Another example might be a city ruin ruled by a government descended from the Ancients. Gang wars, crime, and isolation in the wasteland have turned the city into a ruin, and violent youths run rampant, terrorizing those few people who hold respectable jobs (in the power plant that runs the city, for instance, or in city government). Only the elderly members of the city populace (and their families) remember the laws and culture of the Ancients, while the delinquents mock their adherence to tradition and destroy all they can.

Skills: Choose one of the following skills as a permanent class skill: Computer Use, Drive, Knowledge (any), Pilot, Repair, Treat Injury. Additional class skills are gained by occupation.

Bonus Feats: Degenerate characters get the Post-Apocalyptic Technology feat.

Language: Gutter Talk

Special: Degenerate characters start with one Artifact of the Ancients (market value 3,000 cp or less).

RESURRECTORS

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

An example of such a community would be one that managed to re-activate a small group of androids that were charged with rebuilding civilization after the holocaust. Another example would be a group that has taken over a water purification plant and reopened it, selling the drinkable resource to merchants and making a massive profit from it. Yet another example would be a community attempting to reclaim the ruins of their city from mutants, ghouls, and raiders with their newfound knowledge of ancient technologies and manufacturing techniques, hoping to form a “New America” from the ashes.

Skills: Choose one of the following skills as a permanent class skill: Computer Use, Craft (chemical, pharmaceutical, structural), Decipher Script, Knowledge (any), Repair, Research. Additional class skills are gained by occupation.

Bonus Feats: Resurrector characters get the Post-Apocalyptic Technology feat.

Language: Unislang

Special: Resurrector characters start with one Artifact of the Ancients (market value 3,000 cp or less).

VISIONARY REINVENTORS

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

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

Skills: Choose one of the following skills as a permanent class skill: Computer Use, Craft (chemical, pharmaceutical, structural), Diplomacy, Drive, Knowledge (any), or Pilot. Additional class skills are gained by occupation.

Bonus Feats: Visionary Reinventor characters get the Post-Apocalyptic Technology feat.

Language: Unislang

Special: Visionary Reinventor characters start with one Artifact of the Ancients (market value 3,000 cp or less).

GUARDIANS

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

An example of such a community might be one consisting of survivors in a fallout shelter that has remained undiscovered until the start of the campaign. A character from this community might be sent out to explore the world and report back or find some vital piece of equipment for the sake of the community's survival. Another example would be a society of survivalists who went underground to wait out the war, only to emerge to a changed world, decades in the future. Armed with advanced weapons and knowledge, they seek to reclaim the surface world from its mutated population. A third example would be a community in the desert that was set up by survivors of the Fall. These men and women, holding onto the technology (and to some degree, the lifestyle) of the Ancients, have forsaken their democratic ideals and placed their lives in the hands of an elite and ruthless police force, whose souped-up, plasma-fueled vehicles roam the desert highways, ensuring law and order and fiercely battling those who would invade their turf or otherwise threaten their lifestyle.

Skills: Choose one of the following skills as a permanent class skill: Computer Use, Craft (any), Demolitions, Drive, Knowledge (any), Navigate, Pilot, Repair, Treat Injury. Additional class skills are gained by occupation.

Bonus Feats: Guardian characters get no bonus feats and *must* spend one of their feats to gain the Advanced Technology feat at 1st level.

Language: Ancient

Special: Guardian characters start with one futuristic weapon (market value 12,000 cp or less).

HEDONISTS

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

A classic example of such a group would be a city inside an impenetrable dome, whose inhabitants have lived in seclusion for generations, cared for and catered to by automated systems and computers, with



all menial tasks, labor, and science far removed from them. They live in hedonistic luxury, without a care in the world, until the computer breaks down, and they are forced to leave the dome and find food and shelter elsewhere. Another example might be a community far removed from the wasteland, where everyone lives in a paradise carefully maintained by their scientists. Aware and afraid of the terrible mutants outside their paradise, they occasionally send spies or explorers out into the wastes to report on the status of the world's ecosystem or the state of civilization in the mutant tribes.

Skills: Choose three of the following skills as permanent class skills: Computer Use, Concentration, Craft (writing, visual arts), Knowledge (any), Perform, Research.

Bonus Feats: Hedonist characters get the Post-Apocalyptic Technology feat plus one of the following feats: Creative, Educated, Focused, Gearhead, Studious, Trustworthy.

Language: Ancient

Special: Hedonist characters do not have an occupation but may start with 6d6 x 100 cp worth of equipment. In addition, the Hedonist characters start with one Artifact of the Ancients (market value 6,000 cp or less).

ADVANCED

This type of community has, for whatever reason, managed to avoid the ravages of nuclear war and the ruin of civilization, not only preserving the technology and culture of the Ancients, but also improving upon it over the years. Such exceedingly rare communities will often have even more advanced technology than the Ancients possessed, giving them an increased advantage. Such groups generally scorn the Ancients for destroying the world and consider them weak, ignorant, and even primitive in comparison to themselves. Many communities founded by artificially intelligent life forms are of this type.

An example of such a community might be an underground complex where an artificially intelligent robot has remained intact for decades, recreating and reactivating androids and other robots to do its bidding. Humans and mutants are enslaved by these robotic armies to perform manual labor for the robot legion, producing weapons, maintaining power sources, etc. Another example might be a peaceful community, populated by highly intelligent researchers, scientists, and thinkers, which fled to a secure underground shelter to wait out the war. Together they have developed advanced technologies (agricultural methods for growing fungi and algae, energy-to-matter replication units, etc.), and now they are beginning to send out scouts to explore the wasteland in hopes of making peaceful contact with other survivors of the holocaust. They believe that if they spread their wisdom, they can help to ensure that

the same kind of cataclysm never occurs again.

Skills: Choose one of the following skills as a permanent class skill: Computer Use, Concentration, Craft (any), Decipher Script, Demolitions, Disable Device, Drive, Knowledge (any), Navigate, Pilot, Repair, Research, or Treat Injury.

Bonus Feats: Advanced characters get no bonus feats and *must* spend one of their feats to gain the Advanced Technology feat at 1st level.

Language: Ancient

Special: Advanced characters start with one Artifact of the Ancients (market value 12,000 cp or less).



OCCUPATIONS

The post-apocalyptic setting is unique in that it straddles past and future. Many wondrous items of advanced technology exist, but the common man and woman live a short, squalid life not unlike those of our distant ancestors. As a result, the occupations in *d20 Modern*TM are unsuitable for games set in Darwin's World and should not be used without the express permission of the GM. Here is a list of occupations more suited to making your way through the wasteland.

ACADEMIC

Academics in this post-apocalyptic world are rare. Few libraries, schools, or universities exist. In a world where survival is the order of the day, the academic life is a very unprofitable one. Most academics come from larger communities where such abilities are rewarded, if only a little.

Skills: Choose two of the following skills as permanent class skills: Computer Use, Craft (writing), Decipher Script, Gather Information, Knowledge (any), Research, or add a new Read/Write Language or a new Speak Language. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 5d4 x 100 cp.

CARAVAN GUARD

Any valuable cargo is a target for the scum of the wasteland. Many traders hire guards to help ensure their goods arrive safely.

Skills: Select two of the following as permanent class skills: Navigation, Drive, Diplomacy, Handle Animal, Intimidate, Ride, Sense Motive, Spot, Survival. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d6 x 100 cp.

CORIUM PROSPECTOR

Most miners are an unfortunate, sorry lot who find their occupation listed under the title "slave." Corium prospectors, however, are not like typical miners. They are trained to spot likely sources of the rare metal, either by learning the physical signs left on the land by the catastrophic conditions under which this metal is formed, or by studying the scrolls of the Ancients to learn the most likely locations. As the economy of the Twisted Earth grows, and city-states seek to move away from simple barter toward hard currency, these prospectors are becoming more and more numerous.

Skills: Select two of the following as permanent class skills: Climb, Decipher Script, Gather Information, Handle Animal, Knowledge (earth and life sciences, ancient lore), Navigate, Read/Write (ancient), Research, Search, Survival. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d6 x 100 cp.

CRAFTSMAN

Not everyone on the Twisted Earth lives an exciting life. Some merely try to survive as people always have, operating shops, repairing vehicles, feeding their families, and trying to stay out of trouble.

Skills: Select two of the following as permanent class skills: Craft (structural), Diplomacy, Gather Information, Handle Animal, Knowledge (current events), Repair, Survival. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d10 x 100 cp.

DEMAGOGUE

As the people of the Twisted Earth gather into larger and larger groups, forming alliances and building towns and cities, politicians again rise from among them to lead. Many of these "public servants" have no real desire to help the people they lead at all, instead manipulating the emotions of their followers to their own benefit. Many politicians get their start as pamphleteers, writers of propaganda for other politicians, and writers of slander about those politicians' enemies (including letters and documents, supposedly written by those enemies, which appear right on cue at election time). Some of these pamphlets are evolving into a form strangely reminiscent of the newspapers of the Old West.

Skills: Select two of the

following as permanent class skills: Bluff, Craft (writing, visual arts), Diplomacy, Knowledge (civics, current events, mutant lore, popular culture), Sense Motive. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d6 x 100 cp.

FURNITURE

It is an unfortunate truth that prostitution is one of the oldest and most enduring professions in the history of the world. The Twisted Earth is no different. There are always men willing to pay for sex, and there are always women willing, or with no other choice than, to trade the use of their bodies to make their way in the world.

Skills: Select two of the following as permanent class skills: Bluff, Diplomacy, Gamble, Gather Information, Knowledge (streetwise), Perform (dance), Sense Motive, Sleight of Hand. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 5d4 x 100 cp.

GUIDE

The deserts and roads of the Twisted Earth are not for the timid, and it pays to have a guide who has traveled them before. These characters lead travelers and caravans through the wastes for a fee, using their knowledge of these areas to avoid danger and keep expeditions adequately supplied.

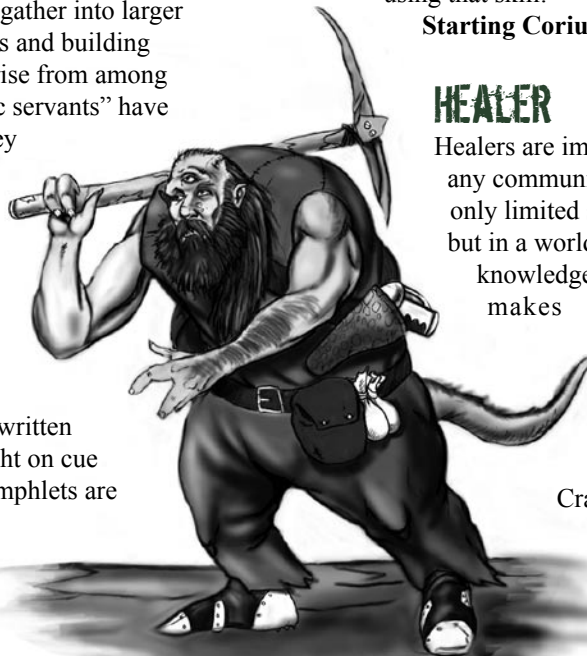
Skills: Select two of the following as permanent class skills: Climb, Drive, Handle Animal, Listen, Navigate, Ride, Sense Motive, Spot, Survival. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d6 x 100 cp.

HEALER

Healers are important members of any community. They often possess only limited skill and experience, but in a world where much medical knowledge has been lost, this makes them comparative experts.

Skills: Choose two of the following skills as permanent class skills: Craft (pharmaceutical), Knowledge (behavioral sciences, earth and



life sciences), Treat Injury. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d10 x 100 cp.

HERDSMAN

As the people of the Twisted Earth begin to domesticate the animals of their world, there arises a need for skilled herdsman to care for the beasts, much as the need arose millennia ago. Herdsmen tend their flocks, whether of desert horses, fraxx steeds, or even the occasional gront.

Skills: Select two of the following as permanent class skills: Climb, Handle Animal, Jump, Navigate, Ride, Survival. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d6 x 100 cp.

MERCHANT

Trade is an important part of life for the denizens of the Twisted Earth. Resources are scarce since the Fall, and trade often the only way to procure goods essential to survival.

Skills: Select one of the following as a permanent class skill: Bluff, Diplomacy, Gamble, Gather Information, Knowledge (Business), Sense Motive. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 8d12 x 100 cp

MILITARY

The term "military" in post-apocalyptic Earth could mean anything from community militia to members of military-based pseudo-society.

Skills: Choose one of the following skills as permanent class skills. Climb, Demolitions, Drive, Hide, Intimidate, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, Swim. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 5d4 x 100 cp

PREDATOR

Predators are those who prey on others for survival. This could be raiders that pillage, thieves that steal, or ghouls that hunt humans for food.

Skills: Choose one of the following skills as permanent class skills: Hide, Intimidate, Investigate, Move Silently, Sense Motive, Spot. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 5d4 x 100 cp

REPAIRMAN

Like healers, Repairmen are valuable community members who possess a much-sought-after ability. Even the most limited fixer is an asset to any group.

Skills: Select two of the following skills as permanent class skills: Computer Use, Craft (structural), Disable Device, Knowledge (technology), Repair. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d10 x 100 cp.

SLAVE

Unfortunately, the ancient practice of slavery is alive and well in the Twisted Earth. People own slaves for a variety of purposes, the most common of which are manual labor and "entertainment." Characters with this occupation are assumed to have escaped or been freed.

Skills: Select two of the following as permanent class skills: Climb, Craft (structural), Handle Animal, Perform (any), Ride, Survival. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Animal Affinity, Endurance, Concubine, Forsaken, Gladiator.

Starting Corium: 5d4 x 10 cp

SLAVER

Few slaves go willingly to the block. Slavers are the people who fill the pipelines of the Twisted Earth with the free manual labor many struggling city-states need to survive.

Skills: Select two of the following as permanent class skills: Bluff, Diplomacy, Disguise, Gamble, Gather Information, Intimidate, Knowledge (Business). If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 6d10 x 100 cp

WANDERER

Whether through wanderlust, a desire for the new and different, or a state of exile from his home, the character has been on the move for most of his life and is comfortable staying that way.

Skills: Select two of the following as permanent class skills: Climb, Drive, Diplomacy, Handle Animal, Knowledge (geography), Navigate, Speak Language, Ride. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Starting Corium: 5d4 x 100 cp



THE POST- APOCALYPTIC HERO

He'd been moving through the ruins of the ancient city for days now, and the old man hadn't seen a single sign of life since he'd first arrived. Now, as the sun reached its zenith, he slipped into the cool shadows provided by some majestic structure of broken stone that even now reached into the sky to a dizzying height.

The interior was much more magnificent than he could have imagined from outside, though it was a mess, to be sure, a ruin of crumbled stone, toppled pillars, and rotted wood. Images carved into the masonry depicted solemn faces of men long gone, all looking almost sorrowfully down upon the chaos of the place, their faces frozen in time. A great pane of stained glass, broken and covered in dead and dying mold, bathed the vaulted room with a kaleidoscope of colors. The sight took his breath away.

As he walked, he realized he was moving quietly, even gingerly, as if the very nature of the place demanded respect and silence. As he came near the central altar, the abundance of skeletons clustered there made his heart skip a beat. A collection of almost fifty ancient dead, who had almost certainly come here in the final hours of their great civilization, was nothing but brittle remains now, crunching under the rubber soles of his boots. At the center of the mass sat what might have been just another skeleton, but this one was robed in black with a white collar...

The scavenger stepped forward—his hand shaking wildly as if he half-expected the dead figure to rise and curse him before crumbling into dust—and snatched the shabby, leather-bound book from its bony grasp. He flipped through the pages, smelled the incense-saturated leaves, and cautiously withdrew, stepping out of the light of the glorious windows. He looked over everything in his wake, scanning the room with his keen old eyes, just to make sure the dead would not rise.

As he reached the door and was comforted by the touch of the burning noon sun, he started to laugh. He chided himself for his superstition, ridiculed himself for being afraid of "ghosts."

Turning to face the nightmare emptiness of the world outside, he dropped the book. To him it was nothing more than another piece of junk. If these dead men had once thought it had any magic, any at all, it certainly hadn't been enough to save them.

What use, then, was it to him?

The Post-Apocalyptic Hero is an optional base class for new characters. The Post-Apocalyptic Hero represents a typical denizen of post-Fall Earth. His talents focus on some of the basic elements of post-apocalyptic adventuring: surviving the brutal environment, scavenging for resources, learning about the Ancients, and improving mutations.

The Post-Apocalyptic Hero might possess knowledge of Ancient history or be a gifted repairman. He might be a skilled guide capable of navigating the wastelands or a master of mental mutations. Regardless of his chosen path, he is a rare breed of human or mutant who has managed to survive in an unforgiving, perilous world.

CLASS INFORMATION

The following information pertains to the Post-Apocalyptic Hero base class.

Hit Dice: 1d8

Action Points: 5 + one-half of the character's level, rounded down.

Class Skills: The Post-Apocalyptic Hero class skills are: Climb (Str), Hide (Dex), Jump (Str), Knowledge (mutant lore, ancient lore) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Navigate (Int), Repair (Int), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Subsequent Level: 5 + Int modifier.

Starting Feats: In addition to the two feats all characters get at first level, a Post-Apocalyptic Hero begins play with the Simple Weapons Proficiency feat.

CLASS FEATURES

The following are class features of the Post-Apocalyptic Hero.

Talents: At 1st, 3rd, 5th, 7th, and 9th level, the Post-Apocalyptic Hero selects a talent from the following talent trees. Some talents have prerequisites that a character must meet before selecting them. As long as the hero qualifies, she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Note: The Post-Apocalyptic Hero has four talent trees. The reason for this is that it's likely the character's background or mutations will prohibit her taking talents from one or two of those trees.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th level, the Post-Apocalyptic Hero gains a bonus feat. This feat must be selected from the following list: Alertness, Archaic Weapons Proficiency, Athletic, Brawl, Dodge, Great Fortitude, Guide, Personal Firearm Proficiency, Run, Toughness, Track, Weapon Focus. The character must meet any prerequisites for these feats.

TABLE 1-1: THE POST-APOCALYPTIC HERO

Level	Base Attack	Fort Save	Ref save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+1	+0	Talent	+1	+0
2	+1	+2	+2	+0	Feat	+1	+0
3	+2	+2	+2	+1	Talent	+2	+0
4	+3	+2	+2	+1	Feat	+2	+1
5	+3	+3	+3	+1	Talent	+3	+1
6	+4	+3	+3	+2	Feat	+3	+1
7	+5	+4	+4	+2	Talent	+4	+1
8	+6	+4	+4	+2	Feat	+4	+2
9	+6	+4	+4	+3	Talent	+5	+2
10	+7	+5	+5	+3	Feat	+5	+2

ANCIENT TALENT TREE

Some Post-Apocalyptic Heroes have dedicated themselves to rediscovering the lost knowledge of the Ancients.

Technologist: The Post-Apocalyptic Hero is versed in the Technologies of the Ancients and gains a bonus to Knowledge (technology) skill checks equal to his Post-Apocalyptic Hero level.

Prerequisite: Post-Apocalyptic Technology.

Computer Lore: The Post-Apocalyptic Hero understands computer technology, a powerful tool of the Ancients, and gains a bonus to Computer Use skill checks equal to his Post-Apocalyptic Hero level.

Prerequisite: Post-Apocalyptic Technology.

Medical Lore: The Post-Apocalyptic Hero has studied the advanced medicines of the Ancients and gains a bonus to Treat Injury skill checks equal to his Post-Apocalyptic Hero level.

Prerequisite: Post-Apocalyptic Technology.

Historian: The Post-Apocalyptic Hero has studied the vast history of the Ancients and gains a bonus to Knowledge (ancient lore) skill checks equal to his Post-Apocalyptic Hero level.

Prerequisite: Post-Apocalyptic Technology.

Craft Lore: The Post-Apocalyptic Hero has studied the engineering techniques of the Ancients and gains a bonus to one Craft skill equal to his Post-Apocalyptic Hero level. This talent may be taken more than once. Each time the character chooses a new Craft skill.

Prerequisite: Advanced Technology.

MUTANT TALENT TREE

Most of the denizens of the post-Fall Earth are mutants, and the smartest and strongest of this new breed of humanoid learn to master their newly developed mutations.

Mutation Knowledge: Upon a successful Knowledge (mutant lore) check (DC 15), The Post-Apocalyptic Hero can identify a mutant's most advanced mutation and defect, including the type of mutation and defect as well as the level of advancement.

Prerequisite: Knowledge (mutant lore) 1 rank.

Mutant Weapon: Many mutants develop mutations that provide them with natural weapons, such as claws or horns. The Post-Apocalyptic Hero gains +1 competence bonus to attack with any mutation-related weapon.

Prerequisite: Mutant, Mutation Knowledge.

Neural Mastery: A few mutants develop neural mutations, or psionics. A Post-Apocalyptic Hero with this talent has expanded the potential power unlocked by his mutations. The mutant doubles his ability score modifier when determining number of neural uses per day (minimum 2).

Prerequisite: Neural Mutation, Mutation Knowledge.

SCAVENGE TALENT TREE

The Post-Apocalyptic Hero is the ideal scavenger.

Improvised Toolkit: Often a full mechanical or electrical toolkit is unavailable. In these situations, the Post-Apocalyptic Hero can create a toolkit from improvised tools. While repairs take twice as long with improvised tools, the Post-Apocalyptic Hero does not suffer the -4 penalty to his Repair check.

Prerequisite: Repair 1 rank.

Restore: The Post-Apocalyptic Hero has a knack for performing repairs correctly the first time. When taking 10 on repair checks, he restores the maximum hit points possible (often 12).

Prerequisite: Improved Toolkit

Salvage Expert: The Post-Apocalyptic Hero is an expert at salvaging raw materials from the remains of the broken (or functioning) technology. He gains a bonus to his Repair skill equal to double his Post-Apocalyptic Hero level when salvaging.

SURVIVAL TALENT TREE

One of the main goals of any Post-Apocalyptic Hero is survival in the harsh environments of post-Fall Earth, where food, water, and shelter are often in short supply.

Conserve: The Post-Apocalyptic Hero has a unique ability to maximize use of available food and water. He needs only half the normal daily requirements of food and water but prefers to get the full requirements if possible.

Wasteland Lore: The Post-Apocalyptic Hero knows how to survive in the ravaged wastelands comprising much of post-Fall Earth. He gains a bonus equal to his Post-Apocalyptic Hero level to Survival and Navigate skill checks in wasteland areas.

Necropoli Lore: The Post-Apocalyptic Hero knows how to survive in the ruins of the great cities of the Ancients. He gains a bonus equal to his Post-Apocalyptic Hero level to Survival and Navigate skill checks in necropoli.

Survival Sense: A multitude of predators, both human and monstrous, prey on the denizens of post-Fall Earth. The Post-Apocalyptic Hero has the uncanny ability to know when life-threatening danger is present. He gains a +2 bonus to Initiative rolls and +2 bonus to spot checks when detecting an ambush.

Prerequisite: Necropoli or Wasteland Lore.



ADVANCED CLASSES

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

Many of the advanced classes presented in the *d20 Modern* are not appropriate for a post-apocalyptic setting, mainly due to their broad use and mastery of technology. Most of the pre-Fall technology in a post-apocalyptic setting has been lost, and survivors are only starting to rediscover the advancements of the Ancients. Other classes don't fit simply because their roles no longer exist in the proper context. Of the classes presented in the *d20*

D20 MODERN, only the Soldier, Martial Artist, and Gunslinger should be options for players. However, there are several Soldier variants outlined below that make the modern version redundant.

While many of the following classes can be attained at 4th level, a few of the classes have stiffer prerequisites that will require additional levels before they may be taken, but none of them require levels beyond 10th.

BARBARIAN

Crouching atop a heap of rubble among the urban ruins to watch for prey, the figure is almost invisible to the untrained eye. Lean and wiry from years of scrounging for droplets water from city wreckage and wrestling edible food from the nests of rats and other ruin dwellers, the man looks as wild any mangy jackal from the desert. A bristling beard, flecked with bits of oily food from his last meal days past, meshes well with the suit of "armor" that covers his body— bits of leathery hide studded with any metal he can find, from old coins to wedding rings pried from the fingers of ancient corpses. Like his hand-made suit of armor, the barbarian's weapon is similarly crude: a well-balanced axe-handle encrusted with shards of broken beer bottles that gleam with a pearly color in the midday sun. Looking like a statue made from an assortment of discarded junk, he fits perfectly into the blasted landscape that surrounds him.

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

TABLE 1-2: THE BARBARIAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	1/Rage	+1	+0
2	+2	+2	+2	+0	Junk Armor	+1	+0
3	+3	+2	+2	+1	Bonus Feat	+2	+0
4	+4	+2	+2	+1	2/Rage	+2	+1
5	+5	+3	+3	+1	Junk Weapon	+3	+1
6	+6	+3	+3	+2	Bonus Feat	+3	+1
7	+7	+4	+4	+2	3/Rage	+4	+1
8	+8	+4	+4	+2	Junk Mastery	+4	+2
9	+9	+4	+4	+3	Bonus Feat	+5	+2
10	+10	+5	+5	+3	4/Rage	+5	+2



Barbarians are savage people, outsiders from various wasteland societies, who have forgotten the glory and technology that was the Ancients and instead dwell in ignorance among their ashes. Turning gnarled metal and fire-blackened garbage into tools and weapons, they have long abandoned the ways of civilization for a brutal existence as scavengers and foragers of the ruins.

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

REQUIREMENTS

To qualify to become a Barbarian, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Survival 3 ranks.

Feats: Archaic Weapons Proficiency.

Special: Must be from Feral or Tribal background and may not have the Post-Apocalyptic Technology feat.

CLASS INFORMATION

The following information pertains to the Barbarian advanced class.

Hit Dice: 1d12.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Barbarian class skills are: Balance (Dex), Climb (Str), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Navigate (Int), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Barbarian advanced class.

Bonus Feats: A Barbarian receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Animal Affinity, Alertness, Armor Proficiency (light, medium), Athletic, Brawl, Cleave, Combat Reflexes, Endurance, Exotic Melee Weapon Proficiency, Filthy, Great Cleave, Guide, Improved Brawl, Mounted Archery, Mounted Combat, Power Attack, Sunder.

Junk Armor: The Barbarian character has the ability to use junk and other scrap material to construct makeshift, but effective, armor. Examples include using a stop sign for a shield or scrap metal as a breastplate. The character must have access to some form of scrap material. Using this ability requires a successful Survival skill check, taking into consideration any of the location modifiers below. Unless the junk armor is light, the character is not proficient with the new armor until they have worn it for 2d6 days, unless the already posses the proper *Armor Proficiency (Medium or Heavy)*. After that period, the Barbarian is proficient. Note that this ability does not actually grant the character the *Armor Proficiency* feat. It only means the character is Proficient with the junk armor he has created.

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

Junk Weapons: The Barbarian character can utilize junk objects as effective weapons. Often the Barbarian will choose an object that has unique properties and tweak it (bending, sharpening) into a deadly exotic weapon. Unless the junk is a club, the character is not proficient with a new junk weapon until she has used

TABLE 1-3: JUNK ARMOR

Scrap Material	Type	Equip. Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Speed	Weight	Survival Check
Hides, Wood, Leather	Light	+2	+1	+5	-0	30	20 lbs	20
Metal	Medium	+5	+2	+3	-3	25	35 lbs	25
Advanced Material	Heavy	+8	+3	+1	-6	20	50 lbs	30

if for 2d6 days. After that period, the Barbarian is proficient.

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

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

Reach: The object is long, granting the user 5 feet of additional reach.

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

Advanced Material: The object is some form of advanced material, granting one of the following benefits: +2 hardness, half weight, or double HP.

Shock: The weapon has a broken power source that shocks its target, doing +1d6 points of bonus electricity damage. The electricity does not harm the hands that hold the weapon.

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

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

Size	Damage	Reach	Weight
Tiny	1d4	5 ft	1d2 lb.
Small	1d6	5 ft	1d4 lb.
Medium	1d8, 2d4, 1d4+2	5 ft	1d6+1 lb.
Large	1d12, 2d6, 1d8+2	5 ft	2d4+2 lb.
Huge	3d6, 2d10, 2d6+2	10 ft	2d6+4 lb.

Junk Mastery: The Barbarian is an expert at using junk weapons and armor. He gains a +1 Defense Bonus with his junk armor and +1 to attack and damage with his junk weapons.

Rage: The Barbarian can work himself into a frenzy attacking his opponents with little regard for his own safety. This grants the Barbarian ability bonuses and is also terrifying to his opponents. In a rage, the Barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to Defense.

The increase in Constitution increases the Barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage, and the Constitution score drops back to normal. While raging, a Barbarian cannot use skills or abilities that require patience and concentration. (The only class skills he can't use while raging are Craft, Handle Animal, and Navigation.)

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier, but the Barbarian may end the rage at any time. At the end of the rage, the Barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter. The Barbarian can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). However, a Barbarian may use 1 action point to rage if he has already exhausted his daily allowance. Entering a rage takes no time itself, but the Barbarian can only do it during his action.

DEMAGOGUE

A huge man, easily noticeable atop the slanted, makeshift podium, stood to address the crowds that were already forming around the market square of the wasteland settlement. From on high he could spot those who came to hear his Message: men, women, and children alike, traders, warriors, and scavs wandering in from the sun-scorched nothingness of the outside world. The audience was a mixed group of mutants from the far corners of the sandy desert; the faces that looked back to meet his gaze were a reflection of many different hopes and dreams, of

TABLE 1-4: THE DEMAGOGUE

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+0	+2	Followers	+0	+2
2	+1	+2	+0	+3	Lead Followers	+1	+2
3	+1	+2	+1	+3	Bonus Feat	+1	+2
4	+2	+2	+1	+4	Zealots	+1	+3
5	+2	+3	+1	+4	Captivate Masses	+2	+3
6	+3	+3	+2	+5	Bonus Feat	+2	+3
7	+3	+4	+2	+5	Conversion	+2	+4
8	+4	+4	+2	+6	Improved Zealots	+3	+4
9	+4	+4	+3	+6	Bonus Feat	+3	+4
10	+5	+5	+3	+7	Mass Conversion	+3	+5

desperate men down on their luck, outcasts from other communities and gangs, haggard survivors who only sought release from their pain - and others forged by hardships to become the followers of this man's self-styled "New Future".

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

The Demagogue is one of the charismatic leaders of the major factions of the wasteland, men (and women) with the rare but extraordinary talent to bring

disparate masses together under one solid cause, one united banner. The variety of philosophies, religions, cults, and fledgling societies of the post-holocaust world mean that the actual motivations and allure of one Demagogue can be completely opposite from each other; what appeals to the hopeful holdouts of one corner of the desert might not appeal to the dregs of another. Nonetheless, a strong voice, a sense of conviction, and a dedicated purpose with any kind of attraction is often enough to make mere men into gods.

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

REQUIREMENTS

To qualify to become a Demagogue, a character must fulfill the following criteria.

Skills: Diplomacy 6 ranks, Knowledge (theology and philosophy) 6 ranks.

Feats: None

Special: One Allegiance.

CLASS INFORMATION

The following information pertains to the Demagogue advanced class.

Hit Dice: 1d6.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Demagogue class skills are: Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (current events,



theology and philosophy) (Int), Listen (Wis), Perform (Cha), Read/Write (any), Research (Int), Sense Motive (Wis), Speak Language (any), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Demagogue advanced class.

Bonus Feats: A Demagogue receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Attentive, Confident, Creative, Deceptive, Leadership, Renown, Studious, Trustworthy. In addition to the above feats, the Demagogue may choose a Talent from the Charismatic Hero base class as a bonus feat.

A character may choose to use his Demagogue level for any Talents that are based on Charismatic Hero level if his Demagogue level is higher.

Followers: A Demagogue attracts followers and disciples to his ideological cause. This ability functions the same as the Leadership Feat except that the Demagogue does not gain a Cohort and starts with a minimum of five 1st level followers (even if his leadership score is less than 10). If the Demagogue already has Leadership (or takes it later), he gains a +3 to his leadership score.

Lead Followers: The Demagogue is skilled at influencing his flock with inspiring speeches and other demonstrations of leadership. Using 1 action point, the Demagogue can affect his entire flock of followers with any Leadership Talent: Coordinate, Inspiration, and Improved Inspiration (*see Charismatic Hero*). Normally, characters can only affect one-half of their Charismatic Hero level plus Demagogue level. This expanded ability can only be used on characters of the same Allegiance.

Zealots: At this point the Demagogue starts to attract fanatical followers. All 2nd level followers and above become Zealots, gaining a +2 morale bonus to Attacks and Skill checks when acting on the Demagogue's behalf. Zealot followers are totally committed to the Demagogue's ideological cause and are willing to sacrifice their own lives to further it.

Captivate Masses: Using his masterful oratory skills, a Demagogue can captivate large crowds. Using 1 action point, the Demagogue can affect a large group using the Captivate Talent (*see Charismatic Hero*). This ability affects all characters within 50 feet that can hear and see the Demagogue. The Demagogue does not need to spend an action point each round to maintain the captivation.

The effect ends for all captivated characters if any captivated person is attacked or threatened. Characters cannot be captivated a second time once the effect has been broken.

Conversion: The Demagogue is an extremely persuasive character and can convert other non-player

characters to his ideological cause. To convert another non-player character, the Demagogue must use 1 action point and first make a Diplomacy check (DC 20). If the check is successful, the target may attempt to resist. If the check fails, the Demagogue may not try again. The target must be able to understand the Demagogue.

The target resists the conversion attempt by making a Will saving throw (DC 10 + Demagogue class level + Demagogue's Cha bonus). If the saving throw fails, the target drops all contrary Allegiances and adopts the Demagogue's Allegiance. Certain circumstances may grant the target a bonus or penalty to their resistance saving throw.

Target	DC Modifier
Already has Allegiance	+2
Allegiance is diametrically opposed	+2
Higher level	+2
Previously threatened by character (or party)	+4

Improved Zealots: Upon reaching 8th level the Demagogue's entire flock consists of Zealots. All followers gain a +2 morale bonus to Attacks and Skill checks when acting on the Demagogue's behalf.

Mass Conversion: At 10th level, the Demagogue can convert more than one non-player characters at a time. To attempt a mass conversion, the Demagogue must use 1 action point and first make a Diplomacy check (DC 25). If the check is successful, the targets may attempt to resist. If the check fails, the Demagogue may not attempt to convert any of the targets again. The targets must be able to understand the Demagogue. The Demagogue can attempt to convert one character per Demagogue class level.

GUARDIAN

The searing wind of midday pulls and tugs at the tightly wrapped rags and fittings of the tall figure's clothes. Clad from head to toe in white linen and bits of scavenged rags, the soldier still manages to look austere and vigilant despite the stains and dirt caking her "uniform." Her face is lost beneath a turban of flapping cloth, and only her eyes—squinting from the sun and the sand biting her lids—are visible. She watches the approach of strangers, her hands expertly readying the long-bored weapon cradled in her arms.

Guardians are members of established communities who put bread on their tables through vigilance and courage. In ancient times, they were known as soldiers or police officers, but now they are much more than that. Day and night, they train with their





weapons, awaiting the inevitable raider attack or mob of worthless rabble come in desperation, seeking the fruits of the community's labors. It's a tough world, a world that breeds tough men and women. The Guardian has seen it all, the wasting "Red Fever" of radiation, the bloating and eventual death of starved children, and the kidnapping and rape of her sisters and daughters. She has chosen to not lie down and die, not to add her bones to those of the Ancients who made this awful world. Instead, she has picked up a weapon and decided to fight...

As a character class, the Guardian embodies the

community guard, soldier, posse hunter, and keeper of the peace. Communities inevitably require men and women to protect them from the predatory elements of the wasteland—mutant raiders, road gangs, and the masses of poor souls whose own homes have been razed and pillaged. It is the Guardian's duty to protect her people, their limited resources, and the interests of her leaders. While many cling to their community throughout their lives, some find that their talents at shooting a gun or throwing a spear are useful in other ways, and sell themselves off as mercenaries or pit fighters. Others find that their mighty weapons and skilled training are highly desired by the many rampaging gangs and marauders of the wastes, and end up joining (or even leading) the world's most feared bandit groups. Whatever her cause, whatever her loyalties, the Guardian is the best of the fighting breed.

REQUIREMENTS

To qualify to become a Guardian, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Knowledge (tactics) 3 ranks.

Feats: Archaic Weapon Proficiency or Personal Firearm Proficiency.

Special: One Allegiance.

CLASS INFORMATION

The following information pertains to the Guardian advanced class.

Hit Dice: 1d10.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Guardian class skills are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics, current events, mutant lore) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

TABLE 1-5: THE GUARDIAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Defender +2	+1	+0
2	+2	+2	+2	+0	Weapon Focus	+1	+0
3	+3	+2	+2	+1	Bonus Feat	+2	+0
4	+4	+2	+2	+1	Tactical Aid	+2	+1
5	+5	+3	+3	+1	Weapon Specialization	+3	+1
6	+6	+3	+3	+2	Bonus Feat	+3	+1
7	+7	+4	+4	+2	Defender +4	+4	+2
8	+8	+4	+4	+2	Greater Weapon Specialization	+4	+2
9	+9	+4	+4	+3	Bonus Feat	+5	+2
10	+10	+5	+5	+3	Raider Bane	+5	+3

CLASS FEATURES

The following features pertain to the Guardian advanced class.

Bonus Feats: A Guardian receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light, medium, heavy), Burst Fire, Cleave, Combat Reflexes, Double Tap, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Autofire, Personal Firearm Proficiency, Point Blank Shot, Power Attack, Rip a Clip, Reactive Shooter, Room-Broom, Strafe, Suppressive Fire.

Defender: The Guardian fights best when defending family and loved ones. A Guardian receives a +2 morale bonus to attack rolls and saving throws when directly fighting in defense of her community. This bonus increases to +4 at level 7.

Weapon Focus: A Guardian gains the Weapon Focus class feature, providing the benefits of the feat with the same name. The Guardian chooses a specific weapon on which to focus. For the purposes of this feature, the Guardian can choose unarmed strike or grapple as the weapon of focus. The Guardian must be proficient with the chosen weapon.

The Guardian adds +1 to all attack rolls made using the selected weapon.

Tactical Aid: A Guardian is a skilled combatant and can provide tactical advice to her fellow warriors.

As an attack action, the Guardian can provide tactical aid to any single ally within sight and voice range of her position (but not herself). As a full-round action, the Guardian can provide tactical aid to all allies within sight and voice range of her position (including herself). Using tactical aid requires an Action Point.

This aid provides either a competence bonus on attack rolls. This bonus is equal to the Guardian's Intelligence modifier (minimum +1), and it lasts for a

number of rounds equal to one-half of her level in the Guardian class, rounded down.

This ability stacks with any bonuses granted by the Tactician or Teamwork feats.

Weapon Specialization: A Guardian gains weapon specialization with a specific melee or ranged weapon to which she has also applied the Weapon Focus feat or class feature. The Guardian gets a +2 bonus on damage rolls with the chosen weapon.

Greater Weapon Specialization: A Guardian gains greater weapon specialization with the weapon she selected for weapon specialization. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Raider Bane: A Guardian of 10th level no longer fears Raiders. Learning from numerous engagements with them, she has an intimate knowledge of Raider fear tactics.

When making saves against Raider's fear abilities (Bloodthirsty Cry, Horrifying Kill, Death Cry), the Guardian doubles her Will bonus. In addition, she gains her Defender bonus against Raiders, whether or not she is defending her people.

JUJU DOCTOR

The juju doctor, whose naked body had been painted head to toe with a silvery pigment, leaned over to look at the injured stranger. A crowd of impoverished villagers waited at the tent's opening, through which a weak and dusky light broke to illuminate the scene. Badly injured by a rabid, mutant animal, the stranger's head spun with pain and disorientation as he lay on a bed of hides and furs.

The juju doctor's yellow eyes took in every detail of his patient. He raised his gnarled wooden staff, shaking the bizarre menagerie of house keys, pull tabs, and bells as if to frighten off the evil spirits that were sure to be lingering in the tent, waiting to steal the man's soul away to the netherworld.

TABLE 1-6: THE JUJU DOCTOR

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+2	+0	+1	Juju Specialist +1	+1	+1
2	+1	+3	+0	+2	Brew Potion, Expert Healer	+1	+1
3	+1	+3	+1	+2	Bonus Feat	+2	+1
4	+2	+4	+1	+2	Juju Mastery	+2	+2
5	+2	+4	+1	+3	Juju Specialist +2	+3	+2
6	+3	+5	+2	+3	Bonus Feat	+3	+2
7	+3	+5	+2	+4	Potion Mastery	+4	+3
8	+4	+6	+2	+4	Juju Specialist +3	+4	+3
9	+4	+6	+3	+4	Bonus Feat	+5	+3
10	+5	+7	+3	+5	Juju Miracle	+5	+4



The stranger, through clouded eyes, saw the juju man retrieve a syringe and raise it over his head.

The crowd gasped, as if the dirty needle were an object of great power.

"Please let it be morphine," the stranger mumbled.

The juju man leaned over and whispered as soothingly as possible into his delirious patient's ear.

"This gon' hurt. But if me stick, demons leave you body through hole. Yes?"

The stranger's eyes widened, realizing just how primitive his caretakers really were.

"Oh gawd..."

The Juju Doctor is one of the most mysterious yet highly valued members of any community in the wastes. Legends speak of the painted faces, feathered headdresses, and magic focus sticks of tribal shaman and desert witches and the potent magic of healing and life-giving they alone possess—a knowledge of the human body and lost spellcraft passed down only through jealous whispers from one generation to the next.

In other places, the craft of the Juju Doctor is a little more refined, circulating among the educated elite as a priceless science for the repair of injury and disease. Even in these more civilized communities, however, the Juju Doctor is elevated in position and prestige, his art still often viewed as a kind of "magic" in a world of decaying understanding and enlightenment.

Though the Juju Doctor does not, in fact, have "magical abilities," his understanding of wounds, disease, and poison (and their treatment) make him one of the most important assets to a people or group in the harsh and inhospitable world of the Twisted Earth.

REQUIREMENTS

To qualify to become a Juju Doctor, a character must fulfill the following criteria.

Base Attack Bonus: +1.

Skills: Treat Injury 6 ranks.

Feats: Juju Medicine.

CLASS INFORMATION

The following information pertains to the Juju Doctor advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Juju Doctor class skills are: Concentrate (Con), Craft (pharmaceutical) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (behavioral sciences, earth and life sciences, mutant lore, technology) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spot (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Juju Doctor advanced class.

Bonus Feats: A Juju Doctor receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Pharmaceutical Discipline, Alertness, Attentive, Educated, Improved Initiative, Medical Expert, Quick Treatment, Radiation Sense, Studious, Surgery.

Juju Specialist: The Juju Doctor receives a competence bonus on Treat Injury checks. At 1st level, the bonus is +1. It increases to +2 at 5th level and to +3 at 8th level.

Brew Potion: The Juju Doctor has the ability to brew primitive potions that have the same effect as the Treat Injury skill. The material cost, brew time, and brew DC are noted in the table below. The brew check is made using the Juju Doctor's Treat Injury skill. If the brew check fails, the materials are wasted.

Effect	Cost	Brew DC	Time
Restore Hit Points	50 cp	15	12 hours
Long Term Care	100 cp	20	24 hours
Treat Disease	100 cp	20	24 hours
Treat Poison	100 cp	20	24 hours

Unlike the Treat Injury skill, the Restore Hit Points potion can be used more than once per day. The Long Term Care potion only affects characters after a day of complete rest.

Materials can be foraged or scavenged from the wild if the Juju Doctor does not have access to readily available materials. Foraging materials for a potion requires a successful Survival check and 1d6 hours. The DC for the check is the same as the brew DC. For every 5 points the character exceeds the check, he may reduce the time required to find materials by 1 hour (minimum 1 hour).

Expert Healer: The Juju Doctor's ability to restore hit points with a juju, medical, or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal hit point recovery rate (1d4 for a juju or medical kit, 1d6 per patient's character level for surgery), the Juju Doctor restores 1 hit point for every level he has in this advanced class.

The ability also increases the benefits of *Restore Hit Points* potions made by the Juju Doctor.

Juju Mastery: When making a Treat Injury skill check, a Juju Doctor may take 10 even if stress and distractions would normally prevent him from doing so.

Potion Mastery: The character is a master at brewing potions. The time to brew a potion is reduced by half and heals 5 additional hit points of damage.

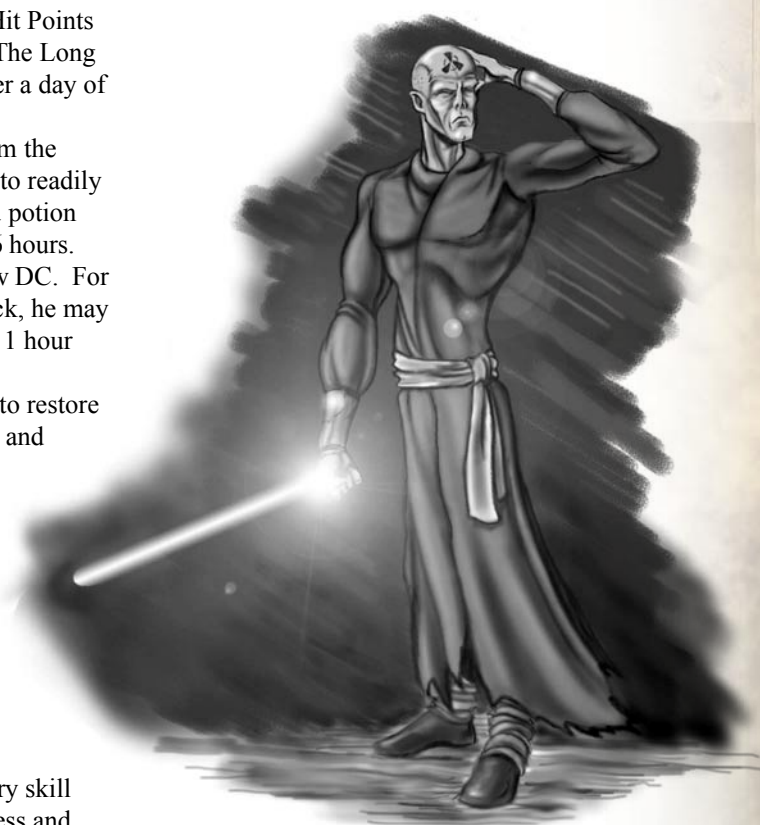
Juju Miracle: A Juju Doctor can save a character reduced to -10 hit points or lower. If the Juju Doctor is able to administer aid within 3 rounds of the character's death, he can make a Treat Injury check. The DC for this check is 30, and the Juju Doctor can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points.

If the Juju Doctor fails the skill check or the patient fails the save, the dead character can't be saved.

PSIONIC

"Freak!" came a terrified cry from the crowd, and the tall foreign woman making her way through the village square spun on her heel. The pack of locals, who had up to this point seemed oblivious to her presence, came alive due to the commotion of a small group of individuals who pushed their way through, brandishing spears and bows, no doubt intent on doing her harm.

As the woman turned to face them, her eyes seemed to emanate a luminous power, an unexpected phenomenon that caused the crowd to shriek and run. She recognized her pursuers, a pack of primitive men, from one village or another in the wasteland, who had been tracking her for weeks.



Touching her hand to her forehead and narrowing her eyes as if in deep concentration, the "freak" seemed completely unconcerned as the men drew back their bowstrings and let loose a flight of arrows. The projectiles bounced, bent, and cracked apart only inches from her, as if they had hit an invisible field as hard as steel.

This time she would not run.

As the men realized they could not harm her with any of their weapons, they stood like a line of idiots, staring with gaping jaws.

Now it was her turn to act.

As she extended her empty hand, a beam of brilliant energy instantly coalesced from the surrounding air, like a sword of light. With two quick leaps she was upon them, among them, slicing away and cutting the would-be "witch hunters" to pieces.

Known by a variety of derogatory names like "freaks" and "weirds," those individuals who exhibit psychic (a.k.a. "psionic") abilities are as often feared for their unexplainable talents as they are admired. While some technological communities are at least aware of the possibility that environmental radiation may enhance the latent psychic powers in some, most survivors of the apocalypse (who lack such an open mind) consider psionics a form of dread "magic," an invisible force that lends an aspect of terror to those who control it.

Whether considered "freaks," "weirds," or merely "psions" by the people they meet the lives of psionic characters are seldom easy. Ostracized by conventional

TABLE 1-7: THE PSIONIC

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2	Neural Specialization	+1	+0
2	+1	+0	+0	+3	Neural Feat	+1	+0
3	+2	+1	+1	+3	Bonus Feat	+2	+0
4	+3	+1	+1	+4	Neural Advancement	+2	+1
5	+3	+1	+1	+4	Neural Feat	+3	+1
6	+4	+2	+2	+5	Bonus Feat	+3	+1
7	+5	+2	+2	+5	Neural Advancement	+4	+2
8	+6	+2	+2	+6	Neural Feat	+4	+2
9	+6	+3	+3	+6	Bonus Feat	+5	+2
10	+7	+3	+3	+7	Neural Advancement	+5	+3

communities for the powers they possess, feared for their potential lethality, and blamed for misfortune and disastrous events wherever they go, they are often driven out, exiled, and even branded for what they are. The sight of a known psionic entering a community can sometimes lead to panic or acts of extreme prejudice, and as such most psionics choose to keep their abilities a secret until they are needed.

REQUIREMENTS

To qualify to become a Psionic, a character must fulfill the following criteria.

Skills: Knowledge (mutant lore) 6 ranks.

Special: Any Neural Mutation.

CLASS INFORMATION

The following information pertains to the Psionic advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Psionic class skills are: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (mutant lore) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Psionic advanced class.

Neural Specialization: Being a master of his neural abilities, his opponents find it more difficult to resist his psionic powers. For every 2 Psionic levels, the DC to resist this character's Neural Mutations and Feats is increased by one.

Neural Feat: A Psionic receives a bonus neural feat at 2nd, 5th, and 8th level. Any neural feat may be selected, and the character must meet the prerequisites of the feat to select it.

Bonus Feats: A Psionic receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites of the feat to select it: Alertness, Animal Affinity, Armor Proficiency (light), Archaic Weapon Proficiency, Attentive, Blind Fight, Combat Reflexes, Defensive Martial Arts, Deceptive, Focused, Improved Initiative, Iron Will, Low Profile, Renown, Weapon Focus.

Neural Advancement: A Psionic may advance one of his neural mutations at 4th, 7th, and 10th level. He may not select a new neural mutation but only advance a mutation previously selected at character creation.

RAIDER

As the sun dips slowly behind the edge of the horizon, the wide-open highway glows red with its reflected radiance. The flat, cracked desert wasteland stretches as far as the eye can see, split in two by the ancient roadway and its mottled, wind-swept surface. The air trembles, hums, then roars with the sound of choking car engines, and the peaceful scene is suddenly broken by clouds of churned dust and plumes of smoky gray exhaust. Riding in rusted cars and trucks and mounted upon graffiti-painted motorcycles, a massive gang of nearly a hundred men, mutants, and slaves comes roaring down the highway. In the lead is a figure clad in dusty leathers bristling with ornate spikes and studs, his body augmented by metal plates sewn into his skin and obscene tattoos running the length of his arms and legs. At his side dangles a wicked spiked chain, and beside him, in a leathery holster, his cycle carries his "stick"—a powerful hunting rifle with a meticulously maintained scope. This is the raider—a ruthless bandit, a bloodthirsty highwayman come to crush the souls of the weak...

The Raider is a member of a widespread group in the post apocalyptic world—the countless gangs of riff-

TABLE 1-8: THE RAIDER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Chaps and Chains +1	+1	+1
2	+2	+2	+2	+0	Bloodthirsty Cry	+1	+1
3	+3	+2	+2	+1	Bonus Feat	+2	+1
4	+4	+2	+2	+1	Chaps and Chains +2	+2	+2
5	+5	+3	+3	+1	Horrible Kill	+3	+2
6	+6	+3	+3	+2	Bonus Feat	+3	+2
7	+7	+4	+4	+2	No Survivors	+4	+3
8	+8	+4	+4	+2	Chaps and Chains +3	+4	+3
9	+9	+4	+4	+3	Bonus Feat	+5	+3
10	+10	+5	+5	+3	Death Cry	+5	+4

raff, renegades, and cold-blooded killers that thrive in the deserts and hills and along the highways of the Ancients. Like old-time highwaymen, they virtually control the world outside the protected confines of the wasteland's communities. No one travels alone, unprepared, or unsuspecting without drawing their unforgiving attentions. Rapists, madmen, and killers make up their kind; there is no room for the weak, merciful, or intellectual. Life in the wasteland is a terrible ordeal, and those who can't make it alone are often forced (whether by circumstance or otherwise) to join with these awful gangs to survive. Former merchants, community guardians, and others often find themselves forsaking their past principles to swim in the Raider's world of violence, death, and savagery.

Alternatively, characters of the Raider class may be outcasts. The outcast is someone who has been expelled by one of the many biker gangs, highwayman bands, or warlord armies; the reason, though the outcast will seldom speak of it, can vary widely. The outcast could have been expelled for failing his clan; he could have been expelled for showing mercy on the gang's victims; he could have turned against his masters due to a change of heart or conscience; he could even have fallen in love with his gang warlord's woman—usually a fatal consequence. At the very least, regardless of his transgression, his former fellows, usually with hateful passion, hunt the Raider outcast. He often still bears the identifying marks of his former gang (a tattoo, brand, etc.), and thus is usually distrusted (if not despised) by all organized communities. He is, to sum it up, an outcast to all persons in the blighted wastes.

REQUIREMENTS

To qualify to become a Raider, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Intimidate 3 ranks.

Feats: Archaic Weapon Proficiency or Personal Firearm Proficiency.

CLASS INFORMATION

The following information pertains to the Raider advanced class.

Hit Dice: 1d10.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Raider class skills are: Climb (Str), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (tactics, current events) (Int), Ride (Dex), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Raider advanced class.

Bonus Feats: A Raider receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light, medium, heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Great Cleave, Hard-Eyed, Improved Brawl, Improved Knockout Punch, Intimidating Strength, Knockout Punch, Personal Firearm Proficiency, Power Attack, Sunder, Strafe, Vehicle Expert, Weapon Focus.

Chaps and Chains: A Raider's accoutrements include all manner of chains, rusty locks, studs, and spikes. Any armor taken by a Raider soon becomes adorned with the stuff, increasing its equipment bonus by +1 while in his possession. This has no effect if a Raider is stripped or caught unarmored. This bonus increases +1 every 4 levels.

Bloodthirsty Cry: The Raider can make the most of his vicious appearance, scars, tattoos, and pierced body to threaten and frighten those of lesser abilities. As a move action, the Raider can generate a shout that brings fear to all opponents within a 30-foot radius that have a lower level than he does. Creatures that fail a Will saving throw (DC 10 + ½ the Raider's character

level + Charisma modifier) are shaken, suffering a –2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the Raider's Charisma. Deaf opponents are unaffected.

Horrible Kill: A Raider may attack a downed creature (one that is below 0 hit points or has been killed by previous attack) and cause a horrible scene. This usually entails dismemberment, disembowelment, beheading, or a splattering of blood that sprays onlookers. Spectators of lower level than the victim (not the Raider) must make Will saving throw (DC 10 + ½ the Raider's character level + Charisma modifier) or be shaken, suffering a –2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the Raider's Charisma modifier. This ability can affect creatures that resisted a Raider's Bloodthirsty Cry.

No Survivors: Raiders are ruthless against those who oppose them. A Raider can spend 1 action point to gain an additional attack at his highest bonus against another creature within his line of sight. This allows a skilled Raider to clear a room or field of fire, either through butchery in melee or mowing down all opposition, in a manner of minutes. This ability can only be used once per round.

Death Cry: A Raider may make a Bloodthirsty Cry immediately after a Horrible Kill. Those failing the Will save against this cry (DC 10 + ½ the Raider's character level + Charisma modifier) are panicked instead of shaken. This ability can affect creatures that resisted a previous Bloodthirsty Cry, but not if they resisted a previous Death Cry.



ROAD WARRIOR

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

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

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

The road warrior couldn't help but smile.

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

The Road Warrior seeks the solitary life and the freedom of the open road. The highways of the Twisted Earth are fraught with peril, as roving bands of raiders seek to dominate territory and raid supply convoys, but the Road Warrior is prepared to deal with this. He is a man who has become reliant on his vehicle for survival in the empty, desolate world, and this very reliance has made him an expert at fighting from the back of his ride as well as defending himself from the attacks of motorized brigands and warlord armies that terrorize the roads and deserts of the wastelands.

REQUIREMENTS

To qualify to become a Road Warrior, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Repair 6 ranks, Drive 6 ranks.

Feat: Vehicle Expert.

TABLE 1-9: THE ROAD WARRIOR

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Boarding Party	+1	+1
2	+2	+2	+2	+0	Offensive Driving	+1	+1
3	+3	+2	+2	+1	Bonus Feat	+2	+1
4	+4	+2	+2	+1	Vehicular Evasion	+2	+2
5	+5	+3	+3	+1	Master Mechanic	+3	+2
6	+6	+3	+3	+2	Bonus Feat	+3	+2
7	+7	+4	+4	+2	Improved Sideswipe	+4	+3
8	+8	+4	+4	+2	Improved Hardness	+4	+3
9	+9	+4	+4	+3	Bonus Feat	+5	+3
10	+10	+5	+5	+3	Improved Ramming	+5	+4

CLASS INFORMATION

The following information pertains to the Road Warrior advanced class.

Hit Die: 1d10.

Action Points: 6 + one-half of the character's level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Road Warrior's class skills are: Balance (Dex), Climb (Str), Concentration (Con), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics, technology) (Int), Pilot (Dex), Repair (Int), Spot (Wis), Survival (Wis), and Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Road Warrior advanced class.

Bonus Feats: The Road Warrior gets a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Acrobatic, Armor Proficiency (light), Athletic, Drive-by Attack, Gearhead, Force Stop, Heroic Surge, Improved Damage Threshold, Intuitive Mechanic, Mobility, Precise Shot, Personal Firearm Proficiency, Point Blank Shot, Shot on the Run, Spring Attack, Surface Vehicle Operation, Vehicle Dodge, Vehicle Combat.

Boarding Party: A Road Warrior can leap from one vehicle to another, even at high speeds. The Road Warrior gains a +4 competence bonus to Balance, Jump, and Climb checks when attempting acrobatic maneuvers during boarding attempts.

Offensive Driving: Using 1 action point, the Road Warrior can operate a vehicle as a free action. This allows him to take a full-round action with his free hand, including firing a one-handed ranged weapon.

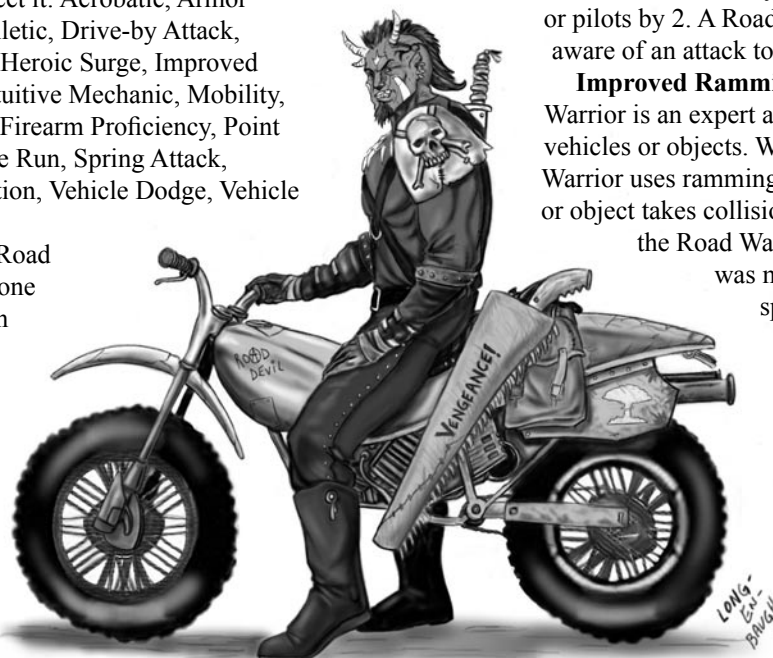
Vehicular Evasion: The Road Warrior can use this ability to make a last-minute veer, literally "dodging" an attack directed at his vehicle. Sacrificing his Attack action, the Road Warrior may make a Reflex saving throw (DC of the attack roll) to avoid a hit against himself or his vehicle. A Road Warrior must be aware of an attack to dodge it.

Master Mechanic: A Road Warrior gains a +4 competence bonus to Repair skill checks.

Improved Sideswipe: The Road warrior is an expert at causing other drivers to lose control of their vehicles. Upon a successful sideswipe, the target suffers a -4 to their Drive check (to retain control).

Improved Hardness: The Road Warrior knows which parts of his vehicles are better armored and which are more vulnerable. The Road Warrior increases the hardness of any vehicle he drives or pilots by 2. A Road Warrior must be aware of an attack to gain this benefit.

Improved Ramming: The Road Warrior is an expert at ramming other vehicles or objects. When the Road Warrior uses ramming, the target vehicle or object takes collision damage as if the Road Warrior's vehicle was moving at a speed higher. For example, if the Road Warrior runs into another vehicle at Alley speed the damage die is a d4 (Street speed).



SCAV

A figure slips quietly through a field of junked automobiles and heaps of rancid garbage, the scene picked clean by vibrant purple vultures and buzzing insects. She moves almost soundlessly, the only noise coming from the rattling oilcans and greasy trinkets dangling from her belt and overstuffed pack. She keeps a weird gun slung over one shoulder, her hands free to snap out and grab something—anything—from the piles of trash. She paints her face like a skull, so that those who first see her feel fear rather than pity.

“Scav” is a derogatory term used widely throughout the wastelands to refer to the misfits, outcasts, and mongrel wanderers of the deserts and ruins. Scavs are “scavengers” in the truest sense, making do with the smallest amount of supplies for long periods of time. She moves alone, exploring the ruins, deserts, and wilderness in search of the next “mother-lode” of lost goods or discarded junk. Many Scavs are like old-time prospectors, following fantastic tales of Ancient storehouses lost in the sands or forgotten cities untouched by the hand of time. More often than not, she is just a wormy little creature picking over

the refuse of other communities or the dead bodies of raider prey strewn across the sand.

The Scav is a shrewd opportunist, always picking her fights, watching her opponents from afar before ever getting herself involved. Life as a loner is not an easy one, but no one survives by being a fool. Trust is a luxury, and the Scav knows nothing of luxuries. While she often describes herself as an adventurer and pioneer, a Scav is also like a vulture, waiting and watching for the right opportunity to strike. Scavs are notorious for shadowing caravans or other groups moving through the deserts or ruins, knowing full well the dangers the caravan faces. Once the bandits or mutants have attacked, the Scav moves in to take what she can before scampering off into the darkness.

Scavs are those who have survived all their lives on their own, scrounging and scavenging in the wastes, walking and sleeping among the ruins of mankind’s past. Such characters usually never knew their parents, and though they may have had contact with other people in the past, they never stayed very long; in most cases, the men or women who gave them shelter were killed by desert raiders or mutant scum. The Scav is tough, having relied on her own wits and willpower to endure the heat, radiation, and creatures of post-apocalyptic Earth. Although she is equipped with only the junk and refuse of civilizations past (she cannot usually benefit from the makeshift inventions of the various communities, for she is perpetually viewed as an outsider), she knows well the value of every little item, where it will be a valuable commodity, and what price she can fetch. She utilizes even the most mundane items, for she can find a use for anything—she has to survive.

REQUIREMENTS

To qualify to become a Scav, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Survival 6 ranks, Search 6 ranks.

Feats: Radiation Sense.

CLASS INFORMATION

The following information pertains to the Scav advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character’s level, rounded down.

Class Skills: The Scav class skills are: Bluff (Cha), Decipher Script (Int), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge (technology, current events, mutant lore) (Int), Move Silently (Dex), Navigate (Int), Repair (Int), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 5 + Int modifier.

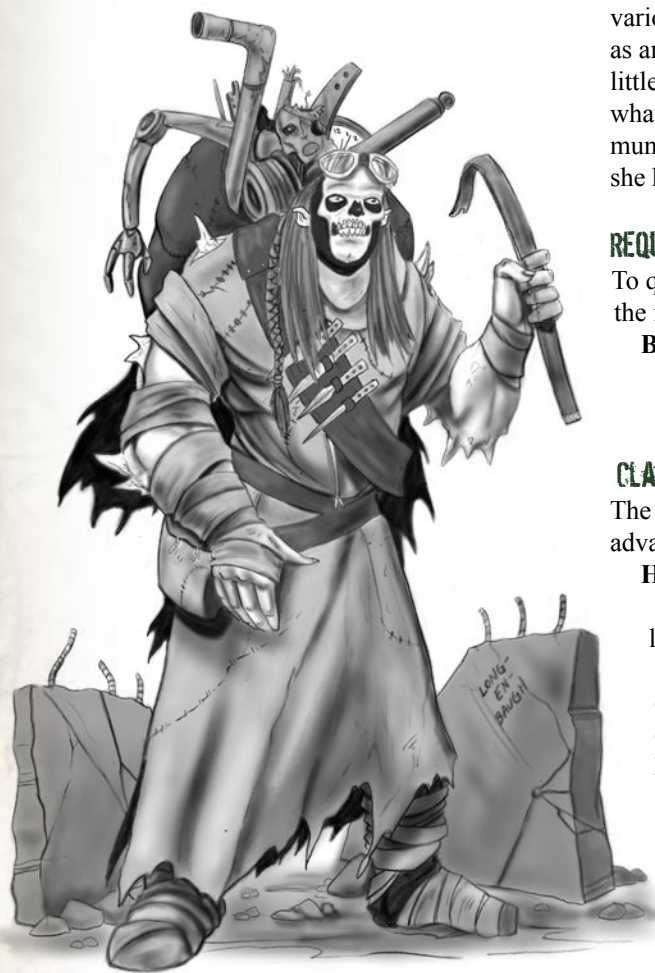


TABLE 1-10: THE SCAV

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+1	+0	Scav Scan	+1	+0
2	+1	+2	+2	+0	Sneak Attack +1d6	+2	+0
3	+2	+2	+2	+1	Bonus Feat	+2	+0
4	+3	+2	+2	+1	Scav Survival	+3	+0
5	+3	+3	+3	+1	Sneak Attack +2d6	+4	+1
6	+4	+3	+3	+2	Bonus Feat	+4	+1
7	+5	+4	+4	+2	Feign Death	+5	+1
8	+6	+4	+4	+2	Sneak Attack +3d6	+6	+1
9	+6	+4	+4	+3	Bonus Feat	+6	+2
10	+7	+5	+5	+3	Shadow In The Open	+7	+2

CLASS FEATURES

The following features pertain to the Scav advanced class.

Bonus Feats: A Scav receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Acrobatic, Alertness, Armor Proficiency (light), Athletic, Attentive, Cautious, Defensive Martial Arts, Dodge, Elusive Target, Meticulous, Mobility, Nimble, Run, Spring Attack, Stealthy, Track, Unbalance Opponent.

Scav Scan: This ability represents the Scav's skill at searching or scanning an area for valuable artifacts or concealed passages leading to treasures troves of the Ancients. This ability can be used in one of two ways, either as a quick scan to find the most valuable Artifact, or as a sweeping detailed search, making sure nothing is missed.

Quick Scan: When performing a quick scan for concealed doors or passages, hidden items, or other valuable Artifacts, the Scav gets a +2 circumstance bonus to Search checks. The scan covers an area out to 30 feet away from the Scav (but not behind her). This ability uncovers everything that is detectable with the Scav's skill check roll, all within a single round! Also, with a successful Knowledge (technology) check (DC 15), the Scav can quickly identify the most valuable items. Useful when a Scav has to flee!

Detailed Scan: When performing a detailed scan, the Scav is effectively taking 20 on a Search check, gaining a +4 circumstance bonus to the Search check and the ability to search a 30-foot by 30-foot area instead of the standard 5-foot by 5-foot area.

Scav Survival: The Scav has a knack for avoiding massive damage. A Scav can spend 1 action point to reduce the damage dealt by a single attack or effect by half her Survival skill (minimum 5 points).

Sneak Attack: The Scav is a stealthy, sneaky predator, often ambushing lone wanderers and straggling merchants. As such, she receives a damage

bonus when her target is denied his Dexterity bonus or flanked. A Scav may sneak attack with a melee weapon or ranged weapon, as long as the enemy is within 30 feet.

Feign Death: A Scav is able to pass for just another dead body, a talent that is particularly useful in avoiding dangerous combats or encounters while out in the wild. A Scav using this ability is indistinguishable from a dead body. The effect lasts 10 rounds per level of the Scav.

This ability is often used in conjunction with Scav Survival, making it seem as if the Scav has been killed by a deadly attack.

Shadow In The Open: A Scav has the ability to literally blend in with her surroundings, enabling her to hide even in plain sight (provided she does not move). In addition, a Scav gains a +2 bonus to Hide and Move Silently checks when moving through desert, trash, or ruined terrain.

SCHOLAR

As the rest of her companions rummaged through the ruins of the hollow building, kicking up dust and disturbing the fine lacework of cobwebs that overlaid everything, the figure in the rear simply trailed behind them. By now she had gotten used to their heavy-handedness and their lack of concern for the inherent dangers of such a place. And besides, her attention was riveted on something else.

One of her companions, having ransacked a pile of debris in his search for a key, any key, to open the security vault doors that had closed behind them, had shattered an old bottle and trampled over a stack of books and manuals.

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

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

*Picking up one of the manuals—now trampled to shreds—she read the title out loud for all to hear:
“Security Codes for Level 3...”*

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

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

As if this ever-present danger wasn't enough, many groups, even the most benevolent, seek to enslave Scholars and intellectuals to help them work towards their particular goals. Though often their new masters

claim it is for their own “safety,” many communities see intellectuals as little more than tools for keeping their wars running, not unlike the vital cogs or flywheels of a great machine. As such, these men and women become “commodities,” protected like the most important strategic resources and forced into a life of servitude. Freedom, for them, becomes a distant dream, a fairy tale fit only to tell their children about.

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

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

REQUIREMENTS

To qualify to become a Scholar, a character must fulfill the following criteria.

Base Attack Bonus: +1.

Skills: Knowledge (any) 6 ranks, and Research 6 ranks.

Feats: None

CLASS INFORMATION

The following information pertains to the Scholar advanced class.

Hit Dice: 1d6

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Scholar class skills are: Computer Use (Int), Craft (any) (Int), Decipher Script (Int), Drive (Dex), Gather Information (Cha), Knowledge (any) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Speak Language (none), and Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Scholar advanced class.

Bonus Feats: A Scholar receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Alertness, Attentive, Builder, Creative, Defensive Martial Arts, Dodge, Educated, Gearhead, Mobility, Studious, Radiation Sense, Studious, Super Charismatic, and Vulture.



TABLE 1-11: THE SCHOLAR

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+1	Ancient Secret	+1	+1
2	+1	+0	+2	+2	Gossip	+1	+1
3	+1	+1	+2	+2	Bonus Feat	+2	+1
4	+2	+1	+2	+2	Ancient Secret	+2	+2
5	+2	+1	+3	+3	Confusing Tirade	+3	+2
6	+3	+2	+3	+3	Bonus Feat	+3	+2
7	+3	+2	+4	+4	Ancient Secret	+4	+3
8	+4	+2	+4	+4	Protected By Code	+4	+3
9	+4	+3	+4	+4	Bonus Feat	+5	+3
10	+5	+3	+5	+5	Ancient Secret	+5	+4

Ancient Secret: In her studies, a Scholar will stumble upon all manner of Ancients knowledge and secrets. At 1st, 4th, 7th and 10th level, the Scholar chooses one secret from below. A secret may be chosen more than once.

Ancient Knowledge: The Scholar has uncovered lost knowledge of the Ancients. She gains 4 ranks in any Knowledge skill. The Scholar cannot raise skills beyond the maximum ranks possible for her current character level.

Ancient Craft: The Scholar has uncovered lost knowledge of Ancient craft. She gains 4 ranks in any Craft skill. The Scholar cannot raise skills beyond the maximum ranks possible for her current character level.

Ancient Technology: The Scholar has uncovered lost knowledge of the advanced technology of the Ancients. She may choose one of the following Technology Feats: Advanced Technology, Advanced Armor Discipline, Advanced Electronics Discipline, Advanced Medical Technology Discipline, Advanced Pharmaceutical Discipline, Advanced Weapons Discipline, Aircraft Discipline, Modern Firearms Discipline, Modern Vehicles Discipline. She must meet the prerequisites for any selected feat.

Ancient Vehicles: The Scholar has uncovered knowledge of the vehicles used by the Ancients. She may choose to add 4 ranks to Pilot or Drive, or she may choose one of the following feats: Aircraft Operation, Power Armor Operation, Surface Vehicle Operation, Vehicle Expert.

Gossip: Scholars tend to hear a great deal of gossip and can often tell a thing or two about people they meet just from the rumors they have heard. A Scholar may make a Gather Information check upon meeting or hearing of any individual, place, or item. The GM makes this check secretly and gives the Scholar information based on the results.

As gossip is not always a reliable source of information, the information provided by this ability is not always accurate. The base chance of the Scholar

coming up with a truthful rumor is 50% + 1% per point of Charisma. Again, the GM makes this role secretly, so the Scholar cannot separate truth from rumor without further research. If the skill check itself fails, the Scholar either knows a false rumor or no rumor at all.

DC	Type of Rumor
10	Common, well known to the general populace. Example: Target's reputation as a formidable warrior.
25	Known only by a select few. Example: Target made his fortune in the water industry nearly overnight.
30	Hidden, known only to an elite few. Example: Target has been connected with several raider gangs, though no official accusations have been brought against him.
35	Well kept secret; potential blackmail fodder. Example: Target is involved in darker dealings still, and his network of raider gangs is only the tip of the iceberg.
45	Incredibly well kept secret; only the subject and one or two others are aware. Example: Target is said to be a member of a religious cult bent upon killing all humans.
55	A secret kept so well that perhaps even the subject himself is unaware. Example: Target is actually an android, but he is unaware of it.

Confusing Tirade: This is an extraordinary ability that allows the Scholar to display her advanced learning or knowledge to potential adversaries (and perhaps even lord it over them). By entering into a tirade of vibrant Shakespearean prose or babbling

threats in eloquent terminology (i.e. million-dollar words), the Scholar is able to shake up would-be attackers. This results in a -2 morale penalty to saving throws and attack rolls for all enemies within earshot of the Scholar when the ability is in use. Alternatively, the Scholar can use this to provide a +4 competence bonus to all Diplomacy and Bluff checks. Using this ability is a move action.

Protected By The Code: The Scholar is clearly distinguishable from others in her company by her attitude, bearing, and speech, even in combat. Enemies will not attack the Scholar unless they absolutely must and hope instead to remove all her allies and force her to surrender. In effect, enemies will always target a Scholar last in combat, unless, of course, the Scholar is obviously the greatest threat to their chances of success (wielding a flamethrower, for instance, and scorching all comers, while her bodyguards wield spears). Enemies will also refrain from using area-effect weapons that might otherwise kill the Scholar due to radius. If an enemy has a non-lethal weapon, however, they may attack the Scholar at any time during a combat, even over other choices.

SKULK

Someone once said, "that which does not kill us makes us stronger." The man kept repeating that to himself as he moved in and out of the marketplace crowds, weaved through the back streets, and slunk



towards an alley entrance with a handful of stolen goods. Those words had always been a consolation to him, a reminder of the great destiny he had always envisioned for himself. As a boy, he had been just another urchin, a beggar and pickpocket who had seen countless others like himself die of starvation or thirst, left to waste away like unwanted garbage, while the merchants had gotten fatter on their riches. He had thought of those words the first time he'd dared raise a hand to steal from the pocket of one of his community's powerful traders—and had reminded himself of them again and again, each time he'd stolen, gotten caught, and been beaten as punishment.

Now he was a grown man with scar-covered skin that mapped out his grueling life's journey. His face was no longer that of a pitiful child but a cruel mask reflecting lessons learned the hard way. He no longer stole just for food or water. He stole for real profit. He no longer thought that each time he stole it would be the last. He knew now that the destiny in store for him was to feed off others, almost like a leech. He wasn't strong or desperate enough to join the savage raider gangs of the open wastes, so he learned instead a much more "antiseptic" way of taking from the wealthy and keeping himself alive. Steal, sneak away...and remain unseen.

Thievery is prevalent among the enclaves of the post-apocalyptic world, especially in areas where the poor outnumber those in relative comfort. Whether born from the masses of vagrant wanderers or cast out from their own villages and communities, many who fall on hard times become Skulks, stealing to survive. While in most villages, towns, and communities, Skulks are beaten or branded; they are just as often executed on sight in this world of dwindling resources.

The Skulk specializes in operating unseen, creeping silently past guards into the stockrooms of merchant houses and hiding among the shadows to avoid pursuers. Though most Thieves would obviously prefer to avoid contact with others at all costs, sometimes they must engage an enemy to facilitate escape. In such circumstances, the Skulk relies upon surprise and the ability to catch enemies unaware.

With such skills, the Skulk can often make a decisive strike before the battle even begins.

REQUIREMENTS

To qualify to become a Skulk, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Hide 6 ranks, Move Silently 6 ranks, Sleight of Hand 6 ranks.

Feats: None.

TABLE 1-12: THE SKULK

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+2	+0	Sweep	+1	+0
2	+1	+0	+3	+0	Sneak Attack +1d6	+2	+0
3	+2	+1	+3	+1	Bonus Feat	+2	+0
4	+3	+1	+4	+1	Skill Mastery	+3	+0
5	+3	+1	+4	+1	Sneak Attack +2d6	+4	+1
6	+4	+2	+5	+2	Bonus Feat	+4	+1
7	+5	+2	+5	+2	Improved Sweep	+5	+1
8	+6	+2	+6	+2	Sneak Attack +3d6	+6	+1
9	+6	+3	+6	+3	Bonus Feat	+6	+2
10	+7	+3	+7	+3	Without a Trace	+7	+2

CLASS INFORMATION

The following information pertains to the Skulk advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Skulk class skills are: Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (business, current events, streetwise) (Int), Listen (Wis), Move Silently (Dex), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language, Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Skulk advanced class.

Bonus Feats: A Skulk receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Acrobatic, Alertness, Armor Proficiency (light), Athletic, Attentive, Cautious, Defensive Martial Arts, Dodge, Elusive Target, Meticulous, Mobility, Nimble, Run, Spring Attack, Stealthy, Track, Unbalance Opponent.

Sneak Attack: The Skulk is a stealthy, sneaky predator, often ambushing lone wanderers and stragglers. As such, he receives a damage bonus (+1d6 at 2nd level, +2d6 at 5th level, and +3d6 at 8th level) when his target is denied his Dexterity bonus or flanked. A Skulk may sneak attack with a melee weapon or ranged weapon, as long as the enemy is within 30 feet.

Sweep: A Skulk knows how to size up an area and get the lay of the land with a single sweep of his eyes. This sweep provides a +4 circumstance bonus to Spot checks and covers an area out to 30 feet away from the Skulk (but not behind him). The Skulk can use this bonus at the start of an encounter. Anything not

concealed can be spotted in a sweep with a successful Spot check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Skill Mastery: The Skulk may select a number of skills equal to 3 + his Intelligence modifier from his class skills list. When making a check using one of these skills, the Skulk may take 10 even if stress and distractions would normally prevent him or her from doing so.

Improved Sweep: The Skulk's ability to get the lay of the land improves. Now the Skulk can not only spot potential perils with a successful check, but also determine their relative strength. A successful check tells the Skulk the strength of the threat as compared with himself: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

Without a Trace: When a Skulk uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, or Sleight of Hand, anyone using Investigate, Listen, Search, or Spot to detect the Skulk's activity takes a -4 penalty.

SISTER OF THE DESERT

The conclave of men laughed at their newfound possession: a young woman, slightly pretty, but whose features were hardened by sun and sand and a life of misery in the wasteland's seediest villages. These men would treat her no better, and even now they engaged in heavy drinking and fighting to see who'd win her for the night.

One of the merchants, however, peering through the murky glass of his mug, saw something that caught his interest. Suddenly his eyes widened in awful realization.

To everyone's surprise, he strode forward through the crowd and cut her chain, fluttering his hands wildly at the woman to get her running.

Astonished and outraged, the others moved to

protest, but he held them back, giving her time to vanish over the nearby dunes.

"Fools!" he shouted. "Did you not see the markings on her wrists when you took her?! She is one of the Sisters! Hurry, take up arms, everyone! Her comrades are certain to be nearby, encircling us as we speak—and they will bring down their wrath upon us all!"

Women in this awful, radiated world are a rarity in these times. The high levels of radiation in the planet's ecosystem have, over time, diminished mankind's ability to reproduce, and for some unknown reason, the frequency of female births in this age is plummeting. As such, the marauders and warlords of the Earth have long valued women.

The so-called "Sisters of the Desert" were, at one time, the priceless slaves of raider kings, debauched community leaders, or gang bosses of the various ruined cities of this savage land. These women, most often beauties handpicked from the masses and cultured like pearls, became things for men to attain and earn in the service of their masters.

But the *status quo* is not an easy thing to maintain, especially in these times, and though many slaves are cowed into submission, many more choose to risk death rather than serve as maids, servants, and concubines. Communities are attacked and destroyed on a regular basis in this world, and when they are, their leaders' harems sometimes get the opportunity to disperse before the victor can come to claim the spoils. Women are not stupid—they have seen their sisters raped to death in the power struggles that follow attack—and a few manage to escape with their lives.

Unaccustomed to a life of hardship and survival, and without their former masters to care for them, many die only months after escape. Others are fortunate enough to meet up with the Sisters of the Desert. Given food, water, shelter, and—most importantly—hope, they find that the Sisterhood is the strongest movement on the Twisted Earth.

The Sisterhood is comprised solely of women

(though in some rare instances, men formerly "used" in a similar fashion for obscene entertainment do become members) who have survived a nightmare life of capture, use, and perpetual abuse. They are universally escapees, runaways, and renegade "property," who seek only isolation and independence. They have come to form a small but determined coalition of scattered tribes that are bent on only one thing: exacting vengeance upon the raiders, bandits, slavers, and other tyrannical groups of the wasteland. It is their dream to take back the world as reparation for their squalid existence and set up a new society separate from the barbarism of the post-holocaust wasteland.

REQUIREMENTS

To qualify to become a Sister of the Desert, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Survival 6 ranks, Treat Injury 3 ranks.

Feat: Concubine.

Special: Female.

CLASS INFORMATION

The following information pertains to the Sister of the Desert advanced class.

Hit Die: 1d8.

Action Points: 6 + one-half of the character's level, rounded down, every time she attains a new level in this class.

Class Skills: The Sister of the Desert's class skills are: Bluff (Cha), Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Treat Injury (Wis), and Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Sister of the Desert advanced class.

TABLE 1-13: THE SISTER OF THE DESERT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+1	Persuade	+1	+2
2	+2	+2	+2	+2	Natural Healing	+1	+2
3	+3	+2	+2	+2	Bonus Feat	+2	+2
4	+4	+2	+2	+2	Go For The "Eyes"	+2	+3
5	+5	+3	+3	+3	Fascinate	+3	+3
6	+6	+3	+3	+3	Bonus Feat	+3	+3
7	+7	+4	+4	+4	Inspire Rebellion	+4	+4
8	+8	+4	+4	+4	Male Fear	+4	+4
9	+9	+4	+4	+4	Bonus Feat	+5	+4
10	+10	+5	+5	+5	Leave No One Behind	+5	+5

Bonus Feats: The Sister of the Desert gets a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Archaic Weapons Proficiency, Armor Proficiency (light), Alertness, Animal Affinity, Combat Expertise, Combat Reflexes, Combat Throw, Confident, Deceptive, Defensive Martial Arts, Dodge, Elusive Target, Exotic Melee Weapon Proficiency, Heroic Surge, Improved Combat Throw, Iron Will, Mobility, Spring Attack, Trustworthy, Unbalance Opponent.

Natural Healing: Sisters are expert at using herbs and natural methods to treat their injured comrades. Once per day, a Sister may cure $1d8 + 1$ points per character level of damage. This is in addition to any other healing the injured character takes due to treatment and rest. Using this ability requires 1 hour of undisturbed care.

Go For The “Eyes”: A Sister knows how best to injure her male predator. By using 1 action point, a Sister can turn a successful attack into an automatic critical to any male opponent. This only applies to melee attacks.

Leave No One Behind: Sisters never leave a comrade behind to be captured or suffer a horrible fate. The Sister and all allies within 30 feet are immune the massive damage checks and continue to fight when below 0 hit point until they reach -10, whereupon they die. In addition, they are immune to all forms of fear as long as the Sister remains within 30 feet. If the Sister is killed, the effect stops.

Persuade: A Sister learns to use her uniqueness to convince a single target to regard her as a trusted friend. If the target is currently being threatened or attacked by the Sister or her allies, this ability won't work.

The target makes a Will saving throw to avoid being persuaded by the Sister's words and actions. The DC is $10 + \text{Sister's class level} + \text{Sister's Charisma modifier}$.

This ability doesn't enable the Sister to control the target, but the target perceives the Sister's words and actions in the most favorable way. The Sister can try to give the target orders, but he or she must win an opposed Charisma check to convince the target to perform any actions he wouldn't normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by the Sister or her allies that threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 1 minute per Sister level.

After the duration expires, the GM determines the reaction and attitude of the target based on what the Sister compelled the target to do.

This is same as the Personality's *Winning Smile* ability in the *d20 Modern* core rulebook.

Fascinate: A Sister, being of the rare female gender, fascinates those who first see her. On the first round of

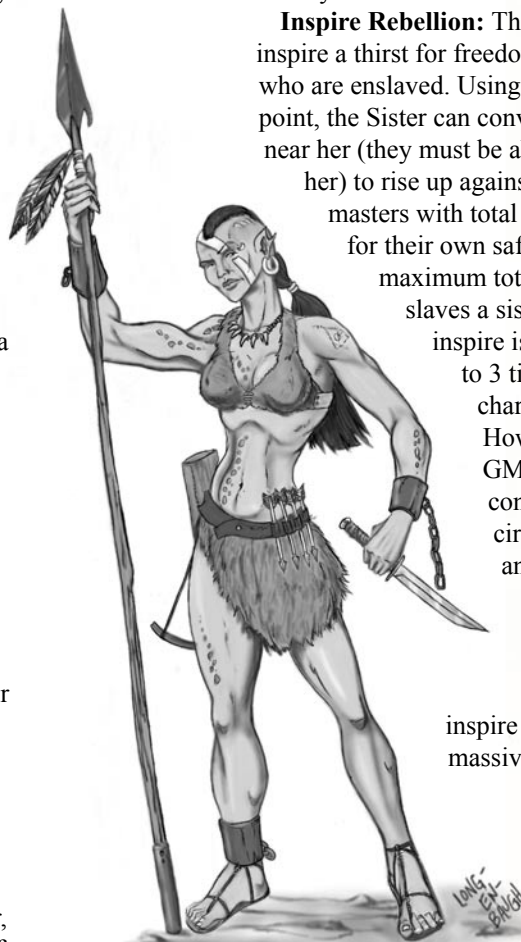
any meeting, the sister can attempt to fascinate a single target. The target must be a sentient human or mutant (character races only) and must fail a Will save (The DC is $10 + \text{Sister's class level} + \text{Sister's Charisma modifier}$) for the attempt to succeed.

A fascinated target does nothing but watch the sister, standing still and not acting in any way—even in the middle of battle. A fascinated target can be struck as if stunned (with a +2 bonus to the attack roll), but thereafter it recovers and may act normally. In any event, the fascinate ability only works for a number of rounds equal to the Sister's class level + the Sister's Charisma modifier. Using this ability is a free action.

Male Fear: The Sister gains the ability to inspire fear and awe in male opponents. All male opponents with fewer HD or levels than the Sister must make a Will save (DC $10 + \frac{1}{2} \text{Sister's character level} + \text{Sister's Charisma modifier}$) or become frightened. Those who save are still shaken. Those males with more HD or levels than the Sister's must also make a save, but are only shaken on a failed save and unaffected with a successful save. The range of the effect is 30 feet, and it lasts for a number of rounds equal to $2d6 + \text{the Sister's Charisma modifier}$.

Those who have been in the Sister's fearsome presence, whether or not they made a successful save, cannot be affected by another use of this ability for a full day.

Inspire Rebellion: The Sister can inspire a thirst for freedom in those who are enslaved. Using 1 action point, the Sister can convince slaves near her (they must be able to see her) to rise up against their masters with total disregard for their own safety. The maximum total HD of slaves a sister can inspire is equal to 3 times her character level. However, GMs should consider the circumstances and the chance that the rebellion could inspire a more massive revolt.





SURVIVALIST

The marketplace was bustling as the two men concluded their business. Though he detested relinquishing the handful of warm corium nuggets into the outstretched hand of the stranger, the merchant knew it was money well spent. Looking up from the thick, calloused palm, he took in the face of the man who stood before him and nodded in final agreement. They had made a deal.

The survivalist, wearing slit goggles to protect him from the sun and sand, seemed perfectly suited for the job of leading the merchant's caravan across the desert. He wore little that would encumber him, as if his mind and body were the only supplies essential to survival deep in the wilderness. The nakedness of his body, his deep tan, and his muscular form all showed clearly that, though they now stood in a bustling market, he was a true native of the wilds.

The merchant looked alarmed. "Aren't you bringing any survival gear?"

The survivalist just stared back through those eerie slits, his grim face conveying no emotion. He counted out the coins before turning and picking up a long-barreled rifle and slinging it over one shoulder.

"This is all I need..."

The Survivalist is a sort of wilderness scout who lives mostly in the wastelands. A self-sufficient hunter, he is most comfortable when caring for himself among the dunes or crags, where the food and water is just plentiful enough to feed him—and no one else. With his intimate knowledge of the wilderness, however, merchants who wish to convey their goods across the desolate landscape often seek him out as a guide or tracker. His greatest strength, however, comes from his mastery of a given weapon, for in the wide-open spaces of the wasteland, the ability to kill a marauding beast from afar is the most valuable asset he could possess.

REQUIREMENTS

To qualify to become a Survivalist, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Survival 6 ranks, Navigate 6 ranks.

Feats: Track.

CLASS INFORMATION

The following information pertains to the Survivalist advanced class.

Hit Dice: 1d10.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Survivalist class skills are: Climb (Str), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (earth and life sciences, mutant lore, twisted earth) (Int), Listen (Wis), Navigate (Int), Ride (Dex), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Survivalist advanced class.

Bonus Feats: A Survivalist receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Bull's Eye, Dead Aim, Double Tap, Exotic Firearms Proficiency, Far Shot, Guide, Personal Firearms Proficiency, Precise Shot, Point Blank Shot, Radiation Sense, Reactive Shooter, Shot on the Run, Skip Shot, Rip a Clip, Run, Quick Draw, Stealthy.

Called Shot: The Survivalist gains the extraordinary ability to strike precisely with any ranged weapon, adding +1d6 damage to his normal damage roll. When making a called shot, the Survivalist must spend a move-equivalent action aiming before the actual shot is taken. A called shot only works against living creatures with discernable anatomies. At 5th and 10th level, the Survivalist's extra damage increases by +1d6.

TABLE 1-14: THE SURVIVALIST

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Called Shot +1d6	+1	+0
2	+2	+2	+2	+0	Way of the Land	+1	+0
3	+3	+2	+2	+1	Bonus Feat	+2	+0
4	+4	+2	+2	+1	Hunter	+2	+1
5	+5	+3	+3	+1	Called Shot +2d6	+3	+1
6	+6	+3	+3	+2	Bonus Feat	+3	+1
7	+7	+4	+4	+2	Superior Camouflage	+4	+2
8	+8	+4	+4	+2	Way of the Land	+4	+2
9	+9	+4	+4	+3	Bonus Feat	+5	+2
10	+10	+5	+5	+3	Called Shot +3d6	+5	+3

Way of the Land: This ability is gained at 2nd and 8th level and can also be taken instead of a bonus feat. The Survivalist chooses either an overall +2 to Survival and Navigation checks or +8 to Survival and Navigate in a specific geographical region. The +2 bonus can be taken multiple times and stacks with itself or with the +8 regional bonus. The +8 regional bonus applies to a different region each time it is taken.

Examples of specific regions in Darwin's World include the Big Rocks, Deadlands, Great Rift Valley, or other area described in the Darwin's World gazetteer.

Hunter: The Survivalist is a skilled hunter, whether hunting animals or humanoids. The Survivalist can take 10 when hiding and moving silently, even if stress and distractions would normally prevent him from doing so.

Superior Camouflage: The Survivalist is an expert at hiding in natural terrain. Using camouflage techniques, the Survivalist can maximize the concealment benefits of his terrain, even if none exists. This increases the concealment bonus on Hide checks by one quarter. For example, a Survivalist hiding in an area that provides half concealment (no bonus) would gain three-quarters (+5). Normally, half concealment is required to hide, but a Survivalist can attempt to hide in any natural terrain.

SYMBIOTE

The two hunters, painted up like savages with war paint and terrible piercings, advanced towards the campfire. Like moths to a flame they came, moving with all the stealth of clumsy children towards their quarry, whom they had followed for more than a day. They could vaguely see her now—a lone feral female, they hoped—the back of her head, with its long silvery hair, resting against the log she used as a pillow.

Unable to control themselves any longer, the men made their move, leaping over the rocks to ambush her; their faces grinning with malevolent intent. Suddenly, however, they stopped, realizing with alarm that they were not leaping upon a witless victim but a dummy laid to lure them, and instead of a solitary foe, they faced a gathering of mutant ghouls who had also been curiously drawn to the bonfire...

Almost a quarter of a mile away, the young woman watched with satisfaction as her delicate hand moved to pet the calm white mare standing at her side. Their ruse had worked, and now those vile predators would get what they deserved at the hands of creatures far less forgiving than she.

"Well, sister," she said quietly into her horse's ear, "you were right. I'll never doubt your nose again."

The woman had lived seventeen long years alone among the desert sands, and thanks to her brave friend's sense of smell, and gods willing, she would live to see seventeen more.

In the wasteland, surviving on one's own is almost impossible. Rampant environmental dangers, mutant creatures thriving among the ruins, and the odd marauding raider gang make life a treacherous prospect indeed. There are those, however, who adapt to the dangers surrounding them by making friends. But in many cases, your "friend" will only turn out to be a thief and traitor, robbing you blind when you put your guard down or killing you while you sleep.

The Symbiote is a rare breed of Scav, loner, or vagabond who has come up with another solution—to make friends with someone who won't cheat her. The Symbiote is a character that has an unusual bond with an animal—a dog, wolf, wildcat, horse, or other creature—that has become her companion, compatriot, and friend. Together they share the burden of finding food, water, and shelter, watching each other's backs and keeping each other safe on long, cold desert nights.

TABLE 1-15: THE SYMBIOTE

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+0	+1	Animal Partner	+1	+0
2	+1	+2	+0	+2	Opportunist	+1	+0
3	+2	+2	+1	+2	Bonus Feat	+2	+0
4	+3	+2	+1	+2		+2	+1
5	+3	+3	+1	+3	Bond Of Friendship	+3	+1
6	+4	+3	+2	+3	Bonus Feat	+3	+1
7	+5	+4	+2	+4		+4	+2
8	+6	+4	+2	+4	Ranged Opportunist	+4	+2
9	+6	+4	+3	+4	Bonus Feat	+5	+2
10	+7	+5	+3	+5		+5	+3

Due to their unusual bond, Symbiotes often become withdrawn from others of their kind, preferring the company of their companion to other sentient beings. As such, they soon earn reputations as hermits, “wild men,” and ferals.

REQUIREMENTS

To qualify to become a Symbiote character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Handle Animal 6 ranks, and Survival 6 ranks.

Feats: Animal Affinity.

CLASS INFORMATION

The following information pertains to the Symbiote advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character’s level, rounded down.

Class Skills: The Symbiote class skills are: Handle Animal (Cha), Knowledge (earth and life sciences, mutant lore) (Int), Listen (Wis), Navigate (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Symbiote advanced class.

Bonus Feats: The Symbiote receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Alertness, Animal Affinity, Archaic Weapons Proficiency, Athletic, Brawl, Combat Expertise, Combat Reflexes, Defensive Martial Arts, Dodge, Guide, Improved Initiative, Mobility, Run, Radiation Sense, Personal Firearms Proficiency Power Attack.

Animal Partner: At 1st level, the Symbiote attracts an animal partner. The animal serves in a capacity not unlike a familiar, but due to its inherent intelligence (see below) it is more like a partner and friend. Typically, dogs, coyotes, wolves, horses, and even wild cats can be taken as symbiotic partners. Mutated animals from the following list may be taken with the GM’s consent: cynemie, desert horse, fraxx steed, gront, lurking panther, rad wolf, ravening hound, snuffle hog, and two-headed mutant bear. As a



TABLE 1-16: THE SYMBIOTE PARTNER

Level	Hit Dice	Strength / Dexterity	Intelligence	Defense Bonus	Special
1	+0d8	+1	6	+1	Bond of Friendship
2	+1d8	+1	7	+1	Evasion
3	+1d8	+1	8	+2	Share Saving Throws
4	+2d8	+2	9	+2	Track
5	+2d8	+2	10	+3	Man's Best Friend +2
6	+3d8	+2	11	+3	Familiarity
7	+3d8	+3	12	+4	Never Quits
8	+4d8	+3	13	+4	Man's Best Friend +4
9	+4d8	+3	14	+5	Improved Evasion
10	+5d8	+4	15	+5	Speak with Symbiote

general rule, GMs shouldn't allow players to choose a creature that is more than her HD.

If a Symbiote's animal companion is ever killed, she may attract a new animal of a similar kind in one year. The new creature only gains 1st level benefits (see below) for the first month. After this time, it gains 2nd level benefits as the Symbiote becomes more attuned to this new companion. Each additional increase in benefits takes a full month.

Opportunist: Once per round, the Symbiote can make an attack of opportunity against a melee opponent that has just taken melee damage from her animal partner. This attack counts as the Symbiote's attack of opportunity for that round.

Bond Of Friendship: The Symbiote gains the ability to detect the direction and distance of his animal partner if the two are ever separated. This ability requires a Navigate check (DC 15) and counts as a standard action.

Ranged Opportunist: Once per round, the Symbiote can make a ranged attack of opportunity against any opponent who has just taken melee damage from her animal partner. This attack counts as the Symbiote's attack of opportunity for that round.

SYMBIOTIC PARTNER

Because of its close relationship with the Symbiote, the animal partner gains special abilities based on the Symbiote's class level.

Class Level: As the Symbiote's level increases, her companion's level increases along with it. As the level increases, the animal gains new abilities.

Bonus HD: As the animal partner's level increases, it gains extra d8 Hit Dice, each of which provides a Constitution modifier, as normal. Extra Hit Dice also improve the partner's base attack bonus and saving throws, as normal.

Defense Bonus: This is a bonus to the partner's defense rating.

Strength and Dexterity Adjustment: Add this figure to the partner's Strength and Dexterity score.

Int: With advancement, the partner's Intelligence score increases.

Bond of Friendship: This ability acts exactly as the Symbiote's ability of the same name, but the partner receives it at an earlier level. The animal often unexpectedly finds his master in times of trouble and comes to the rescue.

Evasion: If the animal partner is subjected to an attack that normally allows a Reflex saving throw for half damage, a successful saving throw reduces the damage to 0.

Share Saving Throws: The animal partner uses its own base saves or the Symbiote's, whichever is higher.

Track: The partner receives the Track feat for free.

Man's Best Friend: The partner's bonuses become +4 on all attacks, checks, and saves if it witnesses the Symbiote being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent. This bonus is increased to +4 at 8th level.

Familiarity: The Symbiote and the partner share a great familiarity with one another. The Symbiote can use her Sense Motive skill to understand her partner's thoughts as a free action. The DC for this use of the Sense Motive skill is 15. Note that only limited understanding (emotions, drives, current state of mind, etc.) can be communicated with Familiarity.

Never Quits: The partner never gives up when either it or the Symbiote is threatened. As long as the threat is immediate and apparent, the partner will continue to act until its hit points reach -10, whereupon it dies.

Speak with Symbiote: The Symbiote and her partner communicate as if speaking a common language. Although each makes distinctly different sounds from the other, each understands the other fully. Others cannot understand this communication.

Improved Evasion: If the partner is subjected to an attack that normally allows a Reflex saving throw for half damage, a successful saving throw reduces the damage to 0, and it takes half damage even if the saving throw fails.



TINKER

They would be on him any moment now. The tinker, up in the tower overlooking the abandoned compound, tried to focus on what he was doing, despite the sounds of the motorcycle gang growing louder and louder outside. A screw held tightly in his lips and a magnifying lens over one eye, the tinker worked feverishly to put the finishing touches on the secret weapon laid out before him on the dust-covered table.

A crash sounded outside, followed immediately by a boom. The raiders who had followed him here had triggered the first of the traps he'd laid for them. The tinker's face changed from worry to an almost skeletal grimace of delight. He took the screw from his dry lips, put it in its place, and looked over his creation with glimmering eyes.

A voice bellowed from below. "Come down, little worm! You have no more toys!"

The tinker walked over to the window, put the weapon down on a makeshift tripod, and threw the shutters open. His long, heavy trench coat flared as the desert wind blasted the catwalk ringing the tower. Looking down into the yard he saw a scattered group of raiders, stumbling about the smoky debris of their leader's command car.

The tinker smiled and yelled. "If you want me, come and get me!"

The raiders looked up and realized the tinker did

in fact have one last "toy" in his arsenal—a heavy machine gun, restored by his tireless efforts to pristine condition...

The Tinker is a breed of creative individuals who help keep the ember of technology alive through their intelligence and cunning. Though not true scientists, or even mechanics, Tinkers possess an aptitude for tweaking and repairing almost any kind of technological item. Fascinated with the intricate workings of mechanical and electronic devices, they often find a way to make things work despite decades (or even centuries) of neglect. That same aptitude also allows the Tinker to squeeze out that little extra performance to make an item (whether a gun or other gizmo) operate beyond its normal limits, often to the surprise of his adversaries.

REQUIREMENTS

To qualify to become a Tinker, a character must fulfill the following criteria.

Base Attack Bonus: +1.

Skills: Disable Device 6 ranks, Knowledge (technology) 6 ranks, and Repair 6 ranks.

Feats: None.

CLASS INFORMATION

The following information pertains to the Tinker advanced class.

Hit Dice: 1d6.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Tinker class skills are: Computer Use (Int), Craft (electronic, mechanical, structural) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (physical sciences, technology, ancient lore) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), and Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Tinker advanced class.

Bonus Feats: A Tinker receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Builder, Cautious, Combat Expertise, Educated, Gearhead, Intuitive Mechanic, Modern Firearms Discipline, Modern Vehicles Discipline, Personal Firearms Proficiency, Point Blank Shot, and Studious.

Jury-Rig: A Tinker gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging. At later levels, this competence bonus increases.

TABLE 1-17: THE TINKER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2	Jury-Rig +2	+1	+1
2	+1	+0	+0	+3	Tinkering	+1	+1
3	+1	+1	+1	+3	Bonus Feat	+2	+1
4	+2	+1	+1	+4	Tech Weapon	+2	+2
5	+2	+1	+1	+4	Tinkercraft	+3	+2
6	+3	+2	+2	+5	Bonus Feat	+3	+2
7	+3	+2	+2	+5	Jury Rig +4	+4	+3
8	+4	+2	+2	+6	Smart Weapon	+4	+3
9	+4	+3	+3	+6	Bonus Feat	+5	+3
10	+5	+3	+3	+7	Improved Tinkering	+5	+4

Tinkering: The Tinker has the ability to temporarily modify mechanical and electronic items to get maximum performance out of them. Tinkering is not an exact science and often damages the item as a result.

By spending 1 action point and making a Repair check, the Tinker can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Repair check depends on the type of improvement being made, as shown on the table below.

Improvement	Tinker DC	Repair Chance (d%)
Ranged Weapons		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Electronic Devices		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
Vehicles		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

The Tinkering takes 1 hour. The Tinker can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his or her Tinker class level, beginning when the object is first put into use. The Tinker selects the single improvement he or she wants to make prior to making the check. After the duration

of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.

Tinkercraft: At 5th level, the Tinker becomes adept at improving objects permanently. Using his tinkering skills, the Tinker can make an existing object mastercraft quality (+1).

The time it takes to Tinkercraft an object is the same as it would to be craft it initially. For example, making a firearm would take 24 hours. The cost to Tinkercraft an object is equal to the value of the original object.

In addition to the monetary cost, the Tinker must also pay a cost in experience points equal to 25 times his or her Tinker level. The XP must be paid before making the Tinkercraft check. If the expenditure of these XP would drop the Tinker to below the minimum needed for his current level, then the Tinker cannot use Tinkercraft for this particular item until gaining additional experience.

The Tinker's Tinkercraft skill is the same as his Repair skill. If the Tinker's Craft (mechanics) or Craft (electronics) skill is higher than his Repair skill, he may use that instead, but only on the appropriate objects. The Tinkercraft DC is equal to the Craft DC for a normal object of the same type +3.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons, armor, and certain other types of equipment, such as computers and electronic devices, can be improved.

Tech Weapon: Given time, the Tinker can learn to use any modern or high tech weapon. Learning to use a new weapon takes 4 hours of uninterrupted study and a successful Knowledge (technology) roll (DC 15 for modern weapons and DC 20 for futuristic weapons). The Tinker may retry until he succeeds his Knowledge (technology) check, but each attempt takes 4 hours of study. Once he has learned how to properly operate the weapon, he no longer suffers non-proficiency penalties.

Smart Weapon: The Tinker selects one weapon in which he is proficient and which he can use with one hand. With the selected weapon, the Tinker can use his or her Intelligence modifier instead of Strength or Dexterity modifier on attack rolls. The Tinker may select any weapon, even an advanced one.

Improved Tinkering: The Tinker has improved his ability to tinker items. His modifications now last 1 hour per Tinker level. However, the chance for the item needing repairs afterwards increases by 10%.

TRADER

In the blinding light of the noon sun, crowds gather to shout and jeer. The stirred desert sand settles a bit as those gathered cease their stomping about and take a moment to watch as the next lot of goods is brought in. A few women, dressed in tattered rags and bound by old, clunky chains, demure at the sight of the grubby, filthy, and excited onlookers. As the crowd pushes forward, a figure off to the side grins and motions with a finger for his guards to hold back the masses. Turning to address his captive audience, the trader starts the bidding...

Many communities in the deserts, plains, and urban ruins are not based on race, color, mutation strain, or any other attribute, but instead rely on the diversity of strangers for survival. These are mercantile communities, centers of ruthless capitalism where



all things can be had—for a price. These places are usually dark pits of corruption, run by ruthless overlords, policed by a ruthless security force, and home to all manner of vices and crimes. Slave pits are a common feature of trade settlements. It is a well-known fact that many loners in the desert are captured and thrown into the gladiatorial pits for the amusement of passing merchants and the city's groveling poor. Such places, though promising in their offering of all manner of goods for sale, are often a danger in themselves.

Despite the barbaric nature of the uncivilized wasteland the world has become, some commerce does exist among the more prosperous communities. Those who dare ply the deserts, plains, and mountains stand to make an incredible profit, taking fresh water, preserved foods, and scavenged goods to those communities that need it, returning with luxury items for those who can afford it. What would seem to be an easy life is not—the merchant must deal with the natural hazards of the land (heat, radiation, poisoned water, etc), as well as brigands, raiders, and hostile mutants of all kinds. Carrying valuable goods, the merchant is the ideal target.

Some merchants form trade cartels or join groups already in place, some of which have become major organizations. In such organized trade, members generally come up with and adhere to a code. It is this code that makes commerce in this rugged world possible; without trust, trade cannot exist. In a world of raiders, double-crossing locals, and predatory Scavs, this code is all that separates the Trader from the scummy roadside peddler.

The Trader's Code:

When a young aspirant joins a merchant house, he gives up any former community, loyalties, and ties.

He swears an oath of allegiance to the house and, usually, its master.

He swears to adhere to the merchant house's rules in all situations.

He will seek to bring benefit and profit to the house above all things.

The good of the house becomes paramount in all matters.

The aspirant may never, ever, sully the reputation of the house or cause any community, region, or people to have a negative opinion of the house (whether through cheating, stealing, or any other type of dishonest business practice).

These are just general rules of the code. Though there are variations depending on the actual group (the Clean Water Clan, Far Traders, and Cartel have their own rules; lesser groups certainly have their own laws and trade customs), these are typical.

TABLE 1-18: THE TRADER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+1	Ear to the Ground	+1	+1
2	+1	+0	+2	+2	Money Talks	+1	+1
3	+1	+1	+2	+2	Bonus Feat	+2	+1
4	+2	+1	+2	+2	Going Once, Going Twice	+2	+2
5	+2	+1	+3	+3	Read the Signs	+3	+2
6	+3	+2	+3	+3	Bonus Feat	+3	+2
7	+3	+2	+4	+4	Sucker Born Every Minute	+4	+3
8	+4	+2	+4	+4	Leadership	+4	+3
9	+4	+3	+4	+4	Bonus Feat	+5	+3
10	+5	+3	+5	+5	Professional Courtesy	+5	+4

REQUIREMENTS

To qualify to become a Trader, a character must fulfill the following criteria.

Base Attack Bonus: +1.

Skills: Diplomacy 6 ranks, Gather Information 3 ranks, Profession (Trader) 3 ranks.

Feats: None.

Special: Trade Language.

CLASS INFORMATION

The following information pertains to the Trader advanced class.

Hit Dice: 1d6.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Trader class skills are: Bluff (Cha), Drive (Dex), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (current events, business) (Int), Navigate (Int), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (any), Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Trader advanced class.

Bonus Feats: A Trader receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Alertness, Attentive, Confident, Creative, Deceptive, Guide, Leadership, Market, Meticulous, Personal Firearms Proficiency, Renown, Silver Tongue, Studious, Trustworthy, Vulture.

Money Talks: The Trader can spend some of his money (or equivalent in bartered goods) to improve relations with NPCs. For every 100 cp spent on a bribe or "gift," the Trader gains a +1 circumstance bonus to Diplomacy checks (maximum +10) when attempting

to change an NPC's attitude. In certain circumstances (at the GM's discretion), this ability can be used to provide a bonus to Gather Information skill checks (maximum +10).

Ear to the Ground: A Trader is always listening for rumors of new markets and supplies. A Trader receives a +4 competence bonus to all Gather Information skill checks.

Read The Signs: A Trader knows how to read the signs of the desert—from Trade-language markers and Unislang graffiti to tracks in the sand and eerie silence. Whenever a Trader stumbles into an encounter on any established trade route (but not uninhabited wilderness or off the beaten path locales), he receives a +4 competence bonus to Initiative on the first round, as if he was suspecting danger all along.

Going Once, Going Twice: By making a successful Bluff check, the Trader can sell items at much higher price than their actual worth, usually through auction or sheer bravado. The % above actual worth is determined using the table below. A failed Bluff check results in selling the item less than its value.

Bluff Check	Percent above market value
Below 10	-25%
11-14	+0%
15-20	+25%
21-25	+50%
26-30	+100%
31+	+200%

Sucker Born Every Minute: Among primitive, backwards, or feral communities, a Trader's showmanship and style is always impressive. A Trader can almost always manage to sell something in a tribal village for far more than it's worth. Examples include beads, brass trinkets, and even discarded junk. Once per visit to such a community, a Trader will generate a small sum of 1d4 x 100 cp.

Leadership: A Trader is assumed to have drawn mercenaries and loyal followers to his employ. He automatically gains the Leadership feat for free. If the Trader already has leadership, he gains a +3 to his leadership score.

Professional Courtesy: The Trader is recognized as a member in good standing of his merchant house, and so can petition peers (even neutral ones or those from rival houses), instead of local authorities, to oversee any case or judgment concerning him. He can only do this in a civilized or semi-civilized settlement where at least one merchant house is represented. Trials overseen by merchant houses, even bitter enemies, usually result in a fine instead of corporal punishment or imprisonment (though the actual amount must be set by the GM, depending on the crime committed), to protect “their own.” A Trader can thus use this ability to appeal to his merchant peers and avoid suffering more serious punishments by instead paying a fine.



EPIC CLASSES

Eventually, characters will find themselves reaching the highest levels of the advanced classes. At that point, they may choose to diversify by taking other advanced classes, but some will want to move on to even bigger and better things. The following classes—called epic classes—are designed for that purpose. They represent rare, powerful people of the post-apocalyptic earth such as scientists who attempt to master the lost technology of the Ancients, or Trade Masters seeking to dominate the Twisted Earth with trade cartels.

All of these classes are designed for 11th level and beyond, with some requiring characters between 12th and 15th level. They are all suitable for epic adventures

that will eventually take characters beyond 20th level. Certainly, characters that have survived to this point (a great accomplishment) are major heroes and leaders of the post-apocalyptic Earth.

CHAMPION

The sight of the raider's powerful body, crisscrossed with scars and tattoos, seemed to give the defenders of the tribal fort pause. With the moment's hesitation afforded him by his awesome presence, he took stock of the situation. Here he was, on foot and wounded, his gas-powered motorcycle now a heap of smoking ruin yards away. His firearm was also somewhere in that burning inferno, and his allies—his fellow gang members—had not followed him over the wall and into the compound as planned.

He gritted his teeth, cursing his men's lack of courage and coordination.

Realizing the crowd was in awe of him and his ferocious appearance, he pondered whether or not to simply charge towards the gate. No doubt a fierce cry would send the meager defenders running.

As he bared his teeth, preparing to summon every ounce of energy for that mad dash, the defenders parted prematurely, to reveal someone approaching.

Standing there was a man almost seven feet tall, broader than any mere tribal the raider had ever seen, his skin painted with war paint. The new arrival's knotted muscles were rippling with the weight of the enormous axe in his hands, the metal face of which was etched with the words “Raider Bane...”

The Champion is the best a community has to offer, the cream of their elite guard or soldiery, admired—even revered—as the protector of his entire enclave. Champions are those rare individuals who have survived years of inter-community conflict, incessant raider attacks, and treacherous power struggles

TABLE 1-19: THE CHAMPION

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+0	+1	Rallying Cry +2	+1	+2
2	+2	+2	+0	+2	Improved Tactical Aid	+1	+2
3	+3	+2	+1	+2	Bonus Feat	+2	+3
4	+4	+2	+1	+2	Rallying Cry +3	+2	+3
5	+5	+3	+1	+3	Awesome Presence	+3	+4
6	+6	+3	+2	+3	Bonus Feat	+3	+4
7	+7	+4	+2	+4	Challenge	+4	+5
8	+8	+4	+2	+4	Rallying Cry +4	+4	+5
9	+9	+4	+3	+4	Bonus Feat	+5	+6
10	+10	+5	+3	+5	To the Bitter End	+5	+6

through their own strength, cunning, and martial skill. Champions are almost universally respected and feared, by locals and outsiders alike; they are true survivors, who maintain their place in the world through the destruction of all who threaten them or their people.

Champions have a place in almost every society or group, from established citadels of civilization in the desert to rampaging raider gangs. In the former, they are likely the captains of the watch or commanders of a community leader's personal bodyguard. In the latter, Champions often rise to assume a role of leadership and command, using their power to squash all competition.

Some Champions, instead of rising as heroes of a given community, hone their skills to their elite rank through gladiatorial games. Their reputation is thus gained not through acts of bravery and lifelong dedication, but rather due to brutality, slaughter, and carnival showmanship.

REQUIREMENTS

To qualify to become a Champion, a character must fulfill the following criteria.

Base Attack Bonus: +10.

Skills: Knowledge (tactics) 8 ranks, Intimidate 10 ranks.

Feats: Toughness, Iron Will.

Special: Defender class ability.

CLASS INFORMATION

The following information pertains to the Champion advanced class.

Hit Dice: 1d12.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Champion class skills are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics, current events, mutant lore) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Champion advanced class.

Bonus Feats: A Guardian receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Futuristic Firearms Proficiency, Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light, medium, heavy), Burst Fire, Cleave, Combat Reflexes, Double Tap, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Hard Eye, Improved Two Weapon Fighting, Intimidating Strength, Precise Shot, Personal Firearm Proficiency,



Point Blank Shot, Power Attack, Power Armor Operation, Rip a Clip, Strafe, Sunder, Two Weapon Fighting.

Improved Tactical Aid: This improved version of the Guardian's Tactical Aid ability doubles the bonuses and duration. If the Champion does not have Tactical Aid, he gets the standard ability and not the improved version.

Rallying Cry: The Champion rallies his fellows even in dire situations. All allies within 20 feet of the Champion receive a +2 morale bonus to saves and attack rolls. If the Champion is brought down, however, this bonus is lost. This ability increases as the Champion gains levels.

Awesome Presence: The Champion gains the ability to inspire fear and awe by his mere presence. The awesome presence must take the form of a particular action (walking calmly towards his enemy despite suppressing fire, for instance, or shouting threats in a defiant voice over the din of battle). All opponents with fewer HD or levels than the Champion must make a Will save (DC 10 + ½ character level + Charisma modifier) or become frightened. Those who save are still shaken. The range of the effect is 30 feet, and duration lasts for a number of rounds equal to 2d6 + your Charisma modifier.

Those who have been in the Champion's awesome presence, whether or not they made a successful save, cannot be affected by another use of this ability for a full day.

Challenge: Using 1 action point, the Champion can call out a challenge to another warrior on the battlefield, usually the leader, forcing the target to battle him one on one. All other combatants in a 50-foot radius stop fighting (though usually all surrounding people will stop to watch unless some sight or sound barrier prevents them from noticing).

If the target is of a non-warrior class (such as Scholar, Tinker, Mech, Sage), he may direct a proxy to fight for him. If no realistic proxy is available, the non-warrior can turn down the challenge, but his reputation will be decreased by one point if he does.

After the one-on-one battle, the loser's allies suffer a -2 morale penalty of the remainder of the combat. In some cases, the GM may determine that the losing side is completely demoralized and flees.

To the Bitter End: The Champion will never give up on his community, even when certain death is assured. A Champion of this level can continue to fight even after death (-10 hit points). Each round that the Champion is below -10 hit points, he may make a Fortitude save (DC 10 + 1 per hit point below -10) to continue fighting. Note that the Champion is in fact dead at this point, and healing him has no effect. Only skills and abilities that affect dead characters apply, such as Jujū Miracle.

MECH

His face and hands obscured by an oily layer of black grease, his clothes soiled, patched-up, and sprouting a collection of pockets and pouches, his belt jingling with keys, screwdrivers, and wrenches, the Mech is a unique sight in the world's more advanced communities. Working late into the night, toiling over vehicles, computers, and life-sustaining machines such as water purifiers and generators, he is a vital part of his community and a resource jealously sought throughout the wasteland.

The Mech is a repairman, a tinker, a "Mr. Fixit" without equal, someone who takes on the tasks of maintaining, repairing, or resurrecting Ancient mechanical and electronic items and artifacts. In many communities Mechs are considered invaluable assets with rare skills in the technical and mechanical fields, and their roles often afford them a prestigious standing among their people. Prosperous communities will often employ Mechs in numbers so their resurrected machines, weapons, and armor will remain in full working order. Mechs in such communities are accorded unprecedented dignity and respect by their more mundane peers.

On the flip side, however, are the raider gangs and malevolent technological societies, to whom Mechs are merely valuable commodities. Often considered little better than insects by their overlords, they are kept alive in miserable squalor to oil and tend the machines of their masters in their various campaigns of conquest and barbarism. In the worst communities, these skilled individuals are enslaved and treated like dogs in a kennel, fed only to sustain their strength. In such a barbarous environment, the Mech is seen only as a "tool" to keep machines, water purifiers, and vehicle fleets running.

REQUIREMENTS

To qualify to become a Mech, a character must fulfill the following criteria.

Skills: Craft (electronic) 10 ranks, Craft (mechanical) 12 ranks, Knowledge (technology) 10 ranks, Repair 13 ranks.

Feats: Gearhead.

Special: One Technology Craft Discipline.

CLASS INFORMATION

The following information pertains to the Mech advanced class.

Hit Dice: 1d6.

Action Points: 6 + one-half of the character's level, rounded down.

TABLE 1-20: THE MECH

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2	Mastercraft	+1	+2
2	+1	+0	+0	+3	Quick Repairs	+1	+2
3	+1	+1	+1	+3	Bonus Feat	+2	+2
4	+2	+1	+1	+4	Mastercraft	+2	+3
5	+2	+1	+1	+4	Improved Repairs	+3	+3
6	+3	+2	+2	+5	Bonus Feat	+3	+4
7	+3	+2	+2	+5	Mastercraft	+4	+4
8	+4	+2	+2	+6	Lightning Repairs	+4	+4
9	+4	+3	+3	+6	Bonus Feat	+5	+4
10	+5	+3	+3	+7	Supercraft	+5	+5

Class Skills: The Mech class skills are: Computer Use (Int), Craft (electronic, mechanical, structural) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (physical sciences, technology, ancient lore) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), and Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Mech advanced class.

Bonus Feats: A Mech receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Armor Discipline, Advanced Electronics Discipline, Advanced Weapons Discipline, Aircraft Discipline, Builder, Educated, Futuristic Firearms Proficiency, Intuitive Mechanic, Modern Firearms Discipline, Modern Vehicles Discipline, Personal Firearms Proficiency, Power Armor Operation, Studios.

Mastercraft: At 1st level, the Mech becomes adept at creating mastercraft objects. He applies the mastercraft ability to one of his Craft skills (electronic or mechanical). From this point on, he can build mastercraft objects using that skill. With Craft (electronic), the Mech can build electronic devices. With Craft (mechanical), the Mech can build mechanical devices.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the cost of the components (see the appropriate Craft skill description) + 50% per bonus provided by the mastercraft feature. A Mech can add the mastercraft feature to an existing ordinary object. The cost is the same as if he were constructing the object from scratch.

In addition to the component costs, the Mech must also pay a cost in experience points equal to 25 times his Mech level times the bonus provided by the mastercraft feature. The XP must be paid before making the Craft check. If the expenditure of these XP would drop the Mech to below the minimum needed for his or her current level, then the XP can't be paid and the Mech

can't use the mastercraft ability for this particular item until he gains enough additional XP to remain at his current level after the expenditure is made.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

At 4th, 7th, and 10th levels, the Mech can add the mastercraft ability to another Craft skill, or he can improve his ability in the skill selected at 1st level, so that his mastercraft objects provide a +2 or +3 bonus. +3 is the maximum mastercraft bonus.

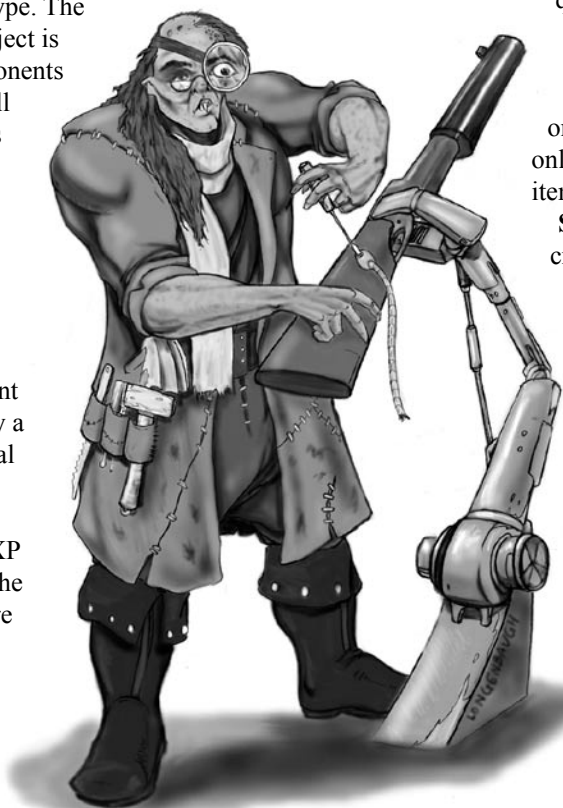
The Craft DC for a mastercraft object is the same as for a normal object of the same type, as described in the Craft skill, with the following modification: For a +1 object, add +3 to the Craft DC; for a +2 object, add +5 to the Craft DC; and for a +3 object, add +10 to the Craft DC.

Quick Repairs: Sometimes, to the amazement of others, a Mech can perform complex repairs in a matter of minutes! Using 1 action point, the Mech can reduce the time to repair items by one rank: simple objects only take 1 round, moderate objects only take 1 minute, complex items only take 10 minutes, and advanced items only take 1 hour.

Improved Repairs: The Mech is an expert at repairs. When repairing objects, the Mech can either reduce the repair time by 50% or double the hit points restored. This ability cannot be used in conjunction with quick repairs.

Lightning Repairs: The Mech's ability to perform quick repairs improves. Using 1 action point, the Mech can reduce the time to repair items by two ranks: moderate objects only take 1 round, complex items only take 1 minute, and advanced items only take 10 minutes.

Supercraft: This is the pinnacle craft ability of the Mech, and allows him to create a +5 masterwork item. This item must remain in the Mech's possession, as it requires constant tuning and tweaking to maintain its supercraft quality. If the item goes 24 hours without a tune-up, it reverts to a +3 masterwork item. The daily tune-up only takes the Mech 10 minutes. The Mech can only have one supercraft item at a time. If the supercraft item is destroyed, he may create a new one.



MEDICINE MAN

It was the dead of night. Yet here, in the blasted urban landscape, a perceptible glow suffused everything, giving light to the squalid hole in which the party of men now found themselves.

Fighting raged outside, the sounds of gunfire met with shrieks, screams, and bloodcurdling laughter of the most inhuman sort. The last of their number were holding onto a shaky perimeter, doing battle with a mob of ghouls that had surprised the expedition as it neared the nuked city's heart. Now, in the wee hours before dawn, nearly a hundred had come to slaughter them to the last.

Inside the building, some of the blood-caked soldiers brought in two or three of their fallen comrades. A handful of others checked the darkened rooms to make sure there were no more ghouls inside. Then they turned to the individual who had accompanied them to ensure they all came back alive.

"Will this be okay, Doc?" asked one of the grunts.

The medicine man looked over the damp, roach-infested interior before motioning for the first casualty to be put on a nearby stone slab.

"It will have to do, soldier."

Whereas the Juju Doctor can run the gamut from a tribal shaman to a technological throwback with some limited expertise in true medicine, the Medicine Man is a master physician by comparison. With years of

education and practical experience under his belt, the Medicine Man has seen almost every kind of injury imaginable, helped treat diseases or concoct cures for the deadliest mutated viruses, and made miracles happen with the magic of his hands.

Because of his focus on medicine and treatment, the Medicine Man is not only proficient in the use and creation of medicines, but also with the legendary devices of the Ancients, life-giving wonders that remain almost totally unknown in this new Dark Age of science.

REQUIREMENTS

To qualify to become a Medicine Man, a character must fulfill the following criteria.

Skills: Treat Injury 13 ranks, Craft (pharmaceutical) 8 ranks, Knowledge (earth and life sciences) 6 ranks, Knowledge (mutant lore) 6 ranks, Knowledge (technology) 6 ranks.

Feats: Surgery, Medical Expert.

CLASS INFORMATION

The following information pertains to the Medicine Man advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Medicine Man class skills are: Concentrate (Con), Craft (pharmaceutical) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (ancient lore, behavioral sciences, current events, earth and life sciences, mutant lore, technology) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spot (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Medicine Man advanced class.

Ancient Drugs: The Medicine man has learned the pharmaceutical techniques of the Ancients, and can recreate the powerful drugs they once used. Ancient drug creation requires materials, time and a successful Craft (pharmaceutical) check. These details can be found in the Artifacts of the Ancients section (under Ancient Medicine).

This ability is effectively the same as the *Advanced Pharmaceutical Discipline* feat. The Medicine man does not need to meet the prerequisites of that feat to use this ability. If the character already has the *Advanced Pharmaceutical Discipline* feat, he may choose a bonus feat from the Juju Doctor's bonus feat list.

Mutant Treatment: If the Medicine Man administers Ancient drugs to a mutant character, he can grant +4 bonus to the mutant's Medical Incompatibility check.



TABLE 1-21: THE MEDICINE MAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+0	+1	Ancient Drugs	+1	+2
2	+1	+2	+0	+2	Minor Medical Miracle	+1	+2
3	+1	+2	+1	+2	Medical Specialist +1	+2	+2
4	+2	+2	+1	+2	Mutant Treatment	+2	+3
5	+2	+3	+1	+3	Mutant Drugs	+3	+3
6	+3	+3	+2	+3	Medical Specialist +2	+3	+4
7	+3	+4	+2	+4	Second Chance	+4	+4
8	+4	+4	+2	+4	Medical Miracle	+4	+4
9	+4	+4	+3	+4	Medical Specialist +3	+5	+4
10	+5	+5	+3	+5	Ancient Medical Technology	+5	+5

Mutant Drugs: The Medicine Man can create Ancient drugs that are 100% compatible with mutants. These drugs must be created for a specific mutant or group of similar mutants. If a different mutant (or human) uses the mutant-specific drug, he must make a Medical Incompatibility check.

Minor Medical Miracle: This ability has the same effect as the ability of the same name given to the Field Medic in the *d20 Modern* core rulebook or the Juju Doctor's Juju Miracle ability. If the Medicine Man already has this ability, he may choose a bonus feat from the Juju Doctor's bonus feat selections. He gets this ability at 2nd level.

Medical Miracle: This ability has the same effect as the ability of the same name given to the Field Medic in the *d20 Modern* core rulebook. The Medicine Man gets this ability at 8th level.

Medical Specialist: Similar to Juju Mastery, this grants the Medicine Man a +1 competence bonus to Treat Injury checks. This stacks with Juju Mastery.

Second Chance: Using 1 action point, the Medicine Man may re-roll any Treat Injury check.

Ancient Medical Technology: At 10th level, the Medicine Man learns an extremely rare Ancient medical technology. Some of these technologies were the last advancements before the Fall and represent the pinnacle of Ancient medical science. The Medicine Man chooses one technology and has no knowledge of the others.

Cloning: A common service provided widely throughout the United States prior to the fall of the Ancients was the creation of clones. Clones were human beings grown artificially in a "vat" using genetic material from samples (hair, blood, skin, etc.) given by their owners.

Creating a clone requires a Cloning Kit, which the Medicine Man must construct and which costs a minimum of 50,000 cp in raw materials. Once a kit has been constructed, the Medicine Man can clone any living creature as long as he has a DNA sample. Clones require 1d4 weeks to mature, at which time it must

make a Fortitude save (DC 25) or develop 1d4 defects (see mutations). Otherwise, the clone is identical to the original.

Regeneration Serum: Regen tanks were common in the time of Ancients, but in the final days of the war, a remarkable drug was developed, which provided the same healing ability in drug form (similar to stimshots) and which could be used in the field.

Regeneration Serum provides the same healing powers as a Regen Tank (see *Artifacts of the Ancients*), but is administered via syringe. Crafting one application of Regeneration Serum takes 24 hours, costs 5,000 cp in raw materials, and has a Craft DC of 30.

Zombie Plague Serum: This horrible virus was engineered by the Ancients just prior to the Fall. This serum will transform its victim into a Plague Zombie 2d6 hours after injection unless a Fort save (DC 20) is made to resist it.

Crafting one application of Zombie Plague Serum takes 24 hours, costs 1,000 cp in raw materials, and has a Craft DC of 30.

MUTANT HUNTER

Huddled into the rotten and ragged back seat of an old car, somewhere within the ruins of a vast junkyard, the mutant boy tried with all his might to remain quiet. His crooked teeth chattered within his slightly deformed mouth while saliva from his overactive glands dribbled down his bumpy chin. His yellow eyes were as wide as saucers with the fear building inside him as he peered out from the illusory safety of his clever hiding place. Through the dirt-encrusted windows, he scanned the area to see if his pursuers were anywhere nearby.

If they were, if they saw him, if they got their hands on him...he shuddered almost uncontrollably, knowing well the fate that would be in store for him if they did.

Despite what seems to be the inevitable extinction of the human race, rare groups of pureblood humans, clustered in tiny communities and scattered across the Twisted Earth, do exist. These groups, direct descendants of the few humans who managed to escape the cataclysm of the Fall—in shelters, vaults, and protected domes—have grown increasingly rare in recent decades as their isolationist tendencies and small population move them ever closer to vanishing forever. Mutant gangs, degenerate raiders, and all manner of evolved creatures prey upon them, beating against the walls of their fortress-like enclaves until they inevitably collapse, their people either killed or assimilated into the mutated populace of the Twisted Earth.

Some humans, however, have earned for themselves (and indeed, all remnants of pureblood human stock) a hated reputation as killers and hunters of mutant kind. Enraged by the rape and slaughter of their human brothers and sisters by savage mutant tribes and the insane pseudo-societies of the wasteland, these survivors have become Mutant Hunters.

The Mutant Hunter is part of an elite and feared predatory “caste” that has taken upon itself the task of exterminating all mutant life. Though mutants in this world vastly outnumber humans, these men and women have sworn to hunt them to extinction and reclaim the world for humanity.

Among the few remaining human enclaves, Mutant Hunters often fill a prestigious role either as elite soldiers and protectors or as far-ranging hunters who spend years at a time wiping out as many mutants as they can before returning home.

REQUIREMENTS

To qualify to become a Mutant Hunter, a character must fulfill the following criteria.

Base Attack Bonus: +9.

Skills: Knowledge (mutant lore) 10 ranks, Survival 10 ranks, Spot 8 ranks.

Feats: Track, Personal Firearm Proficiency or Archaic Weapon Proficiency.

Talent: Mutation Knowledge

Special: Must not be a mutant.

CLASS INFORMATION

The following information pertains to the Mutant Hunter advanced class.

Hit Die: 1d10.

Action Points: 6 + one-half of the character’s level, rounded down, every time she attains a new level in this class.

Class Skills: The Mutant Hunter’s class skills are: Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Navigate (Int), Knowledge (mutant lore) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Treat Injury (Wis), and Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Mutant Hunter advanced class.

Bonus Feats: The Mutant Hunter gets a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Burst Fire, Dead Aim, Dodge, Double Tap, Exotic Firearms Proficiency, Far Shot, Futuristic Firearm Proficiency, Guide, Improved Initiative, Mobility, Personal Firearm Proficiency, Precise Shot, Quick Draw, Quick Reload, Spring Attack, Skip Shot, Run, Stealthy.

Mutant Hunter: Through extensive study and training, the Mutant Hunter has become especially knowledgeable about mutants and effective in combating them. This translates to a +1 damage bonus with melee and missile weapons against mutants of all kinds and “generations” (characters, NPCs, and monsters alike), as well as Bluff, Listen, Sense Motive, Spot and Survival checks against the same.

This bonus increases to +2 at 5th level and +3 at 10th level.

Smite Mutant: Using 1 action point, the Mutant Hunter can harness her hatred for mutants into a single devastating blow. The Mutant Hunter gains a bonus equal to her Knowledge (mutant lore) ranks (not bonus) to his attack and damage rolls. This bonus stacks with the Mutant Hunter bonus.

Mutant Slayer: This ability represents the Mutant Hunter’s expertise at finding and exploiting the various weaknesses of mutants. Given time, the Mutant

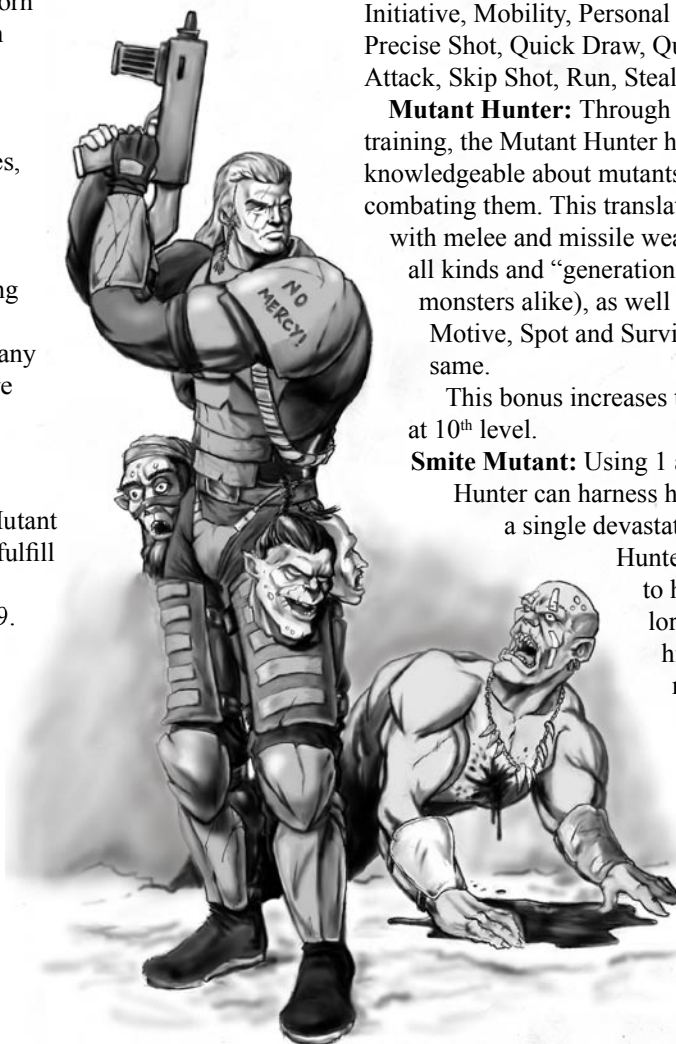


TABLE 1-22: THE MUTANT HUNTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+1	Smite Mutants	+1	+1
2	+2	+2	+2	+2	Mutant Hunter +1	+1	+1
3	+3	+2	+2	+2	Bonus Feat	+2	+1
4	+4	+2	+2	+2	Mutant Slayer	+2	+2
5	+5	+3	+3	+3	Mutant Hunter +2	+3	+2
6	+6	+3	+3	+3	Bonus Feat	+3	+2
7	+7	+4	+4	+4	Mind Tricks	+4	+3
8	+8	+4	+4	+4	Mutant Hunter +3	+4	+3
9	+9	+4	+4	+4	Bonus Feat	+5	+3
10	+10	+5	+5	+5	Mutant Bane	+5	+4

Hunter can study a mutant and determine the best way to slay him in a single attack. If the Mutant Hunter can observe a mutant for 3 full rounds, she may make a Knowledge (mutant lore) check (DC 15) to gain the ability to make a mutant-slaying attempt when the target is denied his dexterity bonus or flanked. Upon a successful mutant slayer attack, the target must make a Fortitude save (DC 10 + the Mutant Hunter's Knowledge (mutant lore) rank) or be killed instantly. If the target survives, he takes damage as if the Mutant Hunter had smitten him.

Mind Tricks: Experience in combating mutants has led the Mutant Hunter to develop special mind tricks to resist the effects of mental attacks. The Mutant Hunter adds her Mutant Hunter level to her Will save when resisting psionics and other mind-affecting mutations used against her.

Mutant Bane: A Mutant Hunter of this level represents the perfect mutant-killing machine, capable of slaying hordes of mutants in seconds. Using 1 action point, the Mutant Hunter can attempt to slay a mutant regardless of whether the target is denied his dexterity bonus or flanked. In addition, the Mutant Hunter does not require 3 rounds of study or a successful Knowledge (mutant lore) check.

SCIENTIST

Working in the gaudy light of a workbench, surrounded by a menagerie of test tubes and bubbling beakers, the frail-looking woman looked completely out of place in the company of thugs and killers, a few of whom stood nearby, warily watching her. A virtual prisoner of these men, she had labored hard over the past few months to bring their two-bit operation up to the scale needed to meet their master's demands.

The "master," whoever he really was, had a vision: to spread his vile, poisonous product to all the grungy corners of the wasteland. Under the guise of humanitarianism, this "master" promised an escape

to those in pain from disease and radiation, those in misery, dying of starvation and neglect, and those simply seeking a way out of this hopeless life after the Fall. In truth, he was a profiteer, and she knew it. He was a madman, with aspirations to control the wasteland through addiction of its inhabitants.

She continued her work undisturbed, knowing full well that the simpletons left to guard her had no idea she was concocting a volatile mixture that would blow them all to Hell.

The Scientist is an advanced thinker and scholar, an intellectual, whose skills go beyond mere education, bordering on the level of genius. As science and knowledge are valuable commodities in this run-down, hopeless world, true scientists are a rare and priceless luxury. Like Tinkers, who are kept in hiding and protected from the outside world, scientists can also be revered and sheltered solely for the secrets locked within their heads.

REQUIREMENTS

To qualify to become a Scientist, a character must fulfill the following criteria.

Skills: Knowledge (technology) 13 ranks, Knowledge (any science) 13 ranks, and Research 13 ranks.

CLASS INFORMATION

The following information pertains to the Scientist advanced class.

Hit Dice: 1d6.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Scientist class skills are: Computer Use (Int), Craft (any) (Int), Decipher Script (Int), Disable Device (Int), Drive (Dex), Knowledge (any) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Speak Language (none), and Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.



CLASS FEATURES

The following features pertain to the Scientist advanced class.

Bonus Feats: A Scientist receives bonus feats at 6th and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Armor Discipline, Advanced Electronics Discipline, Advanced Pharmaceutical Discipline, Advanced Weapons Discipline, Aircraft Discipline, Educated, Gearhead, Modern Firearms Discipline, Modern Vehicles Discipline, Renown.

Scientific Method: The Scientist is extremely disciplined in her application of science. She investigates every avenue and every possibility. Using 1 action point, the Scientist can take 20 on any Knowledge skill check.

Scientific Improvisation: At 2nd level, the Scientist gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the Scientist create tools and devices quickly and cheaply, even in a dramatic situation, but these creations have a limited useful lifespan.

By spending 1 action point and combining common objects with a Craft check that corresponds to the desired function, the Scientist can build a tool or device to deal with any situation. The DC for the Craft check is equal to the standard Craft DC of the object that most closely matches the desired function.

Only objects that can normally be used more than once can be improvised.

Electronic devices, special tools, mechanical devices, and even weapons can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Scientist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Protected By The Code: This ability is the same as Scholar ability of the same name. If the Scientist already possesses this ability, she may choose a bonus feat.

Smart Weapon: The Scientist selects one weapon with which she is proficient and can use that weapon with one hand. With the selected weapon, the Scientist can use her Intelligence modifier instead of her Strength or Dexterity modifier on attack rolls. She can choose any weapon, even an advanced one.

Hypothesis: Highly experienced Scientists are renowned for their ability to make "educated guesses" in a flash of inspiration. With this ability, the Scientist can use 1 action point to come up with a useful theory that answers a question concerning a specific goal, event, or activity that occurred in the past or will occur within 1 week. In all cases, the GM controls what information the character receives. The base chance for a correct hypothesis is 50% + 2% per Scientist level. If the dice roll fails, the character knows the ability has failed.

Lead Scientist: The Scientist has become so renowned that she starts to gain followers. Some of the followers are fellow Scientists who simply want to learn from their more experienced colleague, while others may be warriors who have dedicated their lives to protecting one of the few great minds left in the wastelands. This ability grants the Scientist the leadership feat.

Funding: Most Scientists have specific scientific goals that they wish to achieve. Often, the largest barrier to such achievements is a lack of resources. At 8th level, a Scientist's career has advanced sufficiently that she has attracted a group or person that either shares her vision or simply wants to reap the benefits of the Scientist's labors. Regardless of the motive, the Scientist now acquires a funding source of some kind. This could be a paramilitary group that wants advanced weapons, a group of Resurrectors attempting to rebuild a nuclear power plant, or group of medicine men that want to rediscover the Ancient power of cloning.

TABLE 1-23: THE SCIENTIST

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+1	Scientific Method	+1	+2
2	+1	+0	+2	+2	Scientific Improvisation	+1	+2
3	+1	+1	+2	+2	Protected By Code	+2	+2
4	+2	+1	+2	+2	Smart Weapon	+2	+3
5	+2	+1	+3	+3	Hypothesis	+3	+3
6	+3	+2	+3	+3	Bonus Feat	+3	+4
7	+3	+2	+4	+4	Lead Scientist	+4	+4
8	+4	+2	+4	+4	Funding	+4	+4
9	+4	+3	+4	+4	Bonus Feat	+5	+4
10	+5	+3	+5	+5	Improved Scientific Method	+5	+5

This ability leaves a lot to the GM's discretion. The character does not receive unlimited resources, but she does receive enough to make continued and substantial progress. At a minimum, the Scientist should be provided with a lab, access to some Ancient research materials, and sufficient resources to perform experiments and crafts that require materials. Extremely rare and expensive requests may require significant time to acquire; they might even require assistance from the Scientist (can you say adventure?).

Improved Scientific Method: At 10th level, the Scientist can apply her Scientific Method to specific projects. By using 1 action point, the Scientist can take 20 on any Craft skill check.

TECH LOOTER

The party of monastic warriors departed the choking atmosphere of the darkened drinking hole, taking with them their heavy laser weapons and powered armor. As they marched out the door, casting menacing glares at the local patrons, a lone individual emerged from the shadows to approach the bartender.

When he was sure the warriors were gone, he reached into his tattered robes and pulled out a small sack of corium nuggets, the slightly radioactive warmth of which he could feel even through the thick burlap.

As he dangled the coins over the bartender's hand, a single question slipped from his lips.

"Which way did they say they were heading?"

The Tech Looter is a clever type of Scav or Trader who makes his living by following the trails of the major players in the post-apocalyptic world. Watching, waiting, and scrutinizing their movements, he tracks them hundreds of miles across the desert, knowing that wherever they are headed, something valuable is bound to be uncovered.

A true opportunist, the Tech Looter is like the small fish that follows the school of bigger fish, knowing that when all is said and done, there will be at least a few scraps for him to scavenge. Even better, if he manages to find out where they are headed, he'll get there before the crowd and be out before anyone's the wiser.

The Tech Looter specializes in stealth and tracking, keeping an ear to the ground for rumors of the next tech "mother lode" or simply eavesdropping on careless expedition members who let slip their intentions and destinations. If he can, the Tech Looter will try to get to the lost cache or stockpile before his more powerful competitors, looting it for everything he can and getting out before they ever arrive.

The Tech Looter is a hated nuisance to all groups that seek out lost artifacts. If he is caught, he is usually shot on sight; if his identity is ever discovered, he will soon find he has a price on his head.

Despite the dangers, the Tech Looter stands to make a terrific profit for his troubles. Whether he arrives ahead of the pack to take the choicest items before scampering off into the night or comes late and has only the leavings to pick from in the morning, there are many on the Twisted Earth who would buy his finds, whatever they might be.

REQUIREMENTS

To qualify to become a Tech Looter, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Computer User 6 ranks, Disable Device 8 ranks, Gather Information 10 ranks, Knowledge (technology) 13 ranks, Knowledge (ancient lore) 8 ranks, Repair 6 ranks.

Feats: Advanced Technology.

CLASS INFORMATION

The following information pertains to the Tech Looter advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Tech Looter class skills are: Computer Use (Int), Decipher Script (Int), Disable Device (Dex), Drive (Dex), Gather Information (Cha), Hide (Dex), Knowledge (ancient lore, technology) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Repair (Int), Search (Int), Sleight of Hand (Dex), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

All of the following are class features of the Tech Looter prestige class.

Bonus Feats: A Tech Looter receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Acrobatic, Advanced Firearms Proficiency, Agile Riposte, Alertness, Cautious, Defensive Martial Arts, Dodge, Double



Tap, Elusive Target, Futuristic Firearms Proficiency, Improved Initiative, Meticulous, Mobility, Nimble, Personal Firearms Proficiency, Precise Shot, Point Blank Shot, Quick Draw, Run, Shot on the Run, Spring Attack, Stealthy, Track, and Unbalance Opponent.

Ancient Sense: The Tech Looter has a unique understanding of Ancient facilities, which grants him many benefits when exploring ruins and disabling Ancient security measures.

When attempting to bypass Ancient security, the Tech Looter gains a +4 insight bonus to Computer Use, Disable Device, and Open Lock. Additionally, when making reflex saves due to high-tech traps, the Tech Looter may add his Intelligence modifier to his roll.

Contacts: The Tech Looter knows someone in every town who is willing to buy for a fair price. A Tech Looter can sell any item of advanced technology (GM's decision on what constitutes "advanced technology" in a given settlement) for the standard market price, regardless of whether the town has sufficient resources or cash on hand. He is *always* able to find a buyer (whether a passing merchant or local eccentric no one knew about).

On The Lookout: The Tech Looter receives a bonus equal to his Tech Looter level to Gather Information checks when listening for rumors about technological finds, lost bases of the Ancients, tech mother lodes, etc.

Beat Feet: The Tech Looter has the uncanny ability to make it to a chosen destination faster than most people by taking short cuts, forfeiting sleep for progress and taking secret paths through otherwise uncharted terrain. While his movement on a tactical level remains unchanged, the Tech Looter is able to cover a distance 50% greater than normal in a given 24-hour period when traveling over land.

Tech Mastery: Many items pass through a Tech Looter's hands, and he hears about a lot more. The Tech Looter can, without a Technology check, identify any tech item he sees and handles. He can also determine if the item is damaged or malfunctioning and discern its purpose and use.

When repairing technology, the Tech Looter gains a +4 insight bonus to Repair checks. Also, when using high-tech weapons, the Tech Looter does not suffer a non-proficiency penalty.

Sneak Attack: Like a Scav, the Tech Looter is a stealthy, sneaky predator, often ambushing lone wanderers and straggling merchants. As such, he receives a damage bonus when his target is denied his Dexterity bonus or flanked. A Tech Looter may sneak attack with a melee weapon or a ranged weapon, as long as the enemy is within 30 feet.

TABLE 1-24: THE TECH LOOTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+2	+0	Sneak Attack +1d6, Contacts	+1	+0
2	+1	+0	+3	+0	Ancient Sense	+2	+0
3	+2	+1	+3	+1	Bonus Feat	+2	+0
4	+3	+1	+4	+1	Beat Feet	+3	+0
5	+3	+1	+4	+1	Sneak Attack +2d6	+4	+1
6	+4	+2	+5	+2	Bonus Feat	+4	+1
7	+5	+2	+5	+2	On The Lookout	+5	+1
8	+6	+2	+6	+2	Tech Mastery	+6	+1
9	+6	+3	+6	+3	Bonus Feat	+6	+2
10	+7	+3	+7	+3	Sneak Attack +3d6	+7	+2

TRADE MASTER

Standing high atop the mission-like structure of his clan's trade caravan, the trade master observed the fiery aura of early twilight, painted across the sky in bright, broad brush strokes. He often came up here at this hour to relax and ponder the successes of the day. In the distance, he could hear his underlings preparing the next caravan for its long journey across the wasteland to parts far and wide. Before him, stretching out like a carpet of ever-darkening colors, was the city he had personally built to fuel his trade empire. Once a mere oasis, it was now a garden of diverse groups and visiting wayfarers. The life that bloomed here was a reflection of his success, his authority, and his power.

The Trade Master is a member of high standing in one of the wasteland's few but powerful trade cartels. He might swear allegiance to a coalition of trade communities come together for mutual profit, or he might be a leader of a nomadic family clan that subsists solely through keeping outlying settlements connected, but whatever his station, he knows that all trade "houses" are vital links that help keep humanity (and mutant kind) alive—and are powerful as a result.

The individual Trade Master's abilities lie not only in the fundamental principles of his profession (i.e. buy low and sell high), but also in his ability to convince others of his benevolence. Diplomacy is as much a part of trade and commerce in the violent wastes as the actual goods themselves. It is a fine art that requires years of experience, an innate understanding of others, and an ability to read the motivations of other leaders. A Trade Master must often take on the role of peacemaker or negotiator, if only to keep the goods flowing to the markets of the region.

The rewards for mastering these often-difficult social talents are numerous: protection from outside

law, followers at one's disposal, a family and clan to call "home," concubines and luxuries beyond the imaginings of most men, and personal influence enough to satisfy even the most debauched and egotistical princes and kings.

REQUIREMENTS

To qualify to become a Trade Master, a character must fulfill the following criteria.

Skills: Bluff 10 ranks, Diplomacy 13 ranks, Gather Information 8 ranks, Profession (trader) 13 ranks.

Feats: Leadership, Market (x2).

CLASS INFORMATION

The following information pertains to the Trade Master advanced class.

Hit Dice: 1d6.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Trade Master class skills are: Bluff (Cha), Diplomacy (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (current events, business) (Int), Navigate (Int), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (any) (none), and Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Trade Master advanced class.

Distribution Network: Distribution costs make up a large portion of trade expenses. By pooling resources with other cartels, an influential trader reduces these costs. The Trade Master can now sell goods for 25% more and buy goods for 25% less while in his Markets (see feat).

Leadership: The Trade Master slowly builds up his cartel. He gets a bonus to his leadership score as he gains levels.

TABLE 1-25: THE TRADE MASTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+1	Distribution Network, Improved Cohort	+1	+2
2	+1	+0	+2	+2	Leadership +1	+1	+2
3	+1	+1	+2	+2	Make A Deal	+2	+2
4	+2	+1	+2	+2	Leadership +2	+2	+3
5	+2	+1	+3	+3	Wise Man Speaks	+3	+3
6	+3	+2	+3	+3	Leadership +3	+3	+3
7	+3	+2	+4	+4	Peacemaker	+4	+4
8	+4	+2	+4	+4	Leadership +4	+4	+4
9	+4	+3	+4	+4	Market Leverage	+5	+4
10	+5	+3	+5	+5	Leadership +5	+5	+5

Make A Deal: A Trade Master can get himself out of trouble by striking an irresistible deal with his captors. Attempting to “make a deal” requires the target to make a Will save (DC 10 + Trade Master’s Charisma modifier + Trade Master’s Character Level) or let the Trade Master go. There are certain limitations to this ability: the “trouble” must be a sentient creature that speaks the same language as the Trade Master, and the creature must have some basic

need that the trader could possibly fill. Whether or not the Trade Master actually follows through on filling that need is entirely up to him. A Trade Master cannot attempt this ability more than once with a given enemy (or community).

Peacemaker: The Trade Master has become renowned as a negotiator and mediator between distant peoples, and all communities that know him honor his reputation for neutrality and objectivity. This makes the Trade Master respected as a diplomat and peacemaker. A Trade Master of 7th level receives a +4 competence bonus to all Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Wise Man Speaks: The Trade Master can add his Wisdom modifier (if any) to his Charisma bonus when dealing in diplomacy, trades, or negotiations.

Market Leverage: At 9th level, the Trade Master is a titan of business, actually able to manipulate prices by restricting demand, engaging in monopolistic practices, and unduly exerting his influence. The Trade Master can now sell goods for 50% more and buy goods for 50% less while in his Markets (see feat).

In addition, the Trade Master may choose to block all other Traders or Trade Master’s from gaining their Market, Distributed Network, or Market Leverage benefits. This can often result in trade wars or armed conflict.

Improved Cohort: The Trade Master has the ability to arrange for an improved cohort. If at any time the Trade Master’s Leadership score would imply a higher-level cohort than the one currently in service, he may choose to dismiss that current cohort and summon a new one of higher level. Alternatively, he may train his current cohort and upgrade him to the higher-level. This training takes one week. Neither of these actions have a negative effect on the Trade Master’s Leadership score.



WARRIOR MONK

In the dusty, hollow ruins of the sprawling factory complex, cracked open to the blood-red sky above by some ancient bombardment, two opposing forces moved within range. On one side came the thunderous echo of powered armor boots, the clank and whirl of electrically assisted armor plate, and the subsonic rumble of plasma weapons at the ready. A force of Foundationists moved to secure the ruins, confident in their superiority.

Ahead of them, emerging quietly from the sharp and irregular rubble of the structure's maze-like interior, came an almost equal number of silent opponents. In sharp contrast to the seemingly superior Foundation entourage, these "soldiers" wore only long drab robes of a twilight purple color, covering their long, pale limbs and an almost certain abundance of ghastly mutations. Their faces, a moment ago obscured by the shadows of their deep cowls, were suddenly illuminated in a vibrant half-light as their eyes flared with untold psychic power.

Two elite forces faced off. Only one would emerge victorious.

The term "Warrior Monk" is used to describe the military elite of many rising power groups of the Twisted Earth. Motivated by some philosophy, duty, or code of conduct, these men and women dedicate themselves to either upholding an intangible ideal or selflessly furthering the aims of their faction. Unlike most followers of these cults and rising "empires," who apply a wide variety of skills and abilities to further their cause's influence and successes, the Warrior Monk focuses on his martial abilities.

Examples of the Warrior Monk class include the ruthless "paladins" and Resurrectionists of the Foundation, the vigilante Rangers of the Deadlands, who act as peacemakers in the wilderness, and the mysterious agents of the Brotherhood of Radiation, who hide among the populaces of many desert

communities, keeping a finger on the pulse of the wasteland.

In other settings, the term Warrior Monk can mean many different things. He could be a member of a community's elite cadre of soldiers, a special-forces-style "commando." Or he could be the loyal and trusted retainer of a desert warlord or raider prince, a "samurai" of sorts. Or he could be someone who takes it upon himself to bring back the long-dead values of heroism and adventure, a wanderer of the world not unlike the "knight errant" of the ancient past.



TABLE 1-26: THE WARRIOR MONK

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Superior Ability	+1	+2
2	+2	+2	+2	+0	Bonus Feat	+1	+2
3	+3	+2	+2	+1	Perfect Attack	+2	+2
4	+4	+2	+2	+1	Superior Ability	+2	+3
5	+5	+3	+3	+1	Bonus Feat	+3	+3
6	+6	+3	+3	+2	Deadly Critical	+3	+3
7	+7	+4	+4	+2	Superior Ability	+4	+4
8	+8	+4	+4	+2	Bonus Feat	+4	+4
9	+9	+4	+4	+3	Superior Ability	+5	+4
10	+10	+5	+5	+3	Bonus Feat	+5	+5

REQUIREMENTS

To qualify to become a Warrior Monk, a character must fulfill the following criteria.

Base Attack Bonus: +10.

Skills: Knowledge (tactics) 8 ranks.

Feat: Combat Expertise, Combat Reflexes, Weapon Focus.

Special: Greater Weapon Specialization, Greater Weapon Focus, or Living Weapon.

CLASS INFORMATION

The following information pertains to the Warrior Monk advanced class.

Hit Die: 1d10.

Action Points: 6 + one-half of the character's level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Warrior Monk's class skills are: Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Warrior Monk advanced class.

Bonus Feats: The Warrior Monk gets a bonus feat at 2nd, 5th, 8th and 10th level. The feat must be selected from the following list or from the bonus feat list of one of the following warrior classes (Barbarian, Guardian, Gunslinger, Martial Artist, Raider, Road Warrior, Survivalist, or Sister of the Desert): Advanced Combat Martial Arts, Advanced Two Weapon Fighting, Armed to the Teeth, Futuristic Firearm Proficiency, Burst Fire, Dead Aim, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Great Cleave, Improved Combat Martial Arts, Improved Disarm, Improved Trip, Improved Two Weapon Fighting, Shot on the Run, Skip Shot, Spring Attack, Sunder, Whirlwind Attack. The character must meet the prerequisites for a feat in order to select it.

Superior Ability: The Warrior Monk chooses one of four superior abilities: Superior Weapon Focus, Superior Weapon Specialization, Superior Combat Reflexes, and Superior Combat Expertise. Eventually, the Warrior Monk will receive all four, but he may choose them in any order. They are granted at 1st, 4th, 7th, and 9th levels. Superior Weapon Focus and Specialization must be taken for a weapon for which the character already has weapon focus.

Superior Weapon Focus: Stacking with any previous weapon focus bonuses, the Warrior Monk gains a +1 to all attack rolls for his weapon of choice.

Superior Combat Reflexes: A Warrior Monk can make multiple attacks of opportunity in a round equal to his Dexterity Modifier plus his Wisdom Modifier.

Superior Weapon Specialization: Stacking with any previous weapon specialization bonuses, the Warrior Monk gains a +2 to damage with his weapon of choice.

Superior Combat Expertise: When using the Combat Expertise feat, a Warrior Monk can improve his defense bonus by subtracting any amount from his attack as long as it doesn't exceed his base attack. Normally, a character is limited to 5.

Perfect Attack: Using 1 action point, the Warrior Monk can choose to do maximum damage (but not on a critical hit). Additional damage from feats, sneak attacks, or special weapon properties is determined normally.

Deadly Critical: Using 1 action point, the Warrior Monk can choose to increase his critical multiplier by one factor. For example, a Warrior Monk scoring a critical hit with a Desert Eagle can do x3 damage.



CRAFT (INT)

This skill encompasses several categories. Each category is treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing).

Craft skills are specifically focused on creating objects. In order to effectively use a Craft skill, a character must have a kit or some other set of tools. The cost of this equipment varies according to the particular Craft skill.

To use Craft, you must first decide what the character is trying to create and consult the category descriptions, below. If the character has the raw materials, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted). The raw material costs are simply guidelines. If attempting to craft a specific object found in *d20 Modern* or *Darwin's World*, the raw materials should be roughly one-third the object's full price.

Generally, a character can take 10 when using a Craft skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials during the first attempt). The exception is Craft (writing); the character can take 20 because the character does not use up any raw materials.

CRAFT (CHEMICAL) (INT)**Trained Only**

This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances.

Acids and Bases: Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Type of Acid	Raw Materials	Acid Craft DC	Base Craft DC	Time
Mild (1d6/1d10) *	70 cp	15	10	1 min.
Potent (2d6/2d10)	200 cp	20	15	30 min.
Concentrated (3d6/3d10)	650 cp	30	20	1 hr.

* The dice rolls in parentheses are typical splash damage/immersion damage caused per round of exposure to the acid.

Explosives: Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half its intended damage to anyone in the burst radius, including the character crafting the explosive device.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Type of Scratch-Built Explosive	Raw Materials	Craft DC	Time
Improvised (1d6/5 feet) *	40 cp	10	1 round
Simple (2d6/5 feet)	100 cp	15	10 min.
Moderate (4d6/10 feet)	300 cp	20	1 hr.
Complex (6d6/15 feet)	500 cp	25	3 hr.
Powerful (8d6/20 feet)	1,000 cp	30	12 hr.
Devastating (10d6/25 feet)	3,000 cp	35	24 hr.

* The figures in parentheses are typical damage/burst radius for each type of explosive.

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled in order to be effective. The table below summarizes the characteristics of various poisons.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his or her Fortitude save.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is a permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Raw Materials: The corium necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Craft DC: The DC of the Craft check to create a quantity of the poison.

Time: The amount of time required for the Craft check.

If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

CRAFT (ELECTRONIC) (INT)**Trained Only**

This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.

When building an electronic device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides whether the device is simple, moderate, complex, or advanced compared to current technology.

Electronics (Examples)	Raw Materials	Craft DC	Time
Simple (timer or detonator)	70 cp	15	1 hr.
Moderate (radio direction finder, electronic lock)	200 cp	20	12 hr.
Complex (cell phone)	650 cp	25	24 hr.
Advanced (computer)	3,500 cp	30	60 hr.
Futuristic (android brain)	15,000 cp	35	200 hr

Advanced Electronics: Some high tech electronics, such as those found in the *Artifacts of the Ancients*, require the *Advanced Electronics Discipline* feat. Characters without this feat suffer a –4 non-discipline penalty to craft checks.

Advanced Armor and Weapons: Some high tech weapons and armor, such as those found in the *Artifacts of the Ancients*, require the *Advanced Armor Discipline*, *Advanced Electronics Discipline*, or *Advanced Weapons Discipline* feat. Characters without these feats suffer a –4 non-discipline penalty per required feat to craft checks. For example, if a

character is attempting to create a suit of power armor and does not have the *Advanced Armor Discipline* and *Advanced Electronics Discipline*, he suffers a cumulative –8 non-discipline penalty. If he has one of the required feats, the penalty is only –4.

Special: A character without an electrical tool kit takes a –4 penalty on Craft (electronic) checks. A character with the Builder feat gets a +2 bonus on all Craft (electronic) checks.

TABLE 1-27: POISONS

Poison	Type	Save DC	Initial Damage	Secondary Damage	Raw Materials	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	90 cp	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	12 cp	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	350 cp	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	12 cp	9	1 hr.
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	200 cp	28	8 hr.
Chloroform*	Inhaled	17	Unconsciousness 1d3 hours	-	90 cp	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	500 cp	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	500 cp	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	200 cp	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	90 cp	20	4 hr.
Desert anemone sap	Injury	15	Stun 1d4 rounds	-	200 cp	n/a	n/a
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	200 cp	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	40 cp	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	40 cp	18	2 hr.
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	200 cp	26	8 hr.
Mutant bug venom	Injury	13	1d2 Con	1d2 Con	20 cp	n/a	n/a
Othydont pus	Inhaled	15	Nauseated 1d4 hours	-	90 cp	n/a	n/a
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	90 cp	20	4 hr.
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	90 cp	24	4 hr.
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	200 cp	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	500 cp	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	200 cp	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	90 cp	23	4 hr.
Tear gas	Inhaled	15	Blindness 1d6 rounds	-	90 cp	21	4 hr.
Utarn spittle	Injury	13	Paralysis 2d6 minutes	-	275 cp	n/a	n/a
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	2,000 cp	42	48 hr.

* Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.

n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

CRAFT (MECHANICAL) (INT)**Trained Only**

This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armor, and other gadgets. When building a mechanical device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides if the device is simple, moderate, complex, or advanced compared to current technology.

Mechanical Device (Examples)	Raw Materials	Craft DC	Time
Simple (tripwire trap)	30 cp	15	1 hr
Moderate (engine component, light armor)	200 cp	20	12 hr.
Complex (automobile engine, 9mm autoloader handgun)	650 cp	25	24 hr.
Advanced (jet engine)	3,500 cp	30	60 hr.
Futuristic (energy weapon, power armor)	15,000 cp	35	200 hr

Modern Aircraft, Firearms, and Vehicles: Modern Aircraft, Firearms, and Vehicles require the *Modern Aircraft Discipline*, *Modern Firearms Discipline*, or *Modern Vehicles Discipline* feat. Characters without the respective feat suffer a -4 non-discipline penalty to craft checks.

Advanced Armor and Weapons: Some high tech weapons and armor, such as those found in the *Artifacts of the Ancients*, require the *Advanced Armor Discipline*, *Advanced Electronics Discipline*, or *Advanced Weapons Discipline* feat. Characters without these feats suffer a -4 non-discipline penalty per required feat to craft checks. For example, if a character is attempting to create a suit of power armor and does not have the *Advanced Armor Discipline* and *Advanced Electronics Discipline*, he suffers a cumulative -8 non-discipline penalty. If he has one of the required feats, the penalty is only -4.

Special: A character without a mechanical tool kit takes a -4 penalty on Craft (mechanical) checks. A character with the Builder feat gets a +2 bonus on all Craft (mechanical) checks.

CRAFT (PHARMACEUTICAL) (INT)**Trained Only**

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on

Fortitude saves made to resist the effects of a disease.

The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Disease Fortitude Save DC	Raw Materials	Craft DC	Time
14 or lower	30 cp	15	1 hr.
15-18	120 cp	20	3 hr.
19-22	500 cp	25	6 hr.
23 or higher	2,000 cp	30	12 hr.

Advanced Pharmaceuticals: Some advanced drugs, such as those found in the *Artifacts of the Ancients*, require the *Advanced Pharmaceuticals Discipline* feat. Characters without this feat suffer a -4 non-discipline penalty to craft checks.

Special: A character without a pharmacist kit takes a -4 penalty on Craft (pharmaceutical) checks. A character with the Medical Expert feat gets a +2 bonus on all Craft (pharmaceutical) checks.

CRAFT (STRUCTURAL) (INT)

This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and include such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets.

Structure (Examples)	Raw Materials	Craft DC	Time
Simple (bookcase, false wall)	30 cp	15	12 hr.
Moderate (catapult, shed, house deck)	120 cp	20	24 hr.
Complex (bunker, domed ceiling)	500 cp	25	60 hr.
Advanced (house)	2,000 cp	30	600 hr.

When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Gamemaster decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

Special: A character without a mechanical tool kit takes a -4 penalty on Craft (structural) checks. A character with the Builder feat gets a +2 bonus on all Craft (structural) checks.

KNOWLEDGE (INT)

The following are some knowledge skills that exist in this post-holocaust setting beyond those listed in *d20 Modern*.

ANCIENT LORE

This skill governs the knowledge of the culture, civilization, and basic technologies employed by the Ancients (who are all but gone from the face of the Twisted Earth). A player whose character has this skill can realistically play his character as having the knowledge of what the Ancients did, how they lived, etc. and are not subject to the same “ignorance” as other survivors of the cataclysm. Note that this does not mean the character knows how to operate machines, fire weapons, or use Ancient technology, it just means he has an understanding of what the Ancients were about.

MUTANT LORE

This skill assumes a great deal of experience with, or against, mutated beings in the character’s past. It allows the character to identify, at first sight, obvious mutations possessed by mutants and monsters. This gives the character a better idea of what he is facing. In addition, should a mutant use a non-obvious ability (such as most mental mutations), the character may make a Wis check (DC 20) to devise the nature of the given power. With a successful check, the character will know (by reputation) whether or not a creature is safe to eat.

TECHNOLOGY

This skill indicates that the character has some lifelong experience with technological devices, and thus a basic understanding of how such items work through logic. A character with this skill understands the general use of many advanced items, allowing for a better chance at figuring out an item’s function. This skill allows the character a better chance at figuring out things, even things which he has never seen before, if they are of a technological nature (for instance, he may not know how to operate a gravity car, but he knows it is a vehicle and thus it must have a power source, steering column, controls, etc).

TWISTED EARTH

This skill represents knowledge of the numerous factions, cities, locations, and legends of the post-apocalyptic Earth of Darwin’s World, commonly known as the Twisted Earth.

When appropriate, this skill can provide a +2 synergy bonus to the Diplomacy or Navigation checks (see Skill Synergy). For example, negotiating with a known post fall faction or navigating around a raider infested area.

POST APOCALYPTIC LANGUAGES

So many years after the fall of civilization, a number of offshoot dialects and entirely new languages have developed in the world. The most common languages employed, in the Twisted Earth, include:

ANCIENT

Ancient is the forgotten language of the Ancients, the tongue employed by the citizens of America before it fell to nuclear war. This language is actually quite rare now in Darwin’s World, for there are few communities remaining who have carried the language on, unbroken (those that do and fail generally end up creating their own version of Gutter Talk instead; see below). Some groups (such as “shelter-folk” or dome-dwellers) may indeed know this language (and this language alone), however. Ancient is a very useful language, for it allows a character to understand the road signs, street signs, Arcanum, markings, etc. left by the Ancients in their numerous ruins.

GUTTER TALK

Gutter Talk is closely related to Ancient, and is a preserved form of that speech that has been distorted over time. Various words, for instance, are replaced by the sounds they make (for example, the word “car” may now be “vroom”, or “helicopter” might be “chop chop”), and sentence structuring generally has no rules or organization.

TRADE

Trade is a language that has spread throughout the wasteland as a universal “code” of the merchants who ply the caravan routes, mainly developed to communicate warnings of dangers, raiders, inhospitable communities, etc. A special code of markings and “runes” is used to convey thoughts in written form (much like old hobo code), while gestures and slang phrases (which sometimes vary from region to region) are also prevalent. Major trade organizations (such as the Clean Water Clan, Far Traders, Cartel, etc) may have their own variations of this code for secret uses.

UNISLANG

Unislang is the true “common” tongue in the wasteland, a mix of English, evolved slang, and simple hand gestures. It is much like Trade. Unislang, however, can be highly dialectic, with wild variations being a widespread phenomenon. Universally understood symbols are used to represent ideas or signs (much like cuneiform, or basic picture writing), often as simple as drawing the image of a monster in the area to warn off others. Though the wasteland is seldom a place known for brotherhood, it is generally accepted that those who know Unislang should and will leave markings for others “in the know” to avoid

walking into hostile territory or dangerous regions.

The following is a brief listing of some of the most common phrases and colorful words of Unislang, the universal banter of the Twisted Earth's many varied peoples.

Amazons - female raiders or xenophobes who either hate men or fear them

Ancients - the mythical, deified, and sometimes demonized inhabitants of Earth before the Fall

Breeder - anyone (male or female) capable of breeding

Brethren - militant mutants or cultists who seek to destroy all remnants of the past

Broken Ones - mutants, specifically those with physical deformities

Bronze - someone bringing law and order to the wasteland; usually a law-enforcing member of a community but sometimes a solitary wanderer with a self-styled "vision"

Corium - melted graphite, uranium fuel, and metal from a nuclear core meltdown; often hangs like stalactites in the melted core chamber; valued in the wastes because it is often used as "money"

Domes - biodomes, legendary sealed environment shelters where pure strain humans are said to hide

Freak - a mutant with mental powers

Furniture - a woman

Gangers - sometimes raiders, but more often just loose "gangs" in the urban ruins

Ghoul - any cannibalistic mutant or creature

Graveyard - a ruined city of the Ancients

Grub - a child or something to eat

Gutter Talk - the language of those who have tried to preserve the language and customs of the Ancients, but who have fallen short in one way or another

Lost, The - mutants

Mech - a person who knows how to fix machines

Meds - any kind of medicine, though usually used to refer to narcotics

Mink - a particularly beautiful but deadly female

Mutant - any mutated being

Necropolis - a ruined city

Phantom - a loner or wanderer who does good for the common people

Psionic - a mutant with mind powers

Purist - non-mutants, those of original human stock, usually xenophobic but sometimes tyrannical and racist

Raiders - any kind of brigand, bandit, or highway road gang

Razors - particularly vicious or malevolent gangers

Retard - disdainful term for a mutant with mental powers

Ruin - a ruined city

Sandwalker - a wandering storyteller; usually a merchant or trader (but not always)

Scag - wasteland scum; typically raiders or community outcasts

Scav - a wanderer who lives by scavenging; usually a killer and thief

Stick - a gun, especially a rifle

Terminals - mutants, specifically mutants who are unintelligent or cannibalistic

Toilet Paper - disdainful term for the paper money of the Ancients

Trade - a language used by merchants, full of secret codes and pictograms

Trash - a ganger, bandit, or loner with poor potential and little value

Tribal - a member of any primitive or savage tribe

Twisted Earth - a common nickname for the planet

Ultraviolence - violent acts, usually undertaken for "fun" by miscreants and gangers

Unislang - the universal language used to communicate in Darwin's World

Vault - a hidden shelter for Ancients; also a term for a great cache or trove

Wildcat - an insane or particularly feisty female

Xenophobes - communities of people who shun the outside world, for whatever reason

Yellow Eye - a generic term used to refer to mutants

REPAIR (INT)

Trained Only

Few skills in the post apocalyptic setting are more important than repair. With limited resources and technical knowledge, creation of machines and electronics is rare. More often than not, characters will need to repair salvaged weapons, vehicles, and other technical equipment.

Check: Most Repair checks are made to fix complex electronic or mechanical devices. The GM sets the DC. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed. If the GM decides this isn't necessary for the type of repair the character is attempting, then no Raw Materials are required. A successful Repair check restores 2d6 points.

Repair Task (Example)	Raw Materials	Repair / Salvage DC	Time
Simple (tool, simple weapon)	20 cp	10	1 min.
Moderate (mechanical or electronic component)	55 cp	15	10 min.
Complex (mechanical or electronic device)	120 cp	20	1 hr.
Advanced (cutting- edge mechanical or electronic device)	275 cp	25	10 hr.
Futuristic (android brain, power armor)	650 cp	30	10 hr.

Salvaging: Raw Materials are often hard to come by. Often, characters will come upon artifacts of ancient technology that are not able to be repaired. When this occurs, it's a good idea to salvage what is possible from the damaged object. These parts and components can be later used to Repair or even Craft objects.

Salvaging works similar to repairing. The maximum raw materials a character can salvage from an object is the same as it costs to repair it. For example, a complex device could recover 120 cp in raw materials that can be used later to repair another object. The amount that is actually salvaged is determined by the character's Repair check. The DC to completely salvage an object is equal to the DC to Repair the object. If the character fails to salvage the maximum amount, he receives the amount his Repair check dictates. For example, a Repair check of 17 on a complex object would recover 55 cp (moderate level) worth of raw materials.

Optional Rule: While it requires additional book keeping, game masters might consider restricting the usage of salvaged materials by type and only allow materials to be used to Repair objects of the next higher type. For example, moderate materials can be used to repair complex objects but not advanced objects.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this requires no Raw Materials, reduces the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be

fully repaired, or salvaged, thereafter.

A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Repair skill can be used untrained.

Try Again?: Yes, though in some specific cases, the GM may decide that a critical failure on a Repair check has negative ramifications that prevent repeated checks.

Special: A character can take 10 on a repair check, or he can take 20 on a Repair check by doubling the repair time. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character does not have the appropriate tools, he or she takes a -4 penalty on the check.

Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).

A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.

Time: See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.



GENERAL FEATS

The following are new or revised general feats.

ARMED TO THE TEETH

You can fight two-handed with ranged and melee weapons

Prerequisite: Two-Weapon Fighting.

Benefit: When you fight with two weapons, you can use a ranged weapon in one hand and a melee weapon in the other hand.

Normal: To gain the benefit of the Two-Weapon fighting feat, your weapons must both be ranged or melee weapons.

BULL'S EYE

Your attacks with ranged weapons are especially deadly.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: When you threaten a critical hit with a ranged weapon, you may spend an Action Point to automatically confirm the critical.

CONCUBINE

You were at one time the concubine, slave, or mistress of a powerful desert raider or community leader. While in his harem, you were trained in the arts of entertainment and artistic performance.

Prerequisite: Charisma 13.

Benefit: You gain a +4 bonus to all Perform checks and a +2 bonus to Bluff and Diplomacy checks when related to seduction attempts.

Note: Concubine is a feat that means a character was more than a mere love-slave, but someone groomed as a performer for the entertainment of raider chiefs, merchants, etc. The Perform bonus is meant to cover many types of entertainment, from musicianship to dance, from poetry to whatever might please one's next master(s). As such it, can apply to both male and female characters of all ages.

FILTHY

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

Prerequisite: Charisma 9 or below.

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

FORSAKEN

You were abandoned as a child and left to die. Against all odds you managed to survive on your own in an unbelievably hostile world, gaining new abilities and insights. You now operate best when left alone.

Prerequisite: Characters of a Feral background only.

Benefit: The character receives a +2 competence bonus to Hide, Listen, and Survival checks. You lose these benefits, however, when working in a group of four or more.

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

FUTURISTIC FIREARM PROFICIENCY

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

Prerequisite: Advanced Technology.

Benefit: You can fire futuristic weapons without penalty.

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

Special: This feat may be used in place of *Personal Firearm Proficiency* as a prerequisite for other firearm

related feats such as *Advanced Firearm Proficiency*. Some futuristic exotic weapons, such as Laser Cannons, require the *Exotic Firearms Proficiency* as well.

GLADIATOR

You've spent some time as a gladiator in the pits of one slave city or another, and have become accustomed to fighting against armored opponents.

Prerequisites: Wisdom 13, Alertness.

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

HARD-EYED

With a gun in your hand, you have an especially dangerous aspect.

Prerequisites: Charisma 13, Intimidate 4 ranks.

Benefit: You gain a +5 circumstance bonus on Intimidate checks when aiming a firearm at the target of your check. The target must be within 30 feet, and must be able to see you (and your firearm). The target does not have to be flat-footed.

This bonus does not stack with the +2 circumstance bonus your GM might grant for threatening the target with a gun, but it can stack with other circumstance bonuses.

Normal: Circumstances such as holding a gun on a flat-footed opponent normally grant a +2 circumstance bonus.

HIGH READY

You are accustomed to moving with your gun at the ready, shifting your aim with your sight.

Prerequisites: Dexterity 13, Reactive Shooter.

Benefit: You can use the Reactive Shooter feat with a Large weapon. To do so, you must first have stated that you are at the high ready position (on your feet, with your weapon shouldered, ready to fire). You can only move at half speed while prepared in this manner.

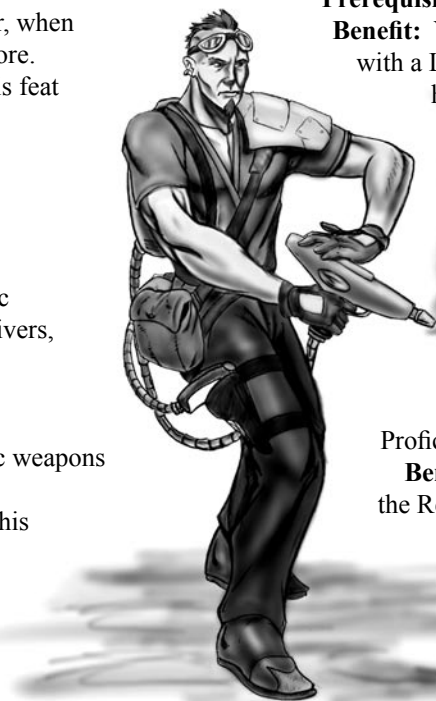
IMPROVED AUTOFIRE

You lay down withering barrages of autofire with deadly precision.

Prerequisites: Personal firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When you use autofire, the DC for the Reflex save is increased by +5.

Normal: When you use autofire, every creature within the targeted 10-foot-by-10-foot area must make a Reflex save (DC 15) to avoid being hit.



IMPROVED DEAD AIM

Your skill with ranged weapons is unmatched.

Prerequisites: Wisdom 13, Far Shot, Dead Aim.

Benefit: The circumstance bonus on attack rolls granted by the Dead Aim feat increases from +2 to +3.

IMPROVED OVERRUN

You can overrun your opponents before they are able to avoid you.

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

INTIMIDATING STRENGTH

You can intimidate and strike fear into others with your physique alone.

Prerequisites: Strength 15, Intimidate 4 ranks.

Benefit: You can use your Strength modifier instead of your Charisma modifier on Intimidate checks and fear causing abilities such as Frightful Presence, Blood Thirsty Cry, Horrifying Kill, and Death Cry.

INTUITIVE MECHANIC

You have a natural knack for fixing mechanical devices.

Prerequisite: Intelligence 15

Benefit: Repair is considered a class skill for you.

In addition, you may always take 10 on Repair checks, even if stress and distractions would normally prevent you from doing so.

JUJU MEDICINE

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

Prerequisites: Treat Injury 4 ranks, Survival 4 ranks.

Benefit: You can build a Juju kit by simply searching the wilderness for herbs and other natural ingredients. Finding the ingredients requires a Survival check (DC 15) and takes 1d6 hours.

LEADERSHIP

You are a natural leader who attracts followers and brings them under your command.

Prerequisite: The character must be at least 6th level.

Benefits: Having this feat enables you to attract

loyal companions and devoted followers, subordinates who assist you. See Table: Leadership for what types and numbers of cohorts and followers you can recruit.

Leadership Score: Your Leadership score is equal to your level plus any Charisma modifier. In order to take into account negative Charisma modifiers, Table: Leadership allows for very low Leadership scores, but you must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect a character's Leadership score, as detailed in Table: Leadership Modifiers.

Cohort Level: You can attract a cohort of up to this level. Regardless of your Leadership score, you can't recruit a cohort of a level higher than this.

Number of Followers by Level: You can lead up to the indicated number of characters of each level.

Followers: You attract followers whose allegiances are the same as your own. These followers have gear appropriate to NPCs of their level. As your Leadership score increases, you can attract more followers. If your Leadership score decreases, followers may desert.

Replacing Cohorts and Followers: If you lose a cohort or followers, you can generally replace them, according to your current Leadership score. It takes time (1d4 months) to recruit replacements. If you are to blame for the deaths of the cohort or followers, it takes extra time to replace them, up to a full year. Note that you also pick up a reputation of failure, which decreases your Leadership score.

MARKET

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

Prerequisite: Profession (trader) 2 ranks.

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

Special: This feat can be combined with the Silver Tongue feat or with Trader abilities such as Going Once, Going Twice.

MOUNTED ARCHERY

You are skilled at using firearms and primitive ranged weapons from a mount such as desert horse or fraxx steed.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

MOUNTED COMBAT

You are skilled at fighting from a mount such as desert horse or fraxx steed.

Prerequisite: Ride 1 rank.

TABLE 1-28: LEADERSHIP

Leadership	Cohort	-- Number of Followers by Level --					
Score	Level	1st	2nd	3rd	4th	5th	6th
1 or less	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

TABLE 1-28: GENERAL LEADERSHIP MODIFIERS

The Leader Has a Reputation for	Leadership Modifier
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2
Cohort-Only Leadership Modifiers	
The Leader	Leadership Modifier
Has a animal partner	-2 animal companion
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*
*Cumulative per cohort killed.	
Follower-Only Leadership Modifiers	
The Leader	Leadership Modifier
Has a stronghold or base of operations	+2 guildhouse, and so on
Moves around a lot	-1
Caused the death of other followers	-1

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

POWERED ARMOR OPERATION

You are proficient at piloting power armor.

Prerequisites: Pilot 4 ranks, Advanced Technology

Benefit: You take no penalty on Piloting checks or attack rolls when operating power armor.

Normal: Characters without this feat take a -4 penalty on Pilot checks when operating power armor.

QUICK TREATMENT

Sometimes the casualties start to mount, and there's not enough time to save everyone. You are trained to administer medical treatment in a frenzied but effective way, allowing you to save lives quickly.

Prerequisite: Treat Injury 5 ranks.

Benefit: If you successfully stabilize a dying patient, you may move to another and make an additional stabilizing attempt. You may continue making stabilizing attempts until you fail a check or cannot move anymore.

RADIATION SENSE

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

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

Normal: Characters without this feat cannot detect radiation unless they have a radiation detection device.

REACTIVE SHOOTER

You react instantly with a firearm.

Prerequisite: Dexterity 13.

Benefit: If you have a Medium-size or smaller ranged weapon in hand, you may act in the surprise round even if you are surprised. You roll initiative as though you were not surprised. The only action you may take in the surprise round, however, is a single ranged attack with the weapon in your hand. You make this attack at your highest attack bonus, but you suffer an -5 penalty on the attack.

You are still considered flat-footed during the surprise round.

Normal: If you are surprised at the beginning of combat, you cannot take any actions during the surprise round.

RIDE-BY ATTACK

You are skilled at making charge attacks with a mount such as desert horse or fraxx steed.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

RIP A CLIP

You can discharge a full clip of ammunition in seconds.

Prerequisite: Double Tap.

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

ROOM-BROOM

You excel at firing guns at close quarters.

Prerequisite: Point Blank Shot.

Benefit: A character with this feat can attack with a ranged weapon in a threatened area and not provoke an attack of opportunity.

SILVER TONGUE

You have developed a knack when it comes to convincing others of the value of your basic trade goods.

Prerequisite: Charisma 13.

Benefit: When trading, you sell goods for 10% more and buy for 10% less than market value.

Special: This feat can be combined with the Market feat or with Trader abilities such as Going Once, Going Twice.

SPIRITED CHARGE

You deliver a devastating mounted charge attack.

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

SUPER-CHARISMATIC

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

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

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

SUPPRESSIVE FIRE

You can lay down a barrage of gunfire, giving you the chance to hit your opponent even when it's not your turn.

Prerequisites: Wisdom 13, Personal Firearms Proficiency.

Benefit: When you attack a target that is at least 30 feet away with a semiautomatic or automatic firearm, you threaten the target's square until your next action. (If using autofire, you threaten the targeted 10-foot-by-10-foot area). You may make ranged attacks of opportunity into that square.

Suppressive fire shoots five bullets (in addition to the bullets fired in your attack and any attack of opportunity), and can only be used if the weapon has five bullets in it.

TRAMPLE

You are skilled at overrunning your opponents with your mount.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

TROGLODYTE

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

Benefit: You can intuitively determine your precise underground depth as naturally as sensing which way is up. In addition, you receive a +2 competence bonus on Navigate, Spot, Survival checks while underground. In addition, the character gains an extra +2 to spot checks to notice weakened stonework, dangerous cave or tunnel features, or the presence of poisonous (or flammable) gas pockets in the area.

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

VEHICLE COMBAT

You are an expert at fighting behind the wheel of vehicle.

Prerequisites: Vehicle Expert, Vehicle Dodge.

Benefit: You add your class Defense bonus to any vehicle you drive or pilot.

VULTURE

You are an expert at finding things that others often overlook—or are too busy to notice. You have become the ultimate scavenger.

Prerequisite: Wisdom 13.

Benefit: You receive a +4 bonus to Search checks.



TECHNOLOGY FEATS

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

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

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

PRIMITIVE TECHNOLOGY

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

Benefits: A character with this feat may learn the following Craft skills: Pharmaceutical, Structural and Visual Arts. He may also learn the following Knowledge skills: Civics, Current Events, Mutant Lore, Tactics, Theology, Reading, and Writing. The character may also learn the Treat Injury skill with primitive natural medicines (Juju), but only Long Term Care, Restore Hit Points, Revive Character, Stabilize Dying Character, and Treat Poison.

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

Special: This feat does not make any skill a class skill. It only allows access to them.

The following list of feats requires Primitive Technology as a prerequisite: Archaic Weapons Proficiency, Armor Proficiency (Medium and Heavy), and Exotic Melee Weapon Proficiency.

POST-APOCALYPTIC TECHNOLOGY

A character with the Post-Apocalyptic Technology feat has the ability to understand some modern technologies. Examples include: electronics,



geography, mechanics, modern firearms, and physical sciences. This does not mean the character can learn how to create such technologies, but it does mean he may learn how to use or repair them.

Prerequisite: Primitive Technology

Benefits: A character with this feat may learn the following Craft skills: Chemical, Pharmaceutical, and Structural. She may also learn any Knowledge skill as well as Computer Use, Demolitions, Disable Device, Forgery, Investigate, Pilot, Repair, and Research. Lastly, the character may use Treat Injury to its full extent. The character is restricted from learning the following Crafts: Electronics and Mechanics.

Special: This feat does not make any skill a class skill. It only allows access to them.

The following list of feats requires Post Apocalyptic Technology as a prerequisite: Exotic Firearms Proficiency, Personal Firearms Proficiency, Surface Vehicle Operation, and Surgery

ADVANCED TECHNOLOGY

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

Prerequisite: Post-Apocalyptic Technology

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

Special: This feat does not make any skill a class skill. It only allows access to them.

The following list of feats requires Advanced Technology as a prerequisite: Futuristic Firearms Proficiency, Advanced Vehicle Operation, and Aircraft Operation.



TECHNOLOGY CRAFT FEATS

The following feats represent various technological disciplines that characters may use in

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

MODERN AIRCRAFT DISCIPLINE

This discipline represents a focus on modern aircraft.

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

Benefits: A character can craft aircraft found in the *d20 Modern™* book at no penalty.

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

MODERN FIREARMS DISCIPLINE

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

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

Benefits: You can craft firearms found in the *d20 Modern™* and *Darwin's World* books at no penalty.

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

MODERN VEHICLES DISCIPLINE

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

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

Benefits: A character with this discipline can craft surface vehicles found in the *d20 Modern™* and *Darwin's World* books at no penalty.

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

ADVANCED ARMOR DISCIPLINE

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

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

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

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

ADVANCED ELECTRONICS DISCIPLINE

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

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

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

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

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

ADVANCED PHARMACEUTICAL DISCIPLINE

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

Prerequisite: Craft (Pharmaceutical) 13 ranks, Knowledge (Earth and Life Sciences) 8 ranks, Knowledge (Technology) 8 ranks, Treat Injury 10 ranks.

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

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

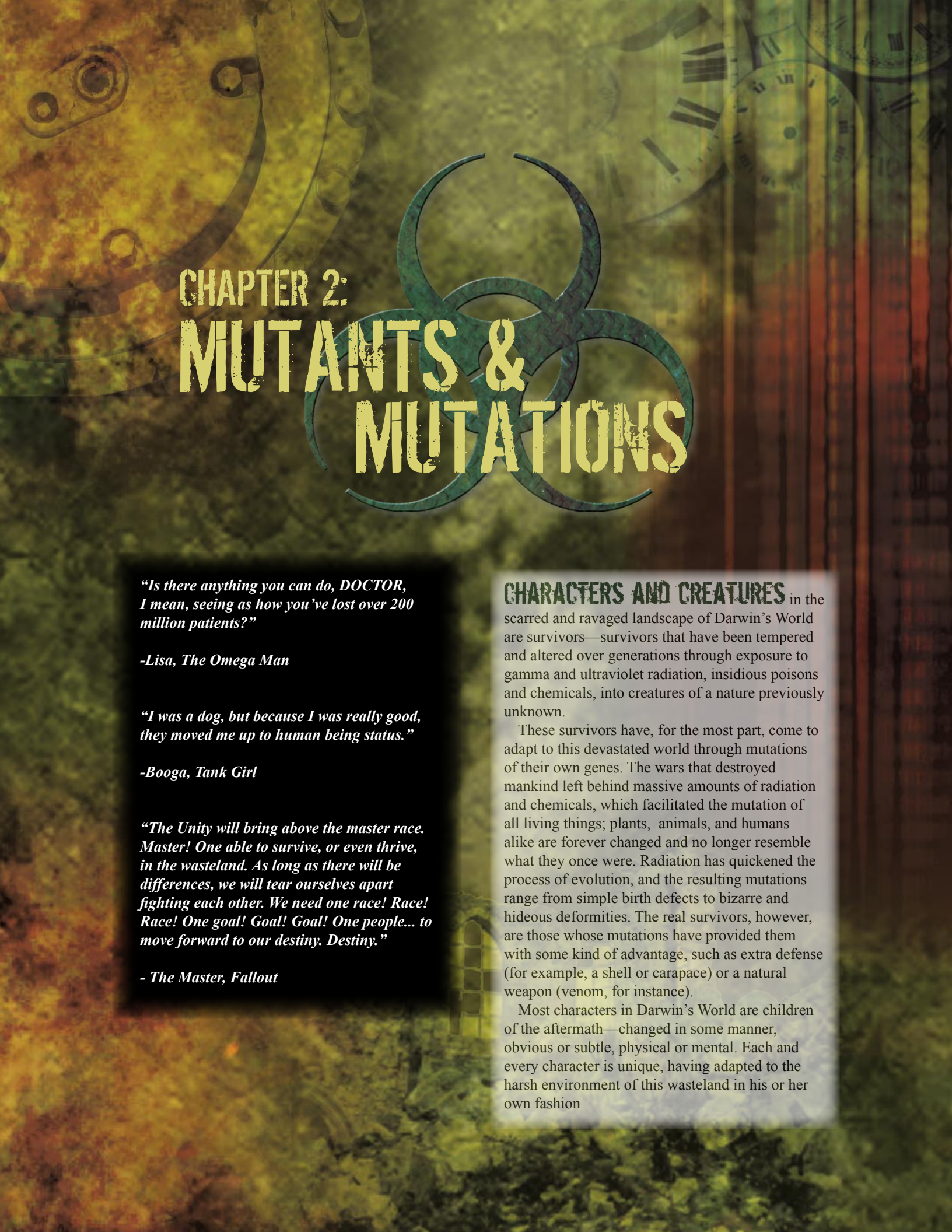
ADVANCED WEAPONS DISCIPLINE

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

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

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

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



CHAPTER 2: MUTANTS & MUTATIONS

"Is there anything you can do, DOCTOR, I mean, seeing as how you've lost over 200 million patients?"

-Lisa, The Omega Man

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

-Booga, Tank Girl

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

- The Master, Fallout

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

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

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



WHAT IS A MUTATION?

Mutation is a complex phenomenon. As a rule, mutation occurs whenever DNA is not perfectly

duplicated. This process

occurs almost exclusively as a fetus develops in the womb. A single cell (a fertilized egg), duplicates its DNA and divides into two identical cells in a process known as mitosis. These duplicate cells in turn replicate themselves, and those replicates do the same, and on and on, until a full-fledged organism develops. The first replications produce cells that are identical to one another, but after a certain point (say, after a dozen or so splits), the cells begin to specialize in their tasks. The genes of the cell, whose "codes" tell the cell what to do, dictate these "tasks". For example, a genetic code might dictate that a single cell joins millions of others of its kind to help create an eye, or a lung, or a liver. These programmed cells, in turn, divide and multiply, and over several months (at least for human embryos) the cells refine their specializations to such a degree that a human child takes form.

The production and reproduction of the human cellular structure is a delicate process fraught with potential problems, from mutated genes to damaged chromosomes. Cells can fail to fully divide, or genes can fail to come through with their genetic "orders." Without checks and balances, these problems would result in a deformed child, but the body usually recognizes the fault early in the process (typically within the first few weeks of pregnancy) and naturally aborts the fetus. In some cases, however, the process fails to abort, and a mutated birth results.

Whenever cells fail to replicate exactly as the genetic codes of the species dictate, a mutant is born. In humans, genetic mutation typically results in some form of physical retardation. Cystic fibrosis, chorea, Down's syndrome, muscular dystrophy, hemophilia, anemia, and even color-blindness are all conditions resulting from DNA replication errors that manage to survive through to birth.

Most genetic mutations do not last, however, and are usually restricted to the one mutant in question. The reasons are mainly social and cultural in nature—mutants, no matter how polite one wishes to be about it, do not typically breed. Their mental and/or physical differences generally make them the least ideal selections for a mate, and since reproductive capabilities are often susceptible to damage by mutation (perhaps Nature's way of ensuring the mutation does not continue in the species), their chances of producing offspring are greatly reduced.



As a result, the mutated genetics of the individual typically die with him and are not passed on to the next generation.

All this changes in the environment of Darwin's World. Here, genetic mutation is far more common due to one prevalent factor: mutagens in the environment. The use of chemicals in both industry and warfare was widespread during the fall of the Ancients, and many of those chemicals contaminated the environment to such an extent that errors in DNA replication began to occur. Such is the legacy of the Ancients: contamination and mutation.

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

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

The existence of advanced mutations is actually evidence of the evolutionary process in action. What starts as stray mutation, expected to discontinue and not contribute to the gene pool, manages not only to exist but to thrive, resulting in the mutation becoming an evolutionary trait. Over successive generations, what was once, for example, a useless additional "tentacle" of flesh and tissue becomes a functional and usable limb. Creatures who have multiple generations of mutant ancestors will likely have mutations of a more advanced and useful nature. Those whose ancestors mutated more recently will have mutations still in the early stages of evolution, less developed and advanced.



THE MUTANT TEMPLATE

The Mutant template can be added to any creature. The mutant is not a traditional d20 template. There is no list of static features. The creature type does not change. The mutant template simply adds new elements to the existing creature.

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

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

SPECIAL QUALITIES

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

Mutations: The mutant creature gains three mutations.

Defects: The mutant creature gains three defects.

Medical Incompatibility: The mutant is changed and thus does not benefit as easily from medicines designed for the base creature. For example, a mutated human might not take well to a drug designed for normal humans. A mutant must make a Fortitude save (DC 15) or suffer a random effect from the Medical Incompatibility table. Some mutations and feats (such as the Super Mutant feat) modify this save.

CHOOSING MUTATIONS

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

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

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

A character may also gain advanced mutations by using the Mutation Advancement and Super Mutant feats. In addition, he may also reduce the number of defects using the Remove Defect feat. A character may not choose to take fewer mutations and also take the

Super Mutant feat.

Below are three suggested methods for determining character mutations, ranging from complete player freedom to random generation.

Note: The Super Mutant feat cannot be used to avoid harsher defects. The character must have a defect that matches his most advanced mutation, unless it is higher than his maximum defects (normally 3 unless the character chooses Remove Defect).

METHOD 1: PLAYER'S CHOICE

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

METHOD 2: RANDOM POOL

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

METHOD 3: RANDOM CHANCE

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

EXAMPLES

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

Example 1: Ethan has created a new mutant character named "Cuff The Sickly." For his 3 mutations he chooses Adrenaline Control and Claws x2. Since he chose Claws twice, he must also choose a defect twice. He chooses Blindness and Hunchback twice (thus reducing his speed by 10 feet and charisma by -2).

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

TABLE 2-1: MEDICINAL INCOMPATABILITY

D20	Effect	Damage
1	Death	Character is killed by the improper use of the chemical
2	Major nerve system damage	Permanent paralysis
3	Brain damage	1 Int (permanent) + 2d6 Con
4-5	Nerve system damage	1 Str (permanent) + Paralysis (2d6 hours)
6-7	Muscular damage	1 Str (permanent) + 2d6 Str
8-9	Muscle spasms	3d6 Dex + 1d2 Str
10-14	Dizziness and nausea	1d2 Dex
15-19	Ineffective	Medicine has no effect
20	Diluted effect	Normal effect is halved

chooses Blindness x3 and is thus completely blind.

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



MUTATION FEATS

REMOVE DEFECT

A mutant with this feat represents the future of humanity. Through natural selection, she has shed the defects of previous generations.

She is the next step in human evolution, destined to wipe out lesser races as Homo Sapiens did to the Neanderthal.

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

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

SUPER MUTANT

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

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

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

MUTATION ADVANCEMENT

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

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

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

DEFECT ADAPTATION

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

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

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



MUTATIONS

ABERRANT HORN DEVELOPMENT

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

Benefit: Mutant gains a natural weapon, allowing her to make a gore attack for 1d6 damage.

Advancement: Each advancement of this mutation increases the damage dice of the attack in the following progression: 1d8, 2d6, and 2d8.



TABLE 2-2: RANDOM MUTATIONS

Mutation	d100
Aberrant Horn Development	1 - 2
Aberrant Endoskeletal Encasing	3 - 4
Abnormal Joint Flexibility	5 - 6
Accelerated White Blood Cell Activity	7 - 7
Accumulated Resistance	8 - 9
Acid Excretion Glands	10 - 10
Adrenaline Control	11 - 12
Additional Limb Development	13 - 13
Autism	14 - 14
Blindsight	15 - 16
Chameleon Epidermis	17 - 18
Claws	19 - 20
Complete Wing Development	21 - 21
Dermal Suction	22 - 23
Dermal Poison Sap	24 - 25
Dermal Spike Growth	26 - 27
Diurnal/Nocturnal	28 - 29
Dual Cerebellum	30 - 30
Dual Headed	31 - 32
Dwarfism	33 - 33
Elongation	34 - 35
Energy Immunity	36 - 37
Energy-Retaining Cell Structure	38 - 38
Enhanced Respiration	39 - 40
Epidermal Acid Enzymes	41 - 41
Expanded Optic Orbit	42 - 43
Extreme Resilience	44 - 45
Fragrance Development	46 - 47
Gamma-Ray Visual Sensitivity	48 - 49
Gigantism	50 - 50
Haemotoxin Sting	51 - 52
Hyper Olfactory	53 - 54
Increased Body Density	55 - 56
Increased Movement	57 - 58
Independent Cerebral Control	59 - 60
Interior Moisture Reservoir	61 - 62
Light Distortion Field	63 - 64
Multi-Faceted Eyes	65 - 65
Multiple Stomachs	66 - 67
Multiple Eyes	68 - 69
Neurotoxin Sting	70 - 71
Neural Mutation - Precognition	72 - 72
Neural Mutation - Telekinesis	73 - 73
Neural Mutation - Telepathy	74 - 74
Optic Emissions	75 - 75
Protective Dermal Development	76 - 77

Pyrokinetic Pulse Generation	78 - 79
Radiation Immunity	80 - 81
Regenerative Capability	82 - 83
Respiratory Membrane	84 - 85
Sensitive Sight	86 - 87
Serrated Dental Development	88 - 89
Shriek	90 - 91
Simian Deformity	92 - 93
Skeletal Fortification	94 - 95
Spontaneous Electric Charge Generation	96 - 96
Stench	97 - 98
Superior Kidney Development	99 - 100

ABERRANT ENDOSKELETAL ENCASING

This mutation is caused by an aggressive explosion in the production of bone and cartilage between the ribs of the mutant's skeletal frame, creating a thick and reflective bone "shield" encasing his vitals. This growth is segmented so the spine will still allow a good degree of flexibility.

Benefit: Mutant gains damage reduction of 2/- against piercing and ballistic attacks.

Advancement: Each advancement of this mutation increases the damage reduction against piercing and ballistic attacks by 2 to a maximum of 10.

ABNORMAL JOINT FLEXIBILITY

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

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

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

ACCELERATED WHITE BLOOD CELL ACTIVITY

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

Benefit: The mutant gains the ability to spontaneously heal wounds at a rate of 2 hit points per ten minutes. This healing ability is limited to wounds caused by bludgeoning, ballistic, piercing, and slashing weapons. Damage caused by heat, cold, electricity, acid, sonic or energy weapons must heal normally.

Advancement: Each advancement of this mutation increases the rate of healing by 1 to a maximum of 5.

ACCUMULATED RESISTANCE

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

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

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

Special: This bonus also applies to Medical Incompatibility checks.

ACID EXCRETION GLANDS

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

Benefit: The mutant can make a ranged touch attack up to 10 feet away using his base attack bonus. This attack does 1d6+1 damage per character level (up to a maximum of +10) and counts as an attack action. The mutant cannot produce unlimited acid and may only use this ability a number of times per day equal to her Constitution modifier + 1 (minimum 1).

Advancement: Each advancement of this mutation increases the damage dice by 1d6 and the range by 5 feet to a maximum of 5d6 and 30 feet.

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

ADRENALINE CONTROL

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

Benefit: The mutant can trigger an adrenaline surge that increases his speed, stamina, strength, and pain tolerance. During the rush, the mutant temporarily gains a +4 to Strength and Constitution and a 25% increase to his base speed (rounded up to the nearest 5 feet). The rush lasts a number of rounds equal to 3 + the mutant's (newly improved) Constitution modifier, but it can be stopped voluntarily. Triggering a rush is a free action. After the rush, the mutant is fatigued for one hour and suffers a -2 to Strength and Dexterity. A

mutant may trigger an adrenaline rush once per day.

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

ADDITIONAL LIMB DEVELOPMENT

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

Benefit: The mutant gains an additional limb. An additional arm grants the mutant an additional attack whenever the full attack option is used in combat. If the mutant has natural attacks (claws), secondary attacks are made at -5. If the mutant uses weapons in his extra hand(s), his primary attack is at -6 and all secondary attacks are at -10. Feats such as Multiattack and Multiweapon Fighting can reduce these penalties.

Advancement: Each advancement of this mutation grants the mutant an additional limb. It is possible for a mutant to have both extra arms and extra legs. Each additional arm grants the mutant an additional attack whenever the full attack option is used in combat. Each additional leg increases the mutant's base move by 5 feet and adds +2 to Balance checks.

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

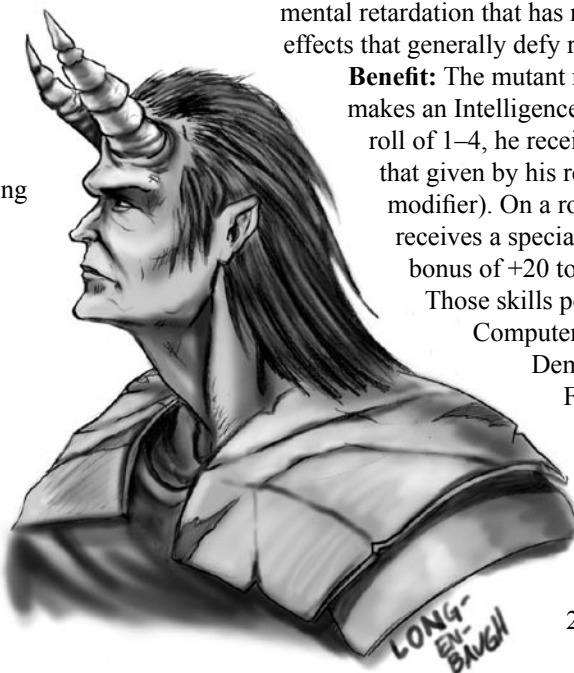
Note: If the GM wants to determine the limb type randomly, roll 1d6. A roll of 1 to 4 is an arm and 5-6 is a leg.

AUTISM

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

Benefit: The mutant rolls 1d6 each time he makes an Intelligence-based skill check. On a roll of 1-4, he receives no bonus (other than that given by his regular ranks and attribute modifier). On a roll of 5 or 6, however, he receives a special, one-time competence bonus of +20 to that particular check.

Those skills potentially affected include Computer Use, Decipher Script, Demolitions, Disable Device, Forgery, Investigate, Knowledge, Navigate, Repair, Research, and Search. However, this ability does not work with the Craft Skill, or if a character is taking 20 on a skill check.



Advancement: Each advancement of this mutation increases the chance of gaining the autism bonus by one (1-3 no bonus, 4-6 bonus). This mutation can be advanced up to two times (1-2 no bonus, 3-6 bonus).

BLINDSIGHT

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

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

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

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

CHAMELEON EPIDERMIS

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

Benefit: The mutant can hide even without cover or concealment. His coloration provides a bonus to his Hide check based on how much of his skin is exposed and how fast he is moving. Use the list below to determine the mutant's exact bonus (these circumstance bonuses stack).

Stationary, not moving.	+8 Hide
Moving up to half speed.	+4 Hide
Moving faster than half speed.	+0 Hide
Mutant is nude, light load.	+8 Hide
Mutant is lightly clothed, medium load.	+4 Hide
Mutant is fully clothed, heavy load.	+0 Hide

The mutant may use this ability once per Constitution modifier (minimum of 1) per day. Changing color is a full-round action and has a maximum duration of one minute per Constitution (minimum 10).

Advancement: Each advancement allows the mutant to activate this power one additional time per Constitution modifier per day.

Special: A mutant using this ability while nude and stationary receives a +16 bonus to Hide checks, and is almost completely invisible. The mutant is considered to have one half concealment (20% chance of missing) for purposes of melee and ranged attacks against him.

CLAWS

This mutation has altered the mutant's fingernails so that they can be used as formidable natural weapons. Some variety has been observed in claw development; most mutants have fixed claws, though a few have been found to have retractable claws. Most (but not all) mutants have claws on their feet as well.

Benefit: The mutant's hands are now natural weapons that allow him to make a claw attack for 1d6 points of damage. The claws provide a +2 bonus to Climb checks.

Advancement: Each advancement of this mutation increases the damage dice of the claw attack in the following progression: 1d8, 1d10, and 2d6. It also increases the Climb check bonus by +1 (to maximum of +5).

COMPLETE WING DEVELOPMENT

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

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

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

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

DERMAL SUCTION

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

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

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

DERMAL POISON SAP

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

Benefit: Successful bare-hand attacks and bite attacks against the mutant require the attacker to make a Fortitude save or suffer the poison effects (DC14,

Initial/Secondary Damage: 1d4/1d4 Str). Bare-hand, bite, and grapple attacks made by the mutant have the same effect.

Advancement: Each advancement of this mutation increases the Fortitude DC by 2 and the damage die by one rank (1d4 becomes 1d6).

DERMAL SPIKE GROWTH

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

Benefit: This mutation allows the mutant to inflict 1d6 points of piercing damage (x2 for critical hits) with a successful grapple attack and grants a +2 natural armor bonus.

Advancement: Each advancement of this mutation increases the damage die by one rank (1d8, 1d10) to a maximum of 1d10 and the armor bonus by +2 to a maximum of +6.

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

DIURNAL/NOCTURNAL

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

Benefit: The player chooses whether the mutant's Strength or Dexterity is affected and whether the mutant is at his best during the day or night. The mutant receives a +2 bonus to Strength or Dexterity during his peak activity cycle. His peak activity cycle can be either day (from 6 A.M. to 6 P.M.) or night (from 6 P.M. to 6 A.M.). The bonus (Strength or Dexterity) and cycle (day or night) must be determined during character creation and cannot be altered.

Advancement: Each advancement of this mutation increases the ability bonus by +2.

DUAL CEREBELLUM

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

Benefit: The mutant's Intelligence modifier is doubled.

Advancement: None.

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

DUAL HEADED

The mutant has developed a second head next to the first (on his shoulders) through a wild genetic

deformation. Only one of the heads has an actual brain, unless the mutant also possesses the Dual Cerebellum mutation.

Benefit: The mutant gains a +1 Spot and Listen bonus and cannot be flanked. Whenever she must save against blindness or deafness, she gets 2 save attempts, one for each head. If one head is blinded, she loses the spot bonus and can be flanked. If one head is deaf, the mutant loses her listen bonus.

Advancement: None

DWARFISM

The mutant's physical size has been altered, either by a pituitary defect or a change in the body's genetic program during growth and development. With this mutation, the mutant is a dwarf; his size and body weight are substantially decreased.

Benefit: The mutant is reduced one size category, which makes him harder to hit and easier to hide. For example, a Medium-size mutant would be reduced to Small. Small creatures gain a +1 size bonus to AC, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks.

Penalty: Dwarfed creatures must use smaller weapons than normal creatures of the same size; they cannot lift or carry as much as normal creatures, and they cannot move as fast. For example, a Small creature's lifting and carrying limits are three-quarters of those of a Medium-size creature, and the dwarfed creature's base speed is 20 ft.

Advancement: None

ELONGATION

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

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

Advancement: The first advancement of this mutation doubles the number of rounds the mutant can maintain elongation. Each subsequent advancement adds 1 to the multiplier (x3, x4, etc.).

ENERGY IMMUNITY

The mutant has developed immunity to a certain type of energy. The reason for this immunity depends on



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

Benefit: The mutant ignores 10 damage of the given energy type (acid, cold, electricity, energy weapons, fire, or sonic/concussion) each time the creature is subjected to such damage. For example, a mutant with fire immunity ignores the first 10 points of the damage by a fire attack. If energy weapons are chosen, it works against all weapons of type energy including lasers, masers, particle beams, and energy field generators.

Advancement: Each advancement of this mutation increases the resistance against the specific form by 5 to a maximum of 20.

ENERGY-RETAINING CELL STRUCTURE

The mutant possesses special energy-sensitive cells and internal electrolyte "webbing" that acts to disperse harmful energy and store it in the body. The mutant can, with practice, learn to channel the energy before it dissipates (through short bursts of static energy), utilizing it as if he were a "battery." The mutant can absorb energy, storing it for a later date (to charge a weapon, for instance, by touching the power connections, or even to heal).

Benefit: When the mutant is struck by an energy attack, he must make a Fortitude save (DC 10 + the damage done). If the check is successful, the attack does no damage whatsoever, and the mutant absorbs this energy for later use. At any given time, a mutant can retain a number of charges equal to 1 plus his Constitution modifier (minimum of 1). A single discharge can power any other energy device for a short time. For example, a mutant's energy discharge can power an energy weapon enough to give it one discharge of its own. The energy from a mutant's discharge can also be channeled to heal himself of 1d8 points of damage. Energy from electrical attacks and energy weapons can be diffused or stored by the mutant, but cold, acid, radiation, heat, and sonic attacks will damage him as normal. If the mutant is already retaining his maximum amount of energy, he takes full damage from any energy attacks.

Advancement: Each advancement of this mutation increases the mutant's Fortitude save bonus by 2.

ENHANCED RESPIRATION

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

Benefit: The mutant can hold her breath for 1 extra minute per Constitution point before making drowning or suffocation checks. Because of her infrequent breathing cycle, she receives a +4 to Fortitude saves against airborne diseases, spores, and inhaled poisons.

Advancement: None.

EPIDERMAL ACID ENZYMES

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

Benefit: The melee touch attack of this mutant secretes a digestive acid that can dissolve metal almost instantaneously, and has some effect on organic material. Any successful hit deals 20 points of acid damage to metal objects (which might include an opponent's weapon or armor). It inflicts only a single point of acid damage to the flesh of opponents. A weapon that strikes the mutant, after doing damage, will suffer acid damage unless the wielder makes a Reflex save (DC 16).

Advancement: Each advancement of this mutation increases the acid damage by 10 points for metal (to a maximum of 50) and one point for flesh (to a maximum of 3).

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

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

Note: If an object's hardness exceeds the amount of acid damage, then it is immune to the acid damage when being hit by or hitting the mutant. An object that loses all its hit points in a single round is immediately dissolved with a hiss and a wisp of smoke.

EXPANDED OPTIC ORBIT

The skull of the mutant has evolved to allow a special kind of eye movement. The orbit (socket) of each eye is much deeper than normal, and new eye muscles have developed along the interior walls of the cavity. These new muscles allow the mutant to instinctively pull his eyes back and into his skull when they are threatened. In effect, the eyes of the mutant retract back and down into the head, out of harm's way.

Benefit: A mutant with this mutation looks normal most of the time, but when his eyes are threatened, they sink back, leaving hollow, empty holes. This

mutation negates the effects of weapons, devices, or other effects that cause blindness.

Advancement: None.

EXTREME RESILIENCE

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

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

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

FRAGRANCE DEVELOPMENT

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

Benefit: Once per day, the mutant can emit an invisible scent that forces up to 2d4 HD in creatures to make a Will save (DC 15) or be hypnotized. Duration is 2d4 rounds. Emitting the fragrance counts as an attack action. Range is 15 feet.

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

Advancement: Each advancement of this mutation increases the HD of creatures affected by 1d4, the Will DC by 2, the duration by 1d4, and the range by 5 feet.

GAMMA-RAY VISUAL SENSITIVITY

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

Benefit: Such emissions appear as bright glowing patches or "auras," warning the mutant of a dangerous area, object, or creature (the GM is only required to describe the aura as dim for low radiation levels, bright for higher levels, or brilliant for extremely high levels). The range of the mutant's detection is roughly equivalent to his natural sight.

Advancement: None.

GIGANTISM

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

Benefit: The mutant increases its size by one category and gains +1 to Strength and Constitution.

Penalty: Because of the increase in size, the mutant takes a -1 penalty to Dexterity.

Advancement: Each advancement of this mutation increases the mutant's Strength and Constitution by +1. The mutant's size category remains the same.

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

Note that there are several other modifiers that the mutant must take into account with any increase in size category, such as modifiers to attack and defense rolls, grappling attempts, hide checks, reach, and typical fighting space. All these modifiers and values can be found in the creature size table located in the *Friend and Foes* chapter of *d20 Modern*.

HEMOTOXIN STING

The outer cells of the mutant's epidermis have developed into nematocysts, oval-shaped stinging cells that fire microscopic "darts" into any living tissue that comes into contact with them. These screw-shaped darts penetrate deep into the skin of the victim and release hemotoxins into the bloodstream, causing immediate damage. This is a microscopic action that requires nothing more than contact between flesh and flesh. For example, the mutant could use this ability simply by grasping an opponent.

Benefit: Hemotoxins cause bruising and hemorrhaging and disrupt the ability to heal. Any creature coming into skin-to-skin contact with the mutant suffers 1d4 points of acid damage and cannot heal naturally for a further 1d4+4 days (Fortitude save DC 20 to resist). Using a sting is a free action but is not automatic. The mutant can choose not to sting when touching other creatures.

Advancement: Each advancement of this mutation increases the acid damage by 1d4, the duration by +2 days, and the Fortitude save DC by 2.

HYPER OLFACTORY

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

Benefit: This mutation lets a mutant detect approaching enemies, sniff out hidden foes, and track by sense of smell. The range of this heightened sense is generally 20 feet, but if the opponent is upwind, the range is doubled, and if the opponent is downwind, the range is halved. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The mutant can detect another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If the mutant moves within 5 feet of the scent's source, she can pinpoint that source.

The mutant can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat, although mutants tracking by scent ignore the effects of surface conditions and poor visibility.

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

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

INCREASED BODY DENSITY

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

Benefit: The mutant gains damage reduction 5/- to bludgeoning, concussion, and slashing attacks.

Advancement: Each advancement of this mutation increases the damage reduction by 5 to a maximum of 15.

INCREASED MOVEMENT

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

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

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

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

INDEPENDENT CEREBRAL CONTROL

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

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

Advancement: None.

INTERIOR MOISTURE RESERVOIR

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

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

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

LIGHT DISTORTION FIELD

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

Benefit: The mutant can become invisible for up to 4 rounds per Constitution modifier per day (minimum 4 rounds). Creating the distortion field counts as a move action. The mutant becomes visible after attacking.

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

MULTI-FACETED EYES

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

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

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

MULTIPLE STOMACHS

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

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

Advancement: None.

MULTIPLE EYES

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

Benefit: The mutant cannot be flanked and gains +2 Spot checks.

Advancement: Each advancement of this mutation increases the bonus to Spot checks by +3.

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

NEUROTOXIN STING

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

Benefit: Neurotoxins act to paralyze the body and respiratory system. Any creature coming into contact with the mutant suffers 1d4 points of acid damage and must make Fortitude save (DC 15) or suffer a temporary loss of 2d6 Dexterity. The ability score loss lasts for 1d4 hours. Using a neurotoxin sting is a free action.

Advancement: Each advancement of this mutation increases the acid damage by 1d4, the duration by 1d4 hours, and the Fortitude save DC by 2.

NEURAL MUTATION

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

In addition, neural mutations serve as prerequisites for specific neural feats. Some neural feats have unlimited use, while others are limited. The mutant has a “pool” of limited feat uses for each neural mutation determined by a key ability score modifier and possibly increased with mutation advancements. For instance, a mutant with an un-advanced Precognition neural mutation and a Wisdom score of 18 has a pool of 6 (2 + 4 Wisdom modifier) uses from which to activate “limited-use” Precognition-based neural feats.

NEURAL MUTATION - PRECOGNITION

The mutant has a sixth sense. He can sense danger and has an extraordinary ability to predict the future. Whether this neural ability actually allows the mutant to see the future or is an uncanny ability to predict it,

is left for the player to decide. Regardless of that fact, this mutant possesses a heightened awareness that separates it from other creatures.

Benefit: The mutant may make a Will Save (DC 20) any time he is surprised. If he makes the save, he is not surprised. This ability may be used at will.

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

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

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

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

NEURAL MUTATION - TELEKINESIS

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

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

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

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

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

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

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

NEURAL MUTATION - TELEPATHY

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

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

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

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

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

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

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

OPTIC EMISSIONS

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

Benefit: The mutant gains an optic emissions attack with a base range of 100 feet that inflicts 1d4 + 1 point of damage per character level (up to a maximum of +10) points of damage. In addition, once per round the mutant can deflect one light-based attack (such as another mutant’s eye beams or even laser fire, but not other forms of energy attack) with a successful Reflex save (DC 20).

Advancement: Each advancement of this mutation increases the damage by 1d4.

PROTECTIVE DERMAL DEVELOPMENT

The skin cells of the mutant’s epidermis have thickened and hardened, turning into a tough “armor.” This mutation can take the form of a thick leathery dermal overgrowth (like “jowls” or an extra layer of callous tissue, for instance) or hardened “scales,” like a lizard’s.

Benefit: The mutant has a natural armor bonus of +4.

Advancement: Each advancement of this mutation increases the natural armor bonus by +2.

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

PYROKINETIC PULSE GENERATION

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

Benefit: The mutant can generate a 5-foot-wide heat blast that reaches up to 10 feet and inflicts 1d6 points of heat damage for every 2 character levels. All creatures in the area may make a Reflex save (DC 15) for half damage. Generating the heat blast is a full-round action. The mutant can use this mutation a number of times per day equal to 3 + the mutant’s Constitution modifier (minimum 3).

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

RADIATION IMMUNITY

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

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

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

REGENERATIVE CAPABILITY

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

Benefit: The mutant is considered to be double his actual level for the purposes of natural healing. If she should lose a limb and survive, the lost body part will regenerate over a period of 1d4+2 weeks.

Advancement: The first advancement of this mutation triples the mutant’s rate of natural healing. Each subsequent advancement increases the multiplier by 1 (x4, x5, etc.). Each advancement also decreases the time to regenerate limbs by 1 week (minimum 1 week).

RESPIRATORY MEMBRANE

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

Benefit: The mutant is a true amphibian, able to breathe underwater as well as he does in air. It is assumed that a mutant with this mutation has spent significant time in water, so he gets the Swim skill as a class skill.

Advancement: None.

SENSITIVE SIGHT

The mutant’s eyes and optic nerves have increased sensitivity and allow him to see well in low light.

Benefit: A mutant with this mutation has low-light vision out to 60 feet.

Advancement: This mutation can be advanced once, giving the mutant dark vision out to 60 feet.

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

SERRATED DENTAL DEVELOPMENT

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

Benefit: The mutant gains a natural weapon that can be used to make a bite attack. The bite inflicts 1d6 damage, and has a threat range of 19-20 for a critical hit.

Advancement: Each advancement of this mutation increases the damage dice in of the attack in the following progression: 1d8, 1d10, and 1d12.

SHRIEK

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

Benefit: Once per day, the mutant can let out a horrible shriek that affects everyone within a 10-foot radius of him. Targets in the area of effect must make a Fortitude save (DC 15) or take 1d4 points of sonic damage and be deafened for 1d6+4 rounds. Those who successfully save are unaffected.

Advancement: Each advancement of this mutation increases the radius of the effect by 5 feet, damage by 1d4, duration of deafness by 1d4 rounds, and the Fortitude save DC by 2.

SIMIAN DEFORMITY

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

Benefit: If the mutant uses both his arms and legs to move, his speed is increased by 1/3 (40 feet for humans). His elongated arms extend his reach by 5



feet. The mutant also gains a climb bonus of +4.

Penalty: If the mutant does not use his arms to aid in locomotion, his shortened legs reduced his base speed to 2/3 normal (20 feet for humans). If he uses his arms to assist in movement he cannot wield a weapon or carry items in his hands.

Advancement: None

SKELETAL FORTIFICATION

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

Benefit: A mutant with this mutation does 1d4 bludgeoning damage with his fists and gains damage reduction 1/- to bludgeoning attacks.

Advancement: Each advancement of this mutation increases the damage dice (1d6, 1d8, 1d10) and damage reduction by 1.

Special: The mutant is still considered unarmed with unarmed strikes. This ability stacks with the Brawl (and Improved Brawl) feat(s). A character with Skeletal Fortification and Brawl (or Improved Brawl) increases his base damage by one increment, much as if he had advanced the mutation. A mutant with Skeletal Fortification and Combat Martial Arts may choose to inflict lethal damage with his unarmed strikes, and is considered armed for the purpose of determining attacks of opportunity (but does not increase his base damage). The maximum base damage the mutant can inflict with his fists is 1d12.

SPONTANEOUS ELECTRIC CHARGE GENERATION

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

Benefit: The mutant can emit an electrical pulse as a touch attack, inflicting 2d6+1 points of electricity damage per character level (up to a maximum of +10). For example, a 5th level character would inflict 2d6+5 damage with an electrical pulse. Generating the charge is considered an attack action. The mutant can use

TABLE 2-4: RANDOM DEFECT

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

this mutation a number of times per day equal to 2+ the mutant's Constitution modifier (minimum 2).

Advancement: Each advancement of this mutation increases the damage by 1d6 and the number of uses per day by 2.

STENCH

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

Benefit: All living creatures that possess a sense of smell within 10 feet of the mutant must succeed a Fortitude save (DC 15) or take a -2 morale penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws for 10 rounds. Creatures affected by this stench cannot be affected

again until the current effect expires. Attackers with an Intelligence score of 2 or less flee if they fail their save.

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

Special: Mutants with this ability are easier to detect.

SUPERIOR KIDNEY DEVELOPMENT

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

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

Advancement: None



DEFECTS

ABERRANT DEFORMITY

The mutant has developed limbs in places where they don't belong (an arm where a leg

should be, for instance, or an extra foot growing from the heel). This results in a hideous appearance. The player must choose a limb and another feature, and switch them. Examples might be the placement of the face on the chest or the replacement of a foot with a hand.

Penalty: Though this does not affect the mutant's physical abilities, it serves as a blatant sign that he is a mutant and cannot pass as a normal human. The mutant suffers a -1 to his Charisma and a -6 to Disguise checks.

Advancement: None.

ADRENALINE DEFICIENCY

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

Penalty: The mutant suffers a -4 penalty on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks for the mutant

to hold her breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning. It also incurs a -2 penalty to initiative.

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

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

ALBINISM

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

Penalty: When exposed to natural light or other UV sources, the mutant suffers a temporary -4 reduction to Constitution and Strength.

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

ANAPHYLAXIS

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

Penalty: Each round the mutant is in contact with the offending material, she reacts as if poisoned (Type: Contact DC15, Initial/Secondary Damage: 1d6 Dex/1d6 Dex).

Advancement: Each advancement of this defect increases the DC by 2 and the damage die by one rank (1d6 becomes 1d8, and so forth).

ATROPHIED CEREBELLUM

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

Penalty: A mutant with this defect suffers a one-time reduction of Intelligence, Wisdom, or Charisma by 2.

Advancement: Each advancement of this defect decreases another mental ability score by 2. It must be a *different* mental ability score, not previously chosen.

ATTENTION DEFICIT

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

Penalty: A mutant with this defect suffers a -2

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

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

BILIRUBIN IMBALANCE

Due to a one-nucleotide error in a certain blood-producing gene, the mutant generates an inordinate amount of bilirubin that the liver cannot break down. This results in telltale yellow eyes.

Penalty: Though this does not affect the mutant's physical abilities, it serves as a blatant sign that she is a mutant and cannot pass as a normal human. The mutant suffers a -1 reduction to her Charisma and -2 to Disguise checks. In addition, many consider yellow eyes a sign of deceit, and so the mutant incurs a -2 to Bluff and Diplomacy checks.

Advancement: None

BIZARRE PIGMENTATION

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

Penalty: The mutant suffers a -2 to his Charisma. He is clearly a mutant and cannot pass as a human.

Advancement: None

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

BLINDNESS

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

Penalty: The mutant suffers from poor vision, effectively concealing one quarter of everything in her field of view. Attacks in combat have a 10% chance of missing.

Advancement: Each advancement of this defect increases the concealment by one quarter. Three advancements render the mutant completely blind. Attacks at one-half concealment have a 20% chance of missing. Attacks at three-quarters have a 30% chance of missing. Blind attacks have a 50% of missing.

BRACHYDACTYLY

The mutant has developed significantly shortened fingers and toes.

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

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

CANNIBALISM

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

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

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

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

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

CRITICAL VULNERABILITY

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

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

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

Special: The mutant cannot have the Extreme Resilience mutation

CYSTIC FIBROSIS

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

and mucus build-up.

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

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

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

DEAFNESS

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

Penalty: The mutant is deaf, suffering all related penalties.

Advancement: None

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

DYSLEXIA

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

Penalty: The mutant cannot read or write and suffers a -2 penalty to any skill check that requires him to read. Skills that might be affected include Computer Use, Decipher Script, Forgery, and Research

Advancement: None

HEMIHYPERTROPHY

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

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

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

HEMOPHILIA

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

Penalty: A mutant with this genetic defect suffers bleeding wounds from all physical injuries that inflict more than 10 points of damage in a single hit. Such wounds continue to bleed for 1d6 rounds, reducing the mutant's hit points by 1 per round. In addition, a mutant with this defect only heals half the normal hit points from rest and natural healing (fractions rounded down).

Advancement: Each advancement of this defect increases the duration of bleeding by 2 rounds. The first advancement reduces the mutant's natural healing to 1/3, and each subsequent advancement increases the divisor by 1 (1/4, 1/5, etc.)

HUNCHBACK

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

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

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

IMMUNE-SYSTEM ABNORMALITY

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

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

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

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

NEGATIVE CHEMICAL REACTION

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

Penalty: The mutant's modifier for Medical Incompatibility does not change, but if she fails a

Medical Incompatibility check, the effect roll is made with d12 instead of a d20.

Advancement: Each advancement of this defect reduces the die by one rank (d10, d8)

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

NEUROFIBROMATOSIS

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

Penalty: This defect severely restricts a mutant. A mutant with this defect suffers a -1 reduction to Dexterity and Charisma and -1 penalty on Spot checks.

Advancement: Each advancement of this defect incurs an additional -1 to Dexterity, Charisma, and Spot checks.

NIGHT BLINDNESS

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

Penalty: A mutant with this defect suffers the effects of blindness in any poorly lit or deeply shadowed environment (i.e. any conditions short of natural sunlight or bright illumination).

Advancement: None

Special: The mutant may not choose this defect if he already has Blindness defect or Sensitive Sight mutation.

PHOBIA

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

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

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

Special: The GM should consider special modifiers



depending on the severity and magnitude of the situation. For example, a mutant that fears spiders might have a more difficult time remaining calm when confronted by a giant mutant spider than a small spider.

PHOTOLUMINESCENT AURAL EMISSION

A strange glow emanates from the mutant's body. The cause of this condition is typically a constant (but harmless) combustion of dying (or dead) inner-body cells, a process which occurs as old cells die and new ones are created. Sometimes, however, this condition is the result of the ionization of latent radiation within the mutant's body. The glow is usually neon green, blue, white, or yellow, but the player may choose another color.

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

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

Advancement: None

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

PHOTOSENSITIVITY

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

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

Advancement: None

PITUITARY DEFORMATION

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

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

Advancement: Each advancement of this defect decreases the mutant's lifespan by 10 years, to a minimum of $5+2d10$ years. The mutant is considered *Middle Age* at 50% of his maximum lifespan and *Old* at 75% of his maximum lifespan, suffering all the negative ability score adjustments (Str, Dex, and Con). He does not gain the positive ability score adjustments (Int, Wis, and Cha).

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

SENSITIVITY

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

Penalty: The mutant suffers twice the normal damage (or effect) from one category in the following list: heat, cold, electricity, acid, energy weapons, sonic attack, poison, or radiation.

Advancement: The first advancement of this defect triples the damage. Each subsequent advancement increased the damage multiplier by 1 (x3, x4, x5).

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

SICKLE CELLS

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

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

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

SKELETAL DETERIORATION

The calcium deposits in the mutant's skeletal system have been replaced with other minerals (cadmium being the most prevalent in this post-holocaust environment). This mineral substitution weakens and deforms the bones and causes brittleness.

Penalty: The mutant suffers 50% more damage from bludgeoning attacks.

Advancement: Each advancement of this defect increases the damage taken from bludgeoning attacks by 50%. Thus, a character that has taken this defect 3 times would take an additional 150% damage from bludgeoning attacks.

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

SYNCOPE

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

Penalty: In each round that the mutant suffers 10 hit points of damage, he must make a Fortitude save (DC 10 + damage inflicted) or lose consciousness. Unconsciousness lasts for $1d6+1$ rounds, after which the mutant recovers from the syncope and may act normally. This affliction will not affect the mutant more than once per day.

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

TERMINAL LIMB DEFICIENCY

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

Penalty: An affected arm suffers a -4 penalty to Strength and Dexterity. Anytime the mutant attempts an action that requires both arms, she uses the reduced scores to determine success or failure. Typical examples include wielding a two-handed weapon, Climbing, Swimming, etc. If this penalty reduces the arm's Strength or Dexterity to 0, then the arm is completely missing (two-handed attacks cannot be made, and a -6 penalty is applied to appropriate skill checks).

An affected leg reduces the mutant's speed by 10 feet. This penalty can be halved with the aid of a crutch. The mutant is limited to walking speed; she may not trot or run. Balance, Climb, Jump, and Swim checks suffer a -6 penalty, whether the leg is partially present or not. If the mutant's speed is reduced to 0, then the leg is completely missing, and she is unable to walk effectively without the aid of a crutch.

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

Note: If the GM wishes to determine the limb type randomly, he can roll 1d6. A roll of 1-4 is an arm, and a roll of 5-6 is a leg.

UNDERDEVELOPED ORGAN

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

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

Voice Box: The mutant cannot speak.

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

Intestines: The mutant requires 2x the amount of food daily.

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

Inner ear: The mutant suffers a -2 on Balance and Listen checks.

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

Special: Players and GMs may want to create new variants to this mutation. As a general guideline, this mutation should give a -2 to one ability score, a -4 to one skill, a -2 to several skills, or an equivalent penalty.



MUTANT FEATS

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

AERIAL MANEUVERABILITY

You are more maneuverable when flying.

Prerequisite: Dexterity 13, Complete Wing Development

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

Special: This feat may be taken multiple times.

AWESOME BLOW

You may attack a smaller opponent and send them flying though the air.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, you may choose to subtract 4 from your melee attack roll and deliver an awesome blow. The target must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of your choice and fall prone. You can only push the opponent in a straight line, and the opponent can't move closer than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

You may only perform an awesome blow on creatures smaller than yourself.

CONstrict

You constrict your opponents once you have them grappled.

Prerequisite: Strength 18, Gigantism

Benefit: You crush opponents, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is equal to your natural attack or unarmed strike. If you also have the improved grab feat, you deal constriction damage in addition to damage dealt by the attack used to grab your opponent.



DUCK

You have a knack for dodging ranged attacks.

Prerequisite: Dexterity 14, Dodge, Dwarfism

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

FLYBY ATTACK

You can attack on the fly.

Prerequisite: Complete Wing Development

Benefit: When flying, you can take an attack action at any point during your move. You cannot take a second move action during a round when you make a flyby attack.

Normal: Without this feat, you must make attack actions either before or after your move.

HOVER

You can come to a halt in mid air.

Prerequisite: Fly speed.

Benefit: When flying, you can halt your forward motion and hover in place as a move action. You can then fly in any direction, including straight down or straight up, at half speed, regardless of your maneuverability.

If you begin your turn hovering, you can hover in place for the turn and take a full-round action. You cannot make wing attacks, but you can attack with all other limbs and appendages you could use in a full attack.

Normal: Without this feat, you must keep moving while flying unless you have perfect maneuverability.

HORN CHARGE

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

Prerequisite: Aberrant Horn Development

Benefit: You can begin a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, you can make a single gore attack that deals double damage.

IMPROVED GRAB

You can grapple your opponent after a successful natural attack.

Prerequisite: Strength 17, Aberrant Horn Development, Claw, or Serrated Dental Development.

Benefit: If you score a successful melee attack with a natural weapon you deal normal damage and attempt to start a grapple as a free action, without provoking attacks of opportunity. No initial touch attack is required. Improved grab only works against opponents at least one size category smaller than you.

You have the option to conduct the grapple normally, or simply use the part of your body you

used in the improved grab to hold the opponent. If you choose to do the latter, you take a -20 penalty on grapple checks but are not considered grappled yourself; you do not lose your Dexterity bonus to Defense, still threaten an area, and can use your remaining attacks against other opponents.

A successful hold does not deal additional damage unless you also have the constrict feat. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage given for the attack that established the hold.

When you get a hold after an improved grab attack, you pull the opponent into your space. This act does not provoke attacks of opportunity. You are not considered grappled while you hold the opponent, so you still threaten adjacent squares and retain your Dexterity bonus. You can even move, provided you can drag the opponent's weight.

IMPROVED MULTIATTACK

You are adept at using all your natural attacks at no penalty.

Prerequisite: Three or more natural weapons, Multiattack.

Benefit: Your secondary attacks with natural weapons suffer no penalty.

Normal: Without this feat, your secondary natural attacks suffer a -5 penalty (-2 with Multiattack).

IRRADIATED

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

Prerequisite: Radiation Immunity

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

When you make an unarmed or natural attack that deals damage, you expose your opponent to radiation. Consult *Table 4-1: Radiation Exposure (in Gamemastering)* to determine the radiation exposure to your target. For example, a mutant with immunity to *high* radiation exposes his opponent to *moderate* radiation sickness (DC 18, 1d6-1 damage). See *environmental dangers* for more information on radiation sickness.

LEAPER

You have a unique talent for long jumping.

Prerequisite: Dexterity 13, Adrenaline Control, Increased Movement or Simian Deformity.

Benefit: Your maximum jump distance is not limited by your height. This feat has no effect on the height of high jumps, including running high jumps.

MULTIATTACK

You are adept at using all your natural attacks.

Prerequisite: Three or more natural weapons.

Benefit: Your secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, your secondary natural attacks suffer a -5 penalty.

MULTIWEAPON FIGHTING

You are adept at using weapons in all your hands.

Prerequisite: Three or more hands.

Benefit: Your penalties for fighting with multiple weapons are reduced by 2 in your primary hand and 6 in your secondary hands.

Normal: Without this feat you suffer a -6 penalty to attacks made with your primary hand and a -10 penalty to attacks made with your off hands.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

NATURAL ARMOR EXPERTISE

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

Prerequisite: Intelligence 13, Aberrant Endoskeletal Encasing, Dermal Spike Growth, or Protective Dermal Development.

Benefit: You gain a +2 equipment bonus when you are not flatfooted or flanked.

Special: This bonus does not stack with any equipment bonus granted by wearing body armor.

PLAGUE CARRIER

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

Prerequisite: Accumulated Resistance

Benefit: When you make an unarmed or natural attack that deals damage, your opponent must make a Fortitude save (DC 10 + 1/2 your Character level + your Con modifier) or be infected with one of the following diseases: anthrax, small pox, hantavirus, necrotizing faciitis, or west nile virus.

Disease	Incubation Period	Initial Damage	Secondary Damage
Anthrax	1d2 days	1 Con	1d4 Con*
Small pox	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
Hantavirus	1 day	1d2 Str	1d2 Str* and 1d2 Con*
Necrotizing faciitis	1d6 days	1 Con	1d3 Con*
West Nile virus	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con*

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

POWER DIVE

You make deadly dive attacks from the sky.

Prerequisite: Base Attack Bonus +5, Complete Wing Development

Benefit: When you make a Dive attack, it inflicts triple damage. If your maneuverability is Average (or less), you must land after performing this attack (as you must end your movement and cannot hover). If your maneuverability is Perfect, this maneuver may be combined with the Flyby attack feat.

POUNCE

With a great leap to attack, you can unleash the full fury of your attacks while throwing yourself into the fray.

Prerequisite: Dexterity 13, Adrenaline Control, Increased Movement, or Simian Deformity.

Benefit: During the first round of combat, you may move and then use an attack action to make a full round attack. You may use this feat if the move action is a charge.

REND

When attacking with your claws, you can make a rend attack.

Prerequisite: Strength 16, Claws

Benefit: If you hit with 2 or more claw attacks, you latch onto your opponent's body and tear the flesh. This attack automatically deals damage equal to double your claw damage plus one and a half your Strength bonus. For example, a mutant with Claws that do 1d6 damage and a Strength of 18 will have a rend attack that deals 2d6+6 damage. You may only rend once per round.

SPINELESS

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

Prerequisite: Abnormal Joint Flexibility or Elongation

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

STRONG FLYER

You can carry a heavy load when flying.

Prerequisite: Strength 15, Complete Wing Development

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

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

SUREFOOTED

Your small size makes you nimble and athletic.

Prerequisite: Dwarfism

Benefit: You gain a +2 racial bonus on Climb, Jump, and Move Silently checks.

TEARING BITE

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

Prerequisite: Serrated Dental Development

Benefit: In addition to normal damage, your bite wound bleeds for 1 point of damage per round thereafter. Multiple wounds from the bite cause cumulative bleeding damage. The bleeding can be stopped by a successful Treat Injury check (DC 15) or the application of appropriate medicine.

WINGOVER

You can change direction quickly while flying.

Prerequisite: Fly speed.

Benefits: You can change direction quickly once each round as a free action. This feat allows you to turn up to 180 degrees regardless of your maneuverability in addition to any other turns you are normally allowed. You cannot gain altitude during a round when you execute a wingover, but you can dive. The change of direction consumes 10 feet of your movement.

WITHSTAND

You can shrug off the deadliest of blunt blows and remain standing.

Prerequisite: Increased Body Density or Skeletal Fortification

Benefit: Whenever you receive bludgeoning damage in combat, you may spend an action point and negate the damage.



NEURAL FEATS

The following are neural feats.

Each of these feats requires a specific neural mutation (or group) as a prerequisite.

Unlike standard feats, neural feats have two more attributes to their description. Unless

stated otherwise, these abilities are attack actions.

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

Duration: How long the feat's effects last.

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

ANXIETY TRIGGER

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

Prerequisite: Telepathy.

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

Action: Attack.

Duration: 5 rounds plus one round per Telepathy advancement.

Usage: Unlimited.

ATTRACTION TRIGGER

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

Prerequisite: Telepathy.

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

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

Action: Attack.

Duration: One hour plus one hour per Telepathy advancement.

Usage: Telepathy.

BATTLE PLAN

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

Prerequisites: Precognition, Foresight, Precognitive Combat.

Benefit: You decide when this ability is activated how long it will last, from 1 round to 3 rounds. If the duration is one round, you gain a +10 insight bonus

to one attack roll, damage roll, saving throw, or skill check for that round. If the duration is two rounds, you gain a +5 on any one roll in each of those two rounds, and if the duration is 3 rounds, you gain a +3 on any one roll in each of those three rounds.

Action: Free.

Duration: Up to 3 rounds.

Usage: Precognition.

CHARM PERSON

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

Prerequisites: Telepathy, Attraction Trigger.

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

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

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

Action: Attack.

Duration: One hour plus one hour per Telepathy advancement.

Usage: Telepathy

CLAIRAUDIENCE

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

Prerequisite: Precognition.

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

Action: Move.

Duration: One minute plus one minute per Telepathy advancement.

Usage: Precognition.

CLAIRVOYANCE

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

Prerequisite: Precognition.

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

Action: Move.

Duration: One minute plus one minute per Telepathy advancement.

Usage: Precognition.

DANGER SENSE

You can sense danger unforeseen by others.

Prerequisites: Precognition, Foresight

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

Action: Free.

Duration: Instant.

Usage: Unlimited.

DOMINATION

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

Prerequisites: Telepathy, Attraction Trigger, Charm Person.

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

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

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

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

Action: Attack.

Duration: One day plus one day per Telepathy advancement.

Usage: Telepathy

FIGHT TRIGGER

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

Prerequisites: Telepathy, Anxiety Trigger.

Effect: You choose a target to become Enraged (+2 morale bonus to Strength and Constitution scores,



+1 morale bonus to Will saves, -1 to Defense). This ability is an attack action and may only be used on a willing target.

Action: Attack.

Duration: 5 rounds plus one round per Telepathy advancement.

Usage: Telepathy.

FLIGHT TRIGGER

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

Prerequisite: Telepathy.

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

Action: Attack.

Duration: 5 rounds plus one round per Telepathy advancement.

Usage: Telepathy.

FORESIGHT

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

Prerequisite: Precognition.

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

Action: Free.

Duration: Combat.

Usage: Unlimited.

LEVITATION

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

Prerequisites: Telekinesis, Telekinetic Hand, Telekinesis Mastery.

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

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

Action: Move.

Duration: 5 rounds plus one round per Telekinesis Advancement.

Usage: Telekinesis.

LIE DETECTOR

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

Prerequisites: Telepathy, Mental Communication.

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

Action: Attack.

Duration: 5 rounds plus one round per Telepathy advancement.

Usage: Telepathy.

MENTAL COMMUNICATION

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

Prerequisite: Telepathy.

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

Action: Free.

Duration: Unlimited.

Usage: Unlimited.

MIND STUN

You can mentally stun a target for a short duration.

Prerequisite: Telepathy.

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

Action: Attack.

Duration: Instant.

Usage: Unlimited.

MIND BLAST

You can mentally stun a target for a longer duration.

Prerequisites: Telepathy, Mind Stun.

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

Action: Attack.

Duration: 5 rounds plus one round per Telepathy advancement.

Usage: Telepathy.

MIND STRIKE

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

Prerequisites: Telepathy, Mind Stun.

Effect: You attack the target's mind, causing 1d6 points of mental damage plus 1d6 for each time you have advanced your Telepathy mutation (maximum 5d6). The target may make a Will save (DC 10 + your Charisma modifier) to reduce the damage by half.

Action: Attack.

Duration: Instant.

Usage: Telepathy.

MIND CRUSH

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

Prerequisites: Telepathy, Mind Stun, Mind Strike.

Effect: You attack the target's mind, causing 2d6 points of mental damage plus 1d6 for each time the mutant has advanced her Telepathy mutation (maximum 10d6). The target may make a Will save (DC 10 + your Charisma modifier) to reduce the damage by half.

Action: Attack.

Duration: Instant.

Usage: Telepathy.

PRECOGNITIVE COMBAT

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

Prerequisites: Precognition, Foresight.

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

Action: Free.

Duration: Combat.

Usage: Precognition.

PRECOGNITIVE DODGE

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

Prerequisites: Precognition, Foresight.

Effect: You gain a dodge bonus to your Defense equal to your Wisdom modifier and cannot be flanked while this ability is functioning. Activating this ability is a free action and lasts to the end of combat.

Action: Free.

Duration: Combat.

Usage: Precognition.

PRECOGNITIVE REFLEXES

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

Prerequisites: Precognition, Foresight, Precognitive Dodge.

Effect: For one round, the mutant may take an attack of opportunity on every opponent that attempts to make a melee attack against him. He may only take one attack of opportunity per opponent. If he hits the attacker, the opponent's attack misses. These attacks of opportunity do not count against your attacks of opportunity for that round.

Action: Free.

Duration: One Round.

Usage: Precognition.

PERCEIVE DANGER

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

Prerequisites: Precognition, Foresight, Danger Sense.

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

Action: Free.

Duration: One d20 roll.

Usage: Precognition.

PERCEIVE OUTCOME

You can gain insight into the outcome of one action.

Prerequisites: Precognition, Foresight.

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

Action: Free.

Duration: One d20 roll.

Usage: Precognition.

PSYCHIC INTERROGATION

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

Prerequisites: Telepathy, Mental Communication, Lie Detector.

Effect: If the target of this ability fails a Will save (DC 10 + your Charisma modifier), he enters into a

trance and must answer questions truthfully to the best of his ability. The trance lasts a maximum of 10 minutes plus 10 minutes for each time you have advanced your Telepathy mutation.

Action: Attack.

Duration: 10 minutes plus 10 minutes per Telepathy advancement.

Usage: Telepathy.

RAIN OF OBJECTS

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

Prerequisites: Telekinesis, Telekinetic Hand.

Effect: You make a ranged attack against your opponent. If this attack is successful, you inflict 1d6 points of bludgeoning damage plus one for each time you have advanced your Telekinesis mutation. The target also suffers a -1 penalty to attack rolls on the round this ability is used. This ability is an attack action and has a range increment of 10 feet.

Action: Attack.

Duration: One attack.

Usage: Unlimited.

SECOND CHANCE

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

Prerequisites: Precognition, Foresight, Perceive Outcome.

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

Action: Free.

Duration: One d20 roll.

Usage: Precognition.

TELEKINETIC MASTERY

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

Prerequisites: Telekinesis, Telekinetic Hand.

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

Action: Attack.

Duration: 5 rounds plus one round per Telekinesis advancement

Usage: Telekinesis.

TELEKINETIC THROW

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

Prerequisites: Telekinesis, Telekinetic Hand, Telekinesis Mastery, Rain of Objects.

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

To hit the target, you must succeed at an attack roll, using your base attack plus Intelligence modifier. Both the target and thrown objects take the same damage. The game master must determine the damage, ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds for harder, denser objects (maximum 10d6). Throwing a typical humanoid at another humanoid does 1d6 damage per 25 pounds. Telekinetic Throw is a full round action.

Action: Attack.

Duration: Full round attack

Usage: Telekinesis.

TELEKINETIC DISARM

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

Prerequisites: Telekinesis, Telekinetic Hand.

Effect: You may make a Disarm attack at range. Except for the fact that this ability may be used at range, this attack works like the normal Disarm maneuver (use your Constitution, rather than Strength for the opposed check, however).

Action: Attack.

Duration: One Disarm attempt.

Usage: Telekinesis.

TELEKINETIC GUIDE

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

Prerequisite: Telekinesis.

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

Action: Free.

Duration: One Attack.

Usage: Unlimited.

TELEKINETIC HAND

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

Prerequisite: Telekinesis.

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

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

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

Action: Move to create.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Unlimited.

TELEKINETIC HAND II

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

Prerequisite: Telekinesis.

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

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

Action: Move to create.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Telekinesis.

TELEKINETIC PUNCH

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

Prerequisites: Telekinesis, Telekinetic Hand.

Effect: You may make a ranged attack that inflicts

1d6 points of bludgeoning damage plus 1d6 for each time you have advanced your Telekinesis mutation (maximum 5d6).

Action: Attack.

Duration: One Attack.

Usage: Telekinesis.

TELEKINETIC SHIELD

You have learned how to focus your telekinetic abilities to create a "shield" of force to deflect attacks.

Prerequisite: Telekinesis.

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

Action: Move.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Telekinesis.

TELEKINETIC SHIELD II

You have learned how to focus your telekinetic abilities to create a powerful "shield" of force to deflect attacks.

Prerequisites: Telekinesis, Telekinetic Shield.

Effect: You can create a shield that provides three quarters cover (+7 Defense and +3 on Reflex saves against attacks that affect your area), but does not impede you in any way. Raising a telekinetic shield is a move-equivalent action. Observant creatures may notice a visual distortion in the space around you with a successful spot check (DC 14).

Action: Move.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Telekinesis.

TELEKINETIC SLAM

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

Prerequisites: Telekinesis, Telekinetic Hand, Telekinetic Punch.

Effect: You may make a ranged attack that inflicts 2d6 points of bludgeoning damage plus 1d6 for each time you have advanced your Telekinesis mutation (maximum 10d6).

Action: Attack.

Duration: One Attack.

Usage: Telekinesis.



TELEKINETIC SWORD

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

Prerequisites: Telekinesis, Telekinetic Hand.

Effect: The weapon sprouts from your palm and can be grasped without harm, permitting you to wield it like a sword. The telekinetic sword (critical 19-20, x2) cannot be dropped or sundered, and it inflicts 1d6 points of slashing damage plus 1d6 for each time you have advanced your Telekinesis mutation (maximum 3d6). Creating a telekinetic sword is a move-equivalent action. A telekinetic sword is visible and glows in a 10-foot radius.

Action: Move.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Telekinesis.

TELEKINETIC SWORD II

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

Prerequisites: Telekinesis, Telekinetic Hand, Telekinetic Sword.

Effect: The weapon sprouts from your palm and can be grasped without harm, permitting you to wield it like a sword. The telekinetic sword (critical 19-20, x2) cannot be dropped or sundered, and it inflicts 2d6 points of slashing damage plus 1d6 for each time you have advanced your Telekinesis mutation (maximum 6d6). Creating a telekinetic sword is a move-equivalent action.

Action: Move.

Duration: 5 rounds plus one round per Telekinesis advancement.

Usage: Telekinesis



CHAPTER 3:

ARTIFACTS OF THE ANCIENTS

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

"You're talking about mass murder, General, not war!"

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

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

EVERY SCAV

, raider, and merchant knows that the scarred lands of the Twisted Earth, though seemingly desolate and broken to the untrained eye, are anything but "empty". Though a wild, unchecked wind howls mercilessly by day and night in some regions, and the sun is unfettered in torturing the earth with its searing blaze, hidden among the sands, lost hills, and naked mountains are jewels of a sort. Even the dark smudges of fused glass and molten metal once known as *cities*, which often sprout like unexpected flowers in the sand, bear treasures worth searching for, finding, and bringing back to life.

Market places, village bazaars, and established trade houses deal in all manner of goods. Even in the ruined cities, where communities live and die by brutal violence, some “shops” are known to still operate. Goods exchanged either conform to traditional barter rules (trading one item for another of equal value), or, in some places, the exchange of corium pieces.

WHAT CAN AND CAN'T BE BOUGHT

When all is said and done, it's really up to the GM to determine what items can and cannot be bought. In general, it is suggested that firearms (but not primitive black powder weapons), energy weapons, and advanced armor types be out of reach. They are far too precious for most communities to even consider trading. Automatic weapons may be made available to certain characters whose origins are suggestive of a more advanced culture or military organization.

Most other artifacts will be hoarded as precious reminders of man's glory - as a result, even something as useless as a TV set's remote control will probably not be for sale. Only common things such as food, basic clothing, and post-war survival gear (sun hats, canvas bags, etc) will be available in the typical market.

The exception to this rule is in the case of a campaign that uses a detailed trade settlement as its base. It is useful to keep a list of things characters have sold off at markets. If characters die off, a new party may come to the same market and find these things still for sale. Then again, even if the party lives, it may need to buy those items back for some unforeseen reason. In this manner the referee can create a market with real items of value for sale, not just “common goods”, with a widely fluctuating stock.

STARTING GEAR

All characters in *Darwin's World* start with a certain amount of equipment. The amount of gear given is meant to represent years of scrounging, pack rat hoarding, etc.

The amount of money a character begins with is given under his Occupation.

TRADE

An essential part of playing *Darwin's World* is trade - characters will, no doubt, at some point wish to cash in artifacts and excess items for goods and/or services. Trade is essential to acquiring things characters can't find on their own, whether its food, weapons, or simple spare parts. As a result, this section deals with trade, barter, and bargaining.

BARTER VS. A COIN-BASED ECONOMY

The economy of the post-holocaust world is based mainly on barter (the exchange of equitable goods),

since the existing currencies of the world have long been valueless - copper and nickel simply don't cut it when there's an emptiness in your stomach. Indeed, even fancy minerals and metals like gold and silver holds little or no value in *Darwin's World* (sure gold is pretty, but a bar of it is far less valuable than a liter of fresh water), and thus the only system that remains viable is barter.

All items in *Darwin's World* are given a base value in “cp” (see Corium, below), intended to permit the referee to regulate the basic value of items for trades and barter.

A referee should feel free to modify an item's value depending on local availability (one way to get excess gear out of characters' hands if they're getting too powerful)!

CORIUM PIECES

(cp; equals one “gold piece” or “dollar”)

Corium is a resource widely accepted throughout the Twisted Earth as a universal form of “money”. When a nuclear reactor melts down, the molten core often cools into pillar-like formations of metal that glow with a subtle incandescence in the dark, generating its own internal heat.

Corium is mined throughout the wasteland in spots known to have once been reactors or power plant facilities; miners risk long-term radiation dangers, but the profit is immense for those willing to put on a helmet and go down beneath the earth into the core. Many communities use slaves or conscripts instead to mine their corium deposits. In any event, corium metal is typically formed into “coins” (generally the shape is flat oval nuggets) and used as a monetary unit - and their mines jealously guarded.

Though of little practical use, corium cannot be duplicated or falsified, and thus remains widely accepted as currency for trade, in place of or supplementing traditional barter.

Variation: In some places, corium pieces might instead be replaced by a currency of bottle caps, hand-printed “pay slips”, or transferable meal tickets good for one meal in that community's soup kitchens.

CORIUM PIECES VS. WEALTH

The Wealth system presented in *d20 Modern*, while ideal for the complex economy of modern times, does not function well in a post-apocalyptic setting. Characters in *Darwin's World* rarely have large assets, and the markets and bazaars are limited. With scarce resources, supply and demand is in constant flux. What is cheap in one community may be priceless in another.

Several of the equipment tables from *d20 Modern* have been included in this book with updated prices (see appendix). These prices take into consideration the resources available in post apocalyptic earth and the lack of mass production. Few, if any, of the

items present in *d20 Modern* are manufactured in mass quantities. Only skilled craftsmen, a rarity in the wastelands, produce these items now. Often, when characters are purchasing equipment, they are receiving items salvaged by traders and scavs found among the ruins of the Ancients.

However, if you still prefer to use the Wealth system, using the conversion table found in the *Gamemastering* section of *d20 Modern* should provide an adequate guide for converting prices found in *Darwin's World*. Simply convert corium prices as if they were dollars.

There may be a situation where you need to covert from Wealth to corium (i.e. using a *d20 Modern* supplement from another publisher). When converting from Wealth to corium, consult the conversion table found in the *Gamemastering* section of *d20 Modern* to get a dollar value and then double it to get a corium price. Why double? Most purchase DCs consider mass-production into the pricing equation, a nearly non-existent practice in post apocalyptic earth.

APPENDIX TABLES

At the back of this book you will find a comprehensive appendix, listing all the relevant equipment found in *Darwin's World* and *d20 Modern*. These tables include corium prices for *d20 Modern*.



WEAPONS

FIREARMS

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

CRAFTING FIREARMS

Some skilled characters will want to Craft their own firearms. Crafting anything modern (or more advanced) is difficult in post apocalyptic earth. Resources and knowledge are rare. Even if the characters posses knowledge of mechanics, the technology of firearms is even more of a specific science. Unless the character has the Modern Firearms Discipline feat, he suffers a -4 non-discipline penalty to Craft checks when creating firearms.

Crafting a firearm typically takes 24 hours and requires raw material equal to one third of the cost of the item. The raw materials can be bought or salvaged

(see *Repair skill*). Game masters should require that salvage materials be from moderate or greater mechanical objects. Each firearm has a Craft DC. Craft DCs for firearms found in *d20 modern* can be found in the appendix.

HANDGUNS

BLACK POWDER PISTOL

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

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

CALICO M100

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

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



TABLE 3-1: RANGED WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Weight	Size	Cost	Craft DC
Pistols (require the Personal Firearms Proficiency feat)										
Black powder pistol (special pistol)	2d6	20	Ballistic	50 ft.	Single	1 int.	3 lb.	Small	250 cp	16
Dart pistol (special pistol)	See text	-	-	20 ft.	Single	1 int.	3 lb.	Small	300 cp	17
FA Casull (.50AE revolver) ¹	2d8	20	Ballistic	40 ft.	Single	5 cylinder	6 lb.	Medium	900 cp	23
GSh-18 (9mm* autoloader)	2d6	20	Ballistic	30 ft.	S	18 box	1 lb.	Small	1,200 cp	25
MP-443 Grach (9mmR autoloader)	2d6	20	Ballistic	30 ft.	S	17 box	2 lb.	Small	900 cp	25
PSM (5.45mmR autoloader)	2d6	20	Ballistic	30 ft.	S	8 box	1 lb.	Tiny	700 cp	25
Zip gun (special pistol)	See text	20	Ballistic	20 ft.	Single	1 int.	5 lb.	Tiny	See text	12
Machine Pistols (require the Personal Firearms Proficiency feat)										
Calico M100 (.22 machine pistol)	2d4	20	Ballistic	50 ft.	S, A	100 box	7 lb.	Medium	1,100 cp	25
Sa.23 (9mmR machine pistol)	2d6	20	Ballistic	50 ft.	S, A	40 box	7 lb.	Small	1,300 cp	25
Submachine Guns (require the Personal Firearms Proficiency feat)										
Bizon (9mmR SMG)	2d6	20	Ballistic	40 ft.	S, A	67 box	5 lb.	Medium	2,000 cp	25
Calico Liberty 50 (9mm SMG)	2d6	20	Ballistic	75 ft.	S, A	50 box	5 lb.	Large	2,300 cp	25
Colt 635 (9mm SMG)	2d6	20	Ballistic	75 ft.	S, A	32 box	5 lb.	Medium	2,300 cp	25
FN P-90 (5.56mm SMG)	2d8	20	Ballistic	50 ft.	S, A	50 box	6 lb.	Medium	2,700 cp	25
Ruger MP-9 (9mm SMG)	2d6	20	Ballistic	40 ft.	S, A	32 box	7 lb.	Medium	1,800 cp	25
Rifles (require the Personal Firearms Proficiency feat)										
AR-7 Explorer (.22 rifle)	2d4	20	Ballistic	70 ft.	Single	8 box	5 lb.	Large	1,200 cp	23
Black powder rifle (special rifle)	2d8	20	Ballistic	50 ft.	Single	1 int.	10 lb.	Large	400 cp	16
Dart rifle (special rifle)	See text	-	-	50 ft.	Single	1 int.	5 lb.	Large	350 cp	17
Pipe rifle (special rifle)	See text	20	Ballistic	30 ft.	Single	1 int.	8 lb.	Large	250 cp	14
Assault Rifles (require the Personal Firearms Proficiency feat)										
AN-94 (5.56mmR assault rifle) ¹	2d8	20	Ballistic	70 ft.	S, A	30 box	8 lb.	Large	900 cp	25
Bushmaster M-17S (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	8 lb.	Large	1,500 cp	26
F2000 (5.56 assault rifle) ¹	2d8	20	Ballistic	60 ft.	S, A	30 box	9 lb.	Large	2,500 cp	26
HK G-11 (4.7mm assault rifle) ¹	2d8	20	Ballistic	80 ft.	S	45 box	8 lb.	Large	3,000 cp	26
OC-14 Groza (9mmR assault rifle)	2d6	20	Ballistic	70 ft.	S, A	20 box	7 lb.	Large	2,500 cp	26
QBZ-95 (5.8mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	7 lb.	Large	1,200 cp	26
Steyr ACR (5.6mm assault rifle) ¹	2d8	20	Ballistic	90 ft.	S, A	24 box	7 lb.	Large	3,200 cp	27
Sniper Rifles (require the Personal Firearms Proficiency feat)										
Steyr IWS-2000 (15.2mm sniper rifle)	2d12	20	Ballistic	350 ft.	S	5 box	36 lb.	Huge	7,000 cp	27
VSS Vintorez (9mmR sniper rifle)	2d6	20	Ballistic	140 ft.	S	10 box	7 lb.	Large	4,500 cp	27
Shotguns (require the Personal Firearms Proficiency feat)										
HK CAWS (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S, A	10 box	8 lb.	Large	1,200 cp	25
Jackhammer Mk3A1 (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S, A	10 cylinder	10 lb.	Large	1,200 cp	25
Remington Streetsweeper (12-gauge shot)	2d8	20	Ballistic	30 ft.	S	12 cylinder	9 lb.	Medium	1,000 cp	24
Valtro PM-5-350 (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	7 box	8 lb.	Medium	1,000 cp	24
Heavy Weapons (require the Exotic Firearms Proficiency feat)										
Calico 2-22 (light machinegun)	2d4	20	Ballistic	70 ft.	A	10 box	10 lb.	Huge	1,200 cp	25
M214 Minigun (heavy machinegun)	4d12	20	Ballistic	100 ft.	A	Linked	30 lb.	Huge	4,000 cp	26
RPG-7/16 (rocket launcher)	See text	-	See text	150 ft.	1	1 int.	15 lb.	Large	2,000 cp	26

1 This mastercraft weapon grants a +1 bonus on attack rolls.

2 This weapon does special damage. See the weapon description.

3 See the description of this weapon for special rules.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

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

DART PISTOL

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

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

FA CASULL

The Freedom Arms Casull is a huge revolver designed primarily for hunting - and exotic collecting. Though a number of variants were produced, all employed high caliber cartridges (.357 magnum, .44 magnum, .454, and .50 caliber), making the Casull one of the most powerful revolvers ever produced. Made from stainless steel, with a hardwood stock and grip, the Casull is a work of art. Due to its high quality of manufacture, the Casull is considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

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

GSH-18

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

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

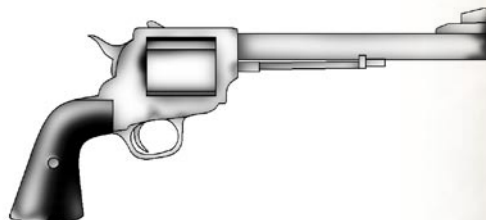
MP-443 GRACH

Designed as the replacement for the Makarov, the MP-443 Grach is a high ammo capacity automatic pistol with ambidextrous grip.

PSM

A Russian-made pistol, the PSM (*Pistolet Samozaryadny Malogabaritny*, or "small self-loading pistol") was originally designed as the personal sidearm of top Army commanders, though its construction was relatively low-grade utilizing thin aluminum and steel. The 5.45mm cartridge, however, proved superior to the .22 LR and .25 ACP rounds used in many guns of a similar size.

The rarity of these weapons has made them a favorite of raider leaders and bandit lords of the desert wasteland.



SA.23

The Czech-manufactured Sa.23 was widely used by a number of third world countries across the globe, with extensive use in Africa. Because it is a compact weapon with relatively well-distributed weight, it can be fired one-handed.

These cheap, antiquated firearms are quite abundant all across the Twisted Earth, a testament to the diversity and numbers of impoverished enemies who threw their lot in with the other powers of the world to invade America in the Final War.

ZIP GUN

The “zip gun” is a cheaply manufactured piece of homemade hardware, usually just a metal frame or wooden handled “pistol”. The barrel can be made from any piece of pipe or tube. Real pistol cartridges are used in the gun, however, and a high-tensile spring is used as a hammer. When the spring is triggered, the bullet is hammered and fired out of the barrel.

The damage inflicted by a zip gun depends on what kind of round it is designed to fire (use any pistol

round). The purchase price is based on the caliber.

Zip guns can only be fired once (the shot ruins the barrel and firing mechanism), and are of limited range and accuracy.

Raiders and desperados seeking an easily concealed weapon craft zip guns. Virtually any thug with at least one spare round of ammunition can make a zip gun from readily available materials such as pipe or tubing.

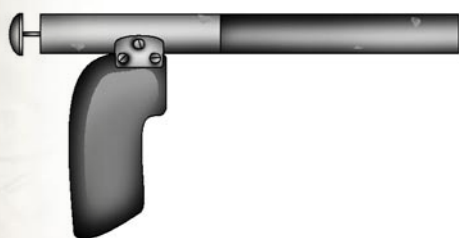
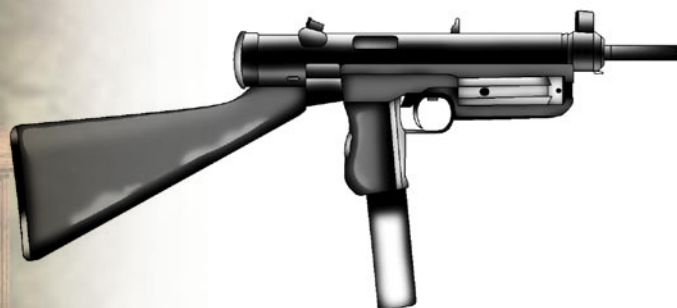
Zip Gun Type	Damage	Cost
9mm	2d6	75 cp
10mm	2d6	75 cp
.22 caliber	2d4	50 cp
.32 caliber	2d4	50 cp
.38 caliber	2d6	75 cp
.357 caliber	2d6	75 cp
.44 caliber	2d8	100 cp
.45 caliber	2d6	75 cp
.50AE caliber	2d8	150 cp

LONGARMS**AN-94 ABAKAN**

Designed as a replacement for the aging AK-74, the AN-94 is essentially a more accurate version of that venerable workhorse. Because of the AN-94’s special delayed blowback mechanism, recoil is only felt at the end of a sustained burst – making it far more accurate a weapon than many automatic weapons.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted. Due to its high quality of manufacture, the AN-94 Abakan is considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

AK-47s and AK-74s are commonly found among the communities of the atomic ruin, and the AN-94 is likewise a frequent sight in the hands of many post-war survivors and peoples across the Twisted Earth.



AR-7 EXPLORER

The Charter Arms AR-7 “Explorer” is one of the more unique guns of the past, first created to arm aircraft pilots in the event of an ejection over enemy territory – for defense as well as for hunting game. A skeletal design, the AR-7 is completely collapsible and the entire weapon can be stored inside its own buttstock! In addition, the construction of the weapon permits it to float harmlessly in water, whether completely assembled or not, without risking malfunction.

The AR-7, when broken down, can fit in a standard backpack. Disassembling the weapon is a full-round action.

Weapons of this kind became extremely popular among survivalists during the Years of Entropy, when a handful fled to the few remaining wilderness areas to escape the “decadence” of civilization - and what they perceived to be the inevitable “invasion” of America. A hunter’s weapon, it was also a favorite of so-called “militia cells”. Today it remains a common sight among scavs and other wilderness travelers.

BIZON

The Russia-made “Bizon” heavy submachine gun utilizes a helical magazine not unlike the kind seen on the Calico M100 and Calico Liberty 50, though with the improved 9mm round the Bizon’s magazine holds 67 rounds. The rest of the weapon is based largely on the aging AK-47 design.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

BLACK POWDER RIFLE

The black powder rifle, or “musket”, is one of the most common firearms in the wasteland. Similar to those fashioned in early American history, these weapons are unpredictable, have a slow reload rate, and require constant and tedious maintenance.

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

Carved from sacred wood with religious reverence, and fitted with intricate workings of metal scavenged from the ruins and re-shaped by mutant hands, muskets are the ultimate tool of war for many primitive communities and survivors from the savage wasteland. Made with a deteriorating understanding of technology, the musket is an impressive artifact that roars with sound, smoke, and fire. Oftentimes those who use muskets decorate them with carvings of their primitive “war gods” or picture stories of the great enemies they have been instrumental in slaying. As such each musket is a work of art.



BUSHMASTER M-17S

The Bushmaster is an American-manufactured bullpup .223 assault carbine, based on the AR-18 and capable of accepting all M-16 and AR-15 magazines. The majority of the weapon is made of composite polymers, Teflon, and aircraft aluminum.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

CALICO LIBERTY 50

The Liberty 50 is the 9mm variant of the Calico M100, a carbine version with a longer barrel, wooden or polymer buttstock, and 50 round helical magazine (the reduced magazine capacity is due to the larger round).

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire

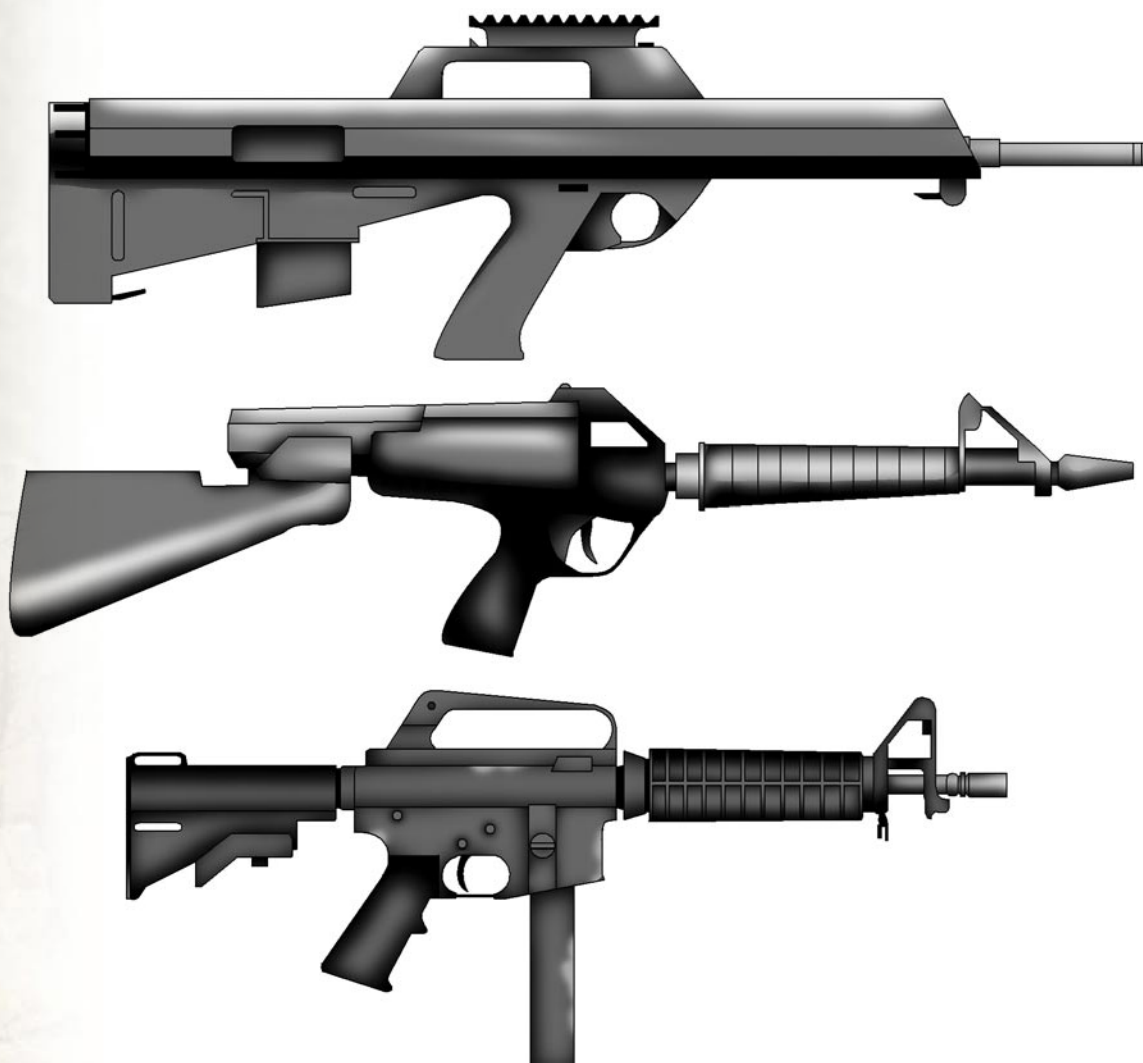
feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

COLT 635

Though outwardly resembling the M16 (and thus easy for users familiar with that weapon to master), the Colt 635 uses pistol rounds instead of the standard rifle projectile. Though not exactly on par with the “non-lethal weapons” developed for that purpose, this low-powered weapon was issued extensively to Department of Energy nuclear power plant security forces (in addition to other special security and law enforcement buyers).

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

These weapons are often found in the mutated hands of the Brotherhood of Radiation, whose bizarre monastic order often controls the few remaining ruined atomic power plants from before the Fall as “holy sites”.



DART RIFLE

A dart rifle is a longer-range version of a dart pistol.

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

FN HERSTAL F2000

A truly futuristic weapon, in appearance as well as construction, the F2000 is a modular bullpup weapon of Belgian design. The unique part of the F2000 is its modular components, which allow a user to mount either a 40mm grenade launcher, or a non-lethal module that fires 12 gauge tear gas pellets. Cartridges are ejected from the front of the weapon, and ambidextrous controls mean it is usable by right- and left-handed users.

Though the F2000 comes with a standard scope, an advanced scope specifically designed for the weapon ("computerized fire control module") grants a +1 mastercraft bonus to both the weapon and any grenade launcher attached to it.

Tear gas dispensed via the tear gas pellets fired from the F2000 only fills the four squares around the target, and does not expand each round (like an actual *tear gas grenade*). Dispersal is as normal.

This weapon features a three-round burst setting.

When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

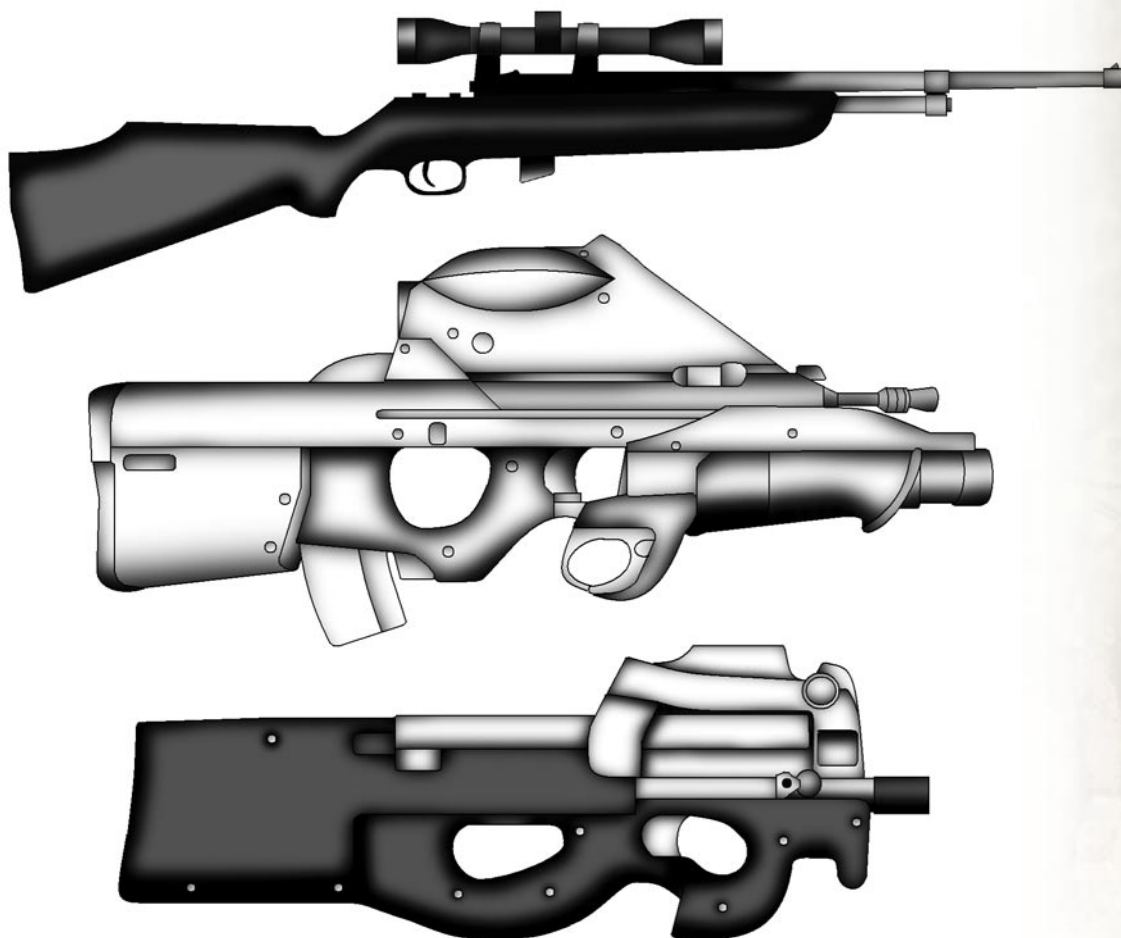
FN P-90

Designed primarily for the close-in defense of vehicle crews, the FN P-90 is a futuristic bullpup weapon of Belgian design that employs the unique SS190 5.56mm round to defeat most body armor and similar infantry protection – something that most submachine guns have difficulty with. In addition, the weapon's overall lightweight and high magazine capacity (50 rounds) make it an exceptional firearm.

Ambidextrous components make the P-90 usable by both right- and left-handed users.

This weapon features a three-round burst setting.

When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.



HECKLER & KOCH CAWS

The Heckler & Koch Close Assault Weapon System is an advanced automatic shotgun that fires a specialized form of ammunition of tungsten pellets or “flechettes”. The design of the weapon is such that recoil is greatly reduced and rate of fire is comparable to many other burst-capable weapons.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

While not widely used by the military forces of the Ancients, the HK CAWS saw widespread deployment among SWAT teams and law enforcement in many of the major cities during the chaotic years preceding the Fall.

HECKLER & KOCH G-11

The boxy HK G-11 is unique in that it fires a special 4.7mm caseless projectile. The projectile itself is basically embedded in the propellant of explosive lacquer, which disintegrates on firing leaving no case to eject. Curiously, rounds in the magazine enter the chamber at an angle, before being rotated 90 degrees to fall in line with the barrel, and are discharged in such a way that recoil is not felt until all rounds in a

burst have already been fired – cutting the effects of muzzle recoil on accuracy to almost nothing. Though relatively small, the deficiency in the stopping power of the 4.7mm round is made up for by the weapon’s high rate of fire.

The G-11 has a *standard scope* built in.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

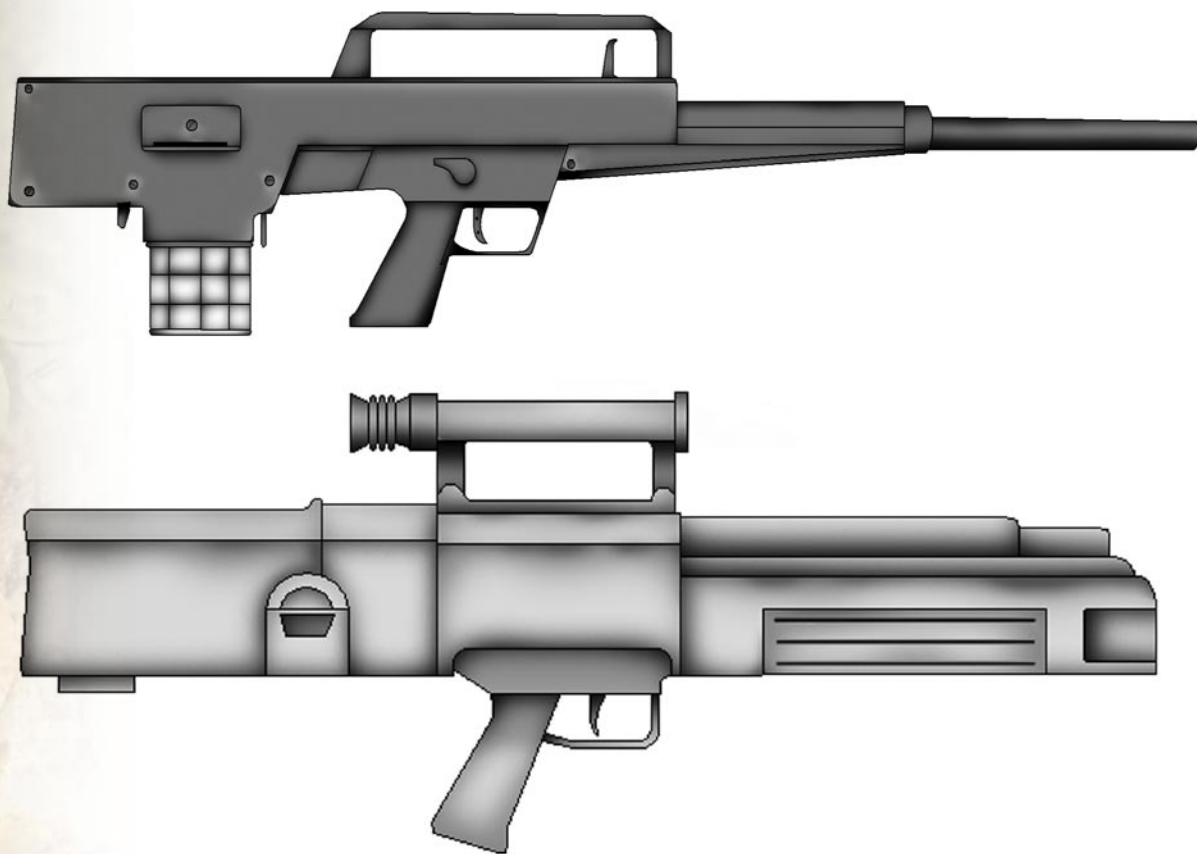
Due to its high quality of manufacture, the G-11 is considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

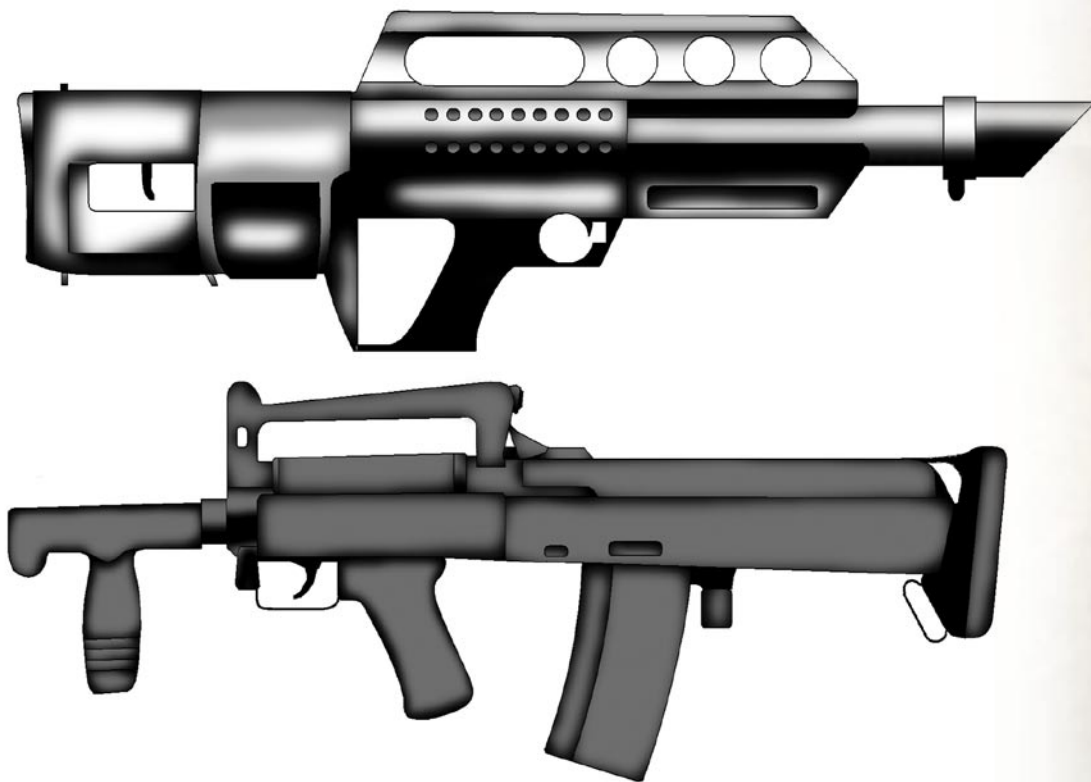
JACKHAMMER MK3A1

The American-made Jackhammer is an unusual shotgun design in that it is *solely* automatic, unlike even the powerful HK CAWS (which is also an automatic shotgun). As if this weren’t unconventional enough, the Jackhammer employs a revolutionary revolving 10-round cylinder, not too different in appearance and operation from traditional sidearm revolvers.

The weapon’s cylinder must be manually reloaded just like a normal revolver.

This weapon features a three-round burst setting.





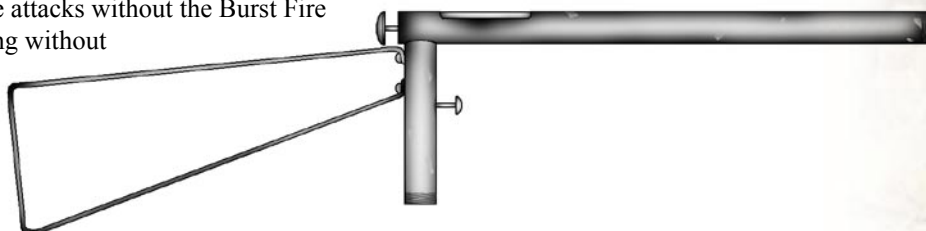
When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

While extraordinarily rare, the Jackhammer is favored by the warrior-monks of the Foundation as the weapon of choice for their knights and paladins. This is due not only to the weapon's capabilities as a fully automatic shotgun, but also because of its futuristic appearance.

OC-14 GROZA

The Groza ("thunder") is a remarkable weapons system that was designed to be easily converted for various duties. Using a kit, quick alterations to the weapon convert it from a basic assault rifle to an assault carbine, silenced assault rifle, or assault rifle/grenade launcher (40mm) combination. A special version, the "Groza-1", was developed for the Spetsnaz and utilizes the same clip as the AK-74. The Groza accepts a suppressor without modification.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.



PIPE RIFLE

These generic weapons are simply homemade rifles (much like the zip gun), making use of any length of pipe and attaching it crudely to a stock to control recoil. Regular rifle cartridges are used in the gun, and a primitive breech-load is generally fitted. Shot capacity is invariably one round at a time.

The damage inflicted by a pipe rifle depends on what kind of round it is designed to fire (use any rifle round). The purchase DC is based on the caliber.

Any critical miss with a pipe rifle results in the weapon being destroyed due to misfire.

Pipe rifles are extremely common weapons among tribal communities, desert villages, and raider gangs alike, due primarily to their ease of manufacture and the quickness with which they can be produced.

Pipe Rifle Type	Damage	Cost
.22 LR	2d4	150 cp
5.56mm	2d8	250 cp
7.62mmR	2d8	250 cp
7.62mm	2d10	350 cp

Due to unreliable construction, .444 caliber, .50 caliber, and shotgun ammunition cannot be used in a pipe rifle.

QBZ-95

A Chinese bullpup assault rifle, the QBZ-95 has a polymer casing and magazine, chambered to fire the 5.8mm round (though export versions use the 5.56mm NATO cartridge). There is also a carbine version of this weapon with a significantly shortened barrel.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

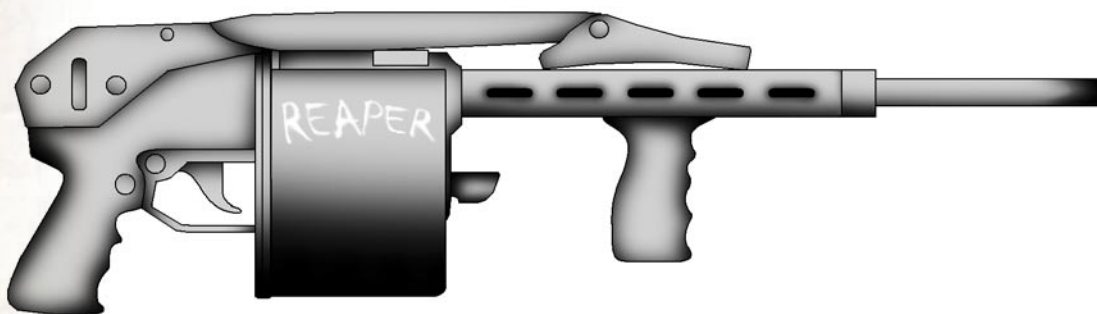
While rare elsewhere, the QBZ-95 is relatively common along what used to be the west coast of the United States - apparently leftovers from the now-vanished Asian invaders that stormed the beaches just prior to the Fall.

REMINGTON STREETSWEEPER

Another unusual shotgun following unconventional design specifications, the Remington "Streetsweeper" (based on the Armsel "Striker") is an effective "room broom" weapon due to its remarkably short barrel length (the shortest being a mere 2" to 7") and spring-loaded 12-round revolving cylinder. Most of these shortened versions were outlawed during the time of the Ancients, but remained in circulation in the underground black market regardless.

The weapon's cylinder must be manually reloaded just like a normal revolver.

Those few surviving examples of this weapon have become extremely popular among raider gangs not only due to their formidable appearance and name, but also their ease of handling in tight quarters.

**RUGER MP-9**

The so-called "improved Uzi", the MP-9 is based on the original Uzi design of Uziel Gal, but with a composite construction, greater accuracy, and a telescoping buttstock that can be folded right against the back of the weapon.

STEYR ACR

The Steyr Advanced Combat Rifle (or "ACR") is a unique weapon with uncommon characteristics - it fires a flechette "dart" within a sabot round that maintains velocity and accuracy over great ranges. Firing an extremely fast and stable projectile, it has been described as having almost "ray-gun performance", hitting exactly where it is aimed almost regardless of the target's movement. This same high velocity gives the ACR excellent penetrating power, and the relatively diminutive size of the flechette results in minimal recoil.

Like the Steyr AUG, the ACR has ambidextrous components that make it usable by both right- and left-handed users. A *standard scope* is built in.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

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

STEYR IWS-2000

The IWS-2000 was probably the most powerful rifle of its kind during its day. Employing a 15.2mm tungsten flechette projectile, sheathed in a fin-stabilized plastic sabot, it was designed to bring down helicopters, penetrate the armor of light vehicles (including most armored personnel carriers), and other "soft" targets up to a kilometer away.

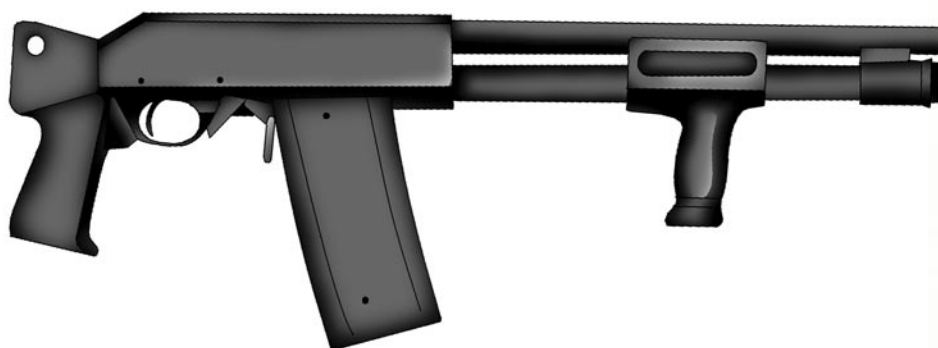
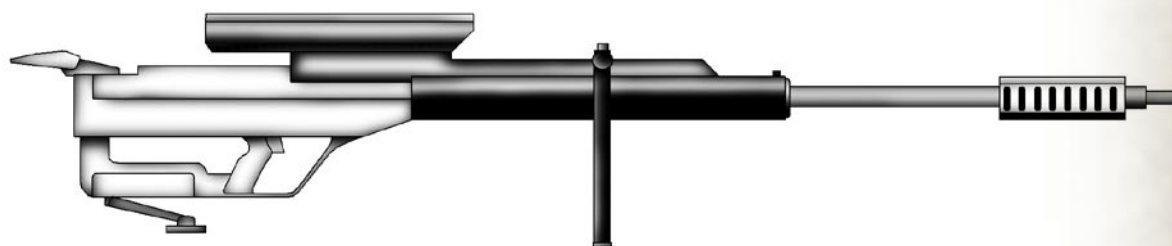
Though it uses a massive round, the IWS-2000's composite construction, weight distribution, and huge muzzle brake reduce the recoil to that of a large-caliber sporting rifle. A *standard scope* is built in, as is a bipod.

VALTRO PM-5-350

The Italian Valtro PM-5-350 is a shotgun of unusual design, with a much shorter barrel than most tactical shotguns, an assault foregrip, and a seven round box magazine that feeds from below like a traditional assault rifle. While unconventional in design, the Valtro is a compact weapon comparable in size to many sawed-off shotgun variants.

**VSS VINTOREZ**

The VSS (*Vintovka Snaiperskaja Spetsialnaya*, or “special sniper rifle”) is a truly insidious weapon, utilizing the special subsonic SP-5 sniper cartridges that reduce the sound repeat of the rifle to something similar to a .22 rifle. The Vintorez is considered to have a built-in suppressor (see equipment in d20 Modern).



HEAVY WEAPONS

CALICO TWO-TWENTY-TWO

An odd weapon, the “Two-Twenty-Two” is a dual-barreled “gatling gun” conversion using .22 long rifle ammunition. A hand crank at the rear of the weapon fires the guns alternately with a cam system not unlike a low rate-of-fire machinegun. The Two-Twenty-Two requires two separate 10-round clips, one for each gun.

The Exotic Firearms Proficiency (heavy machine guns) applies to this weapon.

Although not exactly an efficient or practical weapon, the formidable “two barreled” appearance of the Two-Twenty-Two (as well as its simple method of operation) has made it a popular vehicle-mounted weapon among the Twisted Earth’s raider gangs.

M214 MINIGUN

Developed for use on helicopters and light aircraft, the M214 “minigun” is an impressive weapon with many legends surrounding it. A “gatling” style weapon, the M214 has six electrically driven barrels that revolve at up to a colossal 10,000-rpm, making it able to spit out 166 rounds per *second*. Despite the impressive

rate of fire, however, the weapon itself is prohibitively heavy (30 lbs), not including its ammunition supply, and requires the equivalent of two truck batteries to operate.

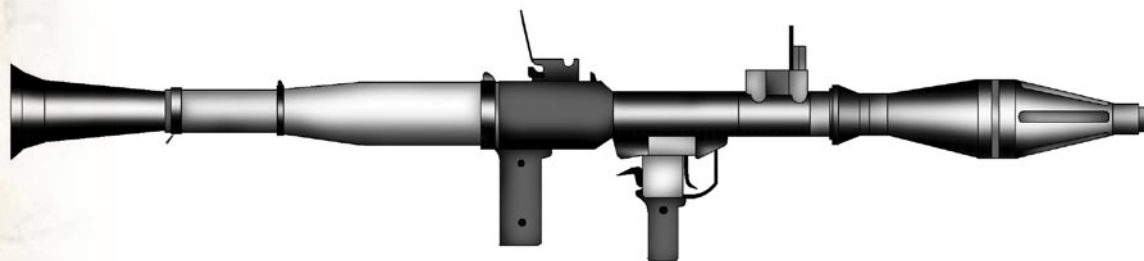
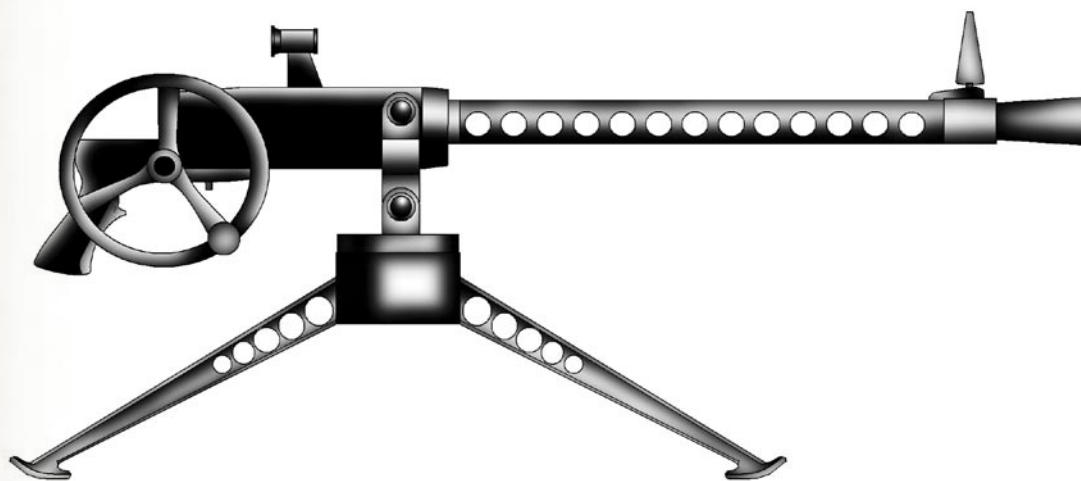
The Exotic Firearms Proficiency (heavy machine guns) applies to this weapon.

A regular *power backpack* must be used to power this weapon, in addition to standard ammunition.

RPG-7/16

The RPG-7 (and later RPG-16), more commonly known simply as the “RPG”, is a missile launcher that fires special rocket-propelled grenade rounds. Said to be developed from the German Panzerfaust of WWII, the RPG saw widespread proliferation worldwide due to extensive Soviet arms sales, and was proven useful not only against ground vehicles, but against helicopters and bunkers as well.

Primarily used to fire anti-tank grenades, the RPG can be reloaded, unlike disposable man-portable anti-tank weapons such as the M72A3 LAW. High explosive fragmentation rounds were also quite commonly distributed with RPGs, sometimes being fired “indirect” from the shoulder in the manner of “artillery rockets”.



RPG rounds duplicate the effects of any standard grenade type (though anti-tank and fragmentation grenades are most common, it is conceivable that high technology rounds such as negation or radiation grenades could be developed for this weapon), propelled to a greater range thanks to a rocket motor.

The RPG has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

EXPLOSIVES AND SPLASH WEAPONS

After the nuclear war, the entire face of the wasteland is often littered with the remnants of the brutal conflict that ravaged the world. In addition to radiated hotspots and destroyed cities, old battlefields are often encountered where military hardware can be scavenged. Among those items prized by scavengers are military-grade explosives; this section details a broad selection of such items.

ANTI-TANK GRENADE

This type of grenade appears to be a heavy black metal canister with a dial or two on top, allowing it to be set for a certain designated time (up to 60 seconds after being armed). The grenade uses highly explosive and violent chemicals to blast straight through armor plate.

Because its explosive features a shaped charged designed to penetrate the armor of military vehicles, the anti-tank grenade ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

BLOOD AGENT GRENADE

This type of grenade jellifies the lungs of those who breathe it (chemicals used include mustard gas and chlorine gas). On the round that it is thrown, a grenade of this type fills the four squares around it with a cloud of gas. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the gas in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Each round a target remains in the gas, he must make a Fortitude save (DC 25) or suffer 2d6 acid damage.

CONCUSSION GRENADE

This type of grenade appears to be a cardboard cylinder with a metal end; when detonated, it explodes in a deafening and concussive blast. This type of

grenade deals nonlethal damage. If the nonlethal damage exceeds the target's Constitution, the Fortitude save to avoid being knocked unconscious is made at DC 18."

ENERGY GRENADE

This type of grenade generally utilizes plutonium or uranium in a solid and stable "chip" form; when the central detonator core explodes (usually with only enough force to crack the grenade casing), the fracturing of the chip expels intense ions, in the form of a powerful energy burst.

GLITTER GRENADE

This type of grenade utilizes a sheath of finite chromium crystals around a central detonator core of explosives. When detonated, the grenade explodes into a cloud of glittery reflective particles, which reflect and diffuse laser light shot at or through the cloud. The grenade is used as a deterrent/screen, preventing lasers from being fired in its area of effect. On the round that it is thrown, a grenade of this type fills the four squares around it with a cloud of glitter. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the glitter in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Lasers will not affect targets in or fire through the glitter cloud. Targets within the cloud have an effective $\frac{1}{4}$ cover.

MINE

These types of explosives were incredibly common throughout the world prior to the Fall, and remain as a deadly threat to survivors in the aftermath of the nuclear holocaust. Capable of being hidden for decades and still working (plastic parts not only make them impossible to detect, but also ensure their long life), mines are among mankind's most tragic testament to strife.

Treat mines as *fragmentation grenades* (unless designed to destroy tanks, in which case use the stats for the *anti-tank grenade*), which detonate when activated, like a trap. A Disable Device check is required to disarm a mine for later use (typical DC is 16).

NEGATION GRENADE

This type of grenade comes in a variety of forms, from hand-held grenades to grenade launcher shells, to rockets, missiles, and even artillery shells. The bomb, when it explodes, creates an incredible dampening field that confuses, jams, and creates a general "haywire" effect on electrical equipment in the area of effect. This temporarily shorts-out all forms of electronic equipment (including powered weapons and armor) within the burst radius for 2d4 rounds.

TABLE 3-2: EXPLOSIVES AND SPLASH WEAPONS

Weapon	Damage	Type	Burst	Reflex DC	Range Increment	Size	Weight	Cost	Craft DC
Anti-tank grenade	8d6	Piercing	5 ft.	15	10 ft.	Small	2 lb.	2,000 cp	30
Blood agent grenade	See text	Acid	See text	12	10 ft.	Small	2 lb.	900 cp	20
Concussion grenade	3d6	Concussion	20 ft.	15	10 ft.	Tiny	1 lb.	250 cp	18
Energy grenade	6d6	Energy	20 ft.	15	10 ft.	Small	2 lb.	1,200 cp	30
Glitter grenade	-	-	See text	12	10 ft.	Tiny	1 lb.	200 cp	20
Mine	See text	See text	See text	See text	-	Small	5 lb.	900 cp	25
Negation grenade	See text	Special	20 ft.	18	10 ft.	Small	2 lb.	1,200 cp	30
Nerve gas grenade	See text	Special	See text	12	10 ft.	Small	2 lb.	1,500 cp	40
Photon grenade	See text	Special	30 ft.	18	10 ft.	Tiny	1 lb.	1,500 cp	30
Plasma grenade	8d6	Fire and Energy	20 ft.	15	10 ft.	Small	2 lb.	2,000 cp	32
Radiation grenade	See text	See text	See text	12	10 ft.	Small	2 lb.	2,000 cp	30
Satchel charge A	6d6	Fire and piercing	10 ft.	15	10 ft.	Tiny	2 lb.	500 cp	25
Satchel charge B	8d6	Fire and piercing	20 ft.	15	10 ft.	Small	4 lb.	1,000 cp	30
Satchel charge C	10d6	Fire and piercing	30 ft.	15	-	Med	8 lb.	3,000 cp	35
Shock grenade	4d6	Electricity	20 ft.	18	10 ft.	Small	2 lb.	900 cp	25
Stun grenade	2d6	Special	10 ft.	15	10 ft.	Tiny	1 lb.	800 cp	20

Robots and androids caught within the blast radius of a negation grenade must make a Reflex save (DC 25) or suffer the same effects.

NERVE GAS GRENADE

This type of grenade creates a cloud of nerve gas, which works to destroy the central nervous system of living beings. Colorless and odorless, it kills. On the round that it is thrown, a grenade of this type fills the four squares around it with a cloud of gas. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the gas in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

Each round a target remains in the gas he is subject to the nerve gas effects. A gas mask will not protect against such gas (it is transferred through skin contact as easily as through breathing), though a complete protective suit will. The nerve gas has a Fortitude save (DC 22), initial damage of 1d6 Con, and secondary damage of 2d6 Con.

PHOTON GRENADE

This type of grenade lets off a powerful burst of photons (in effect, charged light beams), which damage or destroy optical nerve endings. Those within 30 ft radius and facing the grenade when it detonates must make a Reflex save (DC 18) to avoid its effects. If affected, the victim must make Fortitude save (DC 15) or be blinded permanently. A successful save still incurs *blindness*, but only for 1d4 hours.

PLASMA GRENADE

The super-advanced plasma grenade is the ultimate in anti-personnel grenades. The compact device contains an internal cylinder kept under constant magnetic pressure, inside of which is sustained a super-heated

gas (i.e. “plasma”). When detonated, the plasma grenade explodes with a flash of pure energy, tearing through flesh and metal plate with equal ease.

These grenades are exceptionally powerful, but are hard to maintain; they must be kept in a powered crate when not in use to maintain the plasma field (otherwise, the grenades become unstable and detonate after 1-4 days once their power holding is gone).

RADIATION GRENADE

This type of insidious grenade, when detonated, emits a cloud of quickly expanding *uranium hexafluoride* - creating a radioactive cloud of acid gas in the area of effect. On the round that it is thrown, a grenade of this type fills the four squares around it with a cloud of radioactive acid gas. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the gas in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

Each round a target remains in the gas cloud, it suffers 1d6 acid damage as well as exposure to *high* or *severe* radiation (see *Radiation*). If the target remains in the cloud for a single round, they must resist *high* radiation sickness (Fort DC 21; Damage 1d6 Con). Targets spending more than 1 round must resist *severe* radiation sickness (Fort DC 24; Damage 2d6 Con). Targets that fail the save, take immediate Constitution damage and Radiation Sickness (see *Diseases*).

SATCHEL CHARGE A

The smallest type of “damage pack”, this weapon is roughly the size of a remote control. They were used primarily for covert detonation, but are still highly useful. The A charge deals half fire damage, half piercing damage.

SATCHEL CHARGE B

The standard demolition charge, still easily transportable by the foot soldier, the B charge is roughly the size of a small portable radio. The B charge deals half fire damage, half piercing damage.

SATCHEL CHARGE C

This type of detonation device is the largest of the satchel charges, being roughly the size of an attaché case. The C charge deals half fire damage, half piercing damage.

SHOCK GRENADE

This type of grenade lets off a blast of electricity in its area of effect. This causes regular damage but yet metal obstacles do not afford one protection or cover (the charge passes right through, so the area of effect stays the same even in close quarters). The shock grenade ignores all hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

STUN GRENADE

This type of grenade emits a powerful stunning electric field when the internal power generator (a one-shot power magnifier that burns itself out reaching the detonation energy level) detonates, affecting not only living things, but electronics as well. In addition to inflicting electricity damage, any target caught in the blast radius must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

LASERS

Well known in science fiction long before they actually became viable weapons, lasers were a natural evolution of the advanced military science of the "Ancients".

Lasers weapons work by colliding lasing atoms with electrically accelerated electrons within some form of

active medium (usually a gas, crystal, or liquid high in *chromium*). The earliest versions use a synthetic ruby "rod" with a mirrored surface on one end and a partially silvered tip on the other, surrounded by a coil of high-durability glass (a xenon flash tube). The light produced by the xenon flash tube excites the chromium atoms in the medium (in this case the crystal rod); as the electrons begin to get excited, variations in the energy levels of these electrons cause an emission of *photons*, or light particles. These photons bounce back and forth down the rod off of each of the mirrored ends, creating more energy as they strikes each other, in effect amplifying the laser's power exponentially. This process occurs in a mere fraction of a second, and when the beam reaches an intensity sufficient to burn tissue it is emitted through one end, refined through a refining crystal, and discharged towards the target.

Lasers may be set to fire in "continuous wavelength" mode, which means the weapon continues to fire a single beam as long as the trigger is depressed. This is especially useful against non-mobile targets (such as obstacles), allowing the weapon to literally "drill" through them. Once a laser firing on this mode hits, it does not need to roll to hit again each round, inflicting regular damage automatically until the firer decides to end the beam (or the weapon's power source runs out of charges). This mode can only be used on non-mobile targets.

Unless specified, lasers cannot fire through smoke or glitter clouds.

CRAFTING FUTURISTIC WEAPONS

Lasers, masers, energy field generators, and mass drivers, are extremely complex weapons and require mastery in several fields of science and technology. They are nearly impossible to craft without training in the relevant disciplines. Crafting futuristic weapons requires Craft knowledge in both electronics and mechanics. Unless the character possesses both the *Advanced Electronics* and *Advanced Weapons Discipline*, he suffers a -8 (-4 if one is possessed) non-discipline penalty to his Craft checks.

TABLE 3-3: LASERS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Weight	Size	Cost	Craft DC
Handguns (require the Futuristic Firearms Proficiency feat)										
Laser pistol	2d12	20	Energy	100 ft.	S	Clip, belt, or back	2 lb.	Small	12,000 cp	33
Longarms (require the Futuristic Firearms Proficiency feat)										
Dazzle rifle	-	-	-	50 ft.	S	Clip, belt, or back	7 lb.	Large	10,000 cp	33
Infra-red rifle	2d12	20	Energy	150 ft.	S	Clip, belt, or back	7 lb.	Large	20,000 cp	33
Laser rifle	3d12	20	Energy	150 ft.	S	Clip, belt, or back	7 lb.	Large	30,000 cp	34
Pulse laser rifle	3d12	20	Energy	100 ft.	S, A	Clip, belt, or back	5 lb.	Large	40,000 cp	34
X-Laser	3d10	20	Energy	100 ft.	S	Minifusion cell	10 lb.	Large	32,000 cp	34
Heavy Weapons (require the Futuristic and Exotic Firearms Proficiency feat)										
Laser anti-tank rifle	8d12	20	Energy	100 ft.	1	Minifusion cell	65 lb.	Large	60,000 cp	35
Laser cannon	12d12	20	Energy	300 ft.	1	Minifusion cell	1,000 lb.	Huge	200,000 cp	35

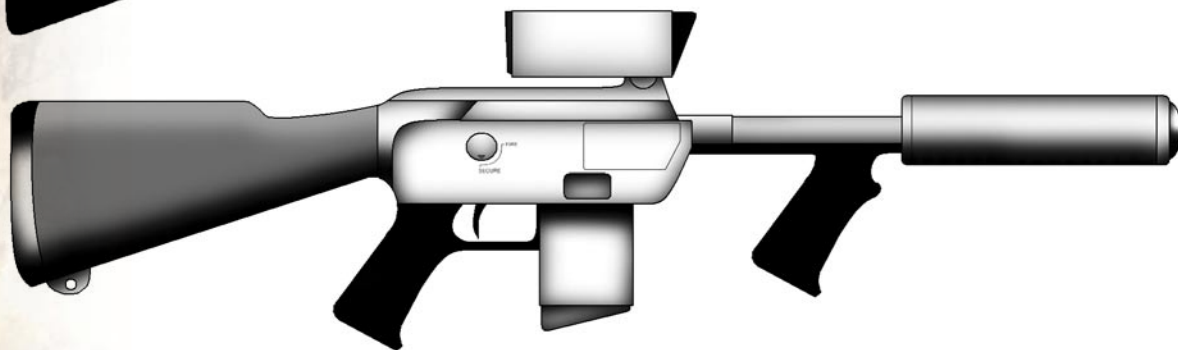
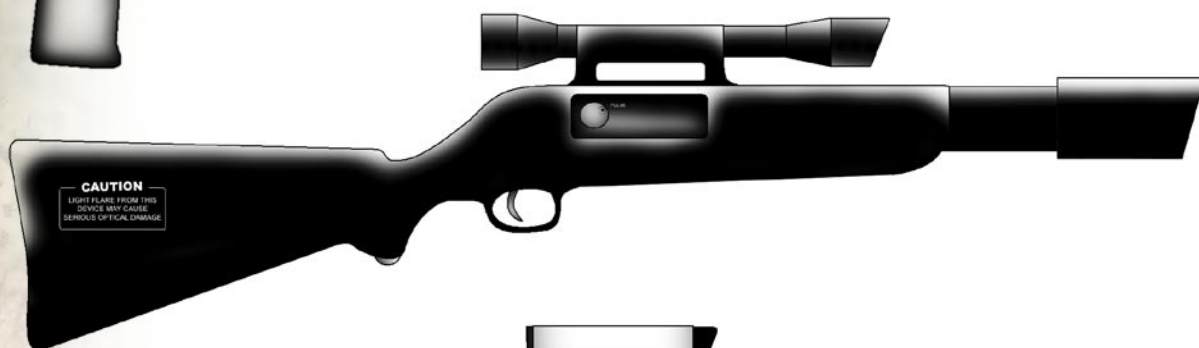
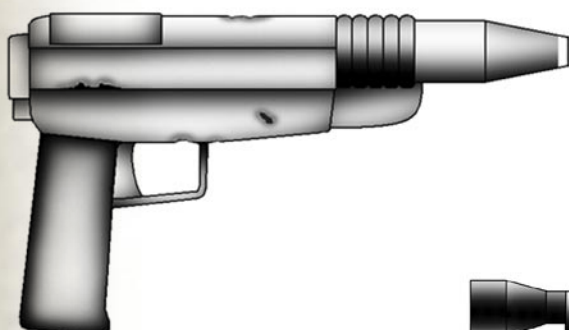
Crafting a futuristic weapon such as a laser typically takes 200 hours and requires raw material equal to one third of the cost of the weapon. The raw materials can be bought or salvaged (*see Repair skill*). Game masters should require that salvage materials be from Advanced or Futuristic objects. Each weapon has a Craft DC in the list below. Crafting a futuristic weapon requires a successful Craft electronics or mechanical check. If the character has the *Advanced Weapons Discipline*, he can choose to make the Check with his highest ranked Skill. If he does not, he must make the Check with his lowest ranked Skill.

HANDGUNS

LASER PISTOL

The laser pistol was designed for military service, and is a rugged, reliable weapon. To make it more durable in combat conditions, the crystal rod used in earlier lasers was replaced by a more flexible and reliable medium, a *neodymium* gas tube (a gas which has much the same effect as chromium-rich crystal, but which cannot “shatter” with impact or stress).

Laser pistols were extremely common as sidearms for military personnel, especially officers, in the United States military in the years preceding the collapse of human civilization.



LONGARMS

DAZZLE RIFLE (NLW)

The “dazzle rifle” resembles any ordinary rifle, but it is in fact a non-lethal weapon designed for subduing and disabling targets in high-risk areas (such as within nuclear power plants and missile silos, biological containment areas, etc.). The dazzle rifle operates by emitting a brilliant beam of photons in a wide “pulse”, affecting unshielded eyes with immediate flash burns and blindness.

Firing a dazzle rifle is a ranged touch attack. The targeted opponent must make a Reflex save (the DC is equal to the attacker’s attack roll) or be blinded for 1d6 minutes.

Dazzle rifles do not have a *continuous wavelength* mode.

INFRA-RED LASER RIFLE

The infra-red laser is a special laser with a coated discharge lens that filters out all light except for that emitted at .01 cm wavelength or greater – in effect, generating a beam exclusively in the infra-red spectrum. Though the IR laser is substantially low-powered when compared with other laser weapons (it produces far less energy with each discharge), the IR laser is totally *invisible* except when viewed with IR goggles (which show the beam solidly).

IR lasers are unaffected by smoke, but are impeded by glitter as normal lasers.

LASER RIFLE

The laser rifle was the standard weapon of the American armed forces before the fall of human civilization. Compared to the military laser pistol (the standard sidearm), the laser rifle is a much more effective battlefield weapon. Incorporating a longer barrel and balanced shape, with superior artificial refining crystals and focus mirrors that allow it to retain tighter photon-beam cohesion at greater distances, the laser rifle's range is well above that of a conventional chemical-propellant rifle.

PULSE LASER RIFLE

The pulse laser rifle is an advanced development of the standard laser rifle, modified to fire pulses of laser light in the manner of a fully automatic weapon. This ability is provided by a high capacity xenon flash tube (which provides a stream of steady flash pulses) instead of the normal single-pulse flash lamp of most traditional laser weapons. In addition, *argon* is typically used instead of the standard neodymium, as argon requires less energy to create a laser pulse (a more powerful series of pulses creates far more strain on the xenon flash tube, and thus risks breakage).

Pulse laser rifles do not have a *continuous wavelength* mode.

X-LASER

The so-called "x-laser" is a bulky and difficult energy weapon to employ. The common x-ray device used in all Ancient-era medical facilities shares the principle behind the x-laser; high-speed electrons, creating an emission of "x-rays", bombard a tungsten or yttrium "target" inside the weapon. These rays are quite potent, able to penetrate a far greater amount of tissue and materials than most forms of radiation. Unlike the relatively harmless x-ray machine, however, the weapon version of this technology emits rays at a shorter wavelength, causing a more violent "disruption" effect.

The x-laser causes damage mainly by breaking down and disintegrating the tissues its beam comes in contact with. In addition, an x-laser can fire straight through walls and other obstructions without reduced effect against targets concealed behind them. The x-laser can penetrate 20 feet of cloth, wood, or similar animal or vegetable matter. It can penetrate up to 10 feet of stone, 10 inches of iron, steel, copper, and brass, but it cannot penetrate lead, gold, or platinum. As a result, the x-laser ignores the Hardness of obstacles (including vehicles and powered armor). Often an x-laser will be mated with X-ray goggles to allow the firer to see through walls and identify targets behind them at which to fire.

X-lasers do not have a *continuous wavelength* mode.

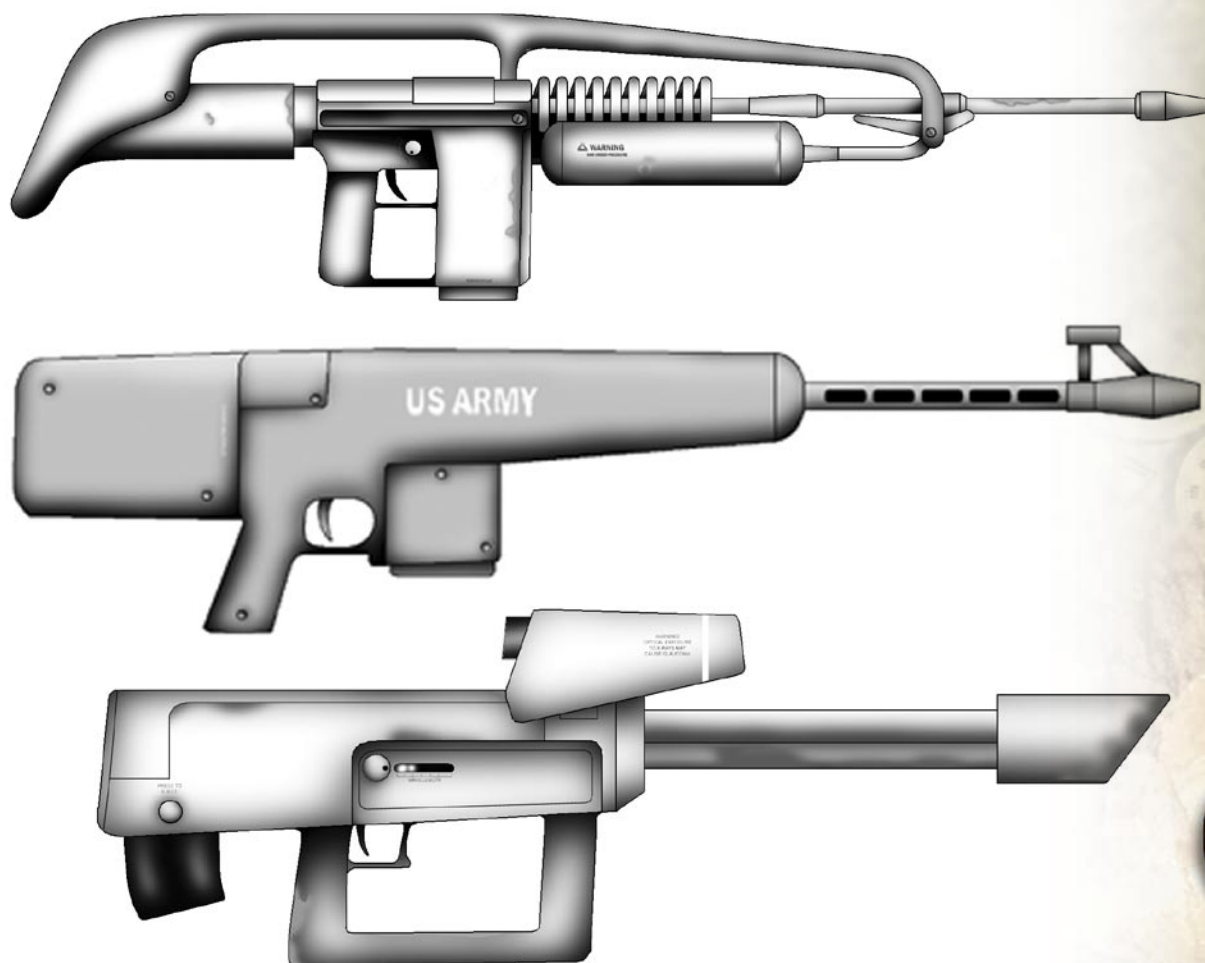


TABLE 3-4: MASERS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Weight	Size	Cost	Craft DC
Handguns (require the Futuristic Firearms Proficiency feat)										
Maser pistol	2d10	20	Energy	100 ft.	S	Clip, belt, or back	1 lb.	Small	12,000 cp	34
Longarms (require the Futuristic Firearms Proficiency feat)										
Maser rifle	3d10	20	Energy	150 ft.	S	Clip, belt, or back	5 lb.	Large	30,000 cp	34

HEAVY WEAPONS

LASER ANTI-TANK RIFLE

A heavy laser, this man-portable laser anti-tank rifle is a shoulder-mounted weapon (so-made because the internal photon generator coils are rather heavy, since they generate a far more powerful pulse than the typical laser). The laser anti-tank rifle was primarily used to destroy light to medium armored threats: armored vehicles, attack skimmers, and light fortifications such as bunkers and pillboxes.

Laser anti-tank rifles do not have a *continuous wavelength* mode. Though it requires a fully charged minifusion cell to operate, one shot from this weapon drains the entire cell.

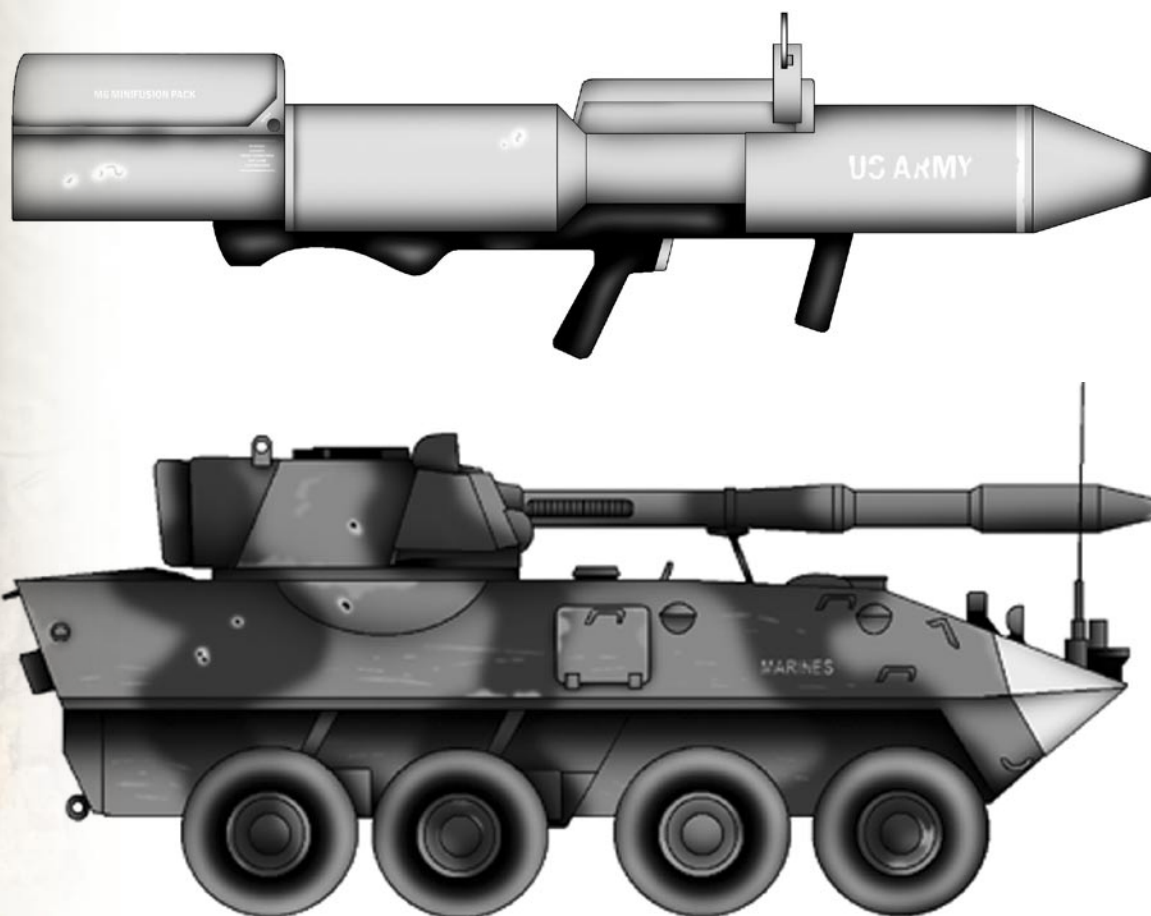
The Exotic Firearms Proficiency (cannons) applies to this weapon.

LASER CANNON

The laser cannon is simply a gigantic laser weapon with extra-heavy photon generators, allowing it to produce a significantly more destructive burst of lasing energy with each buildup of power. These weapons are extraordinarily large (generally only mounted on special laser tanks or in ground-based AAA batteries, for instance), but are effective against almost all forms of heavy vehicles and fortifications.

Laser cannons do not have a *continuous wavelength* mode. Though it requires a fully charged minifusion cell to operate, one shot from this weapon drains the entire cell.

The Exotic Firearms Proficiency (cannons) applies to this weapon.





MASERS

The *maser* (or “thermal gun” as it is sometimes known) is basically a “microwave laser”. Originally designed to make the use of smoke and glitter as a countermeasure ineffective, the maser operates using light outside the visible spectrum (unlike the traditional laser), and thus is not affected by such obstacles.

Maser weapons are built around a central high-capacity magnetron tube (similar to the kind found in a microwave oven), which emits a narrow stream of microwaves at the target, causing extreme vibration and energization of water molecules – in effect, boiling the target area in a flash of intense, highly-focused heat.

Maser weapons receive a +2 attack bonus against opponents wearing metal armor.

HANDGUNS

MASER PISTOL

Simply a scaled-down version of the maser rifle, the maser pistol has a smaller energy capacitor, a reduced magnetron tube, and only a “flash” shot capability. Although it does less damage, its small size permits the microwave pistol to be more easily carried as a sidearm. Such weapons were actually quite widespread as a civilian and police sidearm during the final years of the Fall, when cities were shrouded in thick smog from over polluting industry, and came in a number of models with varying appearances (from simply advanced pistols to hand-held “microwave lamps”).

LONGARMS

MASER RIFLE

The maser rifle, though designed to replace the laser rifle as the standard weapon of the American armed forces, was never officially adopted. Despite this fact, many found their way into front-line units, and became especially desirable in long-term battles when smoke from ruined vehicles and bombarded cityscapes made traditional lasers less effective.

A relatively light weapon, the maser rifle has a folding stock (usually made of aluminum).



ENERGY FIELD GENERATORS

The weapons that comprise this special category are varied in design and function. In essence, however, all of these weapons operate by generating an “energy field” of some sort.

HANDGUNS

BLASTER

The “blaster” was the most advanced kind of personal weapon in military service before the fall of civilization, developed especially to complement suits of advanced powered armor. Made of connecting metal rods, the blaster is most often shoulder-mounted on such suits, or installed in the wrist; with a touch of a button, the device folds itself up and out of the way (and can be just as easily deployed).

The blaster, when fired, shoots a narrow beam that affects the air *around* the target, creating an enveloping energy field that rises with the convection of the air beneath it. This powerful energy field is highly agitated, and disrupts organic tissue and even inorganic substances – in effect, the blaster disintegrates its target from the bottom-up.

A target hit by a blaster must make a Fortitude save (DC 25) to avoid being immediately disintegrated; even if she saves, she still suffers 5d6 points of damage from the physical disruption of her body.

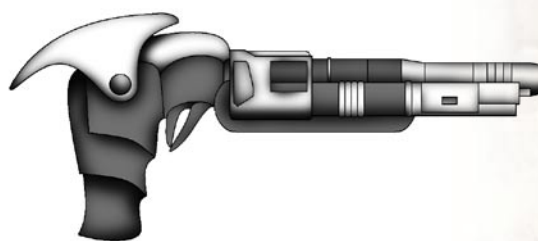
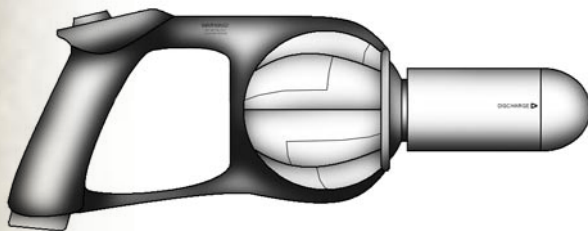


TABLE 3-5: ENERGY FIELD GENERATORS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Weight	Size	Cost	Craft DC
Handguns (require the Futuristic Firearms Proficiency feat)										
Blaster	See text	-	Energy	20 ft.	Single	Minifusion cell	2 lb.	Small	100,000 cp	38
Plasma pistol	3d10	20	Energy	100 ft.	S	Minifusion cell	5 lb.	Small	40,000 cp	35
Longarms (require the Futuristic Firearms Proficiency feat)										
EMP rifle (NLW)	5d10	20	Energy	20 ft.	S	Minifusion cell	15 lb.	Large	50,000 cp	35
HPM rifle	5d10	20	Energy	30 ft.	S	Minifusion cell	15 lb.	Large	60,000 cp	36
Heavy Weapons (require the Futuristic and Exotic Firearms Proficiency feat)										
Plasma rifle	5d10	20	Energy	150 ft.	S	Minifusion cell	15 lb.	Large	70,000 cp	36

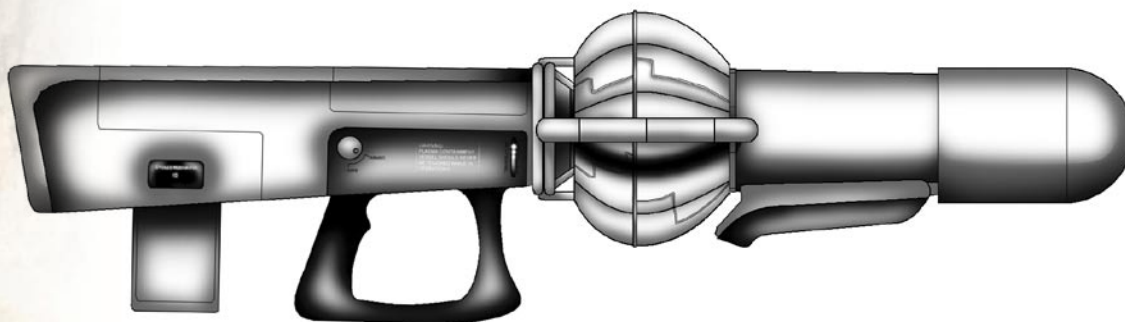
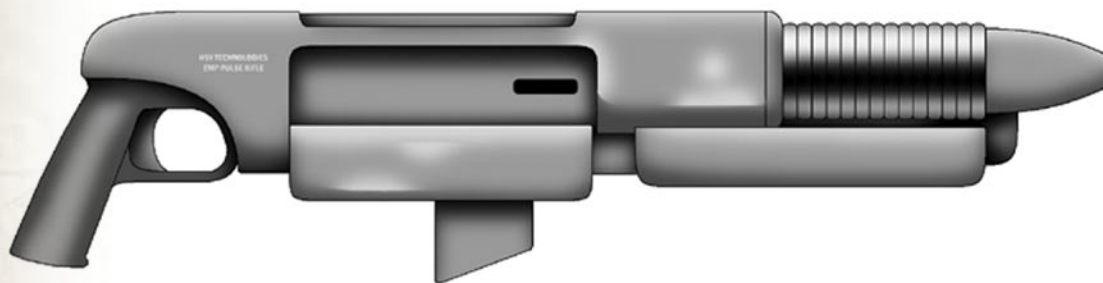
PLASMA PISTOL

The plasma pistol was an experimental attempt at compacting the power and damage of the plasma rifle in a pistol-sized weapon. The required magnetic generators made the weapon ungainly and large, and the plasma generated was comparatively low-powered and short lived. Despite this, these weapons were showing promise before the Fall, and may have come to replace lasers altogether had time permitted.

**LONGARMS****EMP RIFLE (NLW)**

The electromagnetic pulse rifle was an advanced weapon developed during the Final War. Weapons of this type were being rush-developed due to the increasing numbers of robots and androids then making up the majority of the world's fighting armies (such as the result of a dying humanity, having to replace its own diminishing numbers with artificial surrogates).

The EMP rifle generates a powerful electromagnetic pulse and projects this at the target; the pulse is strong and centralized enough to cause damage to electronic, cybernetic, and robotic components. The weapon is largely ineffective against living tissue, however, causing only minor burns and disorientation at the closest ranges. It does minimum damage (5 hp) against living creatures, and then only in the first range increment (after that it has no effect).



The EMP rifle deals normal damage against robots, cyborgs, and androids (unless the android in question has specific countermeasures, in which case the rifle has no effect). If the damage equals or exceeds the robot's Hit Dice, the target must make a Reflex save (equal to the damage dealt). If the Reflex save is successful, the target is dazed for 1 round. If the target fails the save, it shuts down until repaired.

HPM RIFLE

An advanced form of anti-material weapon, the HPM (high power microwave) rifle is, in essence, a powerful hand-held radar emitter. The HPM operates by emitting a disruptive microwave radio-frequency beam at the target, designed to scramble electronic systems. Though it operates much like an EMP rifle, at close ranges the HPM can cause unconsciousness and even death in humans by upsetting the neural pathways with the beam's unpredictable electronic activity. It does normal damage against living creatures within the first range increment (after that it has no effect).

The HPM rifle deals normal damage against robots, cyborgs, and androids (unless the android in question has specific countermeasures, in which case the rifle has no effect). If the damage equals or exceeds the robot's Hit Dice, the target must make a Reflex save (equal to the damage dealt). If the Reflex save is successful, the target is dazed for 1 round. If the target fails the save, it shuts down until repaired.

HEAVY WEAPONS

PLASMA RIFLE

The plasma "rifle" (really a man-portable cannon) is a very advanced form of weaponry. The weapon generates a strong electric field, applying it to a low-pressure gas; this gas is heated to nearly 180,000 degrees F by injecting it with high-speed ions (typically from a compact synchrotron or betatron in the weapon) that collide with the gas particles, increasing their thermal energy to super-heated levels.

To prevent the entire weapon from melting, the plasma chamber is contained within a magnetic field - of 50,000 gauss or more - generated by the weapon itself. This super-heated plasma spontaneously begins to vibrate and react as it excites, the atoms of which begin to create nuclear reactions as they collide. In effect, the ionization of the gas medium causes a controlled and directed series of nuclear reactions in a concentrated bolt of energy.

Though complex, miniaturized plasma technology was well within the grasp of the Ancients prior to the Fall. Though these enormous weapons were not prolific, given time the plasma may certainly have replaced most other forms of energy weapon in the armed services.

The Exotic Firearms Proficiency (cannons) applies to this weapon.

MASS DRIVERS

While similar in some respects to the category of energy field generators, the principle behind *mass drivers* is the generation of a specific form of containment field - the gravity field. Mass-driving weapons (more commonly known as "mass drivers" or "gauss weapons", after the unit of gravity measurement, the *gauss*) use artificially generated gravity to propel a mass to dangerously high velocities to punch through armor, metal, tissue, etc.. Though they fire ballistic projectiles (usually a high density "needle" or bullet made from uranium that has expended most of its radioactive properties, collapsing in on itself becoming highly-dense and solid; this is known as "depleted uranium"), mass drivers also require a great deal of energy to produce the gravity field necessary to reach these high velocities.

In operation mass drivers are relatively simple. Coils along the length of the weapon produce opposing fields of gravity that keep the projectile under enormous strain. When the weapon is fired one

TABLE 3-6: MASS DRIVERS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine (Power)	Magazine (Ammo)	Weight	Size	Cost	Craft DC
Handguns (require the Futuristic Firearms Proficiency feat)											
Gauss pistol	2d8	20	Ballistic	100 ft.	S	Clip, belt, or back	30 box	4 lb.	Small	20,000 cp	32
Gauss submachine gun	2d8	20	Ballistic	100 ft.	S, A	Clip, belt, or back	50 box	4 lb.	Small	25,000 cp	32
Longarms (require the Futuristic Firearms Proficiency feat)											
Electro-saw thrower	3d6	20	Ballistic	80 ft.	S	Belt or back	10 box	7 lb.	Large	15,000 cp	31
Gauss automatic rifle	4d8	20	Ballistic	100 ft.	S, A	Clip, belt, or back	50 box	12 lb.	Large	50,000 cp	35
Gauss rifle	4d8	20	Ballistic	150 ft.	S	Clip, belt, or back	30 box	14 lb.	Large	50,000 cp	35
Heavy Weapons (require the Futuristic and Exotic Firearms Proficiency feat)											
Gauss anti-tank rifle	10d8	20	Ballistic	100 ft.	Single	Minifusion cell	10 box	50 lb.	Large	100,000 cp	36
Gauss cannon	14d8	20	Ballistic	300 ft.	Single	Minifusion cell	1 in	1,500 lb.	Huge	200,000 cp	36

of these fields is dropped, propelling the projectile down the barrel. The gravity of each coil along the barrel increases as it goes, so that when it finally exits the barrel the needle is moving with colossal velocity.

Gauss weapons use special projectiles as well as power discharges from a regular power source when fired. Propelled at high velocity, gauss needles pierce armor extraordinarily well. Because they are designed to penetrate armor, gauss weapons ignore anywhere from 5 to 10 points of hardness (see weapon) if they strike a vehicle, building, or object (the exception is the electro-saw thrower, which does not have this ability).

Gauss weapons cannot benefit from advanced ammunition types.

HANDGUNS

GAUSS PISTOL

The gauss pistol is a miniaturized version of the mass-driving rifle, utilizing compact gravitic rails to propel its DU flechettes at range. Though these flechettes are of a smaller size and lower velocity when compared to rifles, the compact nature of the pistol and its ease of use make the pistol version attractive.

Because it is designed to penetrate armor, a gauss pistol ignores up to 5 points of hardness if it strikes a vehicle, building, or object.



GAUSS SMG

This is a compact but high rate of fire gauss weapon - literally a "gauss machine pistol". The weapon works just like a regular gauss weapon, but with a fast autoloading device that feeds gauss ammo into the magnetic force chamber at a lightning high rate - permitting a continuous stream of uninterrupted fire. The drawback is that this lessens the magnetic buildup of each shot, reducing the momentum and damage, but as a close-in weapon the rate of fire is still a desirable bonus.

Because it is designed to penetrate armor, a gauss SMG ignores up to 5 points of hardness if it strikes a vehicle, building, or object.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

LONGARMS

ELECTRO-SAW THROWER

This appears to be a light rifle with a broad flat barrel, throwing forth-energized monofilament circular saws that are propelled at high speed. A drum-like clip holds the saws, feeding them into the EST, while an energizer unit charges each saw with an electric field just prior to firing.



GAUSS AUTOMATIC RIFLE

This is a special gauss rifle that is capable of full auto fire. Like the gauss submachine gun, the cyclic rate of fire of the weapon reduces the momentum and punch of each fired round, as less time is allowed to build up the magnetic force of the shot.

Because it is designed to penetrate armor, a gauss automatic rifle ignores up to 5 points of hardness if it strikes a vehicle, building, or object.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

GAUSS RIFLE

Developed from generations of mass driving weapons, the “modern” gauss rifle incorporates a larger and longer barrel than earlier models (permitting more rails, and thus increased momentum for the gauss

round) and more reliable magnetic generators that reduce the risk of instability and explosion to almost nothing.

Because it is designed to penetrate armor, a gauss rifle ignores up to 5 points of hardness if it strikes a vehicle, building, or object.

HEAVY WEAPONS

GAUSS ANTI-TANK RIFLE

This weapon appears to be a huge shoulder-mounted “railgun”, like an advanced anti-tank weapon. The weapon fires a large (10mm) depleted uranium mushrooming sliver, which was primarily used to defeat armor and armored vehicles. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well.

Because it is designed to penetrate armor, a gauss anti-tank rifle ignores up to 10 points of hardness if it strikes a vehicle, building, or object.

The Exotic Firearms Proficiency (cannons) applies to this weapon.

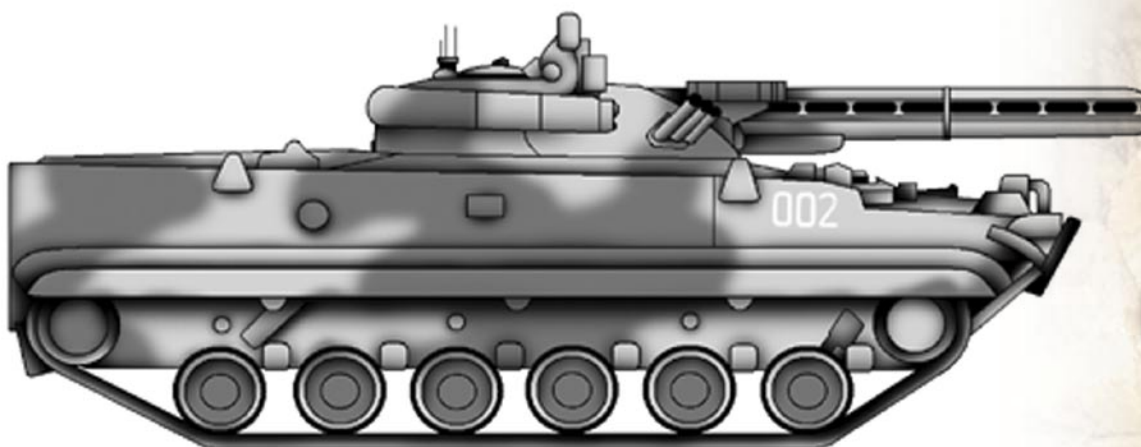


TABLE 3-7: PARTICLE BEAM WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Weight	Size	Cost	Craft DC
Longarms (require the Futuristic Firearms Proficiency feat)										
Atom gun	See text	-	Energy	10 ft.	Single	Plutonium clip	10 lb.	Large	70,000 cp	38
Ion ray	4d10	20	Energy	100 ft.	S, A	Minifusion cell	8 lb.	Large	45,000 cp	35
Meson cannon	5d10	20	Energy	150 ft.	S	Minifusion cell	10 lb.	Large	55,000 cp	37

GAUSS CANNON

This is a gigantic version of the basic gauss weapon, typically mounted on tanks or in heavy gun emplacements. Most of these weapons were destroyed long ago during the wars of the Ancients, but some few examples are said to still remain operational.

Because it is designed to penetrate armor, a gauss cannon ignores up to 10 points of hardness if it strikes a vehicle, building, or object.

The Exotic Firearms Proficiency (cannons) applies to this weapon.

PARTICLE-BEAM WEAPONS

While the United States explored the use of lasers as a means to counter the ballistic missile threat, its enemies explored particle beam technology during the 1960s for the same purpose. Though their designs (like early lasers) were projected to require a truly massive apparatus to be effective, the miniaturization of this technology would come about – on both sides – nearly 40 years later.

Particle-beam weapons are advanced energy weapons that emit a single charged particle or stream of particles to inflict damage. Ions, mesons, or other subatomic particles are propelled by these complex weapon systems at colossal speeds to achieve damage against organic and inorganic substances.

LONGARMS**ATOM GUN**

The so-called “atom gun” is essentially a pocket nuclear reactor around which a rather effective assault weapon was developed. In essence, atomic particles

in the central reactor of the weapon collide and split, the energy of the reaction being channeled out through the barrel. The atom gun fires clusters of these atomic particles down its barrel, at colossal speeds, throwing out a spread at a high rate and over a wide area, just like a “shotgun”.

The atom gun deals 6d8 damage to a target in the first range increment, 4d8 to a target in the second range increment, and 2d8 to anyone in a 5-foot-wide path beyond that distance out to maximum range. An atom gun can be fired only once per round. Since this was intended as a close-range weapon, damper coils on the barrel reduce the emission of radiation from the weapon’s internal reaction to an insignificant amount.

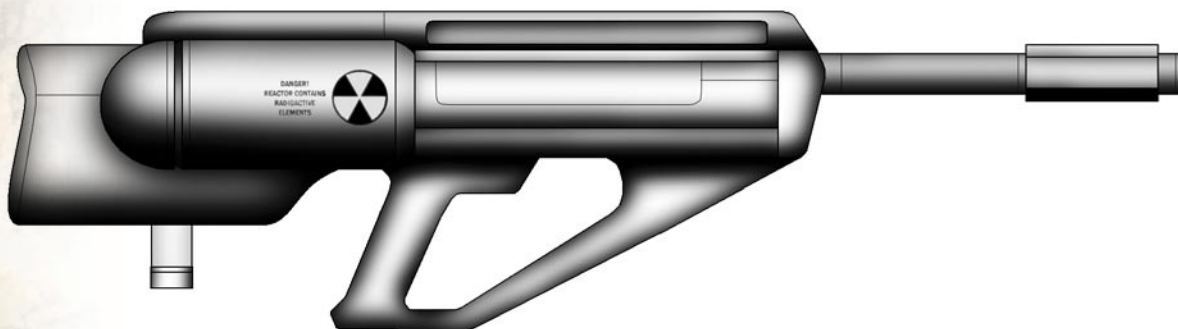
ION RAY

The ion ray is actually a rather simple device, utilizing an advanced *synchrotron* (a subatomic-particle accelerator) to generate a concentrated, pencil-thin stream of ions that are directed towards the target tissue or surface. This ion burst is extremely rapid, causing intense damage to living tissue, as it literally “bombards” the target area with excited ions. Flash burns and spontaneous incineration usually result from a hit by this weapon.

MESON CANNON

The meson “cannon” is a powerful energy weapon that fires a narrow stream of positively charged mesons at its target, causing a disruptive effect on living tissue. These weapons, often referred to as “particle projectors”, are basically a miniaturized version of the anti-ballistic missile particle weapons experimented with by both the Soviets and the United States prior to the Fall.

A folding stock is often attached to the weapon, along with a *standard scope*.





OTHER UNCONVENTIONAL WEAPONS

In addition to more familiar weapon types, there are a number of unconventional arms that contribute to the cocktail of deadly tools available to ruin pickers and wasteland survivors.

AT-5 SPANDREL

Introduced in 1977, the AT-5 “Spandrel” is a second-generation Soviet anti-tank guided missile whose characteristics are comparable to the American TOW. It was designed almost exclusively for use on vehicles such as the BMP, BRDM, and UAZ truck.

When the AT-5 hits its target, it explodes like a grenade or other explosive, dealing 6d12 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because the AT-5 features a superior warhead designed to penetrate the armor of military vehicles, the AT-5 ignores up to 15 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The AT-5 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

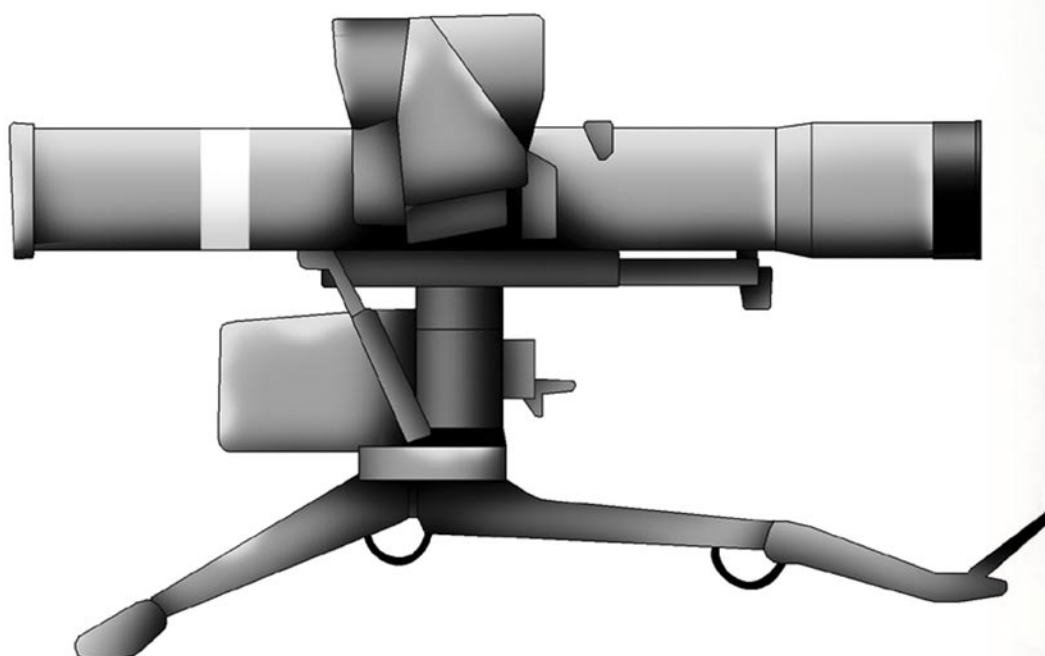


TABLE 3-8: OTHER UNCONVENTIONAL WEAPONS

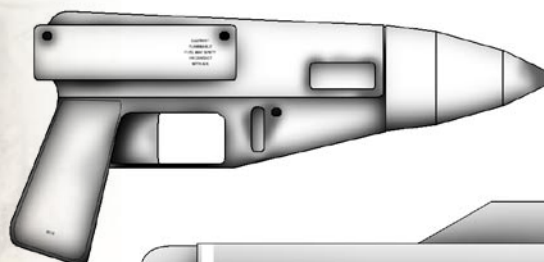
Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Weight	Size	Cost	Craft DC
Handguns (require the Personal Firearms Proficiency feat)										
Flame pistol	3d6	-	Fire	-	1	See text	4 lb.	Small	6,000 cp	30
Hand stunner §	2d6	20	See text	20 ft.	Single	Clip	1 lb.	Tiny	2,000 cp	27
Stun pistol §	1d6	20	See text	50 ft.	Single	Clip	2 lb.	Small	3,000 cp	28
Longarms (require the Futuristic Firearms Proficiency feat)										
Ramjet rifle	3d10	20	Ballistic	200 ft.	S, A	30 box	8 lb.	Large	45,000 cp	30
Sonic rifle (NLW) §	2d12	20	Sonic	20 ft.	S	Clip, belt, back	10 lb.	Large	15,000 cp	28
Sonic rifle B	2d12	20	Sonic	20 ft.	S	Clip, belt, back	10 lb.	Large	20,000 cp	29
UH radiation rifle	See text	-	See text	20 ft.	Single	Plutonium clip	15 lb.	Large	45,000 cp	30
Heavy Weapons (require the Exotic Firearms Proficiency feat)										
AT-5 Spandrel	6d12	-	-	400 ft.	1	1 int.	55 lb.	Huge	30,000 cp	27
Gyrojet launcher	3d10	-	-	100 ft.	S, A	30 int.	15 lb.	Large	30,000 cp	25
Hydra 70 M247	4d10	-	-	125 ft.	1	19 int.	250 lb.	Huge	20,000 cp	26
TOW II	6d12	-	-	200 ft.	1	1 int.	65 lb.	Huge	10,00 cp	26

FLAME PISTOL

The flame pistol is a rather remarkable little assault weapon; it is, in essence, a compact flamethrower the size of a heavy pistol. Made of durable heat-resistant metal, the flame pistol is capable of shooting a burst of flame in the same manner as the normal flamethrower, though its compact size allows it to be held in only one hand.

When fired, the flame pistol creates a narrow ray of flame out to 10 feet (not a 5 foot wide line, like a normal-sized flamethrower). This ray inflicts 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus to their Reflex save.

The pistol can fire from small canisters (attached to the weapon like a “clip”), or can be hooked up to a regular flamethrower tank to use flamethrower fuel. A typical canister holds only three shots of fuel (if a flamethrower tank is used, 10 shots).



GYROJET LAUNCHER

Gyrojets are the smallest type of “missile”, usually no more than four or five inches long. Originally developed as an unconventional ammunition for rifles and pistols (these early experiments failed), gyrojets saw much more widespread use arming suits of powered or power-assisted armor on future battlefields. Fired from special multi-tube launchers using compressed air, the gyrojet engine only activates after it has traveled a few feet to avoid burning the firer. Gyrojets retain stability over great distance due to folding plastic or aluminum fins along the rocket’s length.

When the gyrojets hits its target, it explodes like a grenade or other explosive, dealing 3d10 points of damage to all creatures within a 5-foot radius (Reflex save DC 18 for half damage).

The gyrojet has a minimum range of 10 feet. If fired against a target closer than 10 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

HAND STUNNER

This type of weapon is a miniaturized stun gun, often no larger than a deck of cards (thus it can be held easily in the palm of the hand), developed primarily for civilians to defend themselves in the event of

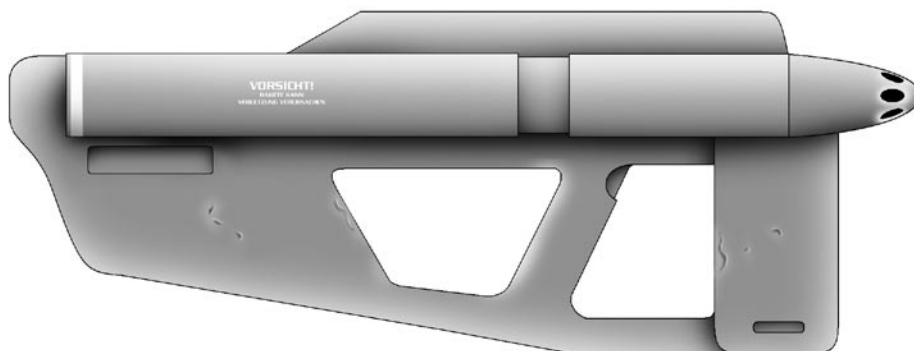


TABLE 3-9: SPECIAL AMMUNITION

Ammunition Type (Quantity)	Cost	Craft DC
AT-5 (5)	2500 cp	20
Gauss (50)	100 cp	15
Gyrojet (30)	500 cp	20
Hydra 70 M247 (5)	1000 cp	20
Hydra 70 M255 (5)	1000 cp	20
Hydra 70 M261 (5)	1000 cp	20
Hydra 70 M264 (5)	200 cp	15
Ramjet (30)	700 cp	22
TOW II (5)	2000 cp	20

mugging, rape, or assault. The weapon generates a short-range stun field by pressing one button on its exterior casing, ejecting its power cell with another.

Hand stunners attack as a *ranged touch*. On a successful hit the weapon deals 1d2 points of electricity damage, and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d3 rounds.

HYDRA 70 M247

The Hydra 70mm rocket launcher is typical of conventional rocket launchers, most often seen mounted in rocket launcher tubes on attack helicopters and ground attack aircraft. Of the four variants, the M247 has an anti-tank warhead, the M255 has a light armor-piercing flechette warhead, the M261 has a high explosive warhead, and the M264 has a smoke warhead.

When the M247 hits its target, it explodes like a grenade or other explosive, dealing 4d10 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charged designed to penetrate the armor of military vehicles, the Hydra 70 M247 ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

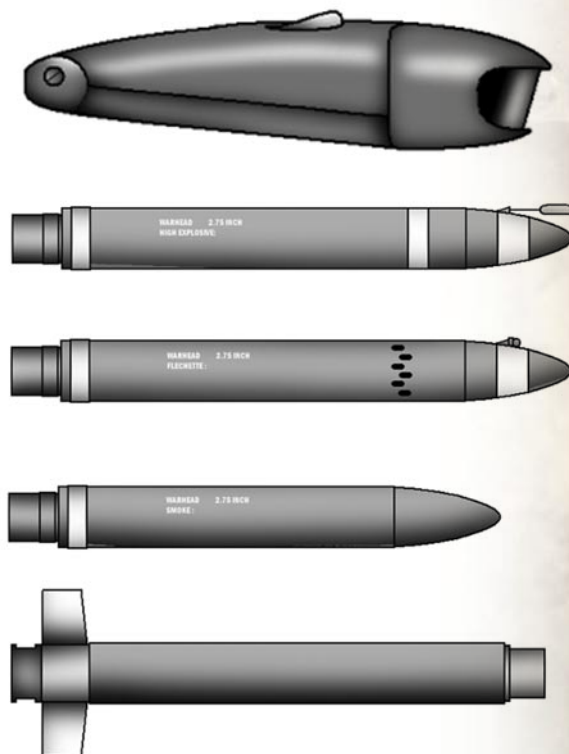
The Hydra 70 M247 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

HYDRA 70 M255

These rockets are suitable for engaging lightly armored vehicles (such as armored personnel carriers, trucks, etc.), and are fitted with a special anti-armor flechette warhead.

When the M255 hits its target, it explodes like a grenade or other explosive, dealing 4d10 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because it is designed to defeat armor, the Hydra 70 M255 ignores up to 5 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.



The Hydra 70 M255 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

HYDRA 70 M261

The Hydra 70 M261 features a high explosive warhead that is most useful against unprotected, unarmored ground targets such as infantry.

When the M261 hits its target, it explodes like a grenade or other explosive, dealing 4d10 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage).

The Hydra 70 M261 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

HYDRA 70 M264

The M264 warhead creates obscuring smoke. On the round that it is fired, a rocket of this type fills the four squares around it with a cloud of smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

The Hydra 70 M264 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

STUN PISTOL

These widely used weapons were one of the standard armaments of civil authorities during the decadent and chaotic final years of civilization, when forced incapacitation of criminals or drug-addicted psychotics was often called for. Stun pistols come in a wide variety of forms and shapes, but most are usually pistol-sized or smaller. In general, the principle behind the stun pistol is the transformation of power from its source (usually a clip) into a low-voltage field, ray, or emission that “stuns” the nervous system of the target into temporary paralysis, lasting just long enough for the target to be overcome and bound.

Stun pistols attack as a *ranged touch*. On a successful hit the weapon deals 1d6 points of electricity damage, and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

SONIC RIFLE (NLW)

Sonic weapons were originally designed as a form of non-lethal weapon for use in high-risk areas where collateral damage might prove disastrous, such as nuclear power plants, weapon and ammunition depots and armories, etc.. The sonic rifle generates concentrated sound waves to cause strong vibrations to reverberate through the target, which in turn causes disorientation and nausea. Most human targets are incapacitated with a single discharge of the weapon.

The sonic rifle inflicts special nonlethal damage. If the damage inflicted by the weapon in a single round equals or exceeds the target’s current Constitution score, the target must make a Fortitude save (DC 15). On a successful save the target is *nauseated* for 1d2 rounds. On a failed save, the target is *paralyzed* for 1d4+1 rounds.

All sonic weapons attack as a *ranged touch*.

SONIC RIFLE B

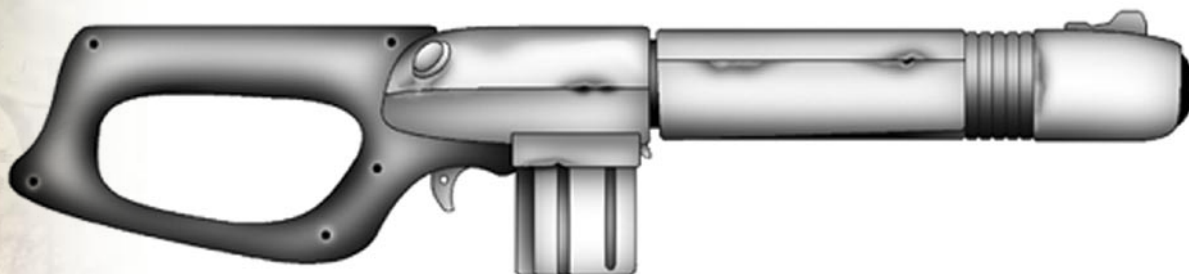
The more powerful sonic rifle B is a combat development of the original non-lethal variant, designed to improve the ability to drop the aggressor while still avoiding collateral damage. Emissions of more violent sound waves (at shorter wavelengths) cause actual tissue and arterial disruption on impact, and the potential for damage to bones and internal organs is great. The sound waves are still not strong enough to damage most non-organic substances, however, making the sonic rifle B ideal in high-risk situations.

Unlike the typical sonic rifle, the sonic rifle B inflicts lethal damage. Sonic weapons attack as a *ranged touch*.

UH RADIATION RIFLE

An experimental weapon even during the twilight of the Ancients, this unusually large and bulky rifle consists of numerous high-pressure gas cylinders built around a central venting barrel. The weapon operates by emitting a directed and controlled cloud of *uranium hexafluoride*, a corrosive and radioactive gas kept under pressure, by breaking down the radioactive elements in the weapon’s plutonium-based clip.

The cloud created by a UH rifle is expelled not unlike a flamethrower jet (or an exterminator’s poison gas spray). The weapon attacks as a *ranged touch*. In





addition to doing 2d6 acid damage, the UH radiation rifle also inflicts a *severe* radiation (see *Radiation*). The target must resist *severe* radiation sickness (Fort DC 24; Damage 2d6 Con) or take immediate Constitution damage and Radiation Sickness (see *Diseases*).

RAMJET RIFLE

The ramjet is a special rifle that fires a unique “gyrojet” round. This weapon, however, is far more advanced than early experimental gyrojet projectiles (experimented with in the 1950s), instead employing advanced propellant and design features that propel the miniature rocket at speeds approaching Mach 5. In addition, the tiny rocket also contains a high-grade advanced explosive compound that causes the round to *explode* on contact.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three rounds instead of five and can be used with only three rounds in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two rounds are wasted.

The “ramjet” rifle was the standard advanced weapon of the German state that rose from the ashes of WWII to spearhead the invasion of the Eastern United States – a war that ended mankind’s rule of the earth. Most Mauser ramjet rifles are fine weapons, excellently balanced and designed, though some examples have been recovered showing signs of deteriorating craftsmanship later on in the war (made of low-grade metals such as pressed aluminum, or even wood and plastic for non-essential parts). An original, early-make Mauser ramjet is a highly valued weapon indeed!

TOW II

The TOW (tube-launcher, optically tracked, wire-guided) missile and its succeeding generations were designed as heavy armor killers. One of the most effective weapons of its kind, the missile itself employs a special probe at the tip to optimize armor penetration through detonation at a standoff distance of several inches, making it ideal against all ranges of armored targets.

Though designed to be used by a ground team with a tripod, the TOW can be mounted on attack helicopters and fast ground vehicles (such as the Hummer), for attacking armored vehicles on the conventional battlefield.

When the TOW II hits its target, it explodes like a grenade or other explosive, dealing 6d12 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because the TOW II features a superior warhead designed to penetrate the armor of military vehicles, the TOW II ignores up to 15 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The TOW II has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

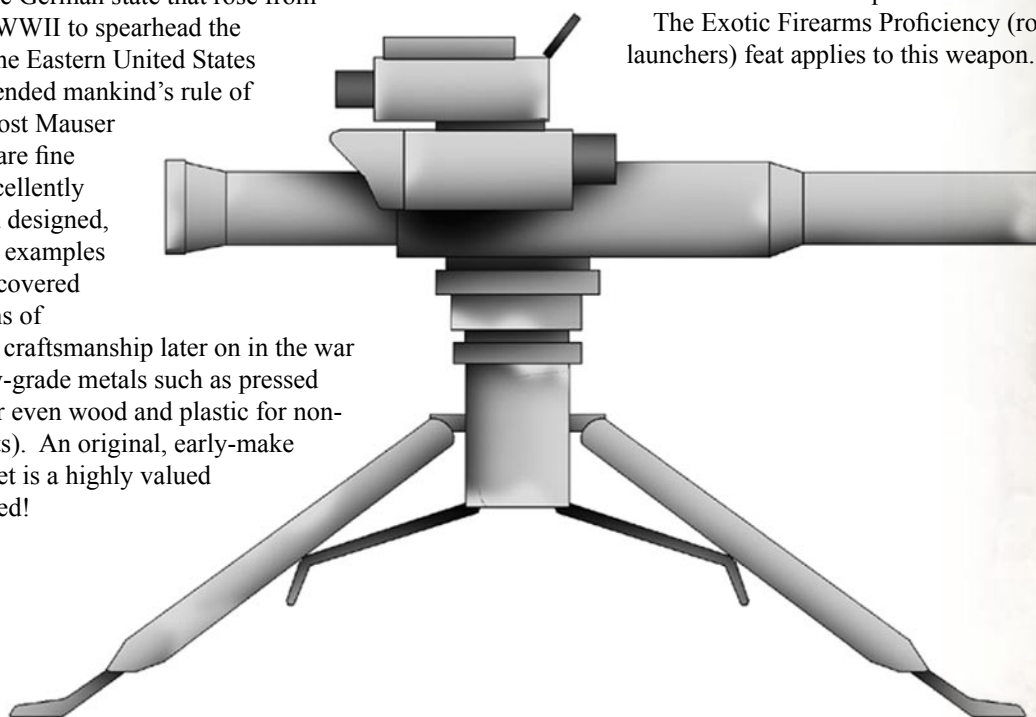


TABLE 3-10: POWERED MELEE WEAPONS

Weapon	Damage	Critical	Damage Type	Size	Weight	Cost	Craft DC
Melee Weapons (Weapons Proficiency feat needed given in parentheses)							
Shock Gloves (simple)	1d8	x2	Electricity	Small	1 lb.	2,000 cp	25
Stun Baton (simple)	3d6	x2	Electricity	Medium	3 lb.	1,000 cp	23
Chainsword (exotic)	3d6	18-20/x2	Slashing	Medium	8 lb.	15,000 cp	28
Power Sword (archaic)	2d6	19-20/x2	Slashing	Medium	4 lb.	8,000 cp	32
Warp-Field Sword (exotic)	2d6	19-20/x2	Slashing	Medium	15 lb.	50,000 cp	38
Energy Pike (archaic)	2d8	18-20/x2	Slashing	Large	15 lb.	32,000 cp	33



POWERED MELEE WEAPONS

In addition to ranged weapons, the Ancients developed powered melee weapons to use in close quarters combat and illegal blood sports. All of the following weapons require the advanced Technology feat to operate properly.

CHAINSWORD

This type of device, simple but remarkably brutal in effect is, in essence, a chainsaw/sword combination. It works just like a chainsaw, but has a narrower, razor-sharp blade, and a handle more receptive to swinging about in pitched combat. *Power Source:* Backpack or backpack.

ENERGY PIKE

A very common weapon of the U.S. Army during the years of foreign invasion (especially useful in the spontaneous execution of prisoners of war), this appears to be a dull black or gray staff, universally 8' long, but when activated (usually by pressing a button or switch on the pommel), the last three feet or so begins to glow brightly. The reason for this is that the pike has a powerful ion emitter that ionizes the air around the business end of the weapon, in effect creating a high-energy "power field" around it.

The weapon attacks like a regular melee weapon, but is far more deadly when it hits (increased critical range). In addition, it emits a *glow* up to 30 ft. around the user. As a type of polearm, the energy pike has reach of 10 feet, but cannot be used against an adjacent foe. *Power Source:* Backpack or backpack.

POWER SWORD

This item operates much like an *energy pike*, except that it's in the shape of a typical long sword and is commonly used in close quarter combat situations. *Power Source:* Backpack or backpack.

SHOCK GLOVES

These items were used in both close-quarters military action and in illegal boxing matches. Shock gloves appear to be metal gloves, but emit a strong visible

electric field. Each time a hit is scored, in addition to regular punch damage, a powerful shock shoots through the target, inflicting 1d8 points of electrical damage. Shock gloves require the exotic weapon proficiency to use, but are otherwise treated as unarmed attacks in all ways, including attacks of opportunity. *Power Source:* Backpack or backpack.

STUN BATON

This appears to be a metal baton, which emits an energetic glow and subtle hum when activated. The baton, when it hits an opponent, lets off a low-voltage charge that effectively stuns the target, inflicting non-lethal damage. *Power Source:* Backpack or backpack.

WARP-FIELD SWORD

This tremendously advanced device was said to be a product of the infamous "Philadelphia Experiment" of the Ancients, a landmark event that allowed man to break through the dimensional barrier. The sword generates a field that causes the blade to "dance" between dimensions, allowing it to literally "pass" right through obstructions - specifically, *armor*. The sword is completely unaffected by armor and will only damage flesh. *Power Source:* Minifusion cell.



ARMOR

Advanced armor types include the fanciful protective devices of civil and military agencies that existed during the years before the nuclear apocalypse claimed all of civilization. Since few remember the events that drove original man extinct, these items stand only as silent reminders of his former greatness.

ADVANCED METAL

Advanced metal armor includes a number of high-technology creations, utilized by advanced societies, associations, and brotherhoods. Advanced metal armor is typically composed of superior materials like ferroalloy, super-titanium, etc., covering the body not unlike a suit of medieval plate armor. Much more resistant to rounds and lasers than more

TABLE 3-11: ARMOR

Armor	Type	Equipment Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Speed (30 ft)	Weight	Cost	Craft DC
Medium Armor									
Civil security suit	Tactical	+5	+2	+3	-4	25	8 lb.	1,200 cp	23
Military combat suit	Tactical	+6	+2	+3	-4	25	10 lb.	2,100 cp	23
Heavy Armor									
Environment suit	Impromptu	+4	+3	+0	-7	15	100 lb.	1,200 cp	24
NBC suit	Impromptu	+4	+3	+1	-6	20	50 lb.	1,500 cp	24
LazAb	Tactical	+7	+3	+0	-7	20	50 lb.	4,000 cp	25
Special security suit	Tactical	+9	+3	+0	-8	20	20 lb.	5,000 cp	25
Advanced metal	Tactical	+9	+3	+1	-6	20	50 lb.	7,500 cp	28
Plastex	Tactical	+10	+3	+2	-5	20	30 lb.	12,000 cp	30

archaic armors, these suits are a sign of technological achievement in a wasteland people.

CIVIL SECURITY SUIT

During the final years of mankind's degenerating dominance of the world, civilization began to break down. Suits such as this were issued to all police officers. The armor consists of a plastic plate breastplate, leg guards, and helmet, and are generally fashioned to mimic a uniform of some kind - the officer's number and the words "MetPol" or "LAPD" are blatantly evident on the armor panels. Generally a web belt is also included for the placement of a sidearm, tear gas or photon grenades, and a walkie-talkie.

ENVIRONMENT SUIT

The environment suit is a heavy-duty version of the more common NBC suit, built to protect against industrial-grade radioactive contaminants and long-term radiation exposure. Environment suits are made heavy with lead body panels, utilizing an aluminum support frame to evenly distribute weight and self-powered internal pressurization unit to further keep out minute radioactive particles (such as dust). An environment suit protects against up to *high* radiation (see *Radiation Sickness*), and also has a built-in head-mounted flashlight for work in powerless areas. A suit has a limited version of an advanced breathing apparatus that operates for 12 hours at a time (recharging itself after 12 hours takes another 30 minutes).

LAZAB

Short for "laser ablative", this type of experimental armor appears to be a highly reflective form of metallic plate. In reality, lazab is composed of a weave of billions of crystalline metallic structures, covered in a sprayed-on coating of super-reflective aerosol metal. Appearing almost mirror-like, lazab is especially effective in the diffusion and reflection of directed energy attack forms.

When defending from directed energy-based attacks (lasers, masers, etc), lazab provides damage reduction 10.

MILITARY COMBAT SUIT

The majority of the world's armed forces employed this kind of armor. The suit consists of a ballistic nylon vest and arm greaves, with a helmet as well - it was meant to protect the vitals only. The suit will always be camouflaged to the particular environment in which it is found.

NBC SUIT

These precious suits protect against a wide variety of biochemical agents and most low-levels of gamma and UV radiation. They come in a variety of types, from rugged special military suits to thin military pullover suits, to heavy and cumbersome civilian suits used in industry and power plant maintenance. Some are simply overalls, while others have an internal framework of light aluminum to keep the suit rigid. Some forms, designed for work in certain facilities, have a flexible umbilical (connected to a static installation's own air supply) and an interior pressure system which causes the suit to "inflate" - the higher pressure inside keeping chemical and biological particles out (hence the bulkiness of the suit). Most protect against all agents, others only one or two.

In general, a NBC suit found by characters will likely be suited for exploration of all three environments, with a maximum protection of up to *moderate* radiation (see *Radiation Sickness*).

PLASTEX

Plastex is an advanced form of armor that was developed just months before the Fall. It was a development of cheaply made plastic armor whose protective capabilities far exceeded most basic armor types, but at a fraction of the cost of powered armor suits. Plastex is relatively lightweight, however, giving it a definite advantage even over most powered armor. Plastex is generally transparent or translucent like glass, and is rigid in format; most plastex armors consisted of breastplates, arm guards, etc.. Unfortunately, plastex suits were fitted to each soldier's personal measurements, and thus suits found so far in the future are seldom usable except in rare cases.

When a suit of plastex armor is found as treasure, roll its dimensions randomly as if rolling a character's height and weight. A character can only wear armor of this type if it is suited to his dimensions.

SPECIAL SECURITY SUIT

This kind of protective armor was issued to special police security teams before the Fall, units such as SWAT, food riot control, etc.. The armor consists of rigid plastic plates on the arms and legs, and a ballistic nylon vest and helmet (with clear or mirrored faceguard). A gas mask is integral to the helmet, allowing the trooper to operate in tear gas or other irritant agents unimpeded. The special security suit also has a web-belt for carrying optional riot gear.



GENERAL EQUIPMENT

BAGS AND BOXES

Most items in this basic category remain available even years after the nuclear war.

Items in this category that remain unchanged include the *aluminum travel case*, *briefcase*, *contractor's field bag*, *day pack*, *handbag*, and *range pack*. The *patrol box* would be a little harder to find, but not impossible to locate.

CLOTHING

For travelers in the blasted ruins of the past, some valuable finds consist of rare and weird clothing that harkens back to a time when mankind was able to be frivolous and wasteful. It is widely known that rare and exotic textiles were used to create fantastic and futuristic clothing in the years leading up to the Fall; from fancy three-piece suits made of black shimmer velvet to liquid gold gowns for the ladies. Rarer textiles employed in such garments included *Synthisilk* (just like the real thing, all but impossible to get with diminishing world trade during the years of final warfare), *SexySatin* (a cross between satin and crushed velvet), *Luminescence* (glowing and color-shifting fabric), and *Neosamite* (gold thread intertwined with synthetic or, even rarer, *natural* fur follicles).

Most forms of clothing from the d20 Modern rules remain common (except for *business* and *formal* wear, which is almost impossible to find), while *uniforms* (short of those scavenged off the bodies of soldiers who died during the Fall) are usually only seen on members of specific factions to identify their followers.

TECHNICIAN'S COVERALLS

These clothes consist of a pair of white coveralls with light-reflective plastic strips up the legs and arms, zippered up the front with an insulated collar. These suits are not only comfortable, but they do nothing to impede movement whatsoever. In addition, the material of the suits (the fabrication of which is no longer possible using the technology of the wasteland) has a special property that blocks out up to *mild* radiation (see *Radiation Sickness*).

WEB BELT

This is an efficiently designed belt used by military, police, or technicians for tools and other equipment. The typical web belt has six to eight clip-sized pockets (as well as a pistol holster for military and police versions).

COMPUTERS AND ELECTRONICS

Computer equipment, often referred to simply as "gizmos" by the uneducated, have become rarer and rarer with the passage of time. Their intricate components, delicate manufacture, and susceptibility to the elements have left many useless or destroyed. As a result, what was once available in every city is now a rare and precious resource.

Cameras can be found among the ruins of old cities, though there is no "film developing service" (a character will have to develop photos himself, unless he has a faction's resources behind him). Since there is no cell service anymore, *cell phones* are, by and large, utterly useless to characters. All kinds of *computers*, *digital audio recorders*, *modems*, *PDA's*, *portable video cameras*, *printers*, *scanners*, and *walkie-talkies* are available (albeit extremely rare, and often hoarded by those with any knowledge of their operation), though *portable satellite telephones* probably do not work because the satellites they rely on have likely deteriorated over the decades.

CRAFTING ADVANCED ELECTRONICS

Some electronics, like computers and communication devices, require mastery in other fields of science and technology. They are very difficult to craft without training in the relevant disciplines. Unless the character has the *Advanced Electronics Discipline* feat, he suffers a -4 non-discipline penalty to Craft checks when creating these devices.

Crafting advanced electronics takes time (determined using the guidelines in the Craft skill) and requires raw material equal to one third of the cost of the item. The raw materials can be bought or salvaged (see *Repair skill*). Game masters should require that salvage materials be from complex or greater electronic objects. Each electronic object has a Craft DC.

TABLE 3-12: ELECTRONICS

Object	Size	Weight	Cost	Craft DC
Identity Card	Fine	-	varies	-
Induction Transformer	Tiny	.5 lb.	30,000 cp	33
Language Translator	Small	1 lb.	2,600 cp	30
Memory Chips, Android	Fine	-	Varies	35
Optic Scanner	Med	3 lb.	8,000 cp	30
Power Sources				
Power Cell	Tiny	.5 lb.	50 cp	18
Power Pack	Med	3 lb.	200 cp	20
Power Clip	Small	1 lb.	400 cp	25
Power Beltpack	Small	2 lb.	1,000 cp	25
Power Backpack	Med	4 lb.	2,000 cp	25
Minifusion Cell	Tiny	.5 lb.	2,000 cp	32
Plutonium Clip	Small	1 lb.	3,000 cp	32
Harmonic Cell	Small	1 lb.	20,000 cp	35

It is up to the game master to determine what is considered advanced, but in general, electronic items with a Craft DC 25 and above should be considered advanced.

IDENTITY CARD

The Ancients used a variety of identification cards for a variety of reasons; credit management, purchasing of goods, and access to certain areas. These cards come in a variety of degrees, and were only issued to those who had the right clearance - some allow passage into police armories, others into medical facilities, others into personal homes. They are typically color-coded, and allow passage into areas monitored and kept secure by robots and electronic security systems.

If a character does not have a card of the appropriate

level, he may attempt a Disable Device check to disable the card lock. The DCs listed above reflect the average difficulty for locks of each security stage.

INDUCTION TRANSFORMER

The induction transformer, or “leech”, appears to be a small electronic device, no larger than a cigarette pack, with a small digital readout, numerous buttons, and ports for numerous kinds of plugs of all types. An attached cord of durable rubber, with a jack on one end, can be uncoiled from a slender compartment on one side. The induction transformer, when jacked into any form of generator or industrial-sized storage capacitor that will permit it, draws off some of the machine’s power to re-charge a smaller, depleted power battery also hooked to it. Assuming the source-

TABLE 3-13: IDENTITY CARD

Color	Rank	Notes	Access	Disable Device DC	Cost
White	Stage IC	Typical citizen’s ID card	IC	25	1,000 cp
Yellow	Stage IIC	Technician’s access card	IIC	27	2,000 cp
Blue	Stage IIIC	Civil Authority access card	IC, IIC, IIIC	30	7,000 cp
Purple	Stage IVC	Federal Authority access card	IC, IIC, IIIC, IVC	30	10,000 cp
Red	Stage VC	Regional Governor’s access card	VC	40	25,000 cp
Black	Stage VIC	Presidential access card	VC, VIC	50	30,000 cp
Lead	Stage IM	Enlisted Military ID card	IM/C	27	1,000 cp
Copper	Stage IIM	NCO access card	IM/C, IIM/C	30	6,000 cp
Bronze	Stage IIIM	Officer access card	IM/C, IIM/C, IIIM	35	10,000 cp
Silver	Stage IVM	Base Armory access card	IVM	40	14,000 cp
Gold	Stage VM	Base Commander access card	IM/C, IIM/C, IIIM, IVM, VM	40	32,000 cp
Platinum	Stage VIM	Military Research access card	VIM	50	42,000 cp

generator is currently in operation (or, in the case of a power storage unit, charges are still left in it), the transformer will recharge any *power cell*, *pack*, *clip*, *beltpack*, or *backpack* at a rate of one charge per hour. If the transformer's hook-ups are detached at any time, the charge is lost from both source and destination. A transformer itself requires no power.

LANGUAGE TRANSLATOR

A special device, testament to the genius of the Ancients before the fall of mankind, a language translator consists merely of a small angular box, often with a leather or rubber strap allowing it to be slung over the shoulder or strapped to the arm. A translator listens to any vocal emissions in the area (i.e. talking), taking 3d10 minutes to analyze the vocal emissions fully. Once a comparison with its memory banks can be made the translator translates any spoken communication into the language in which it was programmed (for instance, an American-made translator translates anything spoken nearby into English). The translator can either display the translation on a screen or can emit the translation through its speakers. The translator translates the closest or loudest speaker in its range of 25 ft. The translator works on all forms of verbal communication, including "alien" languages (such as post-apocalyptic languages). However, it only translates into a known language from before the Fall.

Power Source: Beltpack.

MEMORY CHIPS, ANDROID

These devices appear to be small, slender chips of delicate silicon, often color-coded (but not always so; some are coated in a protective black rubber sheath to prevent erosion over time). Memory chips store entire volumes of knowledge on a certain subject (metallurgy, robotics, etc), like an encyclopedia, which can be accessed only by robotic brains. When installed in an android, a memory chip gives the android a number of ranks in that skill. The degree of the chip's extensiveness (i.e. the rank gained) depends on the chip's quality rating.

Chip Rating	Skill Rank Given	Cost
A	6	18,000 cp
B	12	36,000 cp
C	18	54,000 cp

If the android already has the skill at a higher level, the memory chip has no effect, but otherwise the android receives the new skill at the stated level. An android can only benefit from a number of chips equal to the number of chip slots built in to the android. If removed, or in some way damaged, the rank bonus is lost.

OPTIC SCANNER

An alternative security lock is the "optic scanner", which guards computer terminals, doorways, and buildings in the manner of ID cards. Mutants with aberrant eye deformities (including albinism, photosensitivity, mongoloid, bilirubin imbalance, etc.) are not recognized by such scanners and will not be granted admission by them.

Such security systems can be bypassed through normal means (by way of the Computer Use skill; most optic scanners are of *exceptional* or *maximum* security, with a DC of 35 or 40).

POWER SOURCES

Various items of this type were created to supply power to the various technological devices of mankind's creation, just prior to the end of civilization. The power source (or "fuel cell") is an electrochemical device that converts the chemical energy of the fuel into a direct-current output, like a "continuous-process battery". Most fuel cells made on pre-holocaust Earth used hydrogen as a fuel. The various types of power sources are as follows:

Power Cell. This item is a small flat circular battery, used to power certain civilian energy-consuming devices. This is the most primitive form of power source, being, in effect, a battery. Chemicals within the pack produce an electric charge when forced to interact, this being the source of produced power.

Power Pack. The power pack was created to give power to almost everything in mankind's world just prior to the fall of civilization - ultra-modern blenders, computers, even cars. The power pack is roughly the size of a toaster or car battery, but may be as small as a thin textbook.

Power Clip. The power clip, created for use with portable weapons, is a small black "battery." When slid into any acceptable receptacle (such as an energy weapon's clip port), it immediately powers the weapon.

Power Beltpack. The power beltpack was a development for the military, and consists of a black plastic (or metal) belt with small power packs attached, along with a power cord and universal adapter/capacitor. The beltpack can be used to power energy weapons and other devices that will accept it.

Power Backpack. The ultimate personal power source, this type of item is a small black backpack, carried on plastic, leather, or rubber straps, linked around the chest. The power backpack has a power cord with universal adapter/capacitor (fits into any item that will receive it).

Minifusion Cell. This device (a small silver clip with an orange or red radiation symbol) was the ultimate in military development. The cell continuously processes internal hydrogen fuel to power its miniature fusion reactor, providing a potent output of power.

TABLE 3-14: POWER SOURCES

Power Source	Uses	Power
Power Cell	Gizmos, small electronic devices	1 year continued use
Power Pack	Gizmos, large electronic devices	5 years continued use
Power Clip	Energy weapons	10 discharges*
Power Beltpack	Energy weapons	25 discharges*
Power Backpack	Energy weapons	50 discharges*
Minifusion Cell	Powerful energy weapons	10 discharges*
Plutonium Clip	Powerful energy weapons	10 discharges*
Harmonic Cell	Unknown	Unlimited (20 per day)*

* When used to power non-discharged items, these power sources will provide indefinite use

Plutonium Clip. This military development was used to power the various advanced portable nuclear weapons (such as atom guns, fusion rifles, etc). It appears to be a thin glass cylinder (a special zirconium glass) with a glowing green core of plutonium-239. The plutonium within is drawn from the clip as the weapon fires, draining it just like “charges.”

Harmonic Cell. This super-advanced form of power generation relies on cultured crystal formations that reflect sound waves in a complex web-like fashion. The sound waves grow in intensity each time they reflect, causing a cascading chain of vibrations that power internal generators. Harmonic cells, roughly the size of a human hand, are VERY rare (perhaps they are remnants of a bizarre alien technology), and generate an infinite stream of strong current. Though the harmonic cell must “rest” after 20 discharges, it is recharged after 24 hours. A harmonic cell is interchangeable with any other power pack, military or civilian.

Different weapons/devices use different power sources. Certain weapons are restricted to using minifusion cells or plutonium clips, for instance. Power cells and packs are for civilian electronic items only, and cannot power weapons. A single source can power only one device at a time.

Power sources cannot be recharged with the diminished resources of most post-holocaust communities. Only the most advanced (which might well be considered out of the scope of player involvement) have this ability.

SURVEILLANCE GEAR

Like computer equipment, surveillance gear is a dwindling category of gear in the post-nuclear world.

TABLE 3-15: SURVEILLANCE GEAR

Object	Size	Weight	Cost	Craft DC
Impulse Detector	Small	3 lb.	5,000 cp	32
Motion Detector	Med	4 lb.	5,000 cp	26
Portable Detection Radar	Med	5 lb.	14,000 cp	30
X-Ray Goggles	Small	3 lb.	25,000 cp	30

In most cases characters would be very hard pressed to locate operable examples of this type of equipment.

Black boxes, caller ID defeaters, cellular interceptors, lineman’s buttsets, tap detectors, and telephone taps do exist, but their usefulness in a world without widespread electronic communication would be limited at best. *Metal detectors* and *night vision goggles*, however, would be far more useful to most characters.

IMPULSE DETECTOR

This device looks vaguely like a boxy, hand-held set of binoculars, with a digitalized display on the user’s end. The impulse detector, when pointed at a subject within 20 feet, uses a combination of microwave and x-ray sensors to detect unnatural electric impulses occurring within the target. In effect, the device detects whether the subject is natural and *organic*, or artificial and *robotic*. Using an impulse detector is a standard action. However, if a full-round action is taken, the detector also reveals the presence of built-in weapons or special android features, such as infrared photoreceptors, an internal power source, etc.

Such devices were used by late-war Ancients (the few remaining left) to find human-mimicking androids within their midst. An impulse detector is 100% effective in determining whether or not a target is an android.

Power Source: Cell.

MOTION DETECTOR

This item appears to be a large metal device, with a glass T.V. tube on its upper side. The device, when activated and pointed in a certain direction, detects all motion in a cone (at 30 degrees) some 50 ft long.

Things that are moving within this area appear as dots on the screen, showing their relative position in the cone and the rate of their speed. The detector will only detect motion by things Tiny or larger. A motion detector is unaffected by darkness, smoke or fog, or concealment

Power Source: Backpack.

PORTABLE DETECTION RADAR

This appears to be a plastic screen on a metal backing, attached to a small tripod-mounted radar dish. The radar is lightweight, can be carried easily, and can detect movement by Medium-sized or larger creatures within 3 miles. The radar detects in a 120-degree arc, and monitors general size, distance, and speed, displaying this information on its screen. A Portable Detection Radar is unaffected by darkness, smoke or fog, or concealment

Power Source: Pack.

X-RAY GOGGLES

This form of super-advanced eyewear permits the wearer to see into and through solid matter. The range is as per normal sight (not limited by darkness, however), with the viewer seeing as if he were looking at something in normal light even if there is no illumination (for example, if looking through a wall into a darkened room, he can see beyond even if it is utterly dark).

The vision provided by x-ray goggles can penetrate 20 feet of cloth, wood, or similar animal or vegetable matter. It can see through up to 10 feet of stone, 10 inches of iron, steel, copper, and brass, but cannot penetrate lead, gold, or platinum.

Power Source: Cell.

PROFESSIONAL EQUIPMENT

With the degenerate and backwards mentality of the chaotic wasteland, what constitutes “professional equipment” often becomes the basis for a community’s entire way of life. As a result, common kits, instruments, and individual tools are often considered strategic resources to be jealously guarded. A simple chemical kit could become the basis for a community’s drug-based economy, or an electronics tool kit could be vital to keeping a sheltered dome community in power. Professional equipment is seldom for sale.

Bolt cutters, caltrops, car opening kits, duct tape, handcuffs, instruments, search-and-rescue kits, and spike strips are uncommon, but not impossible to find in most wasteland markets.

Evidence kits, fake ID, and forgery kits have little or no value to most people in the wasteland, and as a result are extremely uncommon at best.

Chemical kits, demolitions kits, electrical tool kits, first aid kits, lockpick sets, lock release guns, mechanical tool kits, medical kits, multipurpose tools,

and *pharmacist kits* would be rare and extremely valuable commodities, hoarded by most communities for their applications in recreating weapons, maintaining complex items of technology, etc..

ANIMATRON, CONSTRUCTION

This device looks like a broad, round cylinder, with three articulate “arms” and a trio of heavy, metal legs to support its weight. The entire machine weighs roughly 1,000 lbs, and stands altogether 8 feet above the ground.

An *animatron*, this device is a simple type of robotic machine that follows commands to perform a simple function, and will continue to do so as long as it is left alone (or until commanded to stop). In its case, the construction animatron takes recognizable building materials, and precisely constructs anything it is programmed to build. In general this is limited to structures such as walls, arches, and stairs, but entire houses and even bridges are not outside their capabilities. The construction animatron can take the place of up to twenty men in a construction project, and never tires, so that it’s non-stop work halves the time needed to complete a building. A construction animatron can also move slowly with it’s broad, metal legs (at a rate of 5 feet per round), and can work unsupervised so long as it is programmed with a complete floor plan or blueprint diagram of the structure it is building.

Programming a construction animatron requires an operator to make a Computer Use check at DC 15.

ANIMATRON, DIGGER

This type of *animatron* looks like a large metal “box” on four spider-like legs, with a large drill bit on a flexible “arm” rising from the top of it’s body. The entire machine weighs roughly 2,000 lbs, and stands altogether 10 feet above the ground.

When activated, the digger will continuously dig away at any indicated rock, soil, or similar earthen structure or obstacle with it’s bit, at a rate of 10 feet each hour (for normal soil or earth), or 10 feet every three hours (for hard rock). The digger can also move slowly with its legs (at a rate of 5 feet per round), and can be programmed through an integral keyboard station to follow a basic plan (for instance, stopping once it punches through a wall, or taking up to five separate turns along the path of it’s digging).

Programming a digger animatron requires an operator to make a Computer Use check at DC 12.

ANIMATRON, TASK

This type of *animatron* looks like a metal “stick-figure”, walking noisily along on thin metal legs. Two metal arms permit it to perform whatever function it is programmed with – usually these are simple tasks, such as walking a specific route, re-lighting torches or lanterns along a perimeter, flicking switches in a

TABLE 3-16: PROFESSIONAL EQUIPMENT

Object	Size	Weight	Cost	Craft DC
Animatron, Construction	Huge	1000 lb.	20,000 cp	35
Animatron, Digger	Huge	2000 lb.	26,000 cp	35
Animatron, Task	Large	200 lb.	9,500 cp	35
Astronaut Pen	Fine	-	100 cp	15
Books	Small	2 lb.	3,000 cp – 10,000 cp	-
Boron Solution Spray	Med	3 lb.	1,000 cp	20
Corium Lantern	Small	2 lb.	90 cp	10
Electronic Skeleton Key	Small	2 lb.	60,000 cp	32

pre-determined order, etc. The task animatron cannot carry items, cannot detect the presence of living things (or react to them), nor can it be commanded on a whim.

A task animatron moves at a rate of 10 feet per round, and stands roughly five feet tall, though it's arms can extend out another 10 feet if need be. A task animatron weighs no more than 200 lbs.

Programming a task animatron to perform a new task requires an operator to make a Computer Use check at DC 10.

ASTRONAUT PEN

This is a fantastic pocket pen made from high-durability titanium, with a 1,000-year guarantee of operation. An astronaut pen can write on wet surfaces (even underwater), upside down, and for an unlimited period of time.

BOOKS

Books are among the last evidence that a culture beyond the warring, desperate civilizations of today once existed on the Twisted Earth. The books, propaganda, and other educational devices of the Ancients are called “Arcanum”, and are as revered as artifacts as firearms, fancy armor, and their fancy gizmos. Some cults actually worship old books and readings – “Archie” comics and Disney storybooks have spawned a number of odd cults in the wasteland.

Books are useful as well, providing in many cases access to skills otherwise denied primitive or uneducated people (e.g. texts on cybernetics, robotic repair, and the use of laser weapons). In game terms, the referee may permit the owner of a book on a certain skill to earn that skill, one rank at a time, through study, even without a mentor. Most books are written in the language of the Ancients, however, requiring knowledge of that language to be used with any appreciable effect.

BORON SOLUTION SPRAY

This advanced tool looks just like a portable fire extinguisher, except that it contains a special chemical mixture (primarily of boron powder) used to dampen and inhibit neutron activity (in other words, it reduces radioactivity). When the solution is sprayed on any radiating source (a cracked power cell, nuclear waste, anything emitting radiation), it lowers the level of Radiation by one level for each application (thus, applying two charges of spray on a *high* radiation source would bring it down to *low* radiation).

Each boron spray container generally contains 1d10 spray charges.

CORIUM LANTERN

These items come in a wide variety of sizes and shapes, depending on where and how they were made. Mostly these are made from discarded kerosene lanterns, the core of which has been replaced by a solid chunk of *corium*. The corium in the lamp provides a dim silvery-white light out to 20', just like a regular lantern; however, a corium lantern cannot be extinguished (though it can be shuttered or covered to block the light). Though the corium in the lantern is radioactive, the level is so weak that it is harmless (but is still detectable by mutations or devices that detect gamma radiation).

ELECTRONIC SKELETON KEY

This type of device was highly illegal before the Fall, and is thus *very* rare. Used by safecrackers and burglars, the electronic skeleton key looks like a small metal box with a computer chip sticking out of one end. This end is inserted into keycard slots, and the device automatically attempts to duplicate the electric signal produced by the required card. Using the key, a normally invincible keycard lock can often be bypassed.

Using an electronic skeleton key provides a +10 enhancement bonus to Disable Device checks to open electronic locks. Military security of stage IV and above cannot be bypassed with this device, however. An electronic skeleton key weighs 2 lbs.

Power Source: Cell.



TABLE 3-17: HAZARD DETECTION DEVICES

Object	Size	Weight	Cost	Craft DC
Chemical Sensor	Small	1 lb.	10,000 cp	25
Geiger Counter	Small	3 lb.	10,000 cp	25
Rad Tab	Fine	-	300 cp	20
Ion Bonding Tape	Med	12 lb.	800 cp	25

HAZARD DETECTION DEVICES

There are various types of chemical/biological/nuclear detection devices available; some are hand-held devices, some are worked into clothing, others are mounted on helmets and gloves. The numerous models, produced during the final stages of civilization's wars, vary in size, shape, color, and name, but pretty much work the same. The three main types are as follows:

CHEMICAL SENSOR

These devices, typically hand-held and possessing a microphone-like protrusion, detect the general presence of toxic chemical gasses in the vicinity. Such an item detects only chemical agents (not radiation), including hazardous chemicals (any form), chemical contaminants, and various nerve/irritant/blood agents. A chemical sensor's range is 50 ft.

Power Source: Backpack.

GEIGER COUNTER

This type of item can be hand-held, mounted on a shoulder harness, or even installed in some advanced infantry combat suits like a modified "HUD". Such an item detects the exact Rad level in an area, displaying it on a numbered dial (sometimes digital), emitting a high-pitched whine when the user gets close to the source of radiation. A Geiger counter has a range of 75 ft and weighs 3 lbs.

Power Source: Backpack.

RAD TAB

Such items come in all shapes and sizes, but are usually installed as a colored strip on an I.D. badge, arm band, etc. The strip changes color when the wearer comes close to dangerous radiation level areas. Such an item changes from black to yellow at *mild* levels, yellow to orange at *low* levels, and orange to red at *moderate* levels or more. After exposure to radiation, a Rad Tab cannot be used again. Range is *immediate*.

Power Source: NA.

ION BONDING TAPE

This is a super-advanced form of binding material that bonds easily to most surfaces, even slippery metal. A typical roll has about 2,000 feet of tape. Ion tape requires a Strength check (DC 20) to tear or detach.

SURVIVAL GEAR

Of the various basic categories of equipment, survival gear is by far the most important to the inhabitants of the post-nuclear world. While there is great demand for most items useful in surviving the world's terrible dangers and climate hazards, a number of communities have virtual "cottage industries" that produce these vital items to make life in the wasteland possible.

Backpacks, climbing gear, compass, mesh vests, rope, sleeping bags, tents, and trail rations are all common items found in nearly every corner of the wasteland, either as dusty old items scavenged from the ruins or post-Fall replicas made from makeshift materials (examples include backpacks made from woven reeds, rope made from animal gut or sinew, tents made from hides, etc.).

Binoculars, chemical light sticks, fire extinguishers, flash goggles, flashlights, and portable stoves would be very useful to wilderness travelers, and as a result fetch a good price in markets. *Gas masks* are much more uncommon items, their rarity commanding a significantly higher price.

Maps are often priceless finds in the post-holocaust world. Whether found in the form of a foldable travel map or as a small electronic map display device (a "computer map" so to speak), maps from before the Fall can provide an invaluable tool for the finding of Ancient storehouses - lost cities, military reserve depots, research facilities, or water sources (such as forgotten mountain lakes, reservoirs, etc). Almost all communities' value pre-war (and even some post-war) maps like gold.

GPS systems would not be operable due to the destruction of most communications satellites during the Fall, or thanks to deterioration of said satellites over the decades since the collapse of civilization.

ADVANCED BREATHING APPARATUS

This is a generic term used to describe a variety of breathing-assistance devices, such as diver air tanks, firefighter oxygen masks, or internal air supply systems for spacesuits, radiation suits, etc. Most apparatus include a backpack-mounted air tank (not always the case, as in the case of the most advanced - which employ oxygen recycling systems, negating the need for tanks), good for 1 hour of use (some are even good for up to 10 hours of use). Unlike a gas mask, which only filters air, the apparatus generates or carries its own supply. The apparatus renders the

TABLE 3-18: SURVIVAL GEAR

Object	Size	Weight	Cost	Craft DC
Advanced Breathing Apparatus	Med	8 lb.	19,000 cp	20
Autograpnel	Med	6 lb.	3,000 cp	23
Cigarette Lighter	Dim	-	90 cp	15
Cyborg Sustenance Tube	Tiny	1 lb.	50 cp	15
Dehydrated Pills	Dim	-	20 cp	20
Emergency Raft	Small	2 lb.	1,000 cp	17
Firestarter Cube	Dim	-	25 cp	18
Gravity Boots	Small	2 lb.	8,000 cp	30
Halazone Tablets	Dim	-	50 cp	17
HEVE Candy	Dim	-	20 cp	20
Instant Pillow	Dim	-	50 cp	20
Light Rod	Dim	-	15 cp	20
Magnesium Firestarter	Dim	-	350 cp	22
Portable Petrol Power Generator	Large	100 lb.	20,000 cp	20
Potassium Iodide Tablets	Dim	-	200 cp	25
Power Bar	Dim	-	10 cp	15
Ready Meal	Tiny	1 lb.	20 cp	15
Salt Pills	Dim	-	20 cp	15
Soup Mix	Dim	-	5 cp	12
Survival Kit	Med	4 lb.	1,800 cp	-
Synthihol	Tiny	.5 lb.	20 cp	12
Water Purifier	Small	2 lb.	7,500 cp	20

wearer immune to inhaled toxins, including poisonous gas, inhaled radiated dust, and airborne diseases.

AUTOGRAPNEL

This piece of equipment appears to be a plastic rectangular device with a hard steel grapnel on one end, and an internal coil of tensile plastic rope. The autograpnel may be used to fire the grapnel (which draws the rope with it) up to 75 ft. straight into the air; the device may be used to retract from 5 ft. to 60 ft. per round (it can, for example, be used to draw a person up into the air after the grapnel; the rope is strong enough to support the weight of roughly two Medium-sized beings). An autograpnel weighs 6 lbs.

Power Source: Cell.

CIGARETTE LIGHTER

This tiny, priceless object creates a steady flame even in wet or windy conditions due to a shielded cover. They come in a number of colors and styles. A typical lighter will have d100 “charges”.

CYBORG SUSTENANCE TUBE

This foodstuff item resembles a normal *goo tube*, but the contents are even worse – a greenish-gray, vomit-like “soup” edible only by cyborgs. The soup is composed almost entirely of purely nutritional proteins, but its look, taste, and smell would make

any organic creature sick. Since cyborgs still need sustenance to feed their organic tissue, these are the most efficient form of food – and are produced en masse to feed them in robotic armies. A single sustenance tube will feed a cyborg for 2 weeks.

DEHYDRATED PILLS

Developed for use in long-range space missions, these food items are small colored pills that are simply “meals” reduced in size due to the extraction of all moisture. Quite tasty (they come in various flavors, such as French fries, hamburger, etc.), they also manage to meet the nutritional requirements of a full meal.

EMERGENCY RAFT

This is essentially a bright orange plastic container (cylindrical or box-shaped) with a thick rubbery shoulder strap for easy carrying. When opened and a tab pulled, an auto-inflating raft literally “pops” out. The raft is generally large enough to support eight Medium-sized people steadily on all but the roughest seas, remaining buoyant for about 1-2 weeks. A fold out tent top can be deployed to protect against cold and high winds. It can be used only once, however, and cannot be re-packaged.

FIRESTARTER CUBE

A clear plastic cube, 1 in x 1 in; when the side tabs are pulled, the cube heats chemically to ignite flammable materials within contact, even in extreme dampness or high winds. Ideal for starting a campfire in a storm.

A firestarter cube is a one-use item.

GRAVITY BOOTS

These items appear to be thick plastic boots; they can be either voice- or button-activated to allow the wearer to float slowly into the air, walk up most unsure surfaces, etc., as if *levitating*. The boots do not, of course, allow the wearer to climb sheer surfaces and the like. In cases where a check is required, the boots are considered to give a +20 enhancement bonus to Climb and Jump checks. A single charge powers the boots for 10 minutes.

Power Source: Beltpack or backpack.

HALAZONE TABLETS

One of these tablets, when combined with one liter of water, will purify it of most simple contaminants and parasites. Heavily contaminated water sources (GM's discretion) may require the use of two tablets per liter. Halazone tablets will not work on salt water, or water tainted with gritty minerals.

HEVE CANDY

The name, HEVE, stands for "high-energy vitamin-enriched", but was also a common nickname used by soldiers to describe what the taste made them want to do. This candy, when eaten, supplements nutrition intake (each candy cube provides for one full meal).

INSTANT PILLOW

This item is often packaged in a "high-tech" looking metallic package, no larger than a pack of sealed baseball cards. When torn, the slip of pink material inside is cast on the ground, where a chemical reaction (the stuff is made of a material that foams on contact with simple atmospheric nitrogen) turns it into a good-sized pillow. The pillow only opens up once, however, and cannot be re-packaged. The item was, obviously, ideal for weekend camping trips for the whole family.

LIGHT ROD

These are hard plastic rods (three feet in length), filled with two chemicals which, when combined by pulling a tab on the rod, glow brightly and intensely. Colors range from vibrant orange to fluorescent blue. The glow of a light rod provides illumination up to 50 ft, and lasts up to eight continuous hours, before the rod is used up.

MAGNESIUM FIRESTARTER

These are high quality magnesium starters, operable in even the wettest conditions. The starter consists

of a magnesium bar, which when scraped produces magnesium shavings that are highly flammable (a built-in sparking rod is included).

PORTABLE PETROL POWER GENERATOR

This appears to be a heavy machine with plastic or metal carrying bars (it's the size of maybe two or three car batteries, very heavy, but still man-portable). This type of miracle device uses petrol (25% of these devices use *alcohol* instead) to generate a steady current of electricity. The generator produces 1 Megawatt per half liter of petrol, per hour. The tank in the generator generally holds two liters. It can generally only be linked to household devices (not weapons), but it's flow is enough to power most devices in a small community. It weighs 100 lbs.

POTASSIUM IODIDE TABLETS

These pills help reduce the amount of radioactivity the body absorbs during a 24 hour period. For a character that has taken a potassium iodide tablet, calculate the time of radiation exposure normally, but drop the final result by one category. For example, a character that has spent 10 minutes exposed to radiation counts as only having been exposed for 1 minute. There is no additional benefit for taking more than one pill in a 24-hour period.

POWER BAR

These large candy bars are packaged in silver wrapping, and can remain preserved for a great deal of time. Although the taste is far from delicious, these bars are full of protein and vitamins; each provides for about one-half a meal's worth of nutrients.

READY MEAL

These excellent examples of pre-Fall food technology come in either tray, envelope, or cylinder form, and are the ultimate in preserved foods. At one end of the package (regardless of shape and size) is a pull ring, which when peeled off creates a chemical reaction in the package that either heats, cools, or rehydrates the food within (depending, of course, on the type of dish). In addition, a *spork* is usually attached to the package to eat with. Ready meals remain preserved for centuries due to space-age packaging, and are actually quite delicious and nutritious. The nutrition value of one meal is equal to a full day's nutritional requirements.

SALT PILLS

Salt pills increase the salt content in the body, which as a result helps retain ingested moisture. One pill, taken daily, reduces the need for ingested moisture by *one half* for 1-4 weeks.

SOUP MIX

A variety of soup mixes (most from oriental companies) are available even decades after the holocaust. Dehydrated and vacuum-packed, these mixes are somewhat nutritious (equal to about one full meal), but require mixing with a certain amount of heated, drinkable water – a rarity in a world without adequate water resources.

SURVIVAL KIT

This type of item was issued to soldiers in the field, and many types are available. The kit contains a water-purification bag (which holds up to one liter of water), four *halazone tablets*, a simple sewing kit, a book of 20 matches, compass, four gobs of chewing gum, eight pieces of sweet candy (these offer no nutrition, but consuming one raises the eater's energy level due to sugar content), a razor blade and holder, thirty pieces of *HEVE candy*, and a single canister of *Medi-Spray* (wound healing).

SYNTHIOL

"Synthiol" was all the rage in the United States prior to the Fall. Synthiol comprises a variety of synthetic and engineered alcoholic products; the effect was to allow the manufacturer to create an astounding variety of taste, scent, and richness qualities heretofore alien to traditional alcoholic beverages. Synthiol products were being manufactured to possess weird and eye-catching colors, each being different than the next, and thus they are now prized in the wasteland like exotic "elixirs". In effect, however, they are little more than exotic beers or wines.

WATER PURIFIER

A variety of models of this device exist, but in use, it operates along the same principle as a water filter; it purifies water of any kind and makes it digestible by the human metabolism. The purifier runs on electricity, which is used to separate the chemicals in the water. This device requires one hour to purify one day's water requirement for a Medium-size creature.

Power Source: Pack.

WEAPON ACCESSORIES

Only warriors, community guardians, and soldiers carry most weapon accessories. Despite the typical attitude of keeping the best for their own, some communities do sell such items to travelers, merchants, and visiting outsiders.

Box magazines, *holsters*, and *speed loaders* are common enough. *Detonators* (and all explosives) are rare, usually hoarded by various communities for weapons. *Illuminators*, *laser sights*, and *suppressors* are uncommon, if not very hard to find.



MILITARY HARDWARE

The category of military hardware covers a wide variety of miscellaneous items used for combat. Most

examples of these items are rare, since most military assets were of course obliterated in the nuclear conflict. Wherever surviving examples can be found, they are sure to be snatched by jealous locals for their defense, by raiders to employ against the meek, or by selfish wanderers seeking the edge necessary to keep themselves alive.

ANIMATRON WEAPON

A *weapon animatron* is a robotic mounting for any weapon, usually light support weapons (such as machineguns, but sometimes also flamethrowers or pulse lasers). The animatron is a simple robot that detects intruders and fires upon them, in the manner of a defense or sentry turret.

Whatever weapon is used with the animatron is mounted on its robotic tripod or turret ring, and is fed by a supply of rounds (or by power source, with variable charges left) in a bin beside it. In addition, animatrons possess a *portable motion detector* and *power pack* (variable hours remaining), which allows it to detect motion by anything larger than a dog within its scan-able area.

These animatrons are usually cleverly disguised, or hidden inside bunkers or pillboxes. As such, the animatron fires with automatic surprise on the first round of combat, utilizing as many attacks as possible each round until either it runs out of ammunition or all detected targets are neutralized.

Weapon animatrons are considered a CR 4 trap, with Hardness 12, hp 40, Init +4, and a +10 ranged attack bonus.

Power Source: Pack.

AUTO-MORTAR PLATFORM

An *auto-mortar platform* is an animatron, generally teamed with a security or war robot to provide additional fire support in combat. It is otherwise similar to the basic *weapon animatron*, being an automated weapon system, with a *portable motion detector* and *power pack*.

An auto-mortar fires weapons just like a standard *grenade launcher*, but it fires two shots each round from its double barrels. Though meant for bombardment, the robot is mounted on treads and can move of its own volition (at a rate of 20 feet per round) – and can also alter the inclination of its weapons to fire *indirectly* (ignoring line-of-sight rules). It carries its own ammo supply in a tracked cart



behind it – usually up to 20 grenades of varying types, and has the basic programming needed to choose the best round to deal with an enemy’s particular disposition.

Auto-mortar platforms are considered a CR 5 creature, with Hardness 12, hp 40, Init +4, and a +10/+10 ranged attack bonus. An auto-mortar will continue to attack until destroyed, or until its controlling robot is destroyed.

Power Source: Pack.

BIOMECHANICAL TARGETER

This advanced piece of electronic equipment was used to augment the soldiers of the Ancients during the Fall. The *biomechanical targeter* is a bodily modification that requires one eye of the recipient to be surgically removed and replaced with an advanced optical lens that acts as a miniaturized computer targeting system. The biomechanical targeter requires no power (it runs off an ingenious power system fed by natural electric impulses), and acts to increase accuracy at range.

A biomech targeter gives the user +20 in bonuses, divisible as she wishes among any and all ranged attacks each round (rounded down). For instance, one attack at +20, two attacks at +10, three attacks at +6, etc. The targeter can only be applied to existing attacks; it cannot *give* additional attacks.

Installation of these devices is difficult, requiring a Knowledge (Cybernetics) check at DC 30 (and, in any case, one of the recipient’s natural eyes is forever lost).

BOLLIX PACK

The “bollix pack” is a small, super-advanced device that can be worn on a special belt, or detached and re-attached to a *stealth pack* to make an effective combination. In any event, the bollix pack acts to confuse and deceive all kinds of electronic sensors, effectively turning the wearer “invisible” to scans and

biosensors. The bollix has no effect on visual or audio sensors, however. The bollix eats up energy at an immense rate (one charge per *round* of operation).

Power Source: Beltpack or backpack.

CONTROL ROD

This item appears to be a small hand-held “rod” (or sometimes a “box”), with one or two buttons. The control rod is used solely to activate and de-activate *obedience* and *pain collars* through broadcast impulses. The control rod can be tuned to affect an individual collar, a particular type of collar, or can be used to affect all collars within a 30 ft radius of the rod’s holder. One discharge of power is used up for every three rounds of the rod’s continued operation.

Power Source: Clip or beltpack.

ENERGY SHIELD

With the development of new energy-based weaponry in the final years of humanity’s reign over Earth, new forms of lightweight shields needed to be developed. Energy shields, like earlier magnetic shields, are harness-like devices that project a powerful energy-dampening field, reducing the effects of directed energy attacks (such as lasers) against the wearer, in the form of damage reduction. The actual amount reduced depends on the model of shield.

Shield Type	Damage Reduction	Cost
A	5	18,000 cp
B	10	36,000 cp
C	15	75,000 cp

The energy shield protects against directed energy attacks, including lasers, masers, sonic weapons, particle beam weapons, and electricity. Normal

TABLE 3-19: MILITARY HARDWARE

Object	Size	Weight	Cost	Craft DC
Animatron, Weapon	Large	300 lb.	13,000 cp	35
Auto-Mortar Platform	Large	300 lb.	22,000 cp	35
Biomechanical Targeter	-	-	15,000 cp	35
Bollix Pack	Small	1 lb.	30,000 cp	30
Control Rod	Small	2 lb.	18,000 cp	25
Energy Shield	Tiny	.5 lb.	18,000cp – 75,000 cp	35
Force Field Belt	Small	2 lb.	200,000 cp	35
Jetpack	Large	25 lb.	40,000 cp	30
Magnetic Shield	Tiny	.5 lb.	18,000cp – 75,000 cp	35
Neural Control Pod	Med	4 lb.	48,000 cp	35
Obedience Collar	Small	1 lb.	2,000 cp	25
Pain Collar	Small	1 lb.	3,000 cp	25
Power Fist	Med	8 lb.	5,000 cp	35
Stealth Pack	Med	3 lb.	75,000 cp	37

projectile weapons, mass drivers, and radiation attacks are not affected. Power is only used when and if the wearer is struck (one charge per hit).

Power Source: Beltpack or backpack.

FORCE FIELD BELT

This priceless artifact creates a reactive force field around the wearer. While energized, the shimmering force field resists all forms of damage, elemental and physical, providing the wearer with damage reduction and resistance to energy (all) of 20. In addition, the force field belt also gives the wearer a +4 deflection bonus to Defense. Power is only used when and if the wearer is struck. The energy field negates all other forms of powered shields worn by the user.

Power Source: Plutonium clip.

JETPACK

The jetpack is a heavy device worn on the back providing flight with a speed of 120 feet (90 feet if the user wears medium or heavy armor). The jet output can be altered to fly at half speed, and descend at double speed, and otherwise acts as a *fly* spell; maneuverability is *poor*, with the exception that the jetpack wearer can choose to hover for two full rounds before being required to maintain speed. Using a jetpack does not require the use of hands, and thus the wearer can use weapons normally while flying. A jetpack can generally carry one hour's worth of fuel.

MAGNETIC SHIELD

These forms of personal shielding appear to be a kind of metal "harness" with a central circular device that fits in the center of the chest when worn. The device, when activated, generates a field of magnetic energy around the wearer's entire body (but only affecting one person, the wearer) that slows and deflects incoming

kinetic attacks. The actual amount reduced depends on the model of shield (*see energy shield*).

The magnetic shield works against all non-energy effects only (melee and ballistic ranged weapons, firearms, and mass-drivers). Power is only used if the wearer is struck by an attack.

Power Source: Beltpack or backpack.

NEURAL CONTROL POD

The *neural control pod* was a device created by the Ancients in an early attempt to subdue and brain-wipe androids that were beginning to develop aberrant psychological behavior – it was also later used by vengeful humans to put errant androids back in line. The pod looks like a heavy metal helmet with power attachments, knobs, and lights. When placed on the head of an android, it emits a concentrated EMP through the direct connectors on the inside of the helmet to erase its entire neural network – in essence, brainwashing it. Using metal collar and face restraints, the pod could only be removed by immense force (Strength check, DC 30).

An android affected by a neural control pod may make a Will save (DC 25) to resist each round, but failure results in the gain of one negative level (*permanent*), plus a permanent point of Intelligence. This procedure continues until the helmet is somehow removed, the android's total levels are reduced to one, or it's Intelligence drops to zero. In the first case, the pod will no longer cause any drain (but effects suffered up to the point of removal are permanent). In the second case, upon being reduced to first level the pod immediately shuts off. In the final case the android is effectively destroyed by the unit, unable to bear the strain of it's drain.

An android with *EMP countermeasures* is not immune, but does receive a +5 enhancement bonus to

its Will save.

Against any victim other than an android, a Fort save (DC 25) must be made or suffer 4d8+4 points of damage each round from electrical shock (a successful save results in only half damage).

Power Source: Pack.

OBEDIENCE COLLAR

The obedience collar is used by androids to force intelligent organic creatures, such as humans and mutants, to do their bidding or conform to their will, at the threat of death. The obedience collar is a simple device that looks like a metal “torc” or neckband, with two small metal rectangles on each side. The device does nothing while it remains inert, but if triggered by a *control rod* (a separate item) the obedience collar *explodes* – taking the head of the wearer with it. A Fortitude save (DC 24) is allowed to resist *instant death*; if made, the wearer suffers only 8d6 points of damage, and suffers deafness for 1d4 days thereafter. The collar is destroyed if ever activated; it will only activate if being worn against organic flesh, and will not detonate if simply sitting around in a box, for example.

PAIN COLLAR

Created by androids to “train” organic creatures to do their bidding, the pain collar looks like a simple metal “torc” or neckband, with a single flat flange of metal at the front. By activating a button on the collar’s *control rod* (a separate item), the collar can be made to send potent doses of pain sensation through the wearer’s nervous system, in the form of erratic electric shocks. If this occurs, the wearer is wracked with agony, and is effectively *stunned*. If a Fortitude check (DC 24) is made, he still suffers from a reduction of Dexterity by 2, and an imposition of a –4 penalty to attack rolls, skill checks, and ability checks. The collar continues to impart pain for as long as the rod’s controller keeps it active.

POWER FIST

This appears to be a heavy metal glove, perhaps spiked or studded with a fine chrome trim. The fist is a perfect exoskeletal covering for the human fist, and is, in effect, a power-assisted limb. The power fist allows the wearer to grip far more powerfully than a normal human fist, able to crush the likes of a metal power clip in a single motion.

This device acts to magnify the strength of the user in melee attacks (or feats of strength), giving an enhancement bonus of +4 to the wearer’s Strength. If two power fists are used, the bonus increases to +8, but only for two-handed operations (such as wielding a two-handed weapon, or using both hands to bend bars). A power fist weighs 8 lbs.

Power Source: Beltpack or backpack.

STEALTH PACK

This type of item appears to be a black rectangular “pack”, covered in blinking green lights. The device, when activated, creates a light-distorting field around the user, making him effectively *invisible* to those around him. As soon as he moves, however, the uneven distortion of the light waves (one can see the distortion moving) gives a better chance of spotting him, instead acting as *displacement* (50% miss chance). The pack uses up one power charge per round of use. A stealth pack weighs 3 lbs.

Power Source: Beltpack or backpack.



VEHICLES

Vehicles are among the most common artifacts scavenged from the wasteland and drawn back into use by the few surviving communities or individuals of the Fall.

These include automobiles, motorcycles, trucks, etc. Vehicles are often highly prized as not only symbols of power and influence, but also for their ability to carry heavy loads over long distances, as well as defend against or outrun the common raider gangs and armies of the desert.

Helicopters (including the *Bell Jet Ranger*, *Bell Model 212*, and *Blackhawk*) and planes (*Cessna 172 Skyhawk* and *Learjet Model 45*) after the nuclear holocaust are best handled by the GM. Most aircraft were either destroyed when the major airports and fields were hit in the nuclear exchange, or left to deteriorate over time when the great cities were abandoned. As such, working aircraft are almost impossible to locate.

Most civilian cars and trucks remain available, though to be certain their appearance (and corresponding performance) has diminished over time in almost all cases. Left along the great highways to rust after being abandoned during the war, most are useless hulks. Some major merchant groups, are known to resurrect Ancient-era vehicles to keep the flow of trade open along the great highways and deserts, while raiders have naturally taken to forming virtual “armadas” of motorcycles, cars, and trucks to prey upon the communities of the wasteland and strike terror into their hearts.

The *Acura 3.2 TL*, *Chevrolet Cavalier*, *Chevrolet Corvette*, *Dodge Neon*, and *Volkswagen Jetta* are all common among most motorized communities and gangs. The *AM General Hummer*, *Chevrolet Suburban*, *Dodge Caravan*, *Ford Escape XLT*, *Ford F-150 XL*, and *Toyota Tacoma Xtracab* are also common among such road-mobile packs. Luxury cars (including the *Aston-Martin Vanquish*, *BMW M3*, *Jaguar CJ Sedan*, *Lamborghini Diablo*, and

TABLE 3-20: VEHICLES

Name	Crew	Pass	Cargo	Init	Man.	Top Speed	Def.	Hard.	Hit Points	Size	Cost	Craft DC
Battle Cycle	1	1	0 lb.	+0	+2	250 (25)	10	5	20	M	3,000 cp	23
Battle Car	1	4	250 lb.	-2	-1	200 (20)	8	6	36	H	26,000 cp	25
Battle Hummer	1	3	1,000 lb.	-2	-2	140 (14)	8	8	40	H	40,000 cp	25
Blockade Runner	1	2	30,000 lb.	-4	-4	165 (16)	6	10	45	G	100,000 cp	25

Mercedes E55 AMG) are almost unheard of. All types of motorcycles are commonly employed by raider gangs, often altered with bizarre decorations and modifications (wheel scythes, spikes, etc.).

Most water vehicles (civilian or otherwise) would be very limited in usefulness, even if working examples could be found.

Special vehicles should be handled on an individual basis. *Armored trucks* are not unknown, but are more than likely to only be found in the hands of the world's major factions and communities, either transporting important persons from one destination to another, or the most valuable cargos. Some groups might even use scavenged *armored trucks* as "battle wagons".

The *Honda TRX400FW* could very well be common as a cheap alternative to cars. The *limousine* would be unlikely, except perhaps as the "command car" of a particularly image-conscious raider gang or religious cult.

Moving trucks and buses (*NABI Model 40LFW*) are the backbone of many merchant convoys that cross the wasteland supplying outlying communities with food, water, and other supplies. Because of their value as virtual "rolling fortresses", however, they would be extremely hard to find outside of these cartels.

Military vehicles, like special vehicles, require special consideration. Most military vehicles can be assumed to have been destroyed (or at least badly damaged) during the Fall. Whether they were destroyed in actual nuclear strikes, or by conventional conflict on the radiated battlefield in the days and weeks afterwards, most were damaged, destroyed, or outright abandoned well before the timeframe of the post-apocalyptic genre. Certainly the effects of time and lack of maintenance have made most (if not all) of these impressive machines of war useless.

Most salvaged vehicles are modified for use in the wastelands of the post apocalyptic earth. Often, vehicles are equipped with mounted weapons and reinforced with additional armor. Following are common examples of such vehicles used by the raiders, traders, and road warriors on the hostile roadways of the Twisted Earth.

CRAFTING VEHICLES

Some skilled characters will want to Craft their own vehicles. Like firearms, crafting vehicles is difficult in post apocalyptic earth. Even if the characters possess knowledge of mechanics, the technology of vehicles is

even more of a specific science. Unless the character has the *Modern Aircraft Discipline* or *Modern Vehicles Discipline* feat, he suffers a -4 to non-discipline penalty to Craft checks when creating vehicles.

Crafting vehicles typically takes 24 hours (or more) and requires raw material equal to one third of the price of the vehicle. The raw materials can be bought or salvaged (*see Repair skill*). Game masters should require that salvage materials be from moderate or greater mechanical objects. Craft DCs for vehicles found in d20 modern can be found in the appendix.

BATTLE CYCLE

The most common post-Fall vehicle is the motorcycle. It is the main stay of the raider gangs in the Twisted Earth. Refurbished motorcycles are often a bit tougher than their Ancient counterparts, tinkered to endure the harshness of wasteland travel. A battle cycle is one square wide and two squares long.

BATTLE CAR

Similar to the battle cycle, the battle car is a common mount of raider gangs and road warriors. These vehicles provide more protection than motorcycles and additional options for mounting weaponry. Turreted machine guns are the most common weapons found on battle cars. Battle cars have reinforced armor, allowing them to endure more of beating than pre-Fall civilian cars.

Battle Cars are two squares wide and four squares long. A typical battle car is equipped with a *M2HB heavy machine gun* mounted on a full turret.

BLOCKADE-RUNNER

A time-tested tactic of the Cartel traders is the usage of the "blockade-runners". The blockade-runner is basically a cargo truck stripped-down for optimum speed and armed with a potent weapon (such as a flamethrower) to defend it and the caravan it escorts. Some blockade-runners are in fact disguised to resemble regular merchant trucks, only to reveal their hidden weaponry at the last minute when the convoy is upon the bandits (not unlike an old-style convoy "Q ship").

A blockade-runner is two squares wide and five squares long. A typical blockade-runner is equipped with a *Flamer Thrower* and *M2HB heavy machine gun* both mounted on full turrets.

BATTLE HUMMER

Wreckage of the famed “hummer” can be found all throughout the cities of the Ancients, and across the desert landscape that was once host to the great battles of the Fall. The hummer was a workhorse vehicle of the Ancient armies, used as a troop transport, cargo transport, battlefield ambulance, and prime mover. More than a dozen variants were created, including versions that mounted a machinegun, wire-guided anti-tank missile, or surface-to-air-missile systems.

A battle hummer is two squares wide and four squares long. The battle hummer is often equipped with a *M2HB heavy machine gun* or in rare cases a *Tow II missile launcher*.



POWERED ARMOR

Depending on the level of technology that existed before the Fall in your specific campaign, the concept of “powered armor” may or may not even be an

issue. While they are certainly a “sci-fi” element, the rules here assume that the technological level of the Ancients was advanced to such a degree that potent suits of protective armoring could be developed for individual soldiers; whether only to equip elite teams in the field, or prolific enough to be the standard equipment for the cutting edges armed forces of the world’s last superpowers, powered armor is a potent reminder of the greatness of Ancient man.

In essence “powered armor” is more than personal body armor, it is an all-encompassing “vehicle” that not only protects the individual soldier from rounds and fragments, but also from the invisible elements of the battlefield such as radiation, biological weapons, and chemical attack. Most powered armor is made from a heavy, futuristic metal armor combining metal fiber-weaving construction and super-advanced design elements.

Because the metals and protective systems involved are prohibitive in weight, special “power-assisted” musculature and exoskeletal framework must be used to allow movement. With the advent of stronger and more sensitive electronic musculature, powered armor

suits could not only support their own armor mass, but also mount weapons systems usually unheard of on an individual such as machineguns and rocket launchers.

So-called “scout armor” is a development of basic powered armor, utilizing lighter body construction materials to permit greater body flexibility and a marked increase in speed. A completely powered leg framework permits the wearer to literally run at speeds in excess of 25 mph (in some cases) for virtually unlimited periods, since the work is being done by the armor suit and is not reliant on the individual’s muscle strength. Such armor would have been especially valuable in front line reconnaissance, intelligence gathering, pursuit, and harassment roles on the nuclear battlefield.

For the purposes of what weapons he can use (and any bonuses for light weapons), the wearer of any suit of powered armor is considered one size larger than his armor. For example, a character wearing a Medium-size suit can wield any Large weapon one-handed (regardless of its actual weight and recoil). Similarly, a Large suit permits Huge weapons to be used one-handed.

Note that built-in systems need their own power. For example, the Zeus suit requires an additional power source to fire its *gauss anti-tank rifle*.

Powered Armor vs. Vehicles: While powered armor is essentially a humanoid vehicle; there are some differences in the way it operates during combat. First, the pilot modifies the armor’s defense (see below). Second, powered armor can make 180-degree turns at alley speed or lower, and 90-degree turns at street speed and higher. In addition, their turn number is always half of a standard vehicle.

Basic Properties: Powered armor and powered scout armor provide elemental resistance against heat, cold, acid, and electricity of 10 (it absorbs the first 10 points of elemental damage). Because of the confining nature of most powered armors, a character can wear nothing heavier than medium armor (such as a tactical vest) while piloting a suit.

Strength: Since these heavy armor suits use a framework of powered musculature and limbs, the pilot’s effective Strength attribute is magnified considerably. Use the suit’s Strength score for all Strength-related checks and effects.

Initiative: The modifier added to the pilot’s

TABLE 3-21: POWERED ARMOR SPEEDS AND MODIFIERS

Speed Category	Character Scale		Chase Scale		Defense Modifier	Check Roll Modifier	Turn Degree
	Movement	Turn Modifier	Movement	Turn Modifier			
Stationery	0	-	0	-	+0	-	180
Alley Speed	1-20	0	1-2	0	+0	+0	180
Street Speed	21-50	1	3-5	0	+1	-1	180
Highway Speed	51-150	2	6-15	1	+2	-2	90
All Out	151+	4	16+	1	+4	-4	90

initiative check when operating the powered suit.

Maneuver: The modifier added to any Pilot checks attempted with the armor.

Top Speed: Powered armor suits are sometimes designed to permit the wearer to move at great speed. This is the maximum number of squares the wearer of a powered armor suit can cover in 1 round at character scale.

Base Defense: Unlike standard vehicles, the pilot modifies the armor's defense. When piloted, the defense of powered armor is the armor's base defense plus the pilot's dexterity bonus plus the pilot's class bonus to defense.

Hardness: The hardness. Subtract this number from any damage dealt.

Hit Points: The armor's full hit points.

CRAFTING POWER ARMOR

Power Armor (later in this chapter) is extremely complex and requires mastery in several fields of science and technology. They are nearly impossible to craft without training in the relevant disciplines. Crafting power armor requires Craft knowledge in both electronics and mechanics. Unless the character possesses both the *Advanced Electronics* and *Advanced Armor Discipline*, he suffers a -8 (-4 if one possessed) non-discipline penalty to his Craft checks.

Crafting Power Armor typically takes 200 hours (or more) and requires raw material equal to one third of the price of the armor. The raw materials can be bought or salvaged (see Repair skill). Game masters should require that salvage materials be from Advanced or Futuristic objects. Each weapon has a Craft DC in the list below. Crafting power armor requires a successful Craft electronics or mechanical check. If the character has the Advanced Armor Discipline, he can choose to make the Check with his highest ranked Skill. If he does not, he must make the Check with his lowest ranked Skill.

Mk1 ARES ARMOR (HEAVY COMBAT SUIT)

This armor was the first-generation of "powered armor", used only by the military and then only for a short time (though many eventually found their way to second-line units by the time of the Fall). The

Mk1 suit is a bulky, all-encompassing shell of heavy powered armor, almost like a small "pod" on huge robotic legs. The user slips into the suit through a rear hatch not unlike a deep sea pressure suit, slipping his arms into the suit's arms (reaching to about the elbow; fine manipulation is done with sensitive joystick controls in each arm).

The Mk1 features an advanced respiratory system in the main compartment (good for 10 continuous hours, after which time it must rest and recharge itself for 1d2 hours), a built-in microwave communications system (with a 15 mile range), and an overpressure system that prevents biological and chemical agents from penetrating the armor (this has no effect on radiation, however). A flexible bullet- and blast-resistant view screen that can be electrically polarized to serve in an infrared (treat as *night vision goggles*) capacity is also a standard feature.

Power Source: Minifusion cell.

Mk2 ARES ARMOR (BATTLE ARMOR)

This type of armor was by far the most effective (and tactically valuable) of the early powered types. Mk2 armor owes much of its success to the miniaturization of powered armor technology, which reduces the size (and inherent lack of dexterity) of the Mk1 suit. The advanced design actually has a much more humanoid shape, corresponding to the actual body shape of the suit's pilot. Though the strength of the Mk1's massive musculature is somewhat reduced as a result, this is more than made up for in other built-in systems.

In addition to an advanced 10-hour oxygen recycling system, the Mk2 suit has a built-in microwave communications system (with a 15 mile range) in the helmet, a *laser pistol* built into each wrist (leaving the hands free for fine manipulation of objects or tearing apart obstacles). An *energy shield A* is commonly found as part of the Mk2 suit, but is detachable.

The Mk2 also has full gamma radiation protection (up to *moderate* radiation), an overpressure system that prevents biological and chemical agents from penetrating the armor, and a digital *Geiger counter* display either in the helmet or mounted on the suit's wrist. Like the Mk1, it also has infrared capability.

A character may fire both *laser pistols* in a round,

TABLE 3-22: POWERED ARMOR

Armor Suit	Str	Init	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Cost	Craft DC
Mk1 Ares	24	-2	0	30 (3)	8	10	45	L	75,000	35
Mk2 Ares	22	-1	+1	30 (3)	10	10	45	M	150,000	36
Mk3 Ares	22	0	+2	30 (3)	10	10	45	M	200,000	36
Mk1 Hermes	20	0	+2	80 (8)	10	5	25	M	75,000	35
Mk2 Hermes	20	0	+2	70 (7)	10	5	25	M	200,000	36
Zeus Suit	28	-1	+1	30 (3)	8	10	45	L	250,000	38

but doing so incurs the normal penalties for fighting with two weapons.

Power Source: Minifusion cell.

MK3 ARES ARMOR (HEAVY BATTLE ARMOR)

This type of armor was used to supplement regular battle armored forces in the field, and is most exceptional for the addition of heavier weapon systems.

The Mk3 suit has a microwave communicator (15 mile range) in the helmet, advanced 10-hour oxygen recyclers, and a shoulder-mounted *grenade launcher* (treat this as the M79). An armored pack on the back holds up to twelve grenades of different types, which are fed directly to the launcher through internal mechanisms. Firing the grenade launcher is a standard action.

An *energy shield B* is commonly found as part of the Mk3, but is detachable. It also has radiation protection (up to *high* radiation) and the standard overpressure system (blocking biological and chemical agents). A digital *Geiger counter* display, as well as variable IR polarization (giving it infra-red visual capability), is also built-in features of the Mk3.

Power Source: Minifusion cell.

MK1 HERMES ARMOR (LIGHT INFANTRY ARMOR)

The first generation of “powered scout” armor, the Mk1 Hermes suit was designed for special forces and scout units for the war. Taking advantage of leaps in powered armor technology, the suit allows for greater protection than conventional armor, while maintaining the personal flexibility and mobility most desired by scout troops.

Mk1 Hermes armor is lighter than normal powered armor, with most of the mass made up by the large robotic legs. These legs are capable of propelling the entire vehicle to speeds in excess of 40 mph for virtually an unlimited period of time; because of its design, the only repetitive motion felt by the wearer is akin to walking on a treadmill.

In addition to providing enhanced speed, the Mk1 Hermes was designed to hold an advanced electronics suite to complete its primary mission as a scout platform. This suite includes a rather bulky *Geiger counter* and *chemical sensor* array on the left arm, a microwave communicator (with an enhanced 50 mile range) and scrambler, a detachable shoulder-mounted *motion detector* unit, and advanced faceplate construction. The view slit of this faceplate can be electrically polarized to provide infrared capability, while a flip-down X-ray filter permits x-ray vision (as *X-ray goggles*). In addition, a telescopic *camera* on the headpiece projects directly onto the heads-up display of the helmet, allowing the wearer of the suit to spy his surroundings at x50 magnification in real-time video in one corner of his field of vision.

The Mk1 Hermes also has an overpressure system to protect against biological and chemical agents, as well as an advanced respiratory system that lasts 10 hours (after which time it must be turned off to recharge for 1d2 hours).

Power Source: Minifusion cell.

MK2 HERMES ARMOR (SCOUT ARMOR PLUS)

An improvement of the Mk1 Hermes armor, the Mk2 has improved scouting capabilities.

While the Mk2 Hermes possesses none of the built-in weaponry of heavier suits of powered armor (such as the “Ares” series), the focus of the Mk2 Hermes remains on recon work. The suit combines all of the elements of the Mk1 Hermes armor, but with the following added features: full protection against radiation (up to *moderate* radiation), a built-in *energy shield A*, a *digital audio recorder*, voice-activated data recorder (treat as a *PDA*), *cellular interceptor*, and a *bollix pack*. A replaceable power belt-pack is usually attached to provide power to its various systems, and provision is made to permit the wearer to also carry a *portable detection radar* on his back.

Power Source: Minifusion cell.

ZEUS SUIT (ASSAULT ARMOR)

This most impressive of all powered armor is menacing in appearance, and rightly so. It is bristling with features to give the individual soldier maximum firepower and survivability on the nuclear battlefield, and as a result the entire suit is much larger than earlier models.

The heavy “Zeus Suit” has a microwave communicator (15 mile range), improved radiation protection (radiation dampening in the Zeus Suit goes to *high* radiation protection), an overpressure system to protect against biological and chemical toxins, an advanced respiratory system lasting 10 hours (after which time it must be turned off to recharge for 1d2 hours), a *digital Geiger counter/chemical sensor* (projected onto the view screen via a heads-up display), infrared capability, and a shoulder-mounted *motion detector* unit (this also projects its data via the suit’s HUD).

An *energy shield B* is built into the Zeus Suit; there is also a *blaster* set into the left arm (appearing like a thin rectangular orange “screen” projecting from the wrist) useful for close-in engagements.

The left arm of the Zeus Suit is left free for the mounting of optional, modular weapons systems. While the powered hand can manipulate almost any conventional weapon (such as automatic rifles), the strength of the suit is such that heavy weapons were also often employed in this hand. Typical modules include *heavy machinegun*, *gyrojet launcher*, *M214 minigun*, or *gauss anti-tank rifle*.

Power Source: Minifusion cell.

TABLE 3-23: MEDICINE

Object	Size	Weight	Cost	Craft DC
Antitox	-	-	375 cp	25
Diagnostic Scanner	Tiny	.5 lb.	10,500 cp	30
Filter Dose	-	-	400 cp	30
Healing Pack	Tiny	1 lb.	70,000 cp	30
Hemochem	-	-	300 cp	30
Hercurin	Dim	-	1,000 cp	32
Juju Kit	Med	6 lb	300 cp	20
K-O Shot	-	-	450 cp	30
Medi-Spray	Tiny	.5 lb.	1,000 cp	32
Pocket Nurse	Small	2 lb.	10,000 cp	30
Proton Energy Pill	Dim	-	1,000 cp	32
Rad-Purge Shot	-	-	400 cp	30
Ready Syringe	Dim	-	200 cp	20
Regen Tank	Huge	2,000 lb.	200,000 cp	35
Stimshot A	-	-	1,000 cp	30
Stimshot B	-	-	3,000 cp	32
Superegen	-	-	500 cp	30
Sustainer Shot	-	-	2,000 cp	32
Tailored Narcotics	Dim	-	150 cp	20
Truth Serum	-	-	300 cp	25
UV Sterilizer	Small	2 lb.	8,000 cp	30



MEDICINE

Numerous drugs and chemicals were devised by the Ancients, some capable of saving lives, others capable of enhancing mankind's inherited

abilities - dictating what was once the sole domain of nature. These items, though limited in uses (i.e. they are consumed when used) are often among the greatest treasures.

Medicines are known by many names in the post holocaust world. To the primitive wasteland dwellers, they are "good juju", or "good magic", while to those who hold some semblance of civilization they are known as "drugs" or simply "meds". Medicines, though vastly misunderstood by the savage survivors of the holocaust, are still considered priceless because of their "magic" - they are some of the few things that maintain their value over time (due to futuristic preservation techniques, that is).

Taking any kind of medication requires a full-round action, unless administered through a *Ready Syringe* (see below), in which case the administration only requires a partial action.

MEDICAL INCOMPATIBILITY

Mutant physiology is not always compatible with medicine created by the Ancients. As stated in the mutant template, mutants must make medical incompatibility checks when using medicine created for pure breed humans. While the standard DC for such checks is 15, each of the drugs below has its own DC that reflects its compatibility with mutants.

ANTITOX (IMMUNE BOOSTER ALPHA)

This drug, usually found in a *Ready Syringe* (see below), completely dilutes and cleanses poisons and chemical toxins from the system 2 rounds after injection and removes all negative effects. Antitox does not remove Incompatibility effects. DC 20.

DIAGNOSTIC SCANNER

This hand-held electronic device, when used within 10 ft. of a given subject (the scanner must be directed towards the target), will scan its bloodstream, electrical impulses, and general chemical content with a variety of sophisticated sensors. The scanner has a compressed memory bank filled with a large library of diseases and general illnesses, and the information gleaned from the scan is cross-referenced with its memory to diagnose whatever disease or sickness (if any) is affecting the target. The diagnostic scanner detects and accurately identifies diseases, chemical contaminant levels, the presence of

parasitic infestations, radiation levels, broken bones, degenerative genetic illness, poison, etc. It also grants a +10 enhancement bonus to Treat Injury checks.

Power Source: Beltpack.

FILTER DOSE (IMMUNE BOOSTER BETA)

This is an injected drug that dissolves and breaks-down foreign chemicals, toxins, and organisms in the bloodstream. It works just like Antitox (above), but also works against biological agents as well (including parasites). DC 30.

HEALING PACK

This phenomenal device appears to be a small hand-held pack with dials and lights on it, the size of an old-style calculator. The pack, when held over a serious wound and activated, begins to beep and blink, and almost “magically” heals the wound (in fact, it emits a specialized radiation wave that accelerates cellular regeneration activity); it sutures open cuts, mends bones, replaces tissue, etc. A single discharge of energy heals the subject 3d10 hit points *instantly*. The device requires power, however, and it cannot cure disease, nullify poison, or bring subjects back from the dead. In addition, it has a flat 25% chance of malfunctioning if used on any form of mutant, instead *inflicting* 1d10 points of damage from its use. Using a healing pack is a full-round action. A healing pack weighs 2 lbs.

Power Source: Minifusion cell.

HEMOCHEM

(HEMOGLOBIN REGENERATIVE SUPPLEMENT A)

This injected drug affects the spleen and liver, accelerating blood production. The chemical itself is a catalyst, acting to duplicate and multiply produced blood geometrically. When administered, hemochem heals all hit point lost due to bleeding effects (e.g. “wounding”), and automatically stabilizes any victim at –1 or fewer hit points. Bleeding effects include all slashing, piercing, and bludgeoning weapons - but not non-lethal damage, mental attacks, burns, acids, or energy weapons. DC 10.

HERCURIN (ADRENALINE TAP A)

This drug, found in capsule or shot form, increases muscle output - a character injected with this drug receives an increase of +1d4 Strength and Constitution for a full 1d8 hours. There are no side effects once the effects wear off. DC 30.

JUJU KIT

In post-Fall earth, modern medical kits are hard to come by. In their absence, many of the post-apocalyptic healers rely on Juju Kits to administer treatment to their patients. Juju Kits are a mixture of

salvaged medical equipment and herbal ingredients, more often the latter. Despite its reliance on natural ingredients, a Juju Kit is just as effective as a Medical Kit when treating injuries.

K-O SHOT (SUPER SODIUM THIOPENTAL III)

This potent drug (akin to sodium thiopental, morphine, codeine, and opiates), forces the victim to make a Fortitude check (DC 30) or be knocked right out for a full 2d8 rounds. Although originally made to keep patients “under” during operations, it makes an effective subdual weapon. DC 10.

MEDI-SPRAY (POLYREGENERATIVE SERUM I AND II)

This magnificent miracle drug is dispensed in small hand-held canisters with a nozzle at one end and an activation button on the opposite side. Such canisters come in a variety of colors and shapes (depending on the company that manufactured it), but there are two main medical variations of the basic drug available - *wound healing* and *spore neutralization*.

The first kind sprays a liquid-form artificial “flesh” onto any wounded area, which quickly bonds and heals the wound (heals 2d8 hit points per dose); the second sprays a white-cell agitator that fights any and all forms of spore infestation or other infections with 100% effectiveness.

All Medi-Sprays optimally have 10 doses of spray; they cannot usually be reloaded, and are disposable. DC 12.

POCKET NURSE

This is a flat, rectangular metal device fixed to an adjustable belt, attached either to the hip or worn around the waist. Three cylindrical ports line the top of the device, where special “drug cylinders” can be inserted. The “pocket nurse” is a marvel of advanced technology that monitors the vital functions of the wearer, injecting one of three chemicals into his system as needed. The pack can carry a maximum of three drugs of any kind, injecting these as needed, one at a time, once per round, immediately following an injury, poisoning, etc. The pack will always use the most potent chemical first to remedy the threat (such as in the case of loading Stimshot A and B, it will use the B first). Since the pack itself does all the work, this is considered a free action. The pack can be reloaded, one drug at a time, as a standard action.

Power Source: Cell.

PROTON ENERGY PILL (ADRENALINE TAP B)

This advanced stimulant gives the user the strength of “20 atom bombs for 20 seconds”. Use of a proton energy pill increases the Strength of the user by +2d10 for two consecutive rounds. After the effect wears off *all* ability scores are at –4 for 48 hours. DC 35.

RAD-PURGE SHOT (PURGE SERUM I)

This is a chemical that purges radiation from the beneficiary's system each time it is injected. One shot is enough to grant a new save to fight off Radiation Sickness. Even if the save fails, the Radiation is lower by one degree. Thus a recipient with *moderate* radiation sickness would have the radiation degree reduced to *low*. DC 22.

READY SYRINGE

These items are light plastic syringes, easily disposable. The syringe holds a single dose of any drug; some are empty (and can be used to draw drugs from a bottle), while others are packaged with the drug within, ready-to-use. Using a Ready Syringe to apply medicine in combat reduces the effort from a full-round action to a standard action that does not provoke an attack of opportunity.

REGEN TANK

This most advanced of all Ancient medical devices is a large immovable tank, filled with a special chemical fluid that accelerates the regenerative capabilities of the human body. Any patient submerged in the regen tank is sustained by the chemical (the body is kept alive in much the same manner as it was when it first developed in the womb, relying on umbilical support from the tank's machinery), while the fluid in the tank causes wounds to heal and ruptured or damaged organs to literally regenerate. Such devices require a great deal of power to operate effectively, and the patient is effectively unconscious and vulnerable while immersed in the tank. The tank requires 2d12 hours to fully regenerate any and all lost limbs or body organs, as well as lost hit points (though fatal injuries are not reversed, those with potentially fatal consequences, such as diseases, are).

Power Source: Pack.

STIMSHOT A (POLYREGENERATIVE SUPPLEMENT A)

This drug, usually found in individual Ready Syringes, provides instant accelerated healing. One dose of Stimshot A will heal 2d8+10 hit points instantly. DC 15.

STIMSHOT B (POLYREGENERATIVE SUPPLEMENT B)

This drug, usually found in individual Ready Syringes, is an improved version of the universal healing drug, Stimshot A. It provides instant accelerated healing; one dose of Stimshot B will heal 2d8+15 points of damage. DC 18.

SUPEREGEN (PERIODIC POLYREGENERATIVE SUPPLEMENT A)

This is a drug that accelerates the healing process; this doubles the natural healing rate of the beneficiary's wounds (e.g. a 2nd level character heals four hit points

per day instead of two) as well as temporary ability damage (e.g. 2 points per day instead of 1). The chemical remains active for 1d4+4 days. DC 25.

SUSTAINER SHOT (STASIS DOSE ALPHA)

This type of miracle drug acts to sustain the body; chemicals immediately increase the ability of the blood to clot (reducing bleeding), drastically lower body temperature (to reduce the need to breathe and the heart to beat), and decreases the brain's oxygen intake - in effect, it preserves the body from dying. When used on a dying character (including poisoned, diseased, bleeding, etc., but not those suffering from massive physical injuries), the sustainer shot will keep the character barely alive for 1d4 days until the proper healing can be performed. DC 10.

TAILORED NARCOTICS

Advanced engineers in the philanthropic pre-war United States produced "tailored narcotics" - drugs designed to effect only the brain cells of a specific buyer. Such drugs were well regulated, and the fact that they are incompatible if taken by anyone other than the designated user (causing diarrhea, but little else) made them safe for widespread public use. Such products were widely supported by the government; as the world around the isolated States began to deteriorate, the government sought many ways to maintain the illusion of paradise the citizens of the nation enjoyed, to stave off inevitable civil unrest and suspicion. Tailored narcotics came in a number of "flavors" - sensory trips, orgasm inducers, delusion enhancers, etc. but today they are all but useless (since they only affected the specific buyer's cells). DC -.

TRUTH SERUM (AMOBARBITAL III)

Actually a variety of available drugs (amobarbital, scopolamine, etc), "truth serums" often cause delirium, confusion, and the laxness of inhibitions. As a result, anyone injected by such a serum must make a Will (DC 25) or succumb to interrogations. DC 25.

UV STERILIZER

This electronic device was used for scientific and medical research before the fall of civilization. The device appears to be a small hand-held "television" or flash screen, used much like a hand-held scanner. The UV sterilizer emits a continuous pulse of UV-C (at a short wavelength from 2800A to 150A), a strong enough radiation to sterilize surfaces, killing all known viruses and bacteria. Whatever the UV ray passes over is totally "cleansed" in a matter of 1d2 rounds. This works on all viruses and bacteria, but is harmful to living tissue (inflicting 1d6 in heat damage for every two rounds of direct exposure; 3d6 vs. fungi and plant-like creatures). One discharge is used for each round of operation. A UV sterilizer weighs 3 lbs.

Power Source: Backpack.

CHAPTER 4: GAMEMASTERING

"Believing as I do that man in the distant future will be a far more perfect creature than he now is, it is intolerable that he be doomed to complete annihilation after such a long-continued process."

-Charles Darwin

"Now I am become Death, the destroyer of worlds"

-J. Robert Oppenheimer

"So it was that, after the Deluge, the Fallout, the plagues, the madness, the confusion of tongues, the rage, there began the bloodletting of the Simplification, when remnants of mankind had torn other remnants limb from limb, killing rulers, scientists, leaders, technicians, teachers, and whatever persons the leaders of the maddened mobs said deserved death for having helped to make the Earth what it had become."

- A Canticle for Leibowitz

ACTING AS THE GAMEMASTER of your gaming group means being perhaps the most important player at the table. Anyone who has ever played a role-playing game is, at the very least, familiar with the idea of what a gamemaster does: the gamemaster (or "GM") is responsible not only for knowing the rules and regulating the game, he also must arbitrate the result of encounters and skill checks, and, when the established rules fail to cover a given area of dispute, make on-the-spot judgments to keep the game flowing. Furthermore, it is the GM that serves as "storyteller", devising the session's adventure beforehand for the enjoyment of all. With a bit of practice and experience, even a beginning GM will soon be coming up with adventure hooks, complete ideas, and even fully developed scenario plots and stories for his or her gaming group.

At its most basic, most role-playing sessions will consist of a series of encounters linked together by a story modified and tweaked as a result of the spur-of-the-moment actions of players and developments in the game. Most pre-made adventures are basically the same, though the time taken beforehand to prepare such a product means there is a more ordered structure – and less chance a GM will be unprepared for circumstances outside a homemade, sketchy outline.

A *campaign*, however, is different. A campaign is more of an ongoing story, a series or string of adventures linking the characters to deeds of heroics and epic struggles. The best campaign games call for a lot of forethought in designing a good back story, so that the individual “episodes” run smoothly together, and serve some greater, future purpose. Players may not even know at the start, the extent of the plots or plans of the villains (or mysterious, behind-the-scenes allies), only to discover that a foe thought beaten long ago has all along been rebuilding, plotting, and seeking his ultimate revenge... A campaign allows you to build upon the elements of individual episodes, making every decision count, to make every mistake have a price, and have every heroic deed truly matter in the grand scheme of things.

As a GM of *Darwin's World* you are always free to come up with any variety of story that suits your style of play: stories of survival, scavenging, or duty to a greater cause. Through playing this game you will find that everyone likes something a little different; some players choose to play characters who only seek personal profit and power, while others are interested in exploring the various communities available, perhaps finding among their callings and visions a familiarity or welcome “new beginning” for their characters. The Twisted Earth of *Darwin's World* is perfect for all sorts of adventuring types, as it is a world filled with lost cities, ruins infested with intelligent mutants or bizarre aberrations, subterranean worlds of buried sewer systems filled with lost goods, and other fascinating remnants of a futuristic world that appears and vanishes beneath the sand with the fickle pull of the winds.

Though they don't have the same control as the GM does, individual players contribute a lot to the excitement of a campaign through the deeds of their characters. While many players are more comfortable with characters who seek only personal betterment to meet and defeat the next opponent, other players colorfully add quirks to their in-game personas that make play far more interesting. Giving his character an obsession with a quest to find his true origins, for example, or a desire to learn what the Ancients were really like before they fell. Or they may question the almost universal “worship” of the Ancients by their peers as an Atlantean-paradise now gone, and

instead find that they too had their villainous leaders and motivations.

There are limitless possibilities, and countless futures for all adventuring in *Darwin's World*. This section focuses on how to find the elements you and your players like, custom tailor the setting to your specific set of requirements (and tastes), and how to put the various suggestions herein to use in your campaigns.



CAMPAIGN MODELS

Many GMs, players, and gaming groups have their own style of play, a method of gaming they prefer over others when they play role-playing games. While you are

certain to establish your own style of play at some point, keep in mind there is more than one angle from which to approach the post-apocalyptic milieu. Following are a few examples of how to play *Darwin's World*, regardless of the individual setting.

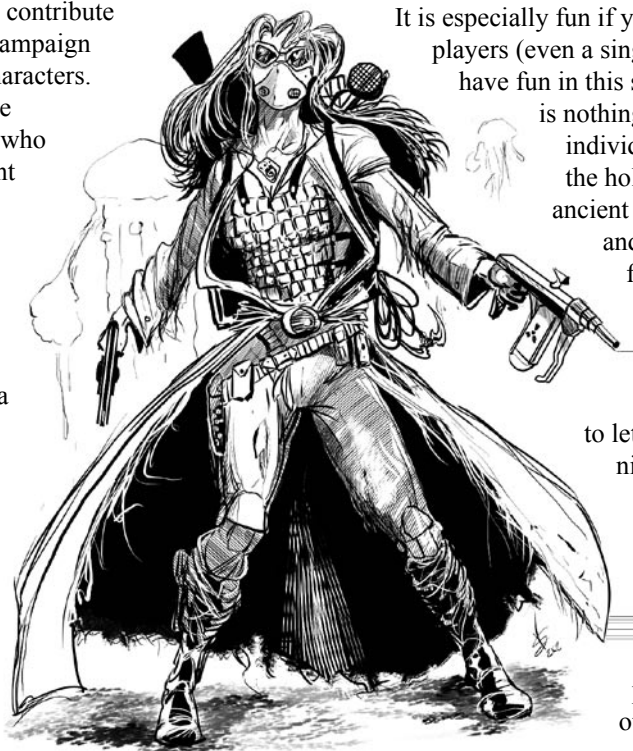
SURVIVAL

In this type of campaign, the sole goal is for player characters to survive the dangers of the wasteland (or the ruins of a given city) with whatever the hero(s) can find or create through his everyday efforts. While this type of campaign might seem to be limited in scope and the potential for heroic deeds, it is in fact rich with challenges and opportunities for characters to experience the chilling atmosphere of the genre.

It is especially fun if you have a small group of players (even a single player and GM can have fun in this style of campaign). There

is nothing quite like playing a lone individual trying to survive in the hollowed-out ruins of an ancient city with only his wits and the dusty artifacts he finds amongst the rubble.

Concerns such as uncontaminated food and water, or even a safe (and secret) place to let his guard down for the night to rest become nerve-racking endeavors. And by their self, even the toughest character will be forced to seriously consider investigating strange noises, dark places, or sightings of other creatures along the



path of his solitary wanderings.

The major bonus to this style of play is the amount of control the GM has over events that go on during the campaign. Since the players will not likely be involved in the politics of any major group (being loners), events will come to them, at your pace – you don't have to worry about players entangling themselves with political entities far beyond their abilities, or causing trouble with the wrong crowd. Difficult situations are few and far between, making this one of the easiest types of campaigns for beginning GMs to run.

Also, since the characters are basically just trying to survive, even mundane elements such as finding sources of nutrition or shelter become important events that call for thought and planning by players. A strong sense of "realism" often arises in this type of play, a sense that contributes greatly to the nightmarish atmosphere of the setting. With proper role-playing and ambience, you can turn what seems to be a monotonous regimen into an almost "horror-style" type of game with moments of normalcy punctuated by sudden encounters full of terror and mind-spinning uncertainty.

Similarly, the rare introduction of outside elements (such as a wandering NPC, or a cherished visit to an established community for supplies) becomes a major spectacle, around which you can base plot leads, adventure hooks, and introduce new allies (or enemies) to break the monotony of the day-to-day struggle to live.

The real drawback to this type of game is the lack of opportunities for players to interact and get involved with events outside of their immediate area of concern (namely, their own survival). While this mostly means the characters are limited to combats, carving out niches for themselves, and the rare visit to a trader to sell artifacts scavenged from the ruins, this style of play suits some players and GMs quite well. It is especially easy for new gamers (or gamers unfamiliar with the setting), where the "kill this, get that" (and tally up cash and experience points) method of play is easily understood.

BRAVE NEW WORLD

Of course the typical campaign in *Darwin's World* is really no different than campaigns in other settings; player characters, in addition to just trying to survive against monsters and environmental dangers, eventually become embroiled in things well beyond their control. The structuring of the Twisted Earth setting, for example, provides a number of major communities to which PCs can either belong from the beginning, or can aspire to join during their campaign. The major factions provide not only a wide variety of philosophies for characters to align themselves to (or to stubbornly resist with as much opposition as they can muster), but these philosophies also have

the potential to become the impetus for adventures as well. For example, players who follow the Brethren cause might be sent as an expedition to a certain site of Ancient-era relevance (such as a lost base or shelter) to find and destroy any technological items there for the benefit of "Mother Earth". Alternatively, a group of Foundationists might instead be sent to the same sight to protect those very same artifacts. And if players play characters of opposing factions, well then that could very well lead to a confrontation between previous friends and allies...

Through their adventures and continued struggles, players who take the role of aspiring faction members will have the chance to not only become strong and powerful, but also gain rank and prestige in their faction. If they were to survive, characters might expect to get newfound fame, respect, and even positions of power in their chosen group – which in turn could lead to adventures with higher stakes, more in-depth role-playing, large scale warfare, and consequences as epic as any gamer could hope for.

The ultimate goal for this type of play is to see eventual victory. Not so much on a personal level, but to be a part in helping to reconstruct the world (or at least a corner of it) in the image desired by that particular faction, cult, or society. For Primitive characters it may be as simple as striving their entire campaign to bring peace among the tribes of their region, or unite the warring clans against some greater, more dire threat from outside. For others, such as Reinventors, the scope will widen and become about building a new republic for man and mutantkind in a kinder image, to learn from the mistakes of the greedy, self-serving past. For Guardian or Advanced characters their campaign might be about becoming the heroic figures that helped pave the way towards a reconstruction of a "new" United States. And yet for others it will be less grand, less monumental a goal – perhaps even a little more selfish – and their idea of success will be to carve their own empire or to rise to a leadership position in a cult centered around, what else, worship of themselves!

The benefit of this style of play is fairly obvious, in that characters are more than just nobodies wandering the wastes like drifters – they have the chance to become integral to the politics (and wars of dominance) of the Twisted Earth. Their adventures will have a purpose; though starting out small and insignificant, they will grow to become trusted agents of their faction, and perhaps later as leaders and eventual masterminds of their cause. This style of play promises long-term enjoyment, and the savoring of the fruits of each player's labors will be felt in more than just a personal way – it will shape the world. The only possible drawback is the time and commitment it requires to take a character from low to epic levels, which may be unsuitable for those unfamiliar with the setting or role-playing games in general.

JUST VISITING

For some players, the post-apocalyptic setting is just too depressing, too macabre, to sustain interest in a long-term campaign. To still others, only certain elements of the genre are appealing, while other aspects may seem too unrealistic, too far-fetched, to fully draw them in. For these kinds of players, *Darwin's World* (or the genre in general) becomes more interesting as a “brief look” rather than a long-term commitment.

This style of play is absolutely valid, and can work really well either as a single night's entertainment, or to complement existing campaigns for other games. For example, perhaps the characters visiting the Twisted Earth are powerful PCs from an existing fantasy-based campaign; drawn to the wasted landscape of *Darwin's World* through a freak magical portal, or through a mishap during the course of planar exploration, they will encounter new and bizarre monsters. Or perhaps their spell-powered ship has come to a new stretch of previously uncharted space, whereupon they find a planet that even from orbit shows the signs of a great culture in its ancient past. Landing, they will find a world filled with exotic dangers. Their swords and spells will clash against the hides of unrecognizable beasts, or against the metal skin of rusted robotic overlords from a civilization unfathomable to their minds. They will wonder at the amazing technologies lost in the Fall, and after experiencing radiation for the first time, will likely mark the Twisted Earth as a place never to visit again!

Alternatively, one can always use the Twisted Earth as yet another planet in any science-fiction universe's cosmos, a world separate from the ongoing space-faring campaign in which to thrust PCs if only for a night or so of gaming. Even with their own advanced technology they will find new challenges in this (relatively) primitive setting, again in the form of mutant monsters but also in the form of those who think the PCs are gods – or demons returned to finish the destruction begun by their ancient ancestors. Unlike the cross-genre scenario described above, with fantasy blending into post-apocalyptic, this style of play is much more believable and does not suffer from the kind of “disjointing” experience that comes with the melding of a more medieval theme with a futuristic one.

The strengths to this type of game include the wonder and excitement of investigating a new planet, the remnants of a lost civilization, and clashing with weird societies, NPCs (villains included) with unexpected abilities, and monsters whose weaknesses and powers are unfamiliar to the most seasoned gamers. Even for only a few sessions, a visit to the Twisted Earth can certainly make for a perilous side trek during a running campaign.

The only real drawback to this style of play is that players will not get the chance to truly immerse

themselves in the unique ambience of the post-apocalyptic setting. With an easy avenue of escape from the ruin and rubble, the dying ecosystem and the hopeless future, players will not come to experience the immediacy of life after the nuclear war – or truly appreciate the savagery of its denizens or the threat posed by the villainous factions of the world. Without ties to the people, the communities, or the game world, the setting is more likely to be viewed as a kind of dangerous “nature reserve” with wild monsters and mutants to hunt, rather than a world worthy of attempts to save and cultivate relations with.



SETTING IDEAS

As a set of rules, *Darwin's World* provides players with a variety of options for generating heroes in a post-apocalyptic setting, a process that involves selection

from a number of character backgrounds and a wide range of classes, all of which are geared towards individualizing the PC and making each hero unique. But in addition to having characters provide the vehicle for determining what the campaign is about and where it will ultimately head, there are more fundamental options that can be toyed with or tweaked to make each campaign a different and exciting experience.

Consider the actual scenario behind the apocalypse that is central to the theme of your campaign. The “Twisted Earth” setting of *Darwin's World* (and the majority of other post-apocalyptic games) focuses on the scenario of *total nuclear war*, a cataclysm combining both the failings of humankind's warlike nature and a nightmare vision of science and technology gone awry. But this is only one possible backdrop for the apocalypse, and only one potential “history” upon which to base your campaign's world.

This section offers some suggestions and guidelines for the major causes of a world apocalypse (i.e. “The Fall”); each has strengths and weaknesses, as well as a unique twist to offer players of the genre.

TOTAL NUCLEAR WAR

The iconic theme to the post-apocalyptic genre is the eruption of a total global nuclear conflict. During the era of the Cold War this was a common scenario for movies, books, and television to play with, postulating almost every aspect of what nuclear war would mean to humankind. Whether looking at how man might survive the war itself, in the days after, or generations later, there are countless sources of movies and literature to draw inspiration, visuals, and ideas from. Nuclear war was such a horrific prospect for so many

years (in fact it still remains) that it is hardly a wonder there is so much information available!

The nature of nuclear war in any game setting has many possibilities. Whether or not it involves two super powers escalating towards conflict, or terrorists getting their hands on weapons of mass destruction, or religious cults seeking to bring about doomsday, there are quite a few scenarios to base your world upon.

However, the effects of a total nuclear war, as devastating and cataclysmic as it would most certainly be, lacks variation in the sense that it will almost always lead to unprecedented destruction, chaos, death, and misery. Depending on the actual "history" leading up to the outbreak of nuclear war, the buildup might have been foreseen, and people may have struggled vainly to seek shelter or isolation to avoid the first strikes. This could have led to chaos and anarchy, confidence shaken in the powers that be, rioting and looting, etc. – a paltry precursor to the devastation to come.

Or it could have been sudden, unexpected, a first strike done by a treacherous enemy intent on "getting us" before we could "get them". But the end result is the same.

With total nuclear war there is virtually no escape. Assuming the proliferation of nuclear weapons in your setting mirrors our own world during the height of the Cold War, the cataclysm stemming from war is almost unimaginable. With literally thousands of nuclear missiles and bombs deployed against countries and conventional theatres all over the world, no corner of the globe is truly safe. Nuclear detonations ranging from a tactical level to a strategic level mean not only the irradiation of battlefields across the planet, but also the virtual incineration of the world's major cities, industrial areas, and population centers. Assuming the concept of "mutually-assured destruction" remains as the sole deterrent to war (as it was during the Cold War), and that deterrent proves insufficient to curb the madness of the world's leaders, military and industrial targets would not be the only ones struck. Civilian centers – entire cities – would be deliberate targets of the exchange.

Nuclear bombs would kill millions, if not billions, in a global war. With only ten to thirty minutes warning, the mass of population, and even government, could not escape the first strikes. Detonations across the major populated areas would spell not only death, but the destruction of the communication that is so vital to keeping the country united. Without leaders to rally them, and with their faith in their own government to protect them all but obliterated, the social order could very well disintegrate in a matter of weeks, if not days. Rumors that the government, secretly aware that the end was coming, fled to secret shelters or bunkers, would cause an uproar among the thousands of urban homeless who saw their loved ones die, unknowingly, in the first strikes.

What military forces were left would be deployed to enforce martial law, but their diminished presence might not be enough to stem the growing sentiment that they, the military, were at fault for all of this. Mobs would run rampant, leading to escalations of violence and outright confrontation between civilians and military. Even assuming military forces won (a likely outcome, considering the tools at their disposal), morale among military units would eventually be eroded. Without a cohesive leadership, without a clear cause to keep them obedient, mutiny, the willing disbanding of units by local command, and outright desertion would spell the end of all remaining order.

On top of the social repercussions, the nuclear attacks would spread fire and radiation. Immediate effects of radiation would spell the death of most of those in the cities struck in the exchange, but fallout, thrown up into the atmosphere with every detonation, would circulate for weeks, months, and years to come. Considering that thousands of warheads would have been used all over the planet, this fallout would affect almost every corner of the world, even areas that had been spared actual nuclear strikes. With fallout there is a death to the land, to crops, and to animals – and of course, death to the unwitting survivors who feed off them or simply remain exposed to the "nuclear snowfall" that brings radiation with it.

With radiation also comes a diminishing of resistances, and with so many dead in the streets of cities or on the jammed highways leading to the false security of the countryside, disease would spread uncontested. Without a government to enforce quarantines, produce medicines en masse, and coordinate efforts, death by nuclear strike and radiation would certainly meet its match in the mortality rate of disease. And since other countries, virtually all countries, would be affected militarily, politically, economically, and on a humanitarian level by the war, there would be no outside help for anyone *anywhere*.

Obviously such a doomsday scenario requires some survivors for a game to exist. Survivors of the exchange could come from a number of sources. Humanity could survive through the "crazy" survivalists that predicted the coming storm and made preparations while everyone else laughed; or it could have survived in small pockets that banded together in the immediate aftermath to find a new home in the hills or mountains. Though most would die in the years to come, there are always a few survivors, and these would go on to continue the species.

Setting the game's timeframe is important, because it dictates what tools are available to PCs. If the players play immediate survivors of the nuclear war, they will face terrible landscapes of fire, ash, and corpses. In the hollow shells of their former homes they will be forced to survive, scavenging resources, attempting to find out what happened and why, and

searching for any possibility of rebuilding from the ruin. Enemies and encounters could involve fellow survivors, some friendly, others predatory, and still others gone completely insane from the loss of loved ones and the dissolution of law and order. Rogue bands of marauders, in the form of “gangs” or even entire military units who deserted, are often among the most savage and difficult enemies of any role-playing milieu.

If the game is set years later, characters play the role of the descendants of early survivors. Their world is one that still has disease, starvation, and ruin, but also with a hope that through their efforts they can create a new world with a mind for the lessons of the old. Scattered remnants have now formed into cohesive groups or “factions”, some fostering weird beliefs based on a deteriorating understanding of the past, while others keep the seed of technology and pre-war human culture alive. Characters can be feral survivors, raised among the ruins to fend for themselves, or they could be from any number of fledgling communities seeking acceptance and success, and working towards fulfilling their people’s goals.

Mutation is an important consideration in the *Total Nuclear War* theme, and one that gives the setting one of its major sources of flavor. While in scenarios closer to the actual “Fall” mutation would not likely be seen (it often takes generations to manifest), in settings decades and centuries afterwards mutation can reasonably exist in countless manifestations: among specific factions (a shared trait, for instance, that keeps them unified almost like a “racial group”, such as *albinism* or the ability to communicate telepathically), a new ecology filled with all sorts of horribly mutated monstrosities, and even individual characters – giving them just the edge they need to survive against all the dangers of a post-nuclear world.

DISINTEGRATION AND CHAOS

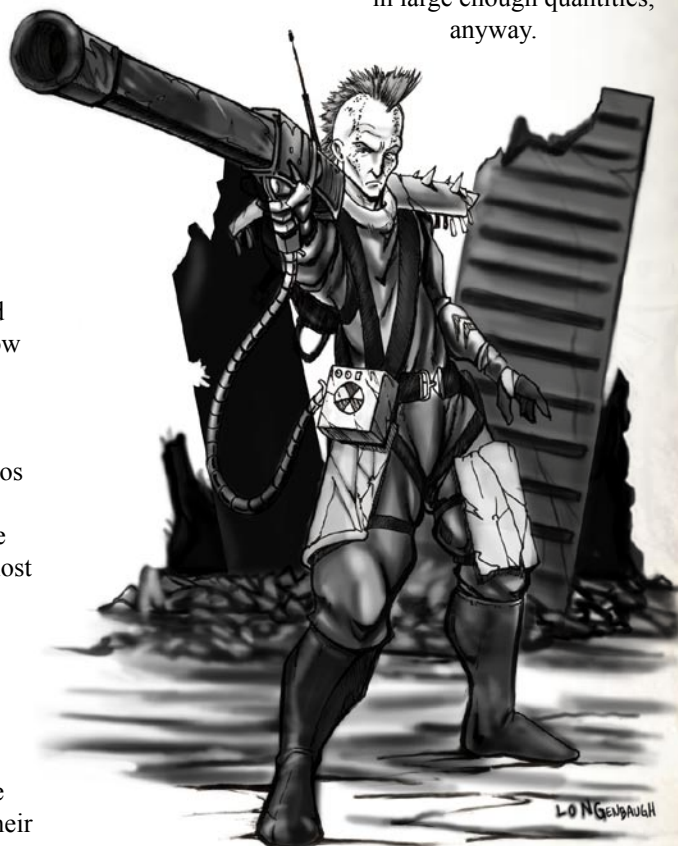
As opposed to the idea of a sudden and total nuclear war ending civilization, several books and famous movies instead play upon the idea of a slow disintegration of the social fabric of humanity, a backwards evolution that leads to chaos and the inevitable collapse of world civilization.

The causes behind such a slow descent into chaos can be quite varied. A common scenario is set in the near future, only a few decades or so down the road. With the slow diminishing of the world’s most vital resources (namely oil, other expendable sources of fuel, and the world food supply), and a steady explosion of world population, society slowly begins to unravel. Though major nations across the globe fare better, having more lasting reserves, they only prolong the inevitable collapse of the world economy and the confidence of their own people in the long-term survival of their

state. Without oil and other resources to keep cars, cities, and global industry going, everything begins to wind down until it finally comes to a crashing halt.

Spurred on by a need for resources, nations go to war all over the world. The last holdouts with usable reserves are invaded and conquered by more powerful countries. Though no one “goes nuclear” for fear of destroying what little is left to take, the end result is the same. The effort, which proves to be too little too late, cannot stem the widespread urban chaos erupting everywhere; enraged by the crippling price of oil, skyrocketing unemployment, and worldwide rationing, the massive populations of the globe rise up first to protest, then to engage in open rioting. Spread thin by wars and a devastated economy, the armies of even the most powerful countries cannot keep the peace. Without police on the streets, and only a handful of military units to enforce martial law, anarchy spreads like wildfire. Criminals and self-styled doomsday prophets sow discord, either through random acts of violence and theft, or through deliberate plans to take advantage of the chaos and seize what is left for their own followers.

What happens next can be varied as well. Inevitably governments begin to fall apart, because without resources and power they cannot pay their armies and thus enforce control. The fabric of the nation state has all but unraveled already, as civilians flee the cities to look for food in the countryside. Because of the world’s growing population, however, pollution has already devastated much of the ecology, meaning that there is no food to be had – not in large enough quantities, anyway.



As governments go offline, vanish, or crumble away, new “communities” begin to evolve. While in some places this may constitute a “city state” or something similar. Elsewhere (such as in larger cities), the diversity of the population makes this impossible, leading to the creation of small cells of like-minded individuals who only seek their own survival. Small-scale warfare continues, as these factions battle for turf and the rotting remains of whatever is left-to-be-had.

Given time, this condition advances the decay of civilization tremendously. If the game is set only a few decades later, the cities may still stand, but are largely empty except for the violent holdouts of the original “gangs” that stayed to wage war there. The inability to supply food to the major population centers means millions upon millions starved to death; only the fittest, and most ruthless, would survive to see the future. The millions of dead, left to rot in the streets, would either be cannibalized (in a few cases) to feed hungry mouths, or would be left to spawn diseases that would further devastate the survivors, and add to the wide berth given the ancient cities by whoever remains.

Disintegration and Chaos is an excellent scenario for the post-apocalyptic genre. It provides a very believable wind-down of human civilization. For adventurers, there are still many finds to be uncovered in the great cities, since there was no “total devastation” by nuclear bomb. While looting would have been rampant in the years up to the eventual abandonment of most urban areas, the relative proximity of the present to the actual “Fall” means that many items would still remain, and in relatively good condition.

The only real drawback to the *Disintegration and Chaos* theme is that it usually lacks the traditional element of mutation, since without nuclear war there is no radiation, and without radiation it is a little more difficult to explain the proliferation of mutated life forms. Similarly, the relative closeness in time to the actual Fall is quite short, meaning that it has only been one or two generations since the collapse (in fact, some survivors from before the Fall might even still be alive).

One way to remedy this is to have mutation be a “side effect” of the world’s vast industrial pollution (from before the Fall), as opposed to being a product of nuclear war. Water sources, breathable air, and even food could very well have been contaminated long before the Fall, resulting in freak births and rare occurrences duplicating the effects of traditional mutations and defects.

Regardless of how it is explained, mutations (and mutant monsters) are likely to be rare, if present at all, and bearers of the “taint” would be universally ostracized as freaks or worse.

CATAclysmic EVENT

A little more “science fiction” than most, the Cataclysmic Event scenario can still be highly entertaining.

The premise lies in the sudden introduction of an overwhelmingly destructive “event” on current (or near-future) human civilization. In movies, cartoons, and books the actual “event” itself can be any number of things: the world is hit by a massive asteroid ending all life on the surface; a comet emitting deadly radiation passes too close to the atmosphere, killing those who did not find shelter in time; a new ice age begins, destroying the world ecology and plunging the planet into chaos; a scientific experiment to control the weather goes awry, spirals out of control, and creates a chain reaction in the atmosphere that leads to the end of the world. These are just a few possible ideas.

In the *Cataclysmic Event* scenario, the actual “Fall” could take place instantly and immediately (i.e. it was totally unexpected), or may have been seen coming, and the world degenerated into anarchy as doomsday approached. In the former case, those few who survived would adventure in a world seemingly “frozen in time”, a world displaced, walking among the ruins of homes with meals still set, or in streets still backed up with cars and traffic. In the latter case the remnants of the world would have suffered tremendously in addition to the damage caused by the actual cataclysm, making survival all that more difficult.

This theme requires individualization of the setting by the GM (and players), depending on the actual cataclysm chosen to base the setting on. In the case of a meteor or asteroid striking the earth, for example, consider not only the effects of where and how the meteor hit (depending on its size it could erase an entire city, or an entire region, and devastate the surface of the planet), but also the effect on coastlines due to the flooding and unprecedented tidal waves that would result from such an impact, and the shape of the landscape once the water has settled (coastal cities and population centers would be all but destroyed). Consider the raging infernos that would be spawned the moment the meteor hit, the clouds of dust and smoke kicked up by its striking the crust, and the effect the prolonged darkness worldwide would have on plant life, animal life, and humanity.

Similar questions must be raised for each cataclysm scenario. There are many books that discuss the possible repercussions of the Earth being struck by a major comet or meteor; other scenarios only take a little imagination and development by the GM.

The timeframe is also important with this theme; it makes a world of difference whether the PCs play survivors in the first years after the Event, or if they exist decades, centuries, or even thousands of years afterwards. Living in the immediate devastation would prove a challenge merely for day-to-day

survival, feeding off whatever supplies remain in old supermarkets and stores, and dealing with the slow death of the planet due to its unending darkness. Part of the flavor of this scenario involves the characters (assuming they are old enough to remember the world before the Event) coming to terms with the erasing of the world they once knew, the deaths of everyone they loved, and letting go of the technological culture they were once a part of.

Characters in the “immediate” time period would be struggling to survive while also looking for a new home, to avoid the impending winter that would come with the endless night. This could be a quest to seek out rumored government-built shelters in the mountains (deep vaults under the earth where human holdouts might still live, with abundant supplies readied before the Event), or hideouts of their own. Caves, for example, or exploring a vast underworld created as a side effect of the Event itself in which heretofore-unknown subterranean life is now revealed.

If set decades or centuries later, characters might be assumed to be descendants of those who survived (in government shelters or otherwise), emerging onto a world greatly changed since the Event. Life may have evolved to adapt to the cold, and now nothing resembling what their ancestors knew even exists on the surface world, or the world may be totally barren (except for others like themselves, who might be helpful, friendly, or outright hostile). Cities destroyed or abandoned in the Event have crumbled without the maintenance of human hands, and remain as enigmas, their great marvels unexplained and unexplored since humans left them so many generations ago.

SUPER PLAGUE

Of the various options for the post-apocalyptic genre, there are few as sinister as the concept of the “super plague”, a disease of some sort that is the direct cause of the near-extinction of all life on Earth.

The setting is simple and believable; in the present (or near future) a secret government bioweapon being engineered somewhere in the country somehow manages to escape confinement in its deep underground research lab. It could be an airborne disease, escaping through faulty air scrubbers; or a disease carried by an escaped test subject; it could even be an actual test sample or warhead, stolen by terrorists/anarchists and accidentally released during their flight from the authorities. The result is the same: the disease begins to spread insidiously, and the government – despite ruthless efforts to curb it, even to the point of exterminating those quarantined on suspicion of infection, and later the entire populations of small towns – is powerless to prevent it. Soon radio and television are reporting a “strange new epidemic”, people begin to get scared as loved ones and co-workers begin to die off, and within days and weeks 90% of the world population perishes in a ghastly,

horrible death.

Throughout it all, civilization breaks down, government control is lost. With worldwide travel so convenient, the disease crosses the globe almost the same day as it begins to surface in major domestic cities. At the same time the country responsible for its creation begins to buckle and collapse, nations everywhere also realize it is too late, that their own populations have the disease in uncontrollable numbers. Those few who can shake the fever of the “super plague” now know the End is upon the world!

You can set the game anywhere along the timeline of this slippery slope towards the “End”. Perhaps the game begins with characters living their lives as normal, when the outbreak first occurs. They must deal with dying loved ones, rumors of government involvement, and later bio-suit wearing squads of soldiers attempting to control all anti-government resistance (and of course, the spread of disease) with fanatical violence. Characters might begin as ordinary citizens, but as things escalate they must learn to adapt, take up arms, and survive. Later, as civilization completely unravels and the world becomes ever more devoid of life, they must continue to avoid getting infected by finding long-term shelter, a quest that will no doubt lead to conflict with other holdouts - and those more ruthless than them such as ex-military men, mobs of survivalists, and more.

If set farther in the future, the characters could, instead, be the descendants of such survivors, emerging from protected shelters beneath the cities, or in the mountains. Terrifyingly aware that the disease may still linger in the curious life forms that now inhabit the surface world, the PCs will be able to explore cities seemingly frozen in time, abandoned during the height of the epidemic, or littered with the skeletal remains of the millions who died. The cities might be all empty except for wildlife, or might be home to other survivors (what’s more menacing than a group of enemies in biohazard suits, seeking only to hunt you and your people down to find out why you never got infected?), or even disease-infected holdouts who are slowly succumbing, and are naively desperate for water and medicine to alleviate their pain.

One classic variation is the idea that the disease, instead of merely killing its host, *changes* them in some horrible way. With these changes comes a disintegration of the mind, madness (or psychotic idiocy), and a cannibal lust or homicidal desire to kill. Perhaps they only change mentally, or perhaps they become true monsters, “mutating” as it were, into new and deadly forms of life against which the world’s few survivors must fight to survive.

INHUMAN MASTERS

The “inhuman masters” scenario breaks from the traditional irony (and tragedy) of mankind destroying itself in a foolish mistake, and instead places the blame

for the apocalyptic ending of civilization on outside elements beyond human control. The classic example is the alien invasion, in which Earth is caught totally unaware by a force from another planet (or another galaxy entirely), attacked, and in due course subdued.

This scenario, while admittedly pure science fiction, has a lot to offer in the way of enjoyment, challenges, and memorable moments. It has the apocalyptic feel of an overwhelming termination of human history, the facing of almost impossible odds, chaos and destruction on a mass scale, and the ultimate collapse of human law, order, and civilization. You can throw in bizarre diseases brought unwittingly by the aliens (or wittingly, for a more sinister approach), super advanced devices and weapons to tip the scales, and armies of cross-bred offspring used to pacify the Earthlings with mental or physical powers simulating the most potent mutations in the rules.

The kind of alien invaders can vary from hideous monsters intent on wiping the world clean for their sole habitation, to sinister, beastly things bent on killing some, capturing some as a food source, enslaving others, and perhaps even inter-breeding with the human race. Still another variation would be aliens who can pass for human beings (and infiltrate the best security Earthlings can muster), either through their own ability to change form or through some super-advanced technology yet unknown. The aliens could comprise a varied racial structure and hierarchy (with a different monster type representing each tier of their society), which in turn means a diverse and ever-changing enemy for characters to face throughout the campaign. If you play in a more modern era (closer to reality), the capture of alien technology might provide the incentive – and edge – to keep things interesting from lower levels all the way up to epic.

Alternately the “inhuman masters” behind the apocalypse might be of a more terrestrial (though still terrifying) nature, beings of artificial intelligence brought into being by scientists hoping to better human civilization. Another major staple of science fiction (and the apocalypse), robots and androids turning against their former masters – and proving unstoppable due to their superior nature – is a perfect scenario for playing in *Darwin's World*.

If you decide to play during the time of the “invasion” (or “uprising”, in the case of an “android apocalypse”), player characters will struggle daily with the realization that they now have to share their world with a seemingly unstoppable enemy. They will have to deal with their homes, entire cities, being systematically reduced to ash. Families lost and burned up in sectors of the globe slowly conquered under the boot of unforgiving masters. Signing up for a worldwide draft (or watching from hiding) only to see the best of mankind's armies defeated time and again against superior beings and their technology.

In the alien scenario (and likely in a robot-driven

scenario), as time passes humankind will no doubt resort to its last option - nuclear weapons – a futile attempt to destroy the outworlders that only leaves the landscape tainted with radiation and further blasted into a blazing inferno. And, without any last hope or recourse, this final nuclear strike would be man's last whimper of organized resistance.

In later periods in which to set a campaign in this scenario, characters will be stragglers and refugees of the alien/robot invasion, living in the ruins of burned-out cities or deep in the wilderness. There, life will forever be “on the run”, evading capture and enslavement (or extermination) by the dreaded enemy, searching for the remnants of rotting supplies just to stay alive. Each day will be a trial of survival, interspersed with moments of sheer terror as alien craft flying overhead, or robot patrols marching through the rubble, come dangerously close to finding them and rooting them out. Or instead they might join an “Earthling resistance”, forced to team up with varied dysfunctional and bitter personalities, learn to work as a team, and fight desperate battles to reclaim their world against impossible odds.

COMBINING ELEMENTS

With so many options for playing in a post-apocalyptic setting, why not combine them? Here are some possible variants that blend elements of the above scenarios:

Super Plague leads to Total Nuclear War: The outbreak of the super plague in one country causes panic in others around the world. Aware that the disease is unstoppable via conventional quarantine, they might start a nuclear war in a desperate attempt to thwart the disease's spread. Even if the disease were contained by nuclear detonations, the countries struck would no doubt fight back, cascading into total nuclear war. Ironically the disease might still survive, mutated now that it has been subjected to radiation beyond imagining, and more tenacious and lethal than before...

Total Nuclear War leads to Disintegration and Chaos: While, ultimately, world leaders fail to prevent a nuclear war from erupting, the missile defenses of the world's various nations prove to be more effective than ever hoped for. The result is a world with intact population centers, but a widespread dispersal of fallout and radiation due to atmospheric detonations and premature airbursts. While much of the population of the world is spared death in a nuclear cataclysm, the landscape is scarred forever, tainted beyond any possible means of revival. In this dying world, civilization struggles to live on, in hastily constructed “super-domes” (huge enclosed cities using energy fields or actual bubbles of steel and glass to protect from atmospheric radiation) but without food and other resources to keep large countries going, nation states break down into hundreds of

warring enclaves. New generations are being born as mutants, who blame their forebears, and as a result the world descends into chaos. Now the only thing linking the states are the old highways and roads, and only brave men and women (or outcasts) dare leave the environment domes to face the radiation and sandstorms of the “wasteland” to scavenge or make vital hauls from one city to the next.

Total Nuclear War leads to Inhuman Masters:

In this scenario the nuclear exchange was deliberately started to cleanse mankind from the earth. Alien life forms from another world, desiring Earth as a colony or new home world, have watched humankind for years, and grown aware of the tensions growing across the globe between new-world superpowers. Orchestrating some kind of atmospheric disturbance resembling the initial outbreak of nuclear hostilities (blowing up missile-laden satellites in a ghostly “first strike”, for example), they leave both sides guessing as to who struck first – forcing both superpowers to use their arsenals for fear of being destroyed before they can retaliate. Watching the conflict unfold from space with satisfaction, once the radiation has settled and the remnants of humanity have dwindled into sparse pockets, they descend upon Earth to claim the ashes for their own. Or instead of aliens, the exchange was generated by robot and android creations with the devious idea that having wiped itself almost into extinction, the remnants of humankind will make ready slaves for their former servitors!

NEAR FUTURE VS. PRESENT

One very important factor is the time period of your specific setting’s “Fall”. Did the Fall occur in the present, along the lines of “real life”, with recognizable countries, figures, and technologies? Or does the setting propose it all happened in a world in the near future, a time when certain technologies add a bit of science fiction to the equation?

The technological level prior to the Fall is important not only because it often explains how the Fall came about, but it also affects what tools the player characters will be able to utilize in the game. In a “real life” style setting, players can expect only the tools we see available today. While this means a proliferation of conventional (and familiar) weapons and items (making the game easy to run and more palatable for those unfamiliar with the genre), it also means the players will face many limitations of our modern society. For example, foremost would be the fact that even the best preserved food supplies would not last very long before decaying in abandoned supermarkets, food outlets, etc. Other sources would have to be secured for communities to survive, and of course these sources might very well be contaminated with radiation, disease, etc. Cars and other vehicles would soon become useless if some steady source of refined gasoline could not be secured; even then, the

supplies of fuel would run out unless someone knew how to power up a refinery and continue the process. Without the power supplied by power plants, anything not battery powered would also be utterly useless; computers, communications, household appliances, and most everything we take for granted in modern society would be unable to function. Cities would be pitch black at night, and would become formidable places to explore...

A more futuristic world requires a willingness to embrace science fiction, but it answers a lot of questions and makes available a lot of elements that make the game even more exciting. With a more futuristic backdrop you can work in lasers, plasma weapons, powered armor, and colossal engineering projects in the cities (such as skyways, gravity cars, and a vast selection of useful gizmos) to make a much more interesting world to explore. This is especially useful in campaigns set long after the Fall, as it helps accentuate the sense of technological disintegration (after all, your players, who fill the role of survivors, will be as impressed with the technological wonders of the futuristic cities of the Ancients as their characters are supposed to be!).

Regardless of which style suits your method of play, remember that with the abundance of options there are almost countless ways of playing a rich and entertaining post-apocalyptic game. If you and your players are looking for something more familiar, play a game based more in reality. If science fiction and futuristic technologies are part of the attraction, by all means create a world with those elements worked into the fabric of the setting. It’s all up to you.

POLITICAL CONSIDERATIONS

Another consideration for creating a dynamic and “living” setting for your players involves the political makeup of the “wasteland”. Who are the major players, the new-world movements, and the rising leaders and figures of this heinous world of rubble and ruin? Are there recognizable entities, such as the remnants of pre-Fall army units and/or government holdouts, or is the world sliding into a desolate Dark Age with quack visionaries, new-age prophets, and newly massed mutant armies bent on conquest of the ashes? If your campaign is set only a few years after the Fall, there might still be communities of soldiers (and their families) scattered about the countryside, hoping for orders from a non-existent government. Or instead their might be a “government-in-exile” style organization hoping to rebuild the United States with what limited resources remain – and the players take the part of its best, and most competent agents.

Further on down the road, however, the groups will no doubt become less “familiar”. For example, what were once the holdouts of a surviving army unit might now become the “New Knights of America”, a militant society geared towards enforcing their own

code of law and order in the absence of a civilian authority. Or they might degenerate into marauders and raiders, turning their advanced military equipment and vehicles into machines of war to dominate and conquer. Religions, the gods of which failed to protect mankind from destruction at man's own hands, would unravel - or at the very least evolve into new, unrecognizable forms. Their fading tenets and rituals (the meaning of which would slowly be lost to the survivors of the apocalypse) might become the tools of charismatic madmen in their campaigns to unite the masses for one violent cause or another. Petty warlords calling themselves "governors", "senators", and "presidents" (titles still remembered as having authority) would rise and fall, playing upon some symbol of post-Fall America if only to hold power for a few years before vanishing in the relentless swirl of time.

A staple of the post-apocalyptic genre is the axiom that the further from the present one sets the story, the less likely real-life political, ethnic, and social groups will exist in a recognizable form. This is an obvious conclusion to any era of mass destruction and decay; governments that fall (and for whatever reason cannot be resurrected) will be forgotten over time - new systems of government will arise. With the kind of decimation of population posited in the worst case nuclear scenarios, interbreeding for the sheer sake of the human race's survival will blur the distinction of ethnicity (except in the case of hold-outs who refuse to interact with the outside world for fear of disease or a Trojan-horse style destruction). And almost every social group not held together by a mutual obsession for self-preservation, will become the victims of stronger, more able groups prowling the ruins.

While there is sometimes an element there that just barely links the ruined civilization of old with the chaotic patchwork of communities that is the new, by and large the societies of the future will be much, much different. As always, literature and movies provide great templates to work from. For example, in the classic post-apocalypse book *A Canticle For Liebowitz*, the ruins of the world are overseen by a "New Rome" that, while obviously modeled on the real-world Catholic Church, has a distinct post-apocalyptic feel to it that lends expertly to the feeling of a "New Dark Age". In *Mad Max Beyond Thunderdome*, the burgeoning community of "Barter Town" models their violent and quirky society (and code of justice) on - of all things - a game show!

The "Twisted Earth" setting of *Darwin's World* also continues this tradition, with more than a dozen post-war communities that play upon the decay of post-apocalyptic man's understanding of the past, Ancient-era technology, and civilization. There is a violent group that vilifies technology as the cause of all suffering on earth, and as a means to an end they destroy all that they find in the name of erasing the

mistakes of the past. Theirs is a brutal quest to reforge the wasteland, with blood and tears if necessary, for a future without war and mass destruction. There is a bizarre mutant cult that reveres the withering effects of nuclear radiation, as if the toxic leftovers of mankind's wars and vast industrial accidents constituted a kind of "magic", a deadly and powerful "force" to be accorded respect and worship even as it remains unseen and lethal, centuries into the future. Another is a quasi-monastic society that views the objects of the past as relics of their deified progenitors, seeking at all costs to preserve whatever remains as if each bit of refuse and pre-war trash were a holy artifact in which the secrets of the universe lay. But in their quest to preserve and protect, they unwittingly become villains - and conquerors - of this wasted world. There are masses of outcasts and desperate survivors who mistakenly take the pitted and dented war robots and androids left to rust on the battlegrounds of the Ancients as "gods" of a new era. And ghoulish savages from the heart of the world's destroyed cities, who in their desperation for food and sustenance long ago took to the consuming of the flesh of their own kind.

In addition to these, there are vast raider gangs and armies that live each day for the moment, living fast and furious, and dying in violent and brilliant cataclysms of fire and bloodshed on the decaying highways of the Old American landscape. And there are hold-outs, known as "xenophobes" for their fear of the outside world and its predatory peoples, who each hold a piece of the puzzle to humankind's technological past - but who lie so scattered and divided across the limitless expanse of desert that any chance of preserving this legacy for more than a generation or two is, in the end, a hopeless dream.

In your campaign, the major groups of the Twisted Earth can either be the set piece societies, or merely persistent staples that make appearances now and again as villains (or allies), or they might just be templates, ideas from which to draw inspiration to create new ones of your own.



THE UGLY ELEMENTS

One of the signature traits of the Twisted Earth setting of *Darwin's World* is its

backdrop of stark inhumanity,

a portrait of cruelty, savagery, and hopelessness that paints an ugly picture of a future world without law or the delusions of an ordered civilization. While the devices worked into the Twisted Earth are not exactly new in this respect (movies and books about the milieu have long played with the themes of slavery,

racism, sexism, drug abuse, etc.), the combinations and no-holds barred acceptance of these issues in the world leave some players reeling – or toning the harsh atmosphere down by a few notches.

This is, of course, your domain to fine tune as you please, but take a moment to consider that these elements, however hard and inhumane they may seem, have a definite place in the post-apocalyptic genre – and games in general. At its most basic there is an old adage that asks the question: what would light be without dark? The villainous groups and individuals of the campaign, as well as their oppressive policies, give something for player characters to fight against, time and again. Contrasted by the vile world outside, those truly “good” communities that become the homes of the PCs will shine that much brighter, and feel all the more worthy of being defended against all odds.

It also makes sense in this type of setting. Consider for a moment your average prison environment in real life, in which you get a blend of the worst elements society has to offer and promise them very little hope for a brighter future (a microcosm, of sorts, for a post-apocalyptic world). What you almost inevitably get is a self-destructive community wherein the strong rule over the meek by force alone, and where even innocent individuals are eventually forced into one or another violent group just to stay alive. Men are raped not only for gratification, but also to reinforce notions of superiority and “slavery”. And prisons, for all their evils, are watched over by enforcers; imagine an entire world where there is no overriding law, no universally accepted code of conduct, and no one to make sure everyone behaves.

The end result could very well be as bad as the one suggested in the Twisted Earth setting: a desolate place where the savage and uneducated descendants of man must band together to survive, whether under well-meaning leaders or psychotic cult masters. A sense of belonging is more than just the key to living a contented life; it means having allies who will willingly lay down their lives to save you when danger rears its head. Communities would become wary of outsiders (who persistently bring disease, or prove to be spies for raider gangs checking out their defenses for a future attack), bringing about an almost total end to the concepts of hospitality and trust. Only traders, or those who have something to offer, are likely to be given entrance to most population centers – and even then, only if they prove to be too tough to take down and rob (after all, why trade when you can take?). Weaker people – women included – would be victimized the world over, or protected, sheltered, and kept from the public eye by jealous keepers afraid of harm coming to them.

When coming up with a setting of your own design, you may or may not want to include the elements of the Twisted Earth. Some may be too harsh on players,

or too difficult to cope with comfortably. As with other suggested design elements of *Darwin's World*, it's up to you to choose what is right and fitting for your particular game and group of players.

SLAVERY, SURVIVAL OF THE FITTEST

The cycle of slavery often arises when there is neither a balance of power in a region (guaranteeing some measure of respect between rivals) nor some form of enforcement to prevent institutionalized bondage from being introduced. After the Fall, with countless groups having a limited ability to defend themselves against outsiders, larger and more powerful groups with the guts to do so will inevitably move in, conquer, and enslave others. Factions (like raider gangs) who know nothing but how to wage war (or are made up almost exclusively of men), will need a caste of people to do their menial work – gathering food, for example, entertaining perhaps, or to bear their children. Those who fall under their oppressive fist become *slaves*, a life of misery that in most cases promises no chance of escape.

Slavery is a staple in most corners of the post-apocalyptic wasteland, even among the most “benevolent” factions. To pursue their own philosophies or wild concepts of a better future, many groups would find the use of slaves a necessary evil to get things done. Having slaves around means being able to free up soldiers, for example, to defend the community, or allowing more thinkers to dedicate their time to piecing back together the fragments of the ancient past. On another note, one faction may consider the people of another faction little better than animals, and thus without any compassion or sympathy might not even care about their fates whatsoever. And, to further complicate the matter, some communities (such as raiders) consider the taking and maintaining of slaves a *mercy*, since it is, after all, better than being killed.

Also, slavery does not always need to be an actual “institution”; in many ways, an unofficial policy can be just as effective. In fact, the division between “slave” and “master” need not always be so obvious, casting various “shades of gray” over in-game societies that give the setting layers of complexity. For instance, a community ruled by a certain racial group, who also holds all the power, can effectively strangle a rival ethnicity through unfair social and economic policies, denial of sharing in government representation, and even blocking basic human rights. While they may not call their rivals “slaves”, through their own policies they make them so. Forced into poverty, the latter group will be unable to gain political power or even personal wealth, or even assemble in any tangible sense to provide resistance against the inevitable. In time, they could very well transform into a “caste” serving the menial needs of their “masters”.

Slaves fill almost every mundane role imaginable in most wasteland communities. Like the “untouchables” of India or Japan, they do the dirty work no one else wants, but they also fill out where there are shortages of freemen. Slaves labor all day to make bricks from mud and straw, they dig ditches and graves; bury the dead, and clean sewer systems (assuming a community has such a luxury). They tend animals, work as servants in richer households, and spend their lives working fields for the benefit of their masters. Among groups that aren’t quite so sedentary, slaves still fill a vital role as porters, muleskinners, and wagon drivers, or as janissary-style soldiers trained from birth to fight to the death for those who own them.

Slavery can be an indiscriminate policy, affecting any and all who cannot fight back (as in the case of raiders and slavers), or it can be specific to a certain group. For example, a pureblooded human enclave that abhors the idea of slavery as a matter of principle might not recognize *mutants* as “humans” – and thus might not extend their abhorrence to using mutants as slaves. Likewise, a group that lives in Utah might have long-standing legends about the “savages of Nevada”, and thus any native of Nevada is fair game for enslavement. Or, a clan of mutants who all have the inherited trait of pink eyes might consider any other color of eye inferior, thus justifying slavery and bolstering their concepts of superiority over all others. More than just a means to enslave others, slavery can be a cultural norm and necessity that keeps a people strong and confident in their own destiny (in effect, a mirror of racism).

Slavery is a great element to work into your post-apocalyptic campaign, because the struggles against it, and the establishments that support it, can be amongst the most entertaining and extremely challenging of adventures. Whether PCs are escaping from slavery themselves, or showing pity and helping others break free from their chains of bondage, the fight against slavery is one of the traditional hallmarks of role-playing games.

DRUGS, ANOTHER CURRENCY

Whether we like to admit it or not, the use of so-called “recreational” drugs would not likely diminish because of a widespread apocalypse. In fact, assuming the worst elements of humankind manage to survive purely through their ruthless ability to adapt, the legacy of drugs could very well continue well after law and order has broken down.

Drugs have always been a way to escape the horrors of reality, and in *Darwin’s World*, they are even more attractive to the denizens of the world than they were before the Fall. In fact, with the state of the world as it is, drugs are no longer a luxury whose use is frowned upon, but in many cases a necessity for those struggling with the pain of their own corrupted bodies (from mutation and defects), or to stave off

the miserable condition of their unrelenting squalor. Drugs become a tool to dull the pain, to shut out the horrors of everyday life in the wasteland. Whether in the hands of the decrepit masses seeking an escape, or as stimulants for live-fast-die-furious raiders, drugs are a staple of the post-apocalypse world.

Common examples include “acid” (a common recreational drug from before the Fall), which sends the user into wild delusions and visions; a tantalizing entertainment for an Ancient race bored with their post-industrial way of life, it is still attractive after the Fall as a means to escape the horrors of reality. Cocaine, while a difficult drug to come across (since advanced refining and purification techniques have all but vanished in the post-holocaust world), still exists as well. Smoked, injected, inhaled, or rubbed against the gums for absorption, this stuff was once a sign of class and sophistication (even when the user was sprawled out on the floor with bleeding gums and dilated eyes, just minutes from death).

One of the easiest drugs to manufacture, “crack” has always had an appeal to the poverty-stricken masses, before or after the Fall. Crack is basically cocaine but without the refinement, and, as such, is the roughest drug around – and possibly the most dangerous. Smoked, injected, or inhaled like its parent narcotic, crack is the steak and potatoes of the drug world. Heroine, “black tar”, and other opiate derivatives, are most commonly smoked or injected. Marijuana is harvested for its easily identifiable leaves, much sought after for its sedating effect that is quite popular among the poor of various wasteland communities. Marijuana is more than just a drug to get the mind off the pain, however; many primitive tribes still use it as a means of achieving unison with the “spirit world” and as a vehicle for visions and prophecy. And PCP (a.k.a. “snow” or “angel dust”) was allegedly once made by the Ancients in some forgotten war to pump up the troops; it is now often seen in the hands of raiders who use it to send themselves into homicidal rages before raids and inter-gang clashes across the wasteland.

Because of their value as hallucinogens, stimulants, and relaxants, in many communities drugs are the closest thing to a viable currency. They can be easily carried in a single dose (a “hit”), whether as a “joint”, plastic or glass ampoule, or miniature packet – just like coins. Whether they use it themselves, drug merchants know there are always others willing to take the stuff in exchange for goods and services – a fact that simply wouldn’t be lost on post-war entrepreneurs no matter how strong the former stigma of drug use might be. And like gasoline, foodstuffs, and other goods, there might still be men and women (protected as important commodities themselves, no doubt) with the knowledge to manufacture drugs for the market. Drugs are still manufactured in many larger communities, though some lesser communities may

TABLE 4-1: RADIATION EXPOSURE

Situation	Time of Exposure				
	1 round	1 minute	10 minutes	1 hour	1 day
<i>Character in irradiated area:</i>					
Lightly irradiated	Mild	Mild	Mild	Mild	Mild
Moderately irradiated	Mild	Mild	Low	Low	Low
Highly irradiated	Low	Low	Moderate	Moderate	Moderate
Severely irradiated	Moderate	Moderate	High	High	Severe
<i>Character exposed to radiation source:</i>					
Mildly radioactive materials	Mild	Mild	Low	Low	Low
Highly radioactive materials	Moderate	Moderate	High	High	Severe
Severely radioactive materials	Moderate	High	Severe	Severe	Severe

have access to refining techniques as well.

The reasons for the survival of the drug trade are simple – their use takes away the pain and terror of the dying Earth. As such, nearly every wastrel on the Twisted Earth uses one drug or another.



ENVIRONMENTAL DANGERS

An important aspect of the post-holocaust role-playing genre is the focus on each character's day-

to-day struggle for sheer survival, an uphill battle against the monstrous denizens of the wasteland, the haunting savages hiding in the ruins of old cities, and a fight against the lethal nature of the world itself. A landscape pitted with radiated craters, poisoned wells and water systems, starved of shelter and places of

safety, the wasteland itself is as much a hazard to life as any of its most formidable inhabitants.

This section is meant to deal with the major dangers characters are likely to face during the course of play. Radiation, chemical contamination, the possibility of parasitic infestation, thirst and hunger, etc. are all touched upon in a concise manner in this chapter.

GAMMA RADIATION

In most sources of post-holocaust literature, the nuclear wasteland of planet Earth is almost always depicted as being heavily polluted with the mutative effects of *gamma radiation* - the product of the great nuclear war that incinerated mankind's last hopes in one great and final cataclysm. Because many communities no longer grasp the true power of the Ancients, radiation is also often misunderstood, if comprehended at all. Since it is invisible, radiation is often accorded a "mystical" and "magical" nature, and either worshipped as a force for change and purification, or feared as a kind of lethal "curse" left

TABLE 4-2: GAMMA RADIATION SICKNESS

Degree of Exposure	Fort Save	Damage	Description
Mild	12	1d4-2* Con	50-150 Rads. Character suffers from fatigue, nausea, and fever.
Low	15	1d6-2* Con	151-500 Rads. Character suffers the beginnings of a slow destruction of marrow, and the start of infection and hemorrhage.
Moderate	18	1d6-1* Con	501-1000 Rads. Body hair (especially head hair) begins to fall out. A lowered white blood cell count also means the character's blood clots much more slowly (if at all), meaning natural healing is much more difficult.
High	21	1d6 Con	1001-4000 Rads. Loss of fluids/electrolytes in the intercellular spaces and gastrointestinal tract. If the character dies as a result of Con loss, it is because of electrolyte imbalance, advanced bone-marrow decay, and terminal infection of his weakened internal organs.
Severe	24	2d6 Con	4000+ Rads. Character suffers from severe damage to the vascular system, which causes cerebral edema. Shock and neurological disturbance can bring about death if the character remains exposed for much longer.

TABLE 4-3: ULTRAVIOLET RADIATION

Exposure Time	Fort DC	Damage
Up to 24 hours	12	Thirst and mild sunburns. On a failed save the character requires <i>double</i> normal fluid intake to avoid <i>thirsting</i> . If unable to meet these needs he must begin making Constitution checks every hour to avoid taking damage (see page 213 of <i>d20 Modern</i>).
Up to 7 days	15	Thirst, sunburn, and the beginnings of skin spots start to form. On a failed save the character suffers a reduction to Charisma of -1 due to unsightly spots; this penalty goes away after the character spends 1d4 days outside of the hazard area. Whether or not the save is made the required fluid intake is <i>double</i> to avoid the effects of thirst.
7 days or more	18	Skin cancer begins to develop. Exposed areas develop serious abnormalities, turning leathery and porous. Required fluid intake is <i>triple</i> (no save); in addition, a Fortitude check is required every hour to avoid becoming <i>fatigued</i> . Normal rest will not reverse the effects of this fatigue, though leaving the hazard area for at least 24 hours will. The character also suffers a permanent reduction of Charisma by -1 due to the formation of permanent melanoma spots, on a failed save.

over from long ago. Variouslly called the “red thirst”, “red fever”, and “slow death”, radiation is rarely recognized, and even more rarely is treatment possible with the few medical resources available so long after the Fall. By all accounts the radiation of the nuclear war will last for tens of thousands of years, and as such it poses perhaps the single most insidious threat to long-term life on the post-apocalyptic planet Earth.

Radiation is accumulated by living things that pass in or near an area of radioactivity (examples include fractured reactor cores, ruined nuclear missile silos, and of course, nuke craters). This is not an unlikely prospect regardless of where humans and mutants happen to live, since the nations of the world were universally bombarded with vast numbers of nuclear weapons, from bombs to missiles, and the invisible clouds of particles from these detonations - and their curious “nuclear snows” - were blown over even the most distant corners of the world (thanks to global weather currents). Known as *tropospheric radiation*, this kind of fallout can circulate for weeks, even months before settling along latitudinal lines all over the world, poisoning areas that might have otherwise been spared the actual detonation of bombs and missiles.

The various types of nuclear weapons used during the Third World War are all long gone now (or are they?) but their effects still linger on, invisible, deadly, and silently waiting. Areas once bombarded heavily have, in some cases, grown over with weird plant and animal life, concealing the tell-tale craters - creating a deadly surprise for the unwary who delve too deep into the ruins of ancient cities. In many cases, the actual crater is gigantic, and may not even be noticed by people on the ground; while tactical nuclear weapons (around 1 kiloton) used to destroy military units in the field produce a hole of perhaps a quarter kilometer in diameter, larger weapons have exponentially bigger craters. 100-kiloton weapons, used against

fleets, larger airfields, and military complexes (such as bases), produce a crater roughly one kilometer in size, casting out radiation to five kilometers or more. While the crater may only be one kilometer in size, the area of actual devastation (ruined buildings, etc.) is double that. At the one megaton level and higher one enters the realm of strategic nuclear targets, bombs and ICBM warheads designed to destroy cities. Craters here are four or five kilometers in diameter, areas of ruin extend to ten kilometers, and radiation remains lethal out to 25 kilometers. The largest of warheads, at ten megatons, produce a whopping eight to ten kilometer crater, an additional 15-kilometer region of blasted wasteland, with radiation cast out to 30 kilometers or more. And “enhanced-radiation” weapons (or “neutron bombs”), while creating an extremely small area of actual physical devastation (a crater around 0.2 km and ruins out to 0.5 km), carpet an area with radiation roughly equivalent to a 100-kiloton blast.

Radiation is a term coined for ionizing energy that injures tissue, and in real life is measured in a number of ways: *rads*, *rem*, and *sieverts*, etc. In *Darwin's World*, a much simpler system is used. Radiation exposure is ranked as *mild*, *low*, *moderate*, *high*, or *severe*. To determine how and if a character is affected by radiation first find the source of the radiation on the left hand column below, depending on how long the character(s) was exposed to the source of radiation, the amount of exposure will be different.

ULTRAVIOLET RADIATION

Ultraviolet radiation, or “UV”, is another of the most deadly hazards of the Twisted Earth. The reasoning behind the inclusion of UV as a significant threat comes from the supposed “history” of the world before the Fall: mankind, reaching unprecedented heights of technological greatness, scarred the Earth irreparably

with its vast industries. With a dying ecology resulting from unchecked pollution, mankind was forced into protected “dome cities”. As the smokestacks of vast factory complexes and industrial centers continued to churn out more toxins, not only was the water and earth tainted – but the atmosphere, too, became damaged beyond repair, allowing the deadly rays of the sun to penetrate to the landscape below.

In our own modern reality, a diminished ozone layer has slowly and steadily grown less stable in many parts of the world, making exposure the sun hazardous for more than an hour or so. This was almost unthinkable a few decades ago, but today we live in a world where having to wear hats and sunscreen are taken for granted. The world of the Twisted Earth also remains damaged from the legacy of the Ancients, leaving the planet vulnerable in certain “hot spots”, where the sun’s lethal UV rays can penetrate unhampered to the very surface of the desert. This radiation is one of the causes of mutation in the world’s urban ecosystems, and also poses a serious and deadly threat to those forms of life not native to the necropolis of the world. In areas where the ozone layer has been most damaged (in and around the regions of massive pre-holocaust industry), UV is an important hazard to consider.

Applying UV radiation hazards in game play should not be a common threat in sessions of *Darwin’s World*, except in adventure areas ravaged by industrial pollution – such as the heart of the great ruined cities, where the holes in the ozone are most predominant. In these cases the GM should simply rule that an entire region is a “UV hazard”, and begin keeping track of the amount of time PCs spend there and calculate the appropriate effects incurred along these lines.

The Fortitude save is made after the stated period of time. Being *moderately protected* (wearing normal clothes and armor) grants a +2 bonus to the Fortitude save to avoid the detrimental effects of UV exposure. Being *fully protected* (wearing protective goggles, sunhat, sunscreen, etc.) grants a +6 bonus to the Fortitude save.

CHEMICAL CONTAMINATION

Chemicals from the weapons and massive industry of the Ancients are still a curse felt by the survivors of the legendary Fall. In many cases the reason for

the longevity of these toxins is quite remarkable; for instance, industrial chemicals such as dioxin, dieldrin, DDT, and PCBs (some of which use deadly mercury or cadmium as part of their formula), the heavier elements composing their makeup do not deteriorate as expected but can actually change into poisons over time, through the action of bacteria. If dumped with acids (a common mistake of manufacturers), they can turn into liquid form and permeate an entire region through its water systems, ending up a long distance from their original source.

In some regions, chemical by-products and leftovers from the lost civilization of the Ancients are very much still in evidence: in the form of leaking chemical storage facilities at the heart of old cities, industrial wastes ringing urban centers, or intact containers of dangerous industrial chemicals abandoned during the chaos of the Fall. The legacy of these chemicals is still very much a potent danger to survival; in many cases the cocktail of chemicals used in mankind’s industry remain in precarious storage, awaiting some accidental release by witless survivors of the apocalypse. Chemical wastes dumped and buried long ago slowly seep to the surface over time, killing ground vegetation in a wide area, poisoning wild animals that feed in the vicinity, inflicting burns on anything making so much as momentary contact with the soil, and even causing birth defects in animals and people unwittingly consuming the source without any knowledge of the chemical taint under their feet.

Examples of chemical contamination still posing a sizeable threat in *Darwin’s World* might include leaking underground chemical storage tanks in the water table, lead contamination in cisterns or old urban pipes and water systems, acids used in metal manufacturing sitting around in huge vats in abandoned factory complexes, chemical runoff from industry permeating entire regions, etc. The actual chemicals that pose this threat can vary; GMs can either use existing poisons (such as *cyanide* and *arsenic*, both of which are commonly used as industrial chemicals), or use the more generic pollutants suggested below.

Characters will only likely come into contact with chemical contaminants as the result of accidents of foolish exploration; for example, falling into a bubbling pool of chemical treatment fluids during a pitched combat, or unknowingly swimming from one

TABLE 4-4: CHEMICAL CONTAMINANTS

Poison	Type	Save DC	Initial Damage	Secondary Damage
Low-grade pollutants	Ingested/Contact	13	1 Con	1d4 Con + 1 Wis
Industrial waste	Ingested/Contact	17	1d6 Con	1d6 Con + 1 Wis *
Deadly chemicals	Ingested/Contact/Inhaled	20	2d6 Con	2d6 Con + 1d6 Wis *

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

side of a poisoned reservoir to the other to escape a powerful predator. Chemical contamination is treated just like *poison*, requiring a Fortitude saving throw and the reduction of abilities through Initial and Secondary damage. A few generic forms of contamination are presented here.

In addition to attribute damage, many of these chemicals often cause damage as acids do. Like normal acid, the strength of a chemical's acidity ranges from *Mild* to *Potent* to *Concentrated*, with appropriate degrees of damage.

DISEASE

A major motivator for the xenophobic existence of many wasteland communities, diseases is as much (if not more) a devastating danger of the post-apocalyptic world as our own. Entire communities, once healthy and promising, have been wiped out in less than a week's time after the arrival of a disease-carrying trader or scav at their gates. Contaminated water sold by merchants, slaves carrying unseen viruses, or goods laden with infected fleas have more than once spelled the doom of some of the world's last vestiges of civilization.

Unleashed as the most horrific weapons of war during the cataclysmic Fall, designed to wipe out entire army formations and devastate civilian centers to cripple war production on both sides of the conflict, many of the diseases of the post-apocalyptic world are the descendants of the same viruses and germs tailored deliberately by ancient man.

Of the diseases of the Twisted Earth, *cholera* is by far the most common. Most often found in unpurified water sources, it is a problem because in many desert communities water of any kind is not likely to be thrown away, no matter how suspicious it looks. In effect the disease causes the victim to thirst to death, by removing body moisture through extreme and violent episodes of diarrhea.

Without modern health conditions to combat the proliferation of rat populations, ancient pestilences like the *bubonic plague* often appear in communities large and small all across the wasteland, threatening to destroy any stability these holdouts of civilization might offer. Victims of the scourge begin with a swelling of the lymph nodes on or around the groin which blossom to the size of eggs or small fruit; these become *buboes* over time, spreading all over the body. Dark bruises, blisters, and blotches appear on the skin, followed by fever, headaches, and weakness – and eventual death.

Pneumonic plague is a cousin of the bubonic variety, and is characterized by the habitual coughing up of blood and mucus, high fever, difficulty in breathing, and eventual death. *Septicemic plague*, the rarest and deadliest form of plague, occurs when plague bacteria manages to reach the bloodstream. The blood instantly becomes infected, and within hours of

sprouting purple and black sores and lesions all over the body, the victim dies in agonizing pain.

Carried by man and wild animals, *rabies* is transferred through fluid exchange (usually through a bite). Pain, delirium, fever, and eventual death soon follow. Various *STDs* (sexually-transmitted diseases) also exist, in an abundance in the various dens of iniquity that are the trade centers of the Twisted Earth. A common affliction of concubines, slaves, the lecherous merchants who own them, and the raider bands who “use” them when captured for debased purposes beyond imagining, the effects of STDs can range from irritating rashes to the most lethal viruses.

Tuberculosis, a common disease that affects the lung tissues, seems to breed in the squalid conditions of many ruin settlements and the crowded streets of the world's wasteland communities. Forming what are known as “tubercles” – small but prominent lumps on the interior surface of the lungs – the disease literally strangles the breathing passages and causes eventual asphyxiation.

Diseases such as *anthrax*, *smallpox*, and *pneumonia* were also employed as weapons of mass destruction during the Fall, and their presence is still found among the dying remnants of human habitation, in cities, villages, and ruined settlements everywhere. Other biological weapons have mutated thanks to an environment rife with radioactive elements, however, creating new strains that post-apocalyptic scientists and juju doctors have little hope of combating. Dwelling in the hearts of blasted cities, seething in breeding pits created by bomb craters, these diseases are quite varied and their effects often ghastly to behold.

Among these is the *super-flu*, an invisible and incredibly voracious killer spread by airborne germs as well as mere contact with an infected individual. Most likely a mutated form of the common flu, those who suffer from the fast-acting mutant disease are afflicted with diarrhea, lesions on the face and torso, drastic skin discoloration, nausea, weakness, and wracking pains. Few survive its tenacious onslaught.

There are also rumored to be necropolis across the Twisted Earth wherein the entire populations succumbed to a nightmare plague spawned mistakenly by the Ancients in their most forbidden secret research labs. The “contagion” is said to turn those afflicted into mindless, cannibalistic zombies, driven solely by a mindless drive to consume flesh. The *contagion* of the so-called “plague zombie”, while certainly a disease, does not cause normal attribute loss. Instead, 2d6 hours after a victim has been injured he becomes weak and delirious (and must remain bedridden). Additionally after 2d6 hours he becomes a plague zombie, losing all attributes, feats, and other abilities and instead taking on the characteristics of a plague zombie.

The “muta-virus”, while not officially named as

TABLE 4-5: DISEASES

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Cholera	Ingested DC 13	1d3 days	1 Str	1d2 Str and 1d2 Con*
Contagion, plague zombie	Injury DC 20	2d6 hours	<i>Special</i>	<i>Special</i>
Muta-virus	Injury DC 16	1d2 days	<i>Special</i>	<i>Special</i>
Plague, bubonic	Contact DC 15	1d6 days	1 Con	1d2 Str and 1d4 Con*
Plague, pneumonic	Inhaled DC 15	1d8 days	1 Str	1d3 Str and 1d3 Con*
Plague, septicemic	Injury DC 16	2d6 hours	1d2 Con	1d3 Str and 1d4 Con*
Rabies	Injury DC 12	2d4 days	1d2 Str	1d2 Str and 1d2 Con*
STD, irritating	Special DC 12	1d2 months	1 Con	1 Con*
STD, lethal	Special DC 13	1d2 months	1 Con	1d4 Con*
Super-flu	Inhaled/Contact DC 18	2d6 hours	1 Str and 1 Con	1d3 Str and 1d3 Con
Tuberculosis	Inhaled DC 12	1d2 months	1 Con	1d4 Con*

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

such, has allegedly popped up in various corners of the Twisted Earth. The disease seems to defy scientific explanation and categorization, and its effects are puzzling (and terrifying): it alters the genes of the victim, slowly reorganizing his cellular structure to transform him into a monstrous aberration. Like the plague zombie contagion, the *muta-virus* does not cause attribute loss, but rather changes the victim into another form of creature altogether. After the incubation period of 1d2 days the virus will begin to (painfully) physically alter the host, while reducing his mind to that of a savage beast. The end result is a transformation into a bloodthirsty, heavily mutated creature known only as an “*abomination*”.

Diseases in *Darwin's World* should be handled using the same rules and examples provided in *d20 Modern*.

PARASITIC INFESTATION

While the mutant monsters of the Twisted Earth provide a more visible threat to player characters on most adventures, even the smallest creatures can prove more than a nuisance should the GM introduce them in a session. *Parasites* are one danger that GMs can use to keep the environment inhospitable, and the players on their toes.

Parasitic infestation should be treated like “poison”; when a character comes into contact with a possible source of infestation (a tainted water supply, wormy food, or egg-laden supplies), a Fortitude save must be made; if failed, the parasites begin their infestation of the individual.

As a result of parasitic infestation (herein it is assumed the parasites are worms, though it can vary) the parasite absorbs roughly half the nutrients ingested by the character. As a result, an infested character needs to consume *double* the normal amount of water and food to maintain his health and survive (if unable, he risks suffering from *thirst* and *starvation*). If left

on their own, parasites will continue to maintain this symbiotic relationship for 5d20 days, after which another Fortitude save is allowed to flush them from the victim's system. A save is made every 5d20 days, and can continue for the rest of the character's life if repeatedly failed.

The DC save to avoid becoming infested varies, depending on the conditions.

Condition	Fort DC
Character only comes into momentary contact with the source	10
Character is in constant contact with the source (wading in a tepid pond, for example)	12
Character unknowingly consumes the source of infestation (in his food or water, for example)	16

FOOD AND MOISTURE NEEDS

Generally speaking, typical humans (and their mutated offspring) require a half-gallon of fluids and about a quarter lb. of food per day to avoid the threat of starvation and thirst. But in the universally hot and dry climate of the wasteland of *Darwin's World*, the fluid intake is doubled to about one gallon per day (food needs remain about the same, except in colder climates, where calories are essential to survival).

Sometimes characters might find themselves without food and water. A character can go without water for one day plus a number of hours equal to his or her Constitution score. After this, the character must make a Constitution check each hour (starting at DC 10, +1 for each previous check) or take 1d6 points of damage.

A character can go without food for three days, in growing discomfort. After this, the character must

make a Constitution check each day (starting at DC 10, +1 for each previous check) or sustain 1d6 points of damage. Damage from thirst or starvation cannot be recovered until the hero gets water or food, as needed.

STORMS OF SAND AND RADIATION

Sandstorms (and radiation storms) are a common occurrence in the wastelands of *Darwin's World*, posing a major threat to communities large and small wherever they lie. Capable of drying up entire regions, wiping out crops, rearranging landmarks, and hiding trade routes under tons of sand, the disruption they bring can devastate settlements reliant on trade or agriculture – and strand merchant convoys far from their destinations, dooming them to a slow death lost in a wilderness of unfamiliar sand dunes.

SANDSTORMS

Generally speaking, sandstorms are the product of unusually high winds, unimpeded by ground clutter or terrain, gathering strength and carrying with them loose particles of sand picked up along the floor of desert landscapes and carried many miles in a swirling vortex. While generally quite uncommon on the North American continent, the drastic climate changes suggested in the post-nuclear scenario of *Darwin's World* means that the conditions needed for such a phenomenon are much more common. Without vast regions of forestland or ordered crop country (due to war, bio-engineered blights, etc.) to control winds, dustbowl conditions exist in areas formerly thought of as green and lush.

Any character may make a Survival check (DC 12) to detect an approaching sandstorm, usually 1d4 hours before it actually strikes. Once a sandstorm hits, all who remain in the open are blasted by powerful winds, biting sand, and small debris. Anyone who cannot make it to substantial cover (a cave, enclosed vehicle, or being encased in powered armor) takes 1d2 points of lethal damage each round. Vision is reduced to 30 feet and hearing is useless due to the intense roar of the storm. After 1d10 rounds the lethal damage incurred drops to 1 point per round, but vision and hearing limitations remain for the duration of the storm. The typical storm lasts 1d4 days, and can cover a region ranging from one to fifty miles or more.

Once a sandstorm passes, the landscape may be vastly altered. Former landmarks, footprints, trails, and other signs of habitation might be completely erased, or moved around so as to confuse even the most experienced traveler. In other cases, just the opposite may occur, and ancient-era artifacts lost for centuries, or sites of interest best left forgotten, may well be uncovered for the first time in generations...

RADIATION STORMS

An even deadlier relative of the common sandstorm, *radiation storms* are a phenomenon unique to the post-apocalyptic environment. Massive storm fronts, moving through distant regions devastated by the ancient nuclear exchange, pick up literally billions of irradiated sand, dust, and debris particles from the ruins of lost cities, and carry them dozens, scores, or even hundreds of miles in a deadly wave to blanket entire regions in a matter of hours. Powered by the same tornado-strength winds that make normal sandstorms so deadly, the radiation they also bring with them combines to make a radiation storm something feared by both primitive and advanced communities alike. Sometimes these storms are merely a nuisance resulting in the deaths of a community's livestock and a few unlucky men unable to take cover; other times such tempests can bring about an apocalyptic end to an entire region under a violent "snowfall" of burning particles that claims all life for years to come.

The same rules governing sandstorms apply to radiation storms, but in addition anyone exposed to the storm risks exposure to the radiated elements brought along on the winds. Unless you are playing on the Twisted Earth (see below), the severity of radiation levels in a radiation storm will vary just like normal radiation exposure, and these levels persist for the storm's entire duration. In addition, however, the particles, once settled, will remain just as radioactive in their new resting place – with the potential of contaminating food and water sources in the vicinity for years to come.

On the Twisted Earth, the radiation level of storms will usually depend on where the storm originates; certain areas of the Twisted Earth are radioactive "hot spots", and thus storms generated in such a region will be far more potent than one from just another corner of the wasteland.

Radiation storms of a *Moderate* or greater level of radiation actually *glow* noticeably at night, resembling weird aurora displays of blue, green, or crimson color on the distant horizon. By night, detecting a coming radiation storm is always automatic.

Storm Origins	Typical Level
Burning Lands	Moderately irradiated
Deadlands	Lightly irradiated
Deserts of Nowhere	Lightly irradiated
Forbidden Lands	Lightly irradiated
Forgotten Desert	Lightly irradiated
Glowing Hills	Highly irradiated
Graveyard of Bone Cities	Highly irradiated
Great Rift Valley	Lightly irradiated
Purple Desert	Severely irradiated
Sierra Gehenna	Lightly irradiated

CHAPTER 5: ADVENTURE LOCATIONS

"If you look at the whole life of the planet, we, you know, man, has only been around for a few blinks of an eye. So if the infection wipes us all out, that is a return to normality."

Sergeant Farrell, 28 Day Later

You are right, I have always known about man. From the evidence, I believe his wisdom must walk hand and hand with his idiocy. His emotions must rule his brain. He must be a warlike creature who gives battle to everything around him, even himself.

-Dr. Zaius:, Planet of the Apes

"Wiping out the human race? That's a great idea. That's great. But more of a long-term thing. I mean, first we have to focus on more immediate goals. "

-Jeffrey Goines, 12 Monkeys

WHERE DOES the actual excitement and "adventure" take place in the post-apocalyptic setting? In the ruins? In musty old abandoned cities? Traditional dungeons, magical kingdoms, and extra-planar domains simply do not exist in this milieu; instead, a GM designing an adventure for *Darwin's World* must come up with entirely new templates for his or her adventures. Instead of castles and medieval villages there are xenophobic community compounds and degenerate trade towns. Instead of the stereotypical subterranean complexes populated by a wide spectrum of magical creatures, there are corium mines filled with mutated things and underground missile silos that echo with hints at the ancient past.

Coming up with ideas in which to set an adventure can be fun, a great chance to challenge your creative side. In the majority of fantasy settings this step is pretty easy; due to the sheer volume of pre-published materials, it's hard not to come up with ideas either based directly or indirectly on the places visited in modules, sourcebooks, and campaign adventures. It's a little different with the post-apocalyptic genre, for at least two reasons: first, there are (currently) few gaming resources supporting the genre, and second, it is often hard to turn the mundane, real-life locales of the setting (such as old factories,

skyscrapers, etc.) into exciting places for adventure and perilous encounters.

As a result, this chapter is intended as a primer to help jumpstart your creativity and imagination, to set you on the right path for developing adventures of your own. In the next few pages we've presented a comprehensive look at the more common types of adventure locations in the post-apocalyptic setting, along with a few sample locations of the kind most likely to serve as the setting for encounters, or as places characters are likely to visit more than once.



WASTELAND SETTLEMENTS

The image of the “wasteland” that most often comes to mind to players is one of “dry cracked desert” and “radiated badlands”, crisscrossed with the remnants of old highways and speckled with the ash-blackened ruins of cities destroyed during the nuclear war. Between the blasted cities (which are in most cases inhospitable to life due to radiation and the general absence of normal life radiation brings with it) and the uninhabited wastes there is, however, a common medium – the tiny, often fragile settlements that in many cases are the only vestiges of human habitation in the desert.

Settlements in the wasteland run the gamut from tiny adobe villages built and inhabited by tribal savages, to fortified way stations erected by the world's few remaining merchant cartels as a place to stockpile fuel to keep their caravans of rusted trucks in operation. Other settlements are merely seasonal communities set up briefly for trade between nomadic tribes during times of peace, exchanging food, water, women, and engaging in brutal gladiatorial games for their amusement. And still others are the remnants of Ancient-era towns scattered across the American landscape, their inhabitants descended directly from original human stock and though dwindling in numbers with each passing generation, still stubbornly clinging to their corner of the world in defiance of the chaos and lawlessness outside their walls.

Wasteland settlements in your campaign can be used for a number of reasons, both from a GM standpoint and as an asset to player characters. As a GM you can use wasteland communities as actual adventure areas, or as places to pick up information and helpful NPCs. Settlements can be the starting place for adventures, a place for characters to meet and join up before a more protracted campaign in the desert outside. An entire adventure can even take place inside a single settlement, with local characters contributing to the story either as villains to thwart, or victims in

desperate need of aid by brave adventurers. Some settlements are so small that they serve merely as stopovers for travelers (PCs included), while others may have some kind of appeal or charm to the curious – with their own twisted religious rituals, local laws and customs, fears of (or obsessions with) outsiders, and coveted technologies and treasures.

Even a small wasteland settlement, which would otherwise only serve as a stopping point for rest and re-supply for powerful parties, can draw their interest if designed with some forethought. Work in a few quirky elements, provide one or two local NPCs with character and something to offer, and the PCs are likely to view the settlement as more than just another desert village...

SAMPLE WASTELAND SETTLEMENT: HEMISPHERE

The village of *Hemisphere* (so-named for the hemispherical “dome” shape of the settlement's shelters) is rather typical of the minute xenophobic communities that dot the wasteland, far from the established trade routes of the world's major factions. Like Hemisphere many of the populations of these fragile communities can trace their lineage directly back to survivors of the nuclear holocaust: crackpot survivalists who fled to the middle of nowhere before the nuclear war erupted, military deserters, or small communities of scientists doing experiments in new forms of agriculture or waste recycling when the Fall came. As a result many of these communities are actually storehouses of one form of technology or another – survival equipment, military gear, or scientific tools kept in working order for generations.

Location Name: Hemisphere.

Estimated Population: 65.

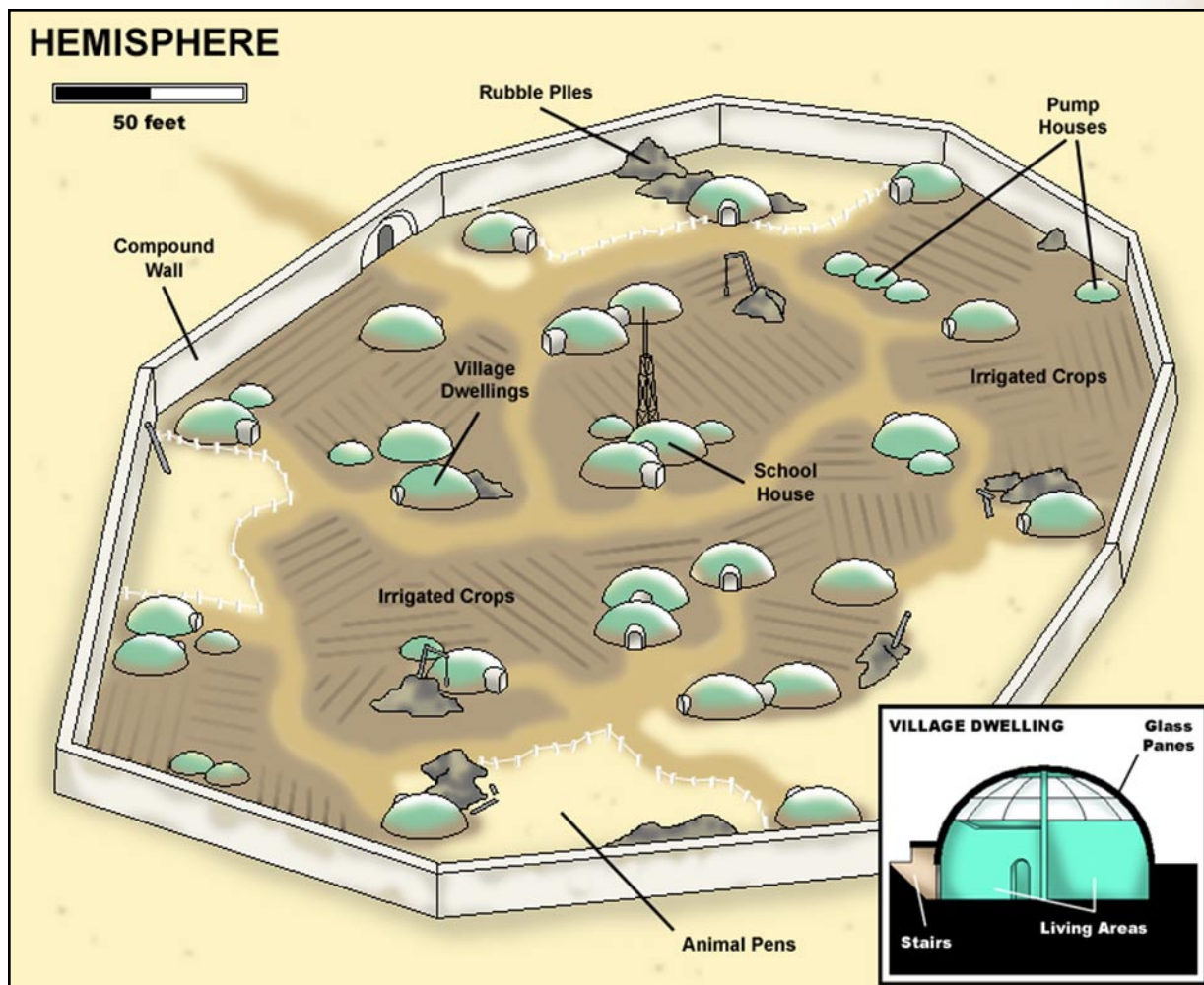
Ruling Faction: None.

Background: *Ritual Preservationist* or *Degenerate*.

LOCAL HISTORY

Hemisphere, for its part, was originally founded by a small group of scientists from a long-forgotten university sent to the desert to conduct experiments in the use of solar power to extract water from the subterranean water table. When the nuclear war erupted, many of the scientists on the project left in the futile hope of returning to the cities to find their families. Those few who were grounded in reality remained, knowing that their only chance of survival was to remain isolated, preserve what they had, and hope that in a few years they might link up with other survivors and strive to rebuild from the ashes.

But they had very few supplies, and very little hope for a chance at living long-term so far in the desert. Counting their supplies they realized they had to make things work – there was no other choice. Continuing their experiments with a new sense of urgency, they



managed to perfect a form of solar-powered device that could extract water from underground. This water would be used not only for drinking, but for giving life to the beginnings of crop fields that would sustain them for years to come.

The labors and ingenuity of the scientists paid off, and within a few years the people of Hemisphere were still alive; though their community was a fragile one at best, it was able to sustain itself. In time, as the scientists grew aware of the true devastation of the war through monitoring their radiation meters and through continuous attempts to contact nearby cities via radio, they gave up hope of finding other survivors. The remaining survivors, consigned to living their isolated lives and hoping for a future where the dangers might subside, began to marry, have children, and plan for the future.

Generations have passed and Hemisphere continues to remain a viable commune. Though their understanding of the past has blurred with time, the seed of solar science that keeps them alive remains a jealously guarded secret. A few years past a group of raiders (masquerading as traders) came to Hemisphere hoping to take their precious water from them, an encounter that left many villagers dead and much of their valuable crop destroyed. Burned by this first and

only contact, the people of Hemisphere built a wall, pored over ancient books still in their possession to reconstruct weapons to defend themselves, and persist in fostering a paranoid and aggressive resentment against all outsiders.

Today Hemisphere is a tiny bubble of law and order in the wasteland. Few know it even exists. The locals prefer it that way, content in living their lives day to day. They keep a few animals both to supplement their largely vegetarian diet, and also as pets and guard animals. Unlike many communities on the Twisted Earth, this village knows peace, happiness, and hope. People marry, have children, and share equally in the labors of maintaining their commune. It is a precarious way of life living isolated from the outside world, but from what they have seen, they would rather die than be forced to give up their hard-earned water and solar technology.

LOCAL LAW

Hemisphere's form of government has remained unchanged for generations – it is a democratic commune, in which all the heads of the various households (man and woman) have the right to vote in matters affecting the community. Though most of these are true “elders” by age and experience, any

HEMISPHERE IN YOUR GAME

While small and xenophobic, Hemisphere is ideal as a template for the kind of fragile and secluded communities that exist in the far reaches of the wasteland's desert wilderness. Separated by dozens, if not hundreds of miles, such villages are neither fully aware of the condition of the world outside, nor the dangers that at times stand poised against them. Since they stand alone, separated by ideologies and mutual paranoia of one another, even if they were aware that other such communities existed it is unlikely they would make peace and unite, even against the greatest of mutual threats.

Primitive in some ways, and yet technically advanced in others, Hemisphere is also typical of many xenophobic holdouts. You can use it as a starting community for your group (treat it as a *Ritual Preservationist* or *Degenerate* background), as a place to infiltrate in hopes of stealing its secrets of water extraction, or simply as a potential adventure location for players to stumble across and approach at their own pace and discretion.

couple – young and old – who makes a home together is accorded this right.

Upholding the traditional laws governing theft and violence are the main concerns of the people of Hemisphere. Since this is a commune, all things are shared equally, and thus theft (or hoarding) is considered a worrisome crime. Those who hold back part of their harvest, or who take more water/food than they are allotted, are punished accordingly.

Since the people of Hemisphere recognize the potential damage to their communal bond that martial punishments can bring (such as thoughts of retaliation, or inter-family feuds), punishments usually only involve *censure* - being denied admittance to communal gatherings, festivities, even weekly "services". Other members of the community, under threat of punishment themselves, are expected to ignore the criminal for the determined period of punishment (anywhere from a few days to a month or more).

VILLAGE KEY

Locations described here correspond to labeled areas on the accompanying map.

Animal Pens

These areas are sturdily constructed to keep livestock in – and out of the crops where they can tear up the roots and vegetables and threaten the delicate balance of the commune. The animals kept by the villagers are communally owned, and since they have long been domesticated, tending them is a task generally reserved for children (to teach them responsibility) or pregnant mothers, or the elderly members of the community that are still fit to stand for hours on end.

The population of Hemisphere's animal stock consists primarily of goats, chickens, and pigs.

Compound Wall

The wall around Hemisphere was created long ago and has withstood numerous attacks by raiders and the assault of the wasteland's strongest sandstorms. The wall is made from mud bricks and stone from

the surrounding desert, covered in a layer of clay, and whitewashed every year by the inhabitants of the village to protect against cracks and weather.

The wall surrounding Hemisphere is more than a barrier to desert animals or outsiders, it is a barrier that separates the peaceful way of life within and the total chaos of the world beyond. To the people, it is a reinforcement of the sense of security that they desperately cling to, and even as children they are taught never to go beyond the wall's boundaries – else risk death at the hands of one imaginary bogeyman or another.

The walls are patrolled by one or two villagers at all times, keeping watch for the signs of coming storms or the approach of outsiders (for instance, the plumes of dust kicked up by raider gangs on the move). Guards will be armed with black powder rifles and a handmade spyglass with which to survey the surrounding landscape.

Irrigated Crops

These areas are set aside for the highly ordered crops of the community. Laid out to make the best of every inch of space, the crops that grow here are generally the most stubborn – potatoes, yams, carrots, etc.

Part of the ingenuity of the community is in the layout of the irrigation system. Water drawn from the pump houses can be regulated at various points along the irrigation ditches, controlling how much water is fed into the fields (to prevent either drying out or drowning the crop). The villagers have, over the generations, grown quite adept at maintaining these fields and maximizing the amount of crops produced, a far cry from the scientists who first settled here who battled nonstop with the local weather, failing water supplies, and their own ignorance of how to farm successfully.

Pump Houses

The lifeblood and precious secret of the village of Hemisphere are its numerous pump houses. These structures exactly resemble the numerous dwellings of the village, but their use is strictly limited to pumping

water during daylight hours. Underneath the baking hot panes of glass that comprise the entire domed building are “solar pumps” – contraptions created long ago by the first generation of scientists and kept operating through the meticulous care of the villagers ever since. Each pump consists of a complex array of solar panels on the outside of the building (which can be retracted indoors by old rusty mechanical levers and pulleys, when the prospect of an attack or sandstorm threatens the village), that power the motors in the pump. The pump shafts (which were bored long ago when there was adequate equipment to do so) draw water from the desert water table more than 500 feet below the surface.

Water pumped from the earth spills from the pumps into stainless steel basins, where they either collect for potting, or are channeled outside to irrigate the commune’s crops.

Since all things are shared in Hemisphere, these pump houses are never locked. The interior walls are often stockpiled with clay jugs (and old glass bottles from before the Fall) loaded with fresh water, just in case an excess of water is needed by the community in the future.

A model of ingenuity and far-range planning, each pump house is also a priceless reservoir of life-giving water.

Rubble Piles

Dotted throughout the village are piles of rusted and dented machinery, the purpose of which has been almost completely forgotten by the current generation of villagers. These are the remnants of old earth-boring machines brought into the area by the original scientific team during their research in the desert; used to dig straight down through sand and solid rock, they permitted the creation of the solar-powered wells now used to keep the village alive.

None of these machines can be revived, as parts of some (and the whole of others) have either completely rusted over with time or been scavenged beyond repair over the years to keep the solar pumps in operation. Now the children of the village simply climb atop them to play, adolescents run around them in amorous games of hide-and-seek, and adults rest in their shade from a day’s toils – but no one remembers what they were once used for.

School House

At the center of the village is a dome that has long been used as a school, meeting place, and refuge for the community throughout the years. One of the oldest structures in the settlement (dating from the first generation of scientists who founded the town), the school is also one of the most beautiful, its largest panes of glass hand decorated with paint and the names of every man, woman, and child to have lived in Hemisphere over the years carved into the stone of

the interior walls, if only so future generations will not forget their ancestors. Within this building the children of the community’s few odd families are sent to be taught the basics, when not out helping their elders with crops, livestock, or household chores.

In addition to serving as a school, this structure is also used as a meeting hall for the adults of the village, both men and women alike. Weekly services, which poorly attempt to mirror church gatherings of the past, are held here on Sunday – though the robotic ritual of these masses are no longer intelligible even by the would-be worshippers. Still these events give the community a chance to exchange ideas and news, laugh, or officially announce courtships, betrothals, births, etc. Monthly news on projected crop yields or other important matters to the survival of the community are also held here, with everyone (except a marginal guard on the walls) present. In a pinch it even serves as an infirmary (such as during sieges by raiders), though in most cases sick villagers are taken to the chemist’s for treatment and bed rest.

In times of trouble, or under unusual circumstances (for example, in the almost unthinkable event that the village gives refuge to an outsider), villagers gather here and vote to decide how they, as a community, will act. The heads of all households (both husband and wife, regardless of age) are accorded a vote in governing such affairs, and for generations this system has never failed to see Hemisphere through its hardest times. Given another five or ten generations, it is still unlikely to change. Assuming the settlement will last that long...

Subterranean Area (Not Shown)

Beneath the school is an old underground area still intact despite its great age. In fact, its very presence is unknown to most of the locals, though a few of the elders of the commune know of its secret location and pass it on every generation.

Constructed by the founders of the village, this subterranean shelter has remained here as a storage space for some of their ancient equipment, tools and gizmos left over since the Fall. Dusty and dark, the basement area holds a small workshop with old tools and equipment, though most of these tools have either been scavenged for use by the villagers in day-to-day affairs, or else are so complex as to defy understanding. Examples of remaining artifacts kept here under layers of dust include a variety of brittle geology texts and charts, local and continent-scale geographical maps (as well as much more detailed maps from the USGS of the immediate area), a *portable petrol generator* (though no fuel remains to operate it, PCs might know of a source outside the walls that could get it running again), a salvageable *water purifier*, nearly a dozen spare solar panels suitable for repairing the solar pumps on the surface, mineral assay equipment, a *laptop computer* hooked

up to a *portable satellite communicator* (once used to monitor weather patterns through regular contact with orbital satellites, though these satellites no longer transmit), a *short wave radio set* (also lacking power), and a pair of *old Geiger counters* rigged to antenna-like structures still standing high over the school – these counters, if powered back up, will once more begin to register radiation levels in the atmosphere.

Village Dwellings

The first thing one notices about the village of Hemisphere is that instead of shacks and typical huts, the village is dotted with hemispherical “domes” of faceted glass, with an arched entryway that descends a few feet into a subterranean chamber, below. All in all each of these homes resembles an igloo, one of the most efficient shapes for low-technology housing.

Each home in Hemisphere is constructed to make the best use of existing building supplies. Made primarily of transparent or translucent glass, each “dome” is in fact composed of dozens of interconnecting panes. On hot days many of these panes can be opened or closed on hinges, permitting cool air in and venting excess heat. The floor is made from white clay, and since it is depressed a few feet into the earth, remains cool day and night. Here is where the inhabitants sleep, on the floor among blankets or mats, sectioned off in one or two rooms. A food preparation area is usually reserved as well, where families gather for meals or private time before heading out to do a day’s work or bed down for the night.

Parts of each home, sectioned off by glass walls, are usually reserved for secondary pursuits that also help the community. Each family of the community passes down some kind of a trade, without exception; there is a metalworker (more like a scav, one of the few allowed outside the walls to scavenge for metal parts needed to sustain the village), a carpenter (who also works in stone, but whose tasks are mainly geared towards making mundane tools and repairing old muskets), a glassblower (vital to keeping the domes in shape), and a chemist (not only the resident juju man but also a maker of gun powder, he has also been known to concoct some of the best fermented goat’s milk for the rare event of village celebrations), to mention a few. They mostly tend to their particular field from their domed shelters, or from sheds nearby.

Each home also has a section reserved for the growing of plants and herbs. Every family in the community is expected to contribute to the food supply by growing roots and edible fruit in these “indoor gardens”. And because of the greenhouse-style construction of each home, the bounty generated is quite considerable.

Though they have ample food and space to live in, the villagers have few other belongings of note. Most tools are made from old bits of wood scavenged

from the desert, or stone shaped to suit domestic needs. Clothing is made from animal hides, though virgin wool taken from the small flock of sheep by far predominates. Each household is expected to maintain spears for all members of the family, as well as at least one black powder musket for the man and woman of each home. Other than that, however, there is little of value in each of these compact dwellings.

ADVENTURE HOOK #1

The players take the role of longtime natives of Hemisphere. Having lived the entirety of their youth as farmers of this small community, they are shocked when the elders approach them with a task that will forever change their lives. The commune’s supply of medicine is running out, thanks to an unexpected period of drought that has all but made growing the delicate herbs impossible. What’s worse, two or three of the villagers have come down sick, and without care they will certainly die. Those stricken could be a father, a mother, or one of the character’s sweethearts, providing the impetus to go along with the elder’s plan for the PC (and his friends) to leave home and search the wastes for plants that will cure the disease. Their travels may take them far away, across the desert to the lands of the major factions, where they will have to learn the ways of the “outsiders”, and to defend themselves, all while keeping the location of their community a secret no matter the cost to prevent outsiders from becoming aware it even exists.

ADVENTURE HOOK #2

The PCs, hounded (and possibly wounded) by raiders or the agents of one of the world’s major factions, flee to the desert wilderness hoping to lose their pursuers. During their flight they stumble across Hemisphere, and though the villagers are wary of letting them in, seeing the PCs to be in dire need of aid at their gates forces the moralists in the community to take them in. At first kept under guard until they heal before being exiled once more to the world outside, one or more locals take a personal liking to the PCs. “Adopted” by one family or another, the PCs are given the chance to live among the Hemisphere villagers, even learning of their secret water source and their benevolent way of life. This can lead to any number of possibilities: the village becoming a base from which to operate, or a hideout until the heat is off, or it could become the target of a siege by the PCs’ pursuers if they somehow track the PCs down. Faced with staying and fighting, and possibly being the cause of Hemisphere’s ruin, or leaving to avoid such a fate, either way the PCs will have to make a decision that will change the settlement forever.



TRADE TOWNS

Trade is a central source of revenue for many communities of the post-apocalyptic wasteland. While some subsist solely on the fruits of their own

labor, or prey upon others for their livelihood, some are instead founded solely for the continuation of an age-old way of life: commerce.

Trade towns can be big or small. They can be tiny way stations built for serving the trade route's merchant caravans, or distant trading posts set up in neutral areas by the inhabitants of an entire region (so that trade is never threatened by local politics or inter-community warfare). They can be places where certain goods are for sale (for instance, a town known for selling water, or gasoline, or food), or less reliable markets where there is no telling what will be on the auction block from day to day. There are raucous places where only the rule of the gun enforces order and honesty among traders, or secure compounds within the borders of a given faction's lands (giving them an advantage in all dealings). And of course there are darker marketplaces where drugs for dulling the pain of life flow freely, or even more wretched settlements built from the ground up from the blood-profits of slavery.

The "official" tongue of most trade settlements is, of course, Trade, the language spoken by all major houses that do business in the wasteland. Of course, Unislang is even more widely spoken by visitors to such settlements, whether in the form of desperate scavs coming to town for water and supplies, raiders looking for spare parts and oil for their machine "rides", or just plain sandwalkers and travelers. Unislang should serve visitors well enough to survive in most trade centers, but it should be noted that in many cases the established merchant houses (the Clean, Cartel, etc.) usually have a favorable opinion of those who have mastered the Trade language – even scavs, wanderers, and scum. To them, it is a symbol of intelligence and education, and a sign of *respect* that one should learn the language of their betters. A character who initially begins a conversation with a trader or merchant in Trade will often receive a modest discount on traded goods, favorable mention, or privileged treatment in the future. This favorable view of "Trade-talkers" can extend to more than just discounts on items; a character having made good with a merchant house will also be able to bargain for items not normally for sale, or may be sought-out specifically for jobs that need doing that wouldn't be trusted to just anyone. It never hurts to impress the big-wigs...

One thing you will probably find during game play is that trade towns (and markets in general) quickly become important to the gradual improvement of characters at all levels. Characters who find artifacts during their travels are really only going to keep a few of the most essential, selling the rest to upgrade to better gear as time goes on. A good idea when designing a trade town is to set up a short list of things available in that specific community, from readily available items (such as basic equipment) to steeds and mounts (such as vehicles), to artifacts coveted by locals (and only grudgingly put up for sale if offered something of equal or greater value in trade). Use your judgment to determine availability and the numbers of goods for sale; every community is different, depending on the size, geographical location, local politics, recent weather trends, etc. Some settlements may have an abundance of one commodity, while others may have an overwhelming demand for the same commodity just a few miles away. Such is the nature of trade: buying in one area and selling where it is really needed (and making a tidy profit).

No rules are presented here to spontaneously create a market with a few dice rolls – each and every trade community or market will certainly be different depending on these factors.

SAMPLE TRADE TOWN: TUCUMCARI

Tucumcari is a good example of a healthy, prosperous trade town where valuable goods flow freely and men from all corners of the region come to barter. While it is far from a peaceful, benevolent place where one can hope to let his guard down, there are enough parties interested in maintaining order here that violence and destruction is rare. An important center of commerce for its region, it is a shining example of the potential power of trade houses on the Twisted Earth.

Location Name: Tucumcari (aka "Trade City").

Estimated Population: 500 permanent, 1,000+ temporary/transient.

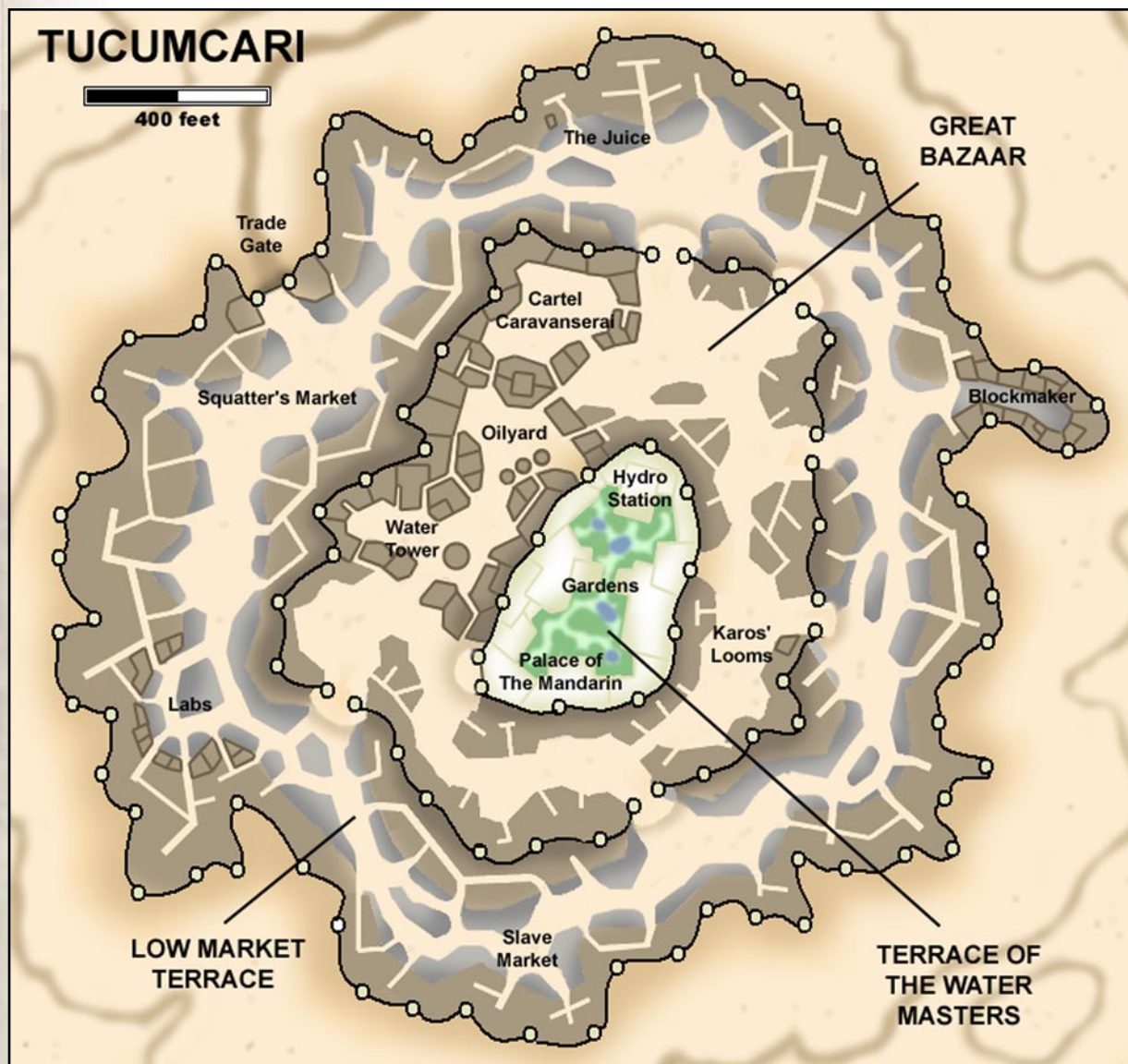
Ruling Faction: *Clean Water Clan* (and *Cartel*).

Background: *Resurrector*.

LOCAL HISTORY

The trade town of Tucumcari (more commonly known by its wasteland name of "Trade City") has been a nexus of commerce in the wasteland for generations. One community or another has inhabited the site since a few decades after the Fall, dwelling far from the burned-out ruins of the actual city atop the nearby mountain – Tucumcari Mountain – where it is easy to defend against the predators of the desert. Though many of these communities came to rise and fall since its earliest history, the arrival of traders in recent times brought the town newfound prosperity – and security – that has guaranteed its existence ever since.

TUCUMCARI



A few years ago the Clean and Cartel took over the small-time operation of the local traders in a three-way struggle that left one side defeated (the locals) and the other two reeling – and poised on the edge of an all-out faction war. With a remarkable stroke of cunning, however, the Clean managed to avoid war by compromising over control of the town. By sharing Tucumcari with the Cartel they not only avoided a costly conflict, but also cemented an alliance that has remained stable (if somewhat lacking in trust) for longer than most faction friendships. And, most importantly, it has established Tucumcari as a secure place for trade in an otherwise hostile land, a fact that has made both factions rich over the past few years.

LOCAL LAW

In Trade City, the Clean and Cartel make the law. The law is “business and profit rule”. If you happen to be a visitor, a wanderer, or just some local small fry, don’t step on the toes of anyone more powerful. It’s just common sense.

While the Clean have outposts across the wasteland where they do business (especially in the Arid City, but also elsewhere along the Far Desert’s trade corridor), Trade City could almost be called “theirs”. Though they do share power here with the Cartel, it is pretty clear that in Trade City, the Clean have the major share of power and prestige. And while the actual “capital” of Clean lands is another city entirely, situated far away, Trade City is growing in strategic importance – largely because it is a gateway of sorts to the Forbidden Lands, a violent but promising region where they no doubt plan to expand.

Oversight of the Clean Water Clans’ operation in Trade City could only be given to a skilled and masterful negotiator, strategist, diplomat, and politician. The supply in Trade City provides for more than 10% of all water traded by the Clan in their entire operation yearly, and many communities in this part of the desert rely completely upon them. In addition, the Cartel buy their water here, the corium slavers of Lil’ Vegas buy their water here (or have it shipped from

TUCUMCARI IN YOUR GAME

In the Twisted Earth setting, Tucumcari is superb as a hub for adventures and other forays into the wastes of the Forbidden Lands, as well as throughout the central arm of the Far Desert. The location of Tucumcari is strategic, acting as a kind of “nexus” between the Forbidden Lands, Trader Pass, and areas east. Here characters will find opportunities for paid work, as well as chances to make names for themselves in the service of one or two of the Twisted Earth’s most powerful groups: the Clean and the Cartel.

If you’re not using the Twisted Earth setting, Tucumcari is still a viable option as a place to visit if you need a relatively large trading settlement during the course of your game, yet have little time to develop one yourself. Though it is ruled by two factions that have a distinct connection with the Twisted Earth, they can be easily replaced with ruthless mercantile organizations of your own design.

here), and many other groups as well get their supply in Trade City. It is simply too important to trust to a novice.

As such, the Clean have trusted their Trade City operation to one of their most talented, experienced, and shrewd trademasters, the *mandarin* Margus H’an. Margus, though entering into old age (for survivors in the Twisted Earth), is one of the Clan’s oldest and most respected leaders – brilliant, cunning, oftentimes ruthless and cruel, but utterly efficient and with contacts throughout every one of the Clan’s founding families. In Trade City, Margus is effectively the prince, the president, and the underworld boss.

TOWN KEY

Because it is potentially one of the larger trade towns of the Twisted Earth, with various layers of intrigue, adventure, and opportunities, only specific areas of interest in Tucumcari are covered in this overview.

Blockmaker

Situated in a part of the Low Market quarter where the rubbish heaps have been knocked flat, stands a small cluster of dilapidated shacks closely resembling a series of “greenhouses”. Virtual “clouds” of bloated flies hover in the air here, while maggots seem to practically explode underfoot as one leaves impressions in the over-enriched earth. The odor of feces hangs heavy enough here to make even the filthiest tribal swoon.

The overseer of this squalid “farm”, Trash, is nearing seventy years of age – and it shows. Diminutive, shrunken, and withered away, only a grimy, filth-caked beard, head of wild spidery hair, and a toothless grin meet those who can bear to look upon him. Still, Trash has the knowing of a lot of things, especially things concerning *crap*. You see, Trash has made a life of finding uses for human and animal dung, and though few will admit it, he provides a much-needed service to the people of Trade City.

Trash cultivates feces from animals and humans (for free; there’s so much of the stuff lying around this quarter that he doesn’t ask for donations), and uses them in a number of ways. Most animal feces he blends with dirt to make an exceptional topsoil, which

he sells to tribals and merchant caravans for trade in distant locales. With human feces he forms 4” x 2” x 1” blocks, which can be sold as long-burning fuel for braziers and ovens (which has become, in fact, the primary cooking fuel in Trade City). Almost overnight these blocks have become so common that they are even accepted as trade goods, in bulk (like money), by the Clean and Cartel.

Sadly, though his creative uses for dung as fertilizer and fuel would conceivably stand to make Trash a good deal of corium, he has been virtually enslaved by the Cartel. He naively entered into an agreement with them a few years back, without really reading into the contract he witlessly signed. Now he is forced to give away almost 80% of his product (for a mere pittance) to keep his Cartel “friends” supplied with fuel blocks and fertilizers. He knows that if he were to back out now, they would certainly shut him down, light up his dung farm, and probably drive him out of the city.

Cartel Caravanseraí

A large part of the city is quartered off as the property of the Cartel. Once merely a caravan house for the resting of their mounts and caravan guards, the “caravanseraí” has since turned into a sprawling compound with warehouses, rest houses, barracks, a yard for oil storage, a water tower, and a headquarters for their regional efforts in the area.

The Cartel compound is almost always buzzing with activity. Vehicles from their merchant caravans, suffering from wear and tear, are brought here to be maintained and repaired in huge corrugated iron “garages”. Other vehicles are brought here to be loaded up with supplies (in most Cartel vehicle caravans, one truck out of five will be loaded with fuel to keep the caravan moving). Cartel truckers who have seen too many hours of driving without rest (or the guards who travel with them) can come here to catch a few winks, plentiful fresh water, and a hot meal – all for free.

The garrison commander also sees potential recruits here on an individual basis, and thus PCs wishing to join the Cartel will likely be directed here to begin their initiation into the Cartel trade house.

Cartel Oilyard

This compound is off-limits to outsiders, and only a few trusted guards and technicians are permitted entrance – even among Cartel followers.

The “oil yard” is a compound that is dominated by a trio of large, drum-shaped gasoline reservoirs. The metal parts of these were obviously scavenged from areas across the Twisted Earth, for they still bear the faded logos of gasoline corporations of the past. A metal framework of scaffolds, ladders, pipes, and other essential support systems crowd the area around these colossal storage drums, on which technicians can crawl and climb to make sure pressure levels remain stable, vapors are vented regularly, and the level of the gas can be measured to ensure the supply for the region is steady.

Cartel Water Tower

Though they do not deal in the trade of water themselves, the Cartel have erected a water tower that provides running water to their parts of the city. Purchased from the Clean at a discount, this water is also used to refresh visiting Cartel caravaneers, including their animals, porters, and vehicles.

Because of its elevated vantage point, one or two Cartel marksmen are usually stationed on the precipitous catwalk running around the water tower. From here they can see for miles around Tucumcari.

Gardens

Whether to please their own aesthetic tastes, or merely to show off the fact that they have water in abundance, the Clean have created a fabulous garden on the upper terraces of Tucumcari within the Palace of The Mandarin himself. Though it is kept protected inside the sprawling courtyards of this great fortress, the tops of towering palms, and the rainbow colors of many fruit groves, can be seen just peeking over the walls like a vision of temptation for the poor souls in the city below.

The construction of the garden was a deliberate attempt by the Clean to create something that would rival the fabled hanging gardens of Babylon from the lost history of man. Water is run through a complex system of aqueducts and irrigation sluices to keep the garden alive and productive; exotic fruits are harvested for the table of the city’s mandarin, and flowers that hang from the lacy ivy of the garden’s walls and trees send a pleasant fragrance throughout the entire palace, day and night.

At least half a dozen of the household’s most trusted slaves maintain the garden daily. These slaves are maintained in relative luxury (living in the palace, given good clothes, and enjoying almost complete security from the depravations of the world outside), so there is little threat of theft.

Great Bazaar

Unlike the Squatter’s Market, the “Great Bazaar” is really the place to be for serious merchants. Here, in a bright, wide open marketplace flanked by gleaming white adobe buildings on all sides, major trade is conducted - oftentimes with serious repercussions. Whereas in the Squatter’s Market the kind of commerce that goes on is on an individual scale (meeting the needs of individual scavs, travelers, or road gangs), here the representatives of entire communities from throughout the region come to secure months or even years of water supplies, trade for oil and gasoline, and other “strategic” commodities. Likewise the market is often crowded with wagons filled with the homemade goods of these native people, come to convince the Clean or Cartel to buy their wares on a large scale.

The Great Bazaar is always bustling, with huge throngs of people sweating and baking under the parched sun. In addition to the big business done here, the Clean makes a little extra selling water from bazaar stands to thirsty visitors and trade representatives suffering from a day’s trading in the heat. Stalls and pavilions, as well as storefronts opening out onto the bazaar, offer all sorts of goods in varying qualities and quantities, and the presence of Cartel and Clean enforcers is always heavy, keeping peace, order, and ensuring that no one steals.

Many of the buildings here are really just “fronts”, places where representatives of other communities can come to strike a deal. The actual commodities being traded for (such as gasoline or bulk rations of water) are kept elsewhere in town, in warehouses in private compounds where they can be more efficiently guarded and shipped from.

Hydro Station

The hydro station at the top of Tucumcari was built exclusively by the Clean over the past few years, and has expanded upon the original flat stone building (of unknown antiquity) that once occupied the site. The hydro station is now a deep recessed structure, within which the Clean have sunk numerous broad cistern shafts into the rock of the mountain. These cisterns contain pure drinking water shipped in from across the desert, as well as pools for purifying water through the methods known only to their clan.

The water at the hydro station is used to maintain the gardens of the Clean, as well as a reserve for distributing to the markets of the city and for transporting to the Clean’s clients throughout the region. All told there is almost a limitless supply of pure (or semi-pure) water in the cisterns here, at least enough to keep the city alive (should it ever become cut off, such as by raider siege) for 5 years or more.

The hydro station is a complex maze of passages, storage areas, guard rooms, and well chambers. Anyone not familiar with the grounds has a good

chance of getting lost. The front doors of the building are usually guarded day and night, and in addition the halls are patrolled by janissary soldiers regularly.

Karos' Looms

This large mud building, open on all sides at ground level, has been painted a brilliant white. In the shadow of the overhanging floor above, a row of handcrafted textile looms have been constructed, allowing the workers here to continue with their toils all day long with constant ventilation and decent light.

How the impoverished inhabitants of this establishment ever managed to secure a building in the Trader's Quarter is unknown, but within reside anywhere from five to ten members of the wasteland faction known as the "Movement". A relatively poor and humble group, they are members of a religious sect that has braved great dangers to set up a "parish" in Trade City. Though many died in the journey, those that survived pooled their resources and opened this business to maintain themselves for the duration of their stay.

Karos (leader of the Movement cell) and his "brothers and sisters" produce a rather coarse linen for clothing, which has been met with some acceptance in Trade City's markets. Tunics and togas fit only for the rank-and-file of the Clean janissary force are a particularly important source of their business, and as such the cell has enjoyed modest profits while here at the mercy of their Water Clan benefactors.

The members of the Movement cell all live and work under the same roof; on reed mats on the ground floor or in linen hammocks suspended in the shade of the looms in the evening. All food preparation, cooking, and meals are shared by the entire Movement community as well. The second floor of the building is reserved for the cell's evening meetings (in a low-ceilinged hall overlooked by a hand-woven tapestry with the Movement's symbol emblazoned on it), a time when the members of the fledgling faction gather to exchange news, bring up important affairs, or vote on issues concerning their continued survival in Trade City. New recruits will be brought here to be initiated and welcomed into the fold, before being given tasks to pursue throughout the city.

Every week or so a number of the Movement "cultists" will be sent into the city to beg for alms, preach the Word of their "Fallen God" to any and all who will listen, and attempt to garner new recruits from the marketplace's forum. This evangelical work has not been very successful, mainly because the folk who comprise the Movement cell here are old men and women, and a few of their weak and malnourished children. Preaching a gospel that is curious at best, they have a long road ahead of them.

Labs

What they call the "Labs" is really just a complex of corrugated iron shacks with tall tin chimneys rising into the rancid Tucumcari sky. The pathetic sight of grubby scavs, tiny hunger-wasted children, and wheezing old discarded misfits moving through this shanty "village" is appalling.

The Labs are essentially Tucumcari's much-needed drug mill. The Cartel run the place, but do their best to distance themselves from its operation, only appearing now and again to pick up the drugs that are shipped out to distant markets. Here, in Tucumcari, it's better to just forget the Labs exist.

The Labs aren't exactly an ordered operation. In essence, it is simply a bunch of inter-connected old huts used to manufacture glue and other cheap brain-eating intoxicating chems. Built a long time ago to manufacture adhesives for the rubber-tire repair of the Cartel's motorized caravans, the Cartel soon found that much more profit was to be made in simply selling the glue to the young, the old, the pained, the diseased - and especially the entertainment-starved scavs that visit Tucumcari on a regular basis.

Though some of the glue produced here is used by the Cartel for legitimate purposes (maintaining their fleet of oil tankers, keeping them and the oil lifeline in operation), about 80% of the glue and other chems find their way into the hands of Tucumcari's kids, dying elderly, lepers, etc. Scavs from all over also visit the Labs to buy the mind-altering stuff by the tube-full.

Low Market Terrace

The lowest level of Trade City lies at the base of Tucumcari Mountain, skirting the slopes that rise higher up into the desert sky. Here, the Clean and Cartel have taken great pains to erect a monstrous wall around the shambling shantytown that has sprung up at the mountain's base. Towers for watchmen and lookouts sprout irregularly along this all-encompassing wall, while just behind it rises a cage of run-down houses, shacks, huts, and abodes barely-recognizable from the junk heaps - the quarter of town known as "Low Market".

The Low Market quarter is home to the poorest population of the city - raiders willing to put aside their violent ways for a brief day of trading for essentials, visiting scavs from the deep desert, transients moving east and west along the Trade Routes, and even outcasts from various communes seeking a new life make their homes, temporary or otherwise, in and around the Low Market. Businesses erected in the Low Market generally consist of watering holes (buying their water in bulk from the Clean here in Tucumcari and selling it back to the visiting scavs at elevated cost), junk dealers, scrap merchants, and scabrous peddlers of cooked rat, boiled horse, and gecko jerky. The dusty, filth-strewn streets are crowded not only with lopsided buildings, but also

masses of travelers, traders, and other folk from the wasteland.

Wealthier or more prestigious caravans, traders, or community representatives must move through the Low Market from the city gates on their way to the higher quarters deeper in the city, but their progress is seldom deliberately impeded. Guards in the employ of the Clean and Cartel make sure no “important” figures or their followers are harassed in the Low Market, at the threat of death. Those on official business with either the Clean or the Cartel are also often given escorts (of two to six warriors) through this congested, Calcutta-like maze to their final destination in the city.

Palace of The Mandarin

The palace of the mandarin of Tucumcari is a roughly doughnut-shaped fortress of towering white stone. Within these mighty walls are to be found cool, shaded passageways, various chambers and parlors, quarters for the mandarin, his harem and servants, and his most trusted guards and agents. Entrance to the palace is through one of three main gates, each fashioned from ornately carved wood and guarded day and night by the most vigilant janissaries. Flapping pennants of white (the symbol of the Water Clans) stand from every crenellated tower and precipice, demonstrating to all in the city below who really rules this town.

The palace is a dangerous place for anyone not personally invited by the mandarin himself, Margus H'an. Guards patrol walkways atop the battlements, or sit in shaded tower tops watching the busy city below. The interior of the palace is also regularly patrolled by eunuch guardsmen, who have orders to treat all trespassers as potential assassins – and kill them on sight.

Despite these dangers, the idea of trying to break into the palace is not an uncommon one. The mandarin is known to live in lavish luxury, with crystal clear water flowing freely from decorative fountains and basins throughout his home, juicy fruits and the freshest meats delivered to his table each day, and possessing a harem of more than thirty of the wasteland's most beautiful slaves (the stuff of legends). He is also rumored to have a collection of salvaged artifacts and weapons (from the war as well as from exotic communities from across the desert), and the palace's proximity to the deep cisterns of the hydro station are yet another great temptation to potential thieves.

Slave Market

Though there is more than one place to trade human beings in Tucumcari, the aptly-named “Slave Market” is by far the largest and most infamous clearing house for slaves and concubines. Its reputation for quantity and quality is renowned up and down the trade routes. Co-owned by the Cartel and Clean, the slaves bought and sold here either turn a profit for their brokers

through sale to public buyers, or are instead selected to serve, for life, the Clean or Cartel in any variety of roles.

The slave market is situated in a large square among the barrio-like ghettos of Tucumcari, an amphitheater-style gathering place where crowds of merchants, wealthier patrons, or just lascivious onlookers can come to watch the proceedings. Though most of the action takes place in the sun for hours (so the Clean can skim more money selling water to thirsty patrons), in the hottest weather a tent-like pavilion can be set up over the entire theatre, shading from the heat.

On any given day there are likely to be at least two score slaves for sale, though during times of war (when entire communities are enslaved by one faction or another) this number can triple or quadruple. Most slaves sold here consist of women taken from all across the desert, though men (for labor or as bonded soldiers), intellectuals, and even children (for whatever amusement onlookers can think of) can also be found for sale every few days or so. Prices fluctuate depending on abilities, looks, and general health, and are only slightly elevated here when compared with the dingy slave markets of smaller trade centers on the Twisted Earth.

Like all areas in Tucumcari where large crowds gather, it can get unruly and violent at the Slave Market. To remedy any possible outbreaks of riotous behavior (especially during auctions for concubines), the Clean and Cartel both contribute a heavy guard of men to overlook the proceedings and keep order.

Squatter's Market

Squatter's Market lies at the heart of the Low Market quarter, under the shadow of the rising mount of Tucumcari. The road through the city (from the Trade Gate and up) leads through this bustling marketplace, and it sees its fair share of traders and visitors.

Squatter's Market, at first sight, looks more like an open-air garbage dump than any self-respecting bazaar. Huge heaps of trash, refuse, and swill, discarded from the inhabitants of the city, invariably find their way here – and are simply scavenged to pieces, swept aside, or even shaped into houses and buildings. There is little distinction between storefronts and garbage mounds, except perhaps for a handmade sign showing the way to a back entrance or private shop. All over the square stand ramshackle stalls of corrugated iron or cardboard, from where diseased and dirty peddlers shout out the prices of their goods or extend mangy hands to beckon passersby to take a look inside.

The marketplace here is patronized more by scavengers and small-time traders than by anyone with any serious trading to do. A major portion of its visitors comprise dusty, ugly, half-fried junk scavengers and garbage peddlers, the poorer types who can't afford much and only have baubles to trade. Walking around

the bazaar, there doesn't seem to be a single person wandering who doesn't have a rich tan, dried-up lips, and a rifle slung over his shoulder.

The market is geared more towards seeing to the needs and vices of these types in particular; shops that deal in consumables, cheap whiskey, and necessities are most common. These include places that hand-load spent ammunition casings for a fee, for instance, or sell sturdy boots and traveling gear for affordable prices. Hats of all kinds to protect against the long-term effects of UV exposure; miracle "creams" and "oils" to protect against the sun; shaded goggles, tinted eyewear, sunglasses, etc. Cheap, hot meals are sold here from stands for a rare treat (few scavs can afford anything but slop), as well as more practical hand-wrapped packets of rations treated to last for months in the wilderness. Water is sold here, but it is either a little too pricey (so the merchant can make a buck as a middle-man), or the quality isn't exactly "guaranteed". Still, the poorer scavs and wanderers have little choice, and cannot afford the bulk prices offered by the Clean and others higher up in the city.

Terrace of The Water Masters

The "Terrace of The Water Masters" is the highest level of Tucumcari Mountain, and is the abode of the local cell of the Clean Water Clans. Atop this mount are to be found the residence of the local *mandarin* (ruler), the fantastic gardens of the Clean, and a water treatment plant and reservoir rivaling the largest from before the Fall.

The Terrace of The Water Masters is off-limits to all but members of the Clean Water Clans. Visiting faction members may be quartered here in the palace if they are of sufficient importance (just being a member of the clan won't suffice; mere footmen of the association will be quartered in the lower city), and those with important or secret business with the mandarin may, if the situation warrants, be summoned here for a private audience.

The Juice

A small corrugated iron stall seems to move around Squatter's Market as if part of a game of musical chairs, never in the same spot for more than a day. The shack is called "The Juice" by those in the know, and is owned and operated by a particularly strange fellow by the name of "Tough" – apparently he gets his name from the fact that it's tough to understand him - or even like him. Though his speech is hard to comprehend (due to its weird blur of recognizable words and his incessant chatter of hums and giggles), Tough offers scavs and traders looking for cheap water the lowest prices in Trade City.

He has, in the back of his shack, a curious machine of glass, metal parts, pipes, and rubber tubing that takes a certain "bodily fluid" and extracts its water content. Tough bottles the purified water and sells

it back to his public for the remarkably low price of 5 corium per gallon (though customers have to bring their own bottles and jugs). Though the water sometimes has "impurities", and a little more than just a "hint" of a urine smell, it is, ultimately, potable and life sustaining. Most scavs, used to such hardships, just shrug and accept it. To them, water is water.

Tough is constantly "on the run" from the Clean, who are aware of his operation and do their best to move him or harass him into hitting the road. His business cuts into the water demand of the city's scavs, and they don't like that. That's why he always moves his shop around, hoping to confuse those who look for him. Still, asking the right people will no doubt lead the PCs to the "cheapest juice in town".

Tough can provide no more than about thirty gallons of refined water per week. If really desperate, he offers to pay passersby or patrons 1 cp for a gallon of their unsullied urine (that is, urine from a disease-free donor).

Trade Gate

The famous (or infamous, depending entirely upon which side you find yourself) Trade Gate marks for many the beginning of safety and civilization, and the end of the wasteland. The Trade Gate is the primary entrance to Trade City, and it is through its colossal doors that all travelers, merchants, visitors, and others must pass.

Entrance into Trade City might seem a simple enough affair, but it isn't. Ever since the Clean and Cartel came to dominate the town, it has become a little harder to gain admittance into the city. Not only due to prevalent overcrowding and overpopulation, but also a desire by the two powerful groups to keep out unwanted competitors has changed the once open policy to one of scrutinizing examination.

Each day, dozens (if not hundreds) of newcomers line up at the Trade Gate and wait for permission to enter the city. This crowd can fluctuate tremendously depending on local conditions in the wilderness; the arrival of a Clean water caravan often draws huge masses of raiders, tribals, and others from the deep desert, knowing that water will be cheaper. During times of famine, the crowds converge hoping to purchase food. In times of disease, there is a similar rush for medicines, and the throng can be dizzying in its sheer size.

The Clean and the Cartel agreed long ago to share the final say in who can, and cannot, enter Trade City. Generally speaking, there will be one or two representatives of each group at the front gates, to speak with, examine, and scrutinize each and every merchant or visitor coming into town. Everyone has to pay a "toll" – a fee based on the wealth of the individual. Scavs and tribals are charged the least (around 20 corium pieces each), raiders and desert community folk a little more (maybe 25 corium),

while merchants, slavers, and visiting emissaries are charged a larger, but still reasonable, fee of 50 corium or more (though their porters, servants, and guards are merely charged a nominal fee of roughly 5 corium a head). Trade goods are always accepted if corium isn't available. The value of these fees, whether in money form or in barter goods, are split 50/50 between the Clean and Cartel.

The idea is to keep out the impoverished, the diseased, and the thieves. Trade City is about business, not so much about freedom or community. No one is kidding themselves here; the city only exists because it is convenient and profitable for the Clean and Cartel. Without them, this place would be raider-bait and would sink back into savagery in no time.

To enforce their "tolls", the Clean and Cartel guard the Trade Gate with a heavy force on the ground, at the gates, inside the gates, and on the walls and towers overlooking it. On any given day, there will likely be a dozen guards outside the gate on the ground, about half that on the towers, four or more on the walls, and another pair behind the front gate, ready to close it in case of "emergencies".

The Trade Gate portal is only open one hour after dawn to one hour after dark. The rest of the time it is kept shut, and no one is permitted passage within except in the most dire of circumstances.

Walls (And Towers)

The Clean and Cartel have tried over the years to maintain a defensible wall around the mountain (and the city) to keep raiders and animal predators away. Tucumcari has never actually been attacked by any sizable force, and these two powerful groups believe the defenses have played a large part in that fact. As such, efforts to maintain, repair, and reinforce the walls are constant.

The walls around Trade City range from ten to twenty feet at the lowest level (Low Market). Each "ring" of the city also has a wall, ranging from eight to ten feet as well. All walls were originally made from hard stone drawn from the ruins of Tucumcari (the actual city, now a ruin some miles to the northwest), with mud used to coat them in a weather-resistant covering. With lots of stone from the old city, and near-endless amounts of mud (due to their water resources), this method of construction has proven quite successful.

In addition to the walls themselves, a reinforcing tower rises from the stretch every thirty to one hundred yards, with no set pattern. Each tower is usually just high enough to stand over wall level, and consists of a hollow interior and a stone stair leading to the top of the wall. The hollow interior is used as a shelter for any guards stationed to oversee that section of wall. The second level, whether covered by a corrugated iron "roof" or open to the elements, provides an adequate lookout post, and grants access

to the catwalk running the length of the wall to the neighboring tower.

ADVENTURE HOOK #1

The PCs are sent by their home community to Tucumcari, to head up a delegation to secure water from the Clean. The experience can be more than just a chance to see other cultures and mingle with members of communities far and wide, but also an opportunity to tempt your players into exploring the world outside their home region.

ADVENTURE HOOK #2

The PCs come to Tucumcari on a mission – to slay the mandarin and topple the Clean regime. One faction or another of the Twisted Earth is tired of seeing the Clean with such strong control over this strategic trade center, and want to put an end to their domination. The PCs must infiltrate the city, scope out the mandarin's palace, enter unseen and kill their mark, and escape without detection (or, at the very least, with their lives). If they fail, their paying masters will deny all involvement, of course...

ADVENTURE HOOK #3

A few people have gone missing in Tucumcari and are turning up dead. Rumors are pointing to the local Movement cell, as the natives of the city don't really understand them or their message. The PCs, motivated solely by interest in seeing justice done (the Movement has few funds with which to pay them) must help defend the Movement against these accusations by investigating the murders and hunting the true culprit down. Who the culprit turns out to be can depend on your style of play; it could be a nameless scav, half-crazed from years in the desert, or it could be any one of the local merchants, killing victims who were actually his "competition". Or it could even prove to be the young visiting nephew of mandarin Margus H'an himself, a discovery that could rock the city to its very core.



CITIES OF SURVIVORS

Though large, cities of survivors are rare in the aftermath of the nuclear holocaust. Without any

national authority to govern men, and thus enforce laws, most communities prefer to fend for themselves, even alone if necessary. They live a more solitary existence where the miles and miles of desert can act as a divide more difficult to bridge than any city wall. And tales, quite accurate in their details, persist about

those few cities that rose and fell in the past, cities of survivors where lawlessness was rampant, violence and might ruled the day, and all of it unraveled in due course due to the ultimate failings of men.

Still, settlements of a larger kind also exist in the wasteland, usually built up from the ashes of old cities and the blasted urban landscapes that have been home to humans for hundreds of years. Some fragmented groups who survived the nuclear war, unable to make it in the deserts, returned to the blasted cities once the fires died down (and the radiation dwindled) to make for themselves homes from the rubble. In many cases these communities were as short-lived as any wasteland settlement, destroyed by anarchist outsiders or the horrors that shared the cityscape with them, but in others they prospered. Usually those who survived did so by scavenging the metal and stone of the ruin and selling it to passing merchants, or combing the deepest reaches of their city for sooty artifacts that might be of interest to outsiders.

Over time a few communities such as this grew from small compounds within the ruins to actual towns and, later, into cities. Attracting others through trade, or the promise of artifacts to be found by anyone willing to search, they exploded in population. Sometimes these population influxes brought disease, or dangerous elements that sowed discord and violence, but in others they blended to make a stronger, more persistent form of community.

City locations can be a great opportunity for your players to visit as well as adventure. The comparatively abundant population means a wider selection of goods to purchase and trade, a greater likelihood that junk items will be in demand (thus providing a great way to make money off of unwanted treasure), and a variety of NPCs to converse with, deal with, or befriend (as well as forge an enmity with). In addition, cities (by virtue of the number of inhabitants) are often fragmented themselves, with virtual “factions” of their own, each vying for control whether through overt or covert means. Cities, though huge compared to the villages of the wasteland, are in many ways more vulnerable to the lawless nature of the post-apocalyptic world, and their life spans are often riddled with moments of brutality, revolution, and eventual disintegration.

SAMPLE CITY OF SURVIVORS: STYX

Sandwalkers, travelers, and even the lowliest of the world’s most wretched desert scavs recognize the name at a single utterance. *Styx*. A dark and ugly place, a city on a rocky precipice, a metropolis built from sweat and tears, looming precariously over the edge of a mighty escarpment that is the legendary Big Hole. Unlike any other place on the Twisted Earth, Styx is a gateway city to endless mysteries and even more bizarre lands, east and west, a stopping point on many a ‘walker’s journeys through the world.

The Free City of Styx is a strange, mystifying place; filled with all manner of men and mutants from the furthest corners of the known world, rubbing elbows under the long shadow of its two legendary stone towers – the haunting remnants of some ancient structure long abandoned in the Fall – a citadel of fragile, teetering civilization whose very existence, and future, is never certain. Scavengers from the wastes, outcasts from the desert communities, straight-faced monks of the Brotherhood of Radiation, deluded mendicants of the Paradise Believers, and robed, cloaked, and shadowy Brethren all walk the rubble-strewn cobblestone streets, visiting wild bazaars and marketplaces, and enjoying the ghastly delights offered only here – in the Free City of Styx.

Styx is a living community that, while chaotic and violent at times, shows no signs of dying out. It is a haven for trade on the Twisted Earth, one of the wasteland’s largest centers of commerce. The streets are filled with slaver groups and traders, its markets piled-high with exotic goods from all ends of the great trade routes. The mysterious and enigmatic Far Traders are known to hold bazaars here to sell rare and expensive things, from junk to truly unique curios from the ancient past. Members of malevolent and backwards cults walk freely along the same streets as arrogant, elitist Foundationists (though it must be said confrontations *do* arise). Wanderers, scavs, and sandwalkers - many of whom are exiles or perhaps even spies or agents of their respective masters - congregate under the shadow of the twin towers all the same.

As if its diverse population was not enough to impress visitors from near and far, the cityscape of Styx is also strewn with working *electric lights* (a rarity so long after the Fall, provided for by its semi-operational nuclear power station) that glimmer and shine for miles around, day and night. The lights silhouette the familiar features of the city against the harrowing edge of a great cliff-face (one side of the Big Hole), from which colossal airships of patchwork fabric and leaking air take to the sky and drift off into the vaporous mountains far beyond, to connect the city with destinations hundreds of miles away.

Location Name: The Free City of Styx.

Estimated Population: 10,000+ permanent, 2,500+ temporary/transient.

Ruling Faction: None (local, *Iron Society*).

Background: *Visionary Reinventor*.

LOCAL HISTORY

The metropolis that is Styx was, before the Fall, little more than an oversized engineer’s camp, a temporary city of barracks set up to house the 10,000+ workers who were employed to erect its one central, all-encompassing feature – a colossal nuclear power plant that was meant to provide power for Arizona, Nevada, and parts of southern California for generations to

THE FREE CITY OF STYX



come. This monolithic project, concocted, no doubt, during the peak of the Ancients' reign over the world, most certainly sunk billions of dollars and years of effort into its making, for from the dry bleak desert landscape where nothing once grew rose a city of metal, concrete, and pillars that loomed mightily into the sky.

When the Fall came, the history and purpose of Styx was, of course, forgotten. Far from complete, it was abandoned during the chaos of the escalating wars; its workers leaving in vast trains of buses and cars, its automated robots deactivated, disassembled, and stored in underground caves near the site for some future return to construction. That day would never come – at least not in the way the Ancients had planned it.

In the decades that followed civilization's collapse, much of the great power plant (still incomplete, and thus spared the nuclear devastation that ruined so many other reactor complexes across the country)

decayed and was washed away by wind, sand, and time. The ruins, so far from the radiated deserts (where life was brutal and harsh), attracted small bands of refugees and other survivors, but none of these lasted long. Still, the sight of the great towers, and the already-existing buildings in their shadow, kept the power plant complex inhabited sporadically for decades into the future. Over time, the remnants of the power plant were inhabited by larger and more powerful groups, and built-up, fortified, and expanded upon by each successive community that made it home.

Being as it was really the creation of many thousands of people (mutant and man, familiar and conventional alike), the City is now a towering, sprawling, and murky miasma of old power plant structures, loading areas, barrack-rows, and newer tents, mud and waddle huts, pueblo-like complexes, and winding streets. Built to suit both the necessity of defense against the raiders of the wilds and other

STYX IN YOUR GAME

Styx is big – real big. There aren't likely to be many cities comparable to it in most wasteland settings, since large concentrations of people (even ones as chaotic as Styx) aren't a staple of the generally desolate and ruined post-apocalyptic genre. Its use is best reserved for once-in-a-lifetime visits, or as a “fabled destination” to which PCs could strive to reach during the course of an entire series of adventures. Once they do manage to get there (assuming they survive the dangers associated with crossing the wasteland to get there), newcomers to the City of Styx will find this sprawling metropolis both promising and foreboding at the same time. The sheer number of natives, transient occupants, visitors, spies, and refugees make the experience disconcerting to many, unsettling to some, and downright terrifying to others.

From a GM standpoint, from here you can introduce new campaign elements such as an entirely new type of environment to explore (a far cry from the desert, urban settings can be quite a twist to characters built solely around ranged battle in the wide open), or opening up the campaign to a much larger picture of the world (e.g. political intrigue). Whereas the PCs may have once been solely concerned with survival, upon reaching Styx they could be noticed by the various factions, informed of their conflicts and philosophies, and asked to pick a side...

As a final suggested alternative, Styx can just be a stopping point along a great journey of world exploration, used merely as a “gimmick” by the GM to exhibit how decrepit mutantkind can get when it gathers in numbers. Characters who are used to dealings with honest tribal councils, or their own trusted community leaders, could very well be shocked into anger and revulsion by the crazy religions and factions, the ruthless law, and the covert violence seething just underneath the City's surface. Given a choice, many might choose to flee rather than stay, spurned by the glitter of the town instead of seduced, turning the degenerate city into a mere reminder of what little hope there is for the world.

powerful groups, as well as to please post-Fall aesthetics, its very contours, avenues, alleyways, and maze-like reaches are at times confusing to gaze on, and yet at other times seem to flash with the promise of a new future rising from the old.

LOCAL LAW

Today, in the twilight of life on Earth, Styx is a last bastion of freedom and the principles of independence; though its transient, seldom-seen lawmakers are dangerous, oftentimes wretched and degenerate, and coldly impartial, four rules have remained the same throughout the centuries of the city's remembered history:

1. The City is a free harbor to *any* who desire it as refuge, and no raider, no pure blood human, and no religious madman will *ever* be allowed to bring it under his boot;
2. The original inhabitants of Styx are its rulers, electing a representative to govern city affairs; every five years there is a plebiscite in which every member of the Iron Society votes for the city's new Overlord;
3. There is to be no faction warfare within the walls of Styx; though outsiders are welcome to trade and dwell in the city for a time, their philosophies are not. Styx is a free city, a bastion against the outside world, and war is to remain a thing of the wasteland;
4. Every man, woman, and child is expected to fight for the City in time of need.

As for enforcement, the *Iron Society* is the closest thing the City of Styx has to a lawful, ordered, “police” organization. Currently it is one of the most powerful groups in the City, and despite the chaotic and disordered nature of the City itself its influence and impression is undeniable. They are the lawmakers and peacekeepers here, and their ruthless pursuit of their faction's goals often put them at odds with others throughout the City.

The Iron Society was founded long ago by the original settlers of the City. To protect their growing metropolis they introduced a steady and unswerving code of justice, to tame the influx of immigrants from the wasteland to the City and bring *order*. The original inhabitants organized a cadre of viciously armed loyalists, most of whom were natives (though over time anyone willing to sign on and show loyalty to the Society are allowed). Their presence has grown since then, and over time their leaders have taken on the title of “Overlord”.

The Iron Society has well-defined goals that virtually everyone in the City is familiar with – *keeping the peace*. The City is a rough place, with lots of raiders, thieves, merchants, and even members of the outside factions rubbing elbows everywhere you look. The Society is the only thing keeping the City from ravaging itself with internal warfare – the only thing maintaining the balance between law and anarchy.

CITY KEY

The following details only a selection of the many features of the Free City of Styx, including areas most likely to be visited by player characters. For more detailed explorations of the City the GM should feel free to devise a more comprehensive location key.

Dock Quarter

The part of the City at the lowest elevation is the so-called “Dock” Quarter, skirting the edge of the canyon that drops deep into the Big Hole. It is so-called because it is here that zeppelin moorings and airship docks have been built to provide for their landing and shelter, right at the edge of the escarpment. The entire quarter is overseen by tall towers glittering with green and orange lanterns to light the way for airships coming down the Big Hole towards Styx, day and night – and to provide a lookout eyrie capable of seeing down the ‘Hole for miles.

The Dock Quarter (known also as “The Web” here in the City) is perhaps the single most important part of the City. Like an island floating adrift in the sea, the only thing keeping the City alive is trade – a trade threatened by the increasing strangle-hold of raiders and the mutant inhabitants of the Big Hole itself, and kept going only by the bravery, tenacity, and daring of those who call the City their home.

The Dock Quarter is really very much like a web, being a collection of chaotic streets, narrow alleys, shadowy routes, and various underground and surface paths through the grossly-built up district. Structures, new and old, rise from this chaos like ugly cancers, of all shapes, sizes, and styles of architecture, looking like a poorly planned collage that is both unsettling – and painful – to the unaccustomed eye.

Still, this place is bustling, with businesses, vendors, minor marketplaces, low-quality taverns and boarding houses, brothels, gambling dens, and all sorts of places of interest. Travelers generally begin their visits to the City here, and spend most of their time either lost or exploring the Web’s confusing maze of streets; certainly the Docks provide a vast number of opportunities (and dangers) for anyone hardy enough to go looking.

Typical street names of the quarter include Wheelbarrow Street, Alley of Dark Desires, Warehouse Row, Street of Harlots, Junk Alley, Yawning Lane, Navigator’s Square, Cutthroat’s Alley, etc.

The Pit

The “Pit” is one of the more renowned establishments in Styx, nestled somewhere in the built-up neighborhoods between the Dock Quarter and Martial Quarter. While the area here looks something like the poor income housing of an Irish coal-mining town, apparently someone puts a great deal of effort into keeping the place accessible; the gloomy green-lit

streets are almost always packed, day and night, with traders, visitors, and a collection of other groups come to enjoy themselves. Street peddlers mix here with performers (jugglers, fire-breathers, sword swallows, musicians, etc), creating a carnival air and music that drifts lazily in all directions like a hypnotizing auditory aroma.

At the heart of this region of city is the Pit, a gigantic bar, brothel, and gladiatorial arena. Essentially the place is a large warehouse, its lower floor given over to Styx’s largest and most exciting pit-fighting arena. Here all members of City society congregate to watch the games (usually to the death, pitting exotic fighters or beasts and against willing or unwilling gladiators, slaves, etc), and bet heavily on their outcome. While games are usually long, brutal, and bloody, cheating is never permitted, the proof of which is enough to make the accused become the next fighter in the games!

Well-groomed and carefully-selected harlots prowl the circus-like streets outside and also work the crowds of the pit area, taking paying customers to the numerous luxury rooms on the floors above for the night’s activities. A typical “visit” can vary greatly, depending on the quality and demand of the particular entertainer.

In addition to these more notorious delights, the Pit offers almost unlimited opportunities to make money or have a good time – revived games such as craps and roulette, card games of all sorts both recognizable and new, drinking contests, knife-throwing, duels, arm wrestling matches, cockfighting, dog fights, and anything else the GM can come up with or the PCs suggest will, sooner or later, be seen taking place at the Pit, depending on the current fad in the City.

Old Temple Quarter

Like some other quarters of the City, the Temple quarter appears as a desolate and ancient maze of old and new, with broken pillars of stone and metal haphazardly placed all about, spindly towers of unrecognizable origin jutting from piles of trash, and weird structures ascending into the bleak and dismal sky with seemingly no purpose whatsoever. “Temples” of worked refuse and other scavenged materials stand like monuments to a lost era, with the odd figure of a black-robed stalker seen moving through the heavy, dusty air that blankets the district. Wild-eyed fanatics, naked to the bone, move in a mechanical procession through the streets whipping themselves with scourges while singing praises to their gods. The song of religious institutions is faint, only barely perceptible here in this venerable citadel of imaginary gods.

To understand the quarter, one must understand the history of the City. Long ago part of the old plant complex that is now Styx was set aside for the worship of the Ancients, and became the seed that

has now grown into this entire quarter. At its heart lies a large open area, where monuments of the past are still there on display – and left to rust and fall apart at the merciless whim of time. Originally these “monuments” consisted of broken or useless machines picked from the ruins of the old plant, dragged here and left in the open for the city’s earliest people to marvel at in their savage simplicity. Later, when the Brotherhood of Radiation came to Styx they salvaged much of the old machinery, but in respect for the beliefs of the people still living among the heaps here (a sizable population worshipped the Ancients as gods, as is common on the Twisted Earth), they regularly make donations of other useless trinkets and garbage from all over the place – old street signs, huge highway ads, chunks of masonry from ancient buildings (including pillars from government buildings, statuary from outside old insurance companies, and articles of rusted, dilapidated modern art), demolished car wrecks, a collection of twisted airplane propellers and hollowed-out engine nacelles, and even a collection of decaying railroad cars. Some of these discarded relics were left in the open to rust away; other pieces were combined with yet more to create buildings or sub-complexes entirely out of trash – forming “temples” made to remember the Ancients’ glory and ways, at times even populated with small contingents of “monks” and “sisters” in mimicry of the Brotherhood.

Over time, though, the quarter has changed dramatically from a place of backwards worship to a place of decay and gloom. Though the Brotherhood still makes “donations” to the few dwindling honest folk, they do it with less and less ritual, using the quarter more like one colossal “junk heap” to discard things they no longer want. Over time, as the population of Styx has grown and the hustle has increased, fewer worshippers of the past come to see the quarter’s glories; it has, instead, drawn a reputation for being haunted by seedier folk... The Temple Quarter has long been notorious as a place where thieves, lepers, and predatory scavengers looking for trinkets in the trash walk the streets. Beneath the shadow of towering heaps of garbage that vaguely resemble pagodas, are smaller slave markets - those incapable of coming out and competing with those in the Trade Quarter – while even some “temple” buildings have been abandoned only to be taken over and turned into giant decaying brothels.

Sample street names of this quarter include Silent Way, Street of The Gods, Way of the Machine God, Avenue of Temples, Spirit Market, and Way of the Brotherhood.

The Iron Palace

The city of Styx, though renowned as a bastion of riotous and unchecked freedom in the wasteland, has its own ultimate source of peacemaking – the

City Overlord. The City Overlord is a figure of pre-eminence in the City, known by one and all in the post-apocalyptic metropolis as a source of fear, for though he seldom finds himself involved in the affairs of the City, anyone or anything threatening it, its survival, or the continued freedoms of its people answer directly to him and his gang of enforcers.

The Iron Palace is the home of the Overlord and his ruling “gang”. The palace is so-named because of its grim appearance even from far away – a towering construction of steel towers, iron walls, and riveted metal gates. A yard of smoky ash and white-hot embers burns around it, itself surrounded by a palisade of ancient spears, muskets, pikes, and other weapons taken from those who have resisted the ruthless peacekeeping of the city’s past Overlords. Various figures in bleak gray armor move through this yard, stoking the coal-like fires that burn here and removing the skeletons of lawbreakers brought here for incineration.

The Iron Palace is the headquarters of the City Overlord and because of its foul name (and terrifying reputation as a place of punishment and death), no one in their right mind willingly comes here – except for the lawful members of the Iron Society, that is. Other citizens (beggars and harlots included) steer clear of this place as if it were the source of all evil in the City.

The Iron Palace is not, exactly, the place worthy of the most fear and terror in the City, but it ranks high on the list. The Overlords of Styx have long been notorious figures (despite filling a necessary role that, arguably, saves the city from self-destruction), and those who break the few laws of the City and threaten its peace are subject (in most cases) to either on-the-spot execution or burning here in the yard of the Palace. The skeletal remains of many victims lie skewered on the wall of pikes as a reminder to all.

Few know of the interior of this place, but it is rumored to be coldly sterile, spartan, and devoid of frivolous furnishings. Apparently the current Overlord is focused on his task as administrator of the City’s peace. Various barracks and guardrooms, as well as armories and training halls exist for the members of the Iron Society on the Palace’s lower levels; above these, the Palace is as much a mystery to them as anyone.

The Twin Towers

The dismal skyline of the pinnacled Temple Quarter is pierced here by the twin “pagodas” of a massive industrial complex of untold antiquity. A deep moat of layered brickwork surrounds the entire ruin, its waters having long drained leaving only moss, fungus, and rubble on its cobblestone bed.

Gigantic statues, defaced and transformed into mute figurines of lost identity, ring this ancient place behind the more modern moat, with a great stair (nearly fifty feet wide) descending from the inner courtyard itself,

across the moat, and to the streets of the abandoned Temple Quarter outside. Standing over this scene, greater than all the other monuments of the city, are a pair of massive ruined *cooling towers*, the only recognizable remains of what was once one of the continent's largest nuclear power facilities.

This place, all but destroyed once, is now very much alive. Though abandoned for generations, the towers are inhabited now; the complex is known to be a great temple of the Brotherhood of Radiation, bristling with activity deep in its dark and forgotten bowels. Here the Brotherhood have managed to bring at least one of the old complex's reactors back online, and use it to give the city its only source of electricity – and to engage in services of up to 1,000 or more worshippers at a time dangerously close to the core, bathing in its harmful radiation in their senseless ritual worship.

The abundance of radioactive wastes, fuels, and other products left in the depths of this great facility mean it is one of the major Brotherhood shrines on the Twisted Earth.

Trade Quarter

They say anything can be had in the City of Styx, and this part of town is obviously the best place to start one's search. With over one hundred businesses or temporary bazaars, certainly anything "ordinary" can be bought here, without restriction; common goods, weapons and armor, and most minor artifacts from before the Fall are also abundant and cheap in this district (though the range of quality is just as varied). Smithies in the area fashion metal goods from junk and scrap scavenged in the desert or shipped in by merchants, for sale to travelers and locals alike.

In all some two dozen different mercantile cartels are permanently nestled in the Trade Quarter, selling all manner of wares ranging from scrap metal from the wasteland to slaves and weird relics scoured from the most distant necropoli. The Clean have a major presence here, trading water in bulk to other factions, or selling slaves as domestic servants (or as warriors to cruel-minded adventuring parties seeking forced henchmen); the Clean are overshadowed only by the sheer number of other groups, such as the enterprising Cartel or the mystic Far Traders (who also hold court here peddling all manner of strange and valuable goods from near and far).

Also in the Trade Quarter is the famous *City Market*, a congested bazaar at its heart large enough to accommodate upwards of 10,000 people at a time. A district almost as old as the City itself – a fact which shows in the old crumbling buildings, decrepit plazas and bazaars, and the presence of aqueducts that supply the high-paying merchants here with the water they need to survive – the City Market has always been used as a gathering for merchants and traders from all over the desert. Displayed here under the cool shadow of old porticos are all manner of goods in colorful

pavilions, makeshift stalls, and local shops.

Sample street names include Butcher's Street, Bazaar Street, Market Square, Fortunes Boulevard, Street of Slaves, Junkman's Row, Street of Clouded Dreams, Storyteller's Row, Street of Spirits, Poet's Lane, Corium Street, etc.

Flea's Market

Well-known to the inhabitants of Styx, "Flea's Market" is a rambling junkyard on the far side of the City (from the crowded Dock District), run by the colorful ex-scav, "Flea". Flea's yard is an open-air bazaar of sorts; using a web of scav contacts who prowl the far deserts in all directions, he manages to gather all manner of goods and sells them to anyone interested. While many consider his business a waste of time, those with patience have sometimes found amazing things in the junk heaps and scrap piles of his market.

Caves

The mesa-like formations of rock that flank the City of Styx are riddled with holes, both ancient and recently made. These caves have been inhabited since Styx's earliest habitation, by the poorest natives and others unable to make it among the city streets. Convoluted and confusing, the maze of caves range from mere niches in the rock to deep tunnels, some of which connect to each other or even to the Warrens beneath Styx itself.

Long ago many of these caves were constructed to house the abandoned equipment of the engineers who worked the Marble Canyon power plant project; the dry interior was supposed to protect the millions of dollars worth of heavy machinery from rust, but over time the lack of care took their toll. While most of the machines hidden in the caves were assessed and taken away years ago to help build the city that is now Styx, cave dwellers do sometimes find lost caches now and again. Those that do make it big selling the machines either whole or in pieces to scavengers, using the money to start new in the City or blow it all in a few nights of sheer decadence.

The Ghetto

The Ghetto is a true maze of streets of all sizes and buildings of varying construction styles, crowded with thousands of diverse people each day. Its size varies year by year, growing and shrinking with each new trend of immigrants from the wasteland.

Thin plumes of smoke rise from the 1,000+ squatter's homes and barrio-like neighborhoods of the Ghetto, creating an ugly gray-brown haze through much of the day. The Ghetto is filled with houses, run-down tenements, watering holes, houses of ill repute, and pretty much any kind of business, residence, retreat, or other establishment one can imagine. The streets are often crowded with numbers beyond a

wastelander's dreams, making the place a dizzying experience for those unaccustomed to large numbers moving so freely together.

Infesting the crowded slums of the Ghetto are the City's "common" folk, from desert travelers seeking temporary shelter from the world outside to more permanent inhabitants of the City. Cloaked members of the Brethren are known to dwell here, along with members of other groups with interest but little say in Styx.

Street names in this quarter include Fogbottom Lane, Ash Carter's Lane, Cobblestone Street, Overlord's Court, Rundown Row, Peddler's Way, The Elder Alley, etc.

Martial Quarter

The so-called Martial Quarter was once a staging area for heavy equipment during the Marble Canyon plant construction, but after the Fall (and many decades later) developed into a virtual fortress, surrounded by tall walls and domed towers. The transformation of the quarter came largely after the arrival of the Foundation, who first established themselves here in a large building before expanding their influence subtly over the whole quarter.

In time the regular inhabitants of the city came to move their business elsewhere. The Iron Society, however, realizing the quarter's potential as a vast storage-space, made a deal with the Foundation to store weapons of war, arms, and armaments for the City's defense (should it ever come under siege) in the quarter's many caves and buildings. Located in towers, old barracks, and other structures in this quarter is a virtual armada of old weapons and armor, all under lock and key awaiting the day the City is attacked. The Foundation, in exchange for permission to virtually run the quarter, maintains these armories, cleans the weapons, and is given a chance to examine and possibly duplicate anything passing under their care.

The Dead Dump

Located in the vicinity of the Martial Quarter is the so-called "Dead Dump", which, ironically, is just that – a sprawling band of the Quarter given over to the interment of the dead. Perhaps "interment" is too kind a word, for while the entire quarter *is* decorated with tombs, crypts, and mausoleums from ages past and present, it is also chock-full of rows of desiccated corpses, rotting bodies, and veritable lumberyards of coffin upon coffin.

When anyone dies in Styx, unless someone comes to claim his body, he ends up here. Of course, most goods he had on him go missing, and the locals are just as likely to toss his body somewhere in the dump to be forgotten rather than construct some costly grave in his undying name. Such is the value of life in Styx.

The Dead Dump is, of course, the domain of the

City's street rats, lepers, and beggars, as well as a quasi-faction known as the "Undertakers" – men and women who dwell just out of sight until a citizen of the City dies, only to emerge and collect the corpse for a fee from the Iron Society. They inter the dead here, in the 'dump, as a kind of "service" to keep the rest of town uncluttered with dead bodies in the street. The Undertakers have a good deal: a steady source of income and a part of the City all their own. Of course, the junkyard, graveyard, and leper colony that is the Dead Dump is not only the domain of the diseased Undertakers, but also many poor, decrepit, and outcast folk from throughout the City of Styx – thieves, homeless, beggars, drunks, and others.

Visitors to the Dead Dump will find only burning refuse, old ruined buildings, and the odd encampment of a handful of lepers or plague-bearing unfortunates. Beggars and sickly urchins comprise almost 100% of the population; the dirt-poor Undertakers typically comprise the highest rung on the social ladder in these parts. It is obvious that there is little to be found here! Despite the squalor (or perhaps because of it), rumor has it that the Dead Dump hides its own secrets – lost entrances the so-called "warrens" of the city, secret society headquarters, and even a tribe of *ghouls* are said to thrive here. Any truth to these rumors, however, has yet to be substantiated. Street names here reflect the grim use of the district: Lurker's Alley, Beggar Street, Leper's Way, Square Of The Dead, Theatre Macabre, Gravestone Street, Avenue of Crypts, etc.

Currently dwelling somewhere in the sifting mountain of rubble and trash, between towers of refuse and old decayed tenements, is a particular figure of some growing renown on the street. This fellow is known as "Soul Eyes", an unscrupulous maverick and mutant who walks a thin line between being both respected and feared by the people of the City. Legend has it that "Soul Eyes" is not only blessed with traditional empathic abilities, but he can also read actual thoughts and (as if that weren't enough) can foretell the *future*. Both chaotic and at times utterly insane, he's made enemies with the Iron Society for insulting them one too many times in public, and is also on the wanted list of the Undertakers due to recent rumors that he's behind the disappearance of a number of their brethren in this part of town.

The Warrens

It is common knowledge that Styx was built on the ruins of an old sprawling power plant complex. Part of the old complex utilized caves dug out of the very rock of the mountains, used to store heavy machinery, construction automatons (long deactivated), and other supplies for the vast engineering marvel that was to be Marble Canyon.

Over time, many of these caves have been re-opened, reclaimed, and inhabited. The poorest, most



miserable folk, not unlike gypsies or the homeless, migrate to these dark subterranean tunnels since the cost of living in the Ghetto can be prohibitive. Exchanging comfort for free living space, they simply have to find a niche, a hole, or make a place of their own in the ever-deepening maze of mountain caves. Living in squalor, in vast tunnels, they share space with a thousand or more lepers, scavs, and the dispossessed, in the dark unlighted depths of these vaulted deeps.

The sewers of the City of Styx are numerous, tunneling through the rock of the canyon walls in all chaotic and haphazard directions, as if each was carved individually without any thought of the other. A passage crosses another perhaps once every fifty to eighty feet, turning the entire web of passages into a veritable labyrinth in short order. Nearest the surface, where the greenish light of the city shines down through manholes and street gratings, the poor, diseased, and homeless vagabonds of the city are known to live, often alone in shadowy corners, but often as not in small “colonies” or “villages” just out of sight of the surface world. Most such residents of the sewers are gross, deformed beings, such as deformed mutants and their kin; others may simply be past merchants or even adventurers who found themselves lost in the wasteland and unable to make ends meet, reverting to a pitiful existence as beggars and cutpurses in the darkness of the City’s magnificence.

Recently, there has been speculation that there exists an even deeper underworld beneath the City, perhaps a long-lost series of maintenance tunnels dug deep underground during the time of the Ancients. Stories abound of pitiful sewer dwellers finding strange glowing amorphous beings in caverns deep in the plant’s old sewer systems (like much of the City’s history, no one here knows the full extent of the sewers and their myriad tunnels) that attempted to lure them into deeper, darker caverns. Though the sources of these tales say they never followed, it is generally becoming common knowledge that some separate “race” of beings does in fact inhabit the reaches beneath the City streets.

Still more rumors pervade about the sewers beneath the City. Some say the Brethren use the old tunnels to travel effortlessly and discreetly to the various quarters throughout the City on their varied missions. Rumor has it that some passages are actually *flooded*, creating actual *rivers* beneath the City where a whole subterranean “undercity” exists and thrives. Still others persist in their belief that there is a secret *society* of creatures dwelling deep beneath the City in the rock, from a time before the old power plant became inhabited again, whose aims are utterly alien to the minds of surface dwellers, and whose goals are no doubt darkly malevolent to life.

Beggar Village

Beneath the streets, Beggar Village is home to a large group of lice-infested beggars dwelling in a veritable “community” of their own among the sewers. Lit only by a grate in the sewer tunnel leading to the surface, here children play in pools of filth while diseased women dish out bowls of broth from catacomb-like “hovels” in the cavernous passages. At the sound of intruders, men and boys press forward to beg for any kind of aid or relief, but are easily warned off so long as passing explorers do not threaten their existence (doing so would likely cause the assembly of desperate folk to band together and fight them off).

ADVENTURE HOOK #1

A secret, unofficial inter-faction war has erupted in Styx. The PCs are recruited by one side or another (Brethren, Brotherhood of Radiation, Foundation, etc.) to act as agents to sabotage, waylay, and strike at the enemy. Because open warfare is illegal in Styx, the PCs will have to use the dreaded warrens to move about unseen, work exclusively at night, and take any knowledge of friendly operations with them to the grave if caught. Though the war may prove to be protracted and costly for all sides involved (as well as the innocent civilians caught in the crossfire of ambushes or blown up in targeted bombings), it has the potential of putting one major faction on top of all others in one of the largest cities of the Twisted Earth. The pay will be high, but so will the risks...

ADVENTURE HOOK #2

One of the world’s most powerful raider gangs, the “Entropists” are no longer content with merely raiding the trade routes, and now have their sights set on Styx. Even though they would normally pose little threat to the great walls of Styx, the Entropists have an ace up their sleeve: they know of a secret way into the city, through caves and tunnels long forgotten since the time of the power plant’s construction. The PCs wake up one day in one hovel or another in the City to the sounds of gunfire and utter chaos – the Entropists have poured in through the secret tunnels and are engaging the Iron Society in open warfare! Taken totally off guard, the defenders are scattered across the City, fighting fires and chasing down reports of sightings of Entropist groups all over town. This type of adventure allows the PCs to engage in no-holds-barred urban warfare with a determined and insane enemy, experience first-hand their murderous intentions for the planet Earth, as well as earn the respect and gratitude of the City of Styx’s population should they succeed. If they should fail, and Styx is destroyed, it would be a fitting end that plays directly to the dark and hopeless theme of the Twisted Earth.



DOMED CITIES

The Twisted Earth is dotted by what are known simply as “domes”, curved protective spheres that were built during the height of

Ancient civilization to protect the citizens of the country’s largest urban areas from the ever-increasing threat of *ultraviolet radiation* – an unfortunate cost they paid for their vast industries and tremendously technological society. Most of these domes were destroyed, or “cracked”, when the major urban areas of America were attacked during the Fall. Others, perhaps situated in areas of little or no strategic concern, escaped destruction, only to be abandoned during the chaos and collapse of human civilization.

Not all American cities had domes; others employed completely contained building complexes, glass-tube walkways, and underground mass transit systems beyond the scale known today, all to protect their citizens from the hazards of a deteriorating ozone layer. But the domes were the most common, because each had the benefit of not only being a fully protected environment, but also a self-contained community that could be easily maintained through the use of robots and other high-tech innovations. A central computer system, usually located beneath the city, monitored all aspects of the dome city, day and night, without fail. The computer controlled traffic lights, rerouting traffic from trouble areas and dispatching an appropriate response to get things moving again. It could control the environment through tweaking air conditioning and heating systems in 200+ separate buildings and complexes throughout the city. Other innovations included automated robot trucks to pick up garbage and haul it away. Robotic conveyor belts to incinerate trash and other wastes in factory-like complexes underground, far from sight. Police robots dispatched from “police stations” to react to potential problems, to oversee food rationing centers during the twilight years of civilization...and control the riots when word of impending nuclear war leaked out to the human inhabitants of the “domed paradise”.

Though most domes were destroyed, enough remained to be looted by post-Fall survivors over the years that in time they have earned a reputation as storehouses of all kinds of lost goods and artifacts. While many are difficult, if not impossible to get into (thanks to power shortages leaving the massive entryways sealed for centuries), those brave few who do manage to steal into a domed metropolis often return with fabulous tales of intact streets and structures, thousands of skeletons of the Ancients lying where they died, and treasures beyond the wildest imagination just waiting to be taken.

Domed cities can provide some of the most

harrowing adventures for groups of mid- to high-level PCs during a campaign. Assuming the dome they are traveling to is relatively intact, the potential wealth of artifacts to be found within (and the dangers still dwelling there), untouched by the hands of other scavengers can range from breathtaking to truly staggering.

SAMPLE DOMED CITY: LOCKDOWN TOWN

One “dome” out of the hundred or so left on the Twisted Earth, known only by the post-apocalyptic slang tag of “Lockdown Town”, has remained a mystery even among other domes from this ancient age. Lockdown Town is typical of most remaining domes; large enough to cover a major part of what was once a city, it was a center of day-to-day life for fifty thousand or more inhabitants during its heyday. Within its shell could be found city streets, buildings, skyscrapers and parks; maintained by robotic servitors and automated systems (all of which were orchestrated by a central AI control computer), it was a model of super-advanced living.

When the Fall came, however, Lockdown Town was different in that instead of its occupants fleeing, its central computer locked the gigantic vault doors to the city and trapped everyone within. No one knows why, but in doing so the city AI robbed its citizens of any hope for escape.

Despite being born in an era alien to the survivors of the nuclear apocalypse, Lockdown Town’s shape and format are typical of domed cities from before the Fall, and as such it stands as a good model for domes all over the wasteland.

Location Name: Lockdown Town.

Estimated Population: Unknown.

Ruling Faction: None.

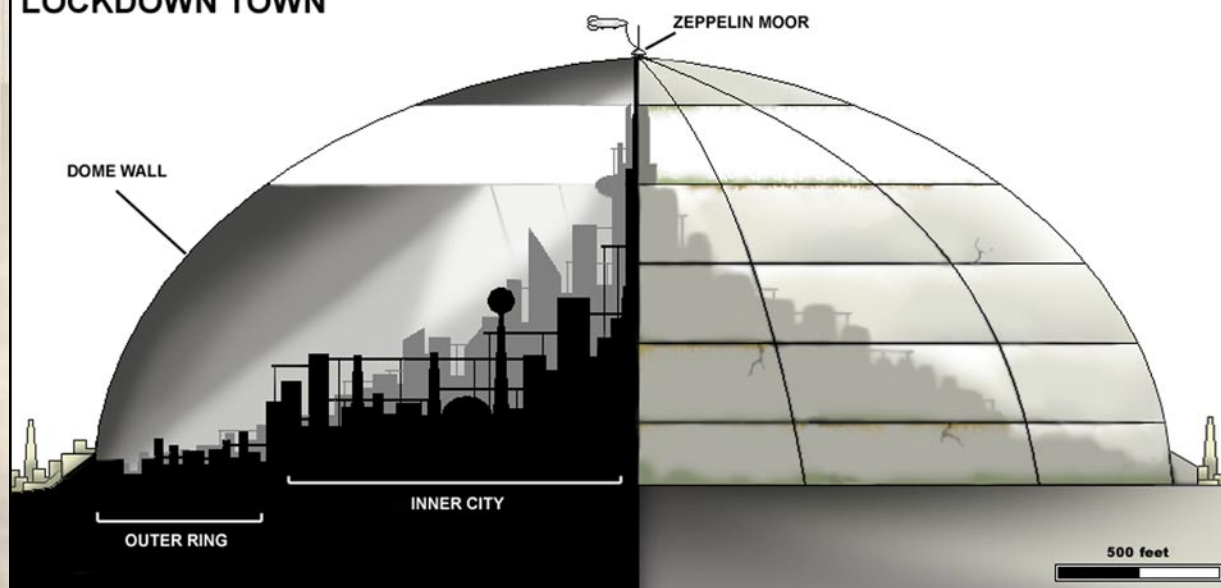
Background: Guardian, Degenerate, Hedonist, or Advanced.

LOCAL HISTORY

The existence of *Lockdown Town* has been known for generations: a huge domed city of awesome proportions that has stood defiant against the test of time – and the attempts of outsiders to penetrate its protective dome and plumb the secrets within.

For years travelers from the outside world, from tribals to traders, scavs to would-be resurrectionists, have sought a means of bypassing the great metal doors (or even the mighty walls themselves) that seal off the sheltered city interior from the world outside. Yet, almost as a testament to the genius and skill of the Ancients, the doors and walls of the dome have defied all attempts, resisted all attacks and detonations, and stood firm against the wear and weakening of time to remain protectors of whoever – or whatever – was sealed within generations ago.

LOCKDOWN TOWN



Tiny towns and temporary settlements have come and gone in the shadow of the great city dome, as generation after generation has lived out their lives awaiting its opening, or sought again and again to find some entrance to the city within. Yet it resists. Foundationists (men who belong to that cult of technologists known across the Twisted Earth) who once came here were the first to realize that the giant doors to the city were time-locked, and would only open at some uncertain future date; no doubt when the self-contained city's computer core believed the world was safe enough for its occupants. Realizing this, they departed, but kept a handful of agents in the region to watch and listen for any change.

Again, years have passed. The once-sparkling dome grows old, and people forget. But time has been ticking away. The locks on the giant metal doors leading into the city have been keeping track, waiting for the time to come to open themselves and free the occupants within.

LOCAL LAW

None. Lockdown Town isn't governed by any one body, though given a chance the major factions of the wasteland would certainly like to conquer the ruins and use them as a base for scavenging, scrounging, and resupply. Should one such faction gain supremacy over any other over the city, the color and nature of Lockdown Town could very well change dramatically.

DOME KEY

The following touches briefly only on the general features of Lockdown Town, and does not go into any specific detail, allowing for individual GMs to customize the dome for their particular campaign.

Dome Wall

From a great distance the exterior walls of the dome of Lockdown Town look like a single shell of translucent glass, but it is in fact constructed from materials beyond the capabilities of post-apocalyptic man.

The dome is made of sloped, interconnecting walls of a substance that is translucent like glass, but with almost all other properties of the world's strongest metals. The construction of the dome is complex and mind-boggling, with various arched supports, an internal framework to distribute weight, and virtually hundreds and hundreds of miles of pipes, machinery, and ductwork (for air conditioning, filtration, artificial weather generation, and smog control) sandwiched between the inner and outer surfaces of the wall.

The exterior of the dome is all but impenetrable except by the most devastating weapons (i.e. nuclear detonations); scorch marks in some areas, and even signs of burrowing attempts, scar the lower portions of the wall where post-apocalyptic communities have tried to break through. All have failed, and over time many of the blemishes to the outside surface have been grown over and covered up by wild ivy, mosses, and other forms of stubborn vegetation.

The interior side of the dome was once an extremely advanced feature of the city; covered in massive, contiguous television screens (some up to eight stories high and ten stories wide), the inner side of the dome was in constant operation for as many years as the city remained in peaceful operation. During the day, these screens projected the image of a beautiful blue sky, light fluffy clouds in the distance, and the movement of an artificial "sun" through the heavens. Citizens, otherwise confined to a dark life inside the dome, were treated to magnificent (and no doubt enhanced) sunrises and sunsets, and could see the stars in all their glory through accurate digitized reproductions every night. To mark each New Year, the false sky

LOCKDOWN TOWN IN YOUR CAMPAIGN

Adventure within Lockdown Town takes place in the cloak of darkness created by its great vaulted dome, constructed during the troubled time of the Ancients to house tens of thousands of citizens in security from the deteriorating environment of the natural world, as well as the impending nuclear war that was just on the horizon. But as with everything from the past, the secrets of who or what was trapped within the city when it closed was lost to time after the Fall; a single fragile bubble containing some seed of the Ancients, Lockdown Town was severed from the world with the collapse of mankind, his technology, and indeed, the reign of the human race. Lost in time and forgotten, it has remained sealed for generations ... until now.

Lockdown Town is an excellent way of introducing players to adventure in an urban environment, while still giving you control over where they go. The city itself is most suited for the more “science-fiction” style campaign settings of *Darwin’s World*, but with modification you can adapt some of the ideas of the domed city to other urban areas of a more modern type.

would depict the blazing starbursts of fireworks, while enormous speaker systems (normally used to generate white noise or the sound of distant thunderstorms) thundered with the sound of their explosions.

The dome no longer gives off such displays, however; while some of the screens have deteriorated, it’s the lack of power that really keeps the dome dark. If, by some miracle, a group could find the city power core and reactivate all of its systems, the inhabitants of the city might be in for a BIG surprise as the sky comes on again in colors they’ve never before seen...

Zeppelin Moor

Situated far above the ground level of the dome, at the extreme summit (almost completely out of sight of most wasteland people), are the remnants of what used to be an airship mooring station and boarding pavilion. During the heyday of the Ancients, zeppelins were a form of luxurious travel, crossing the industrially scarred countryside from coast to coast, all at a safe and comfortable height where the ugliness was less noticeable.

The mooring station (though deceptively small on the accompanying cross-section), is about as large as any deluxe airport terminal, with various facilities once designed to accommodate the wealthiest travelers in opulent style. In addition to a luxurious waiting area for boarding passengers, and a luggage handling conveyor system, the station also has a large rotating restaurant and lounge once operated by robots to serve their human masters’ every need. The entire structure is connected to the interior of the domed city through an elevator system that descends one hundred (or more) stories to city street level in a matter of minutes.

If, by some means, an expedition were to attempt a landing here by air (assuming they have some form of aircraft), this mooring station might prove an efficient way of entering and leaving the city without having to deal with the other denizens of Lockdown Town.

Outer Ring

Once inside the dome, there are layers of buildings, ordered streets and alleys, and maintenance structures

that fan out from its immediate center. The outer ring of this self-contained urban landscape was reserved for industrial and “societal maintenance” facilities; due to the close proximity to the dome wall, massive structures for dealing with the polluted waste water, other waste products, and the wide variety of chemicals used each day by the city’s inhabitants were handled here, and either pumped out through gigantic ducts and pipes (if liquid), vented through massive air filtration systems two or three stories above the ground (if gaseous), or shipped out in convoys each day through the multi-lane highway exiting the dome.

This area is convoluted with alleys, industrial buildings, waste treatment centers, etc. Though many of these buildings are low, above them towers a maze of pipes and ducts, which often blocks out even the artificial sky of the dome’s interior.

Inner City

The real heart of the city, the inner regions are as confused, congested, and built-up as any large urban metropolis. Towering skyscrapers, apartment complexes, and even artificial parks (now long dead) sprout up everywhere, casting deep shadows over the streets and alleys in between. It is here that any inhabitants of the city are likely to dwell in the most numbers, carving their communities out of the rubble or abandoned buildings, still living off (and fighting over) the materials left over from before the Fall.

Like the outer ring, the “sky” here is polluted with man-made structures – flying walkways, skyways, and bridges connecting one skyscraper to another to allow the population to travel easily from destination to destination (and keep traffic pollution to a minimum). Many of these are still intact, while others only seem to be sturdy and will fall at the first application of weight – sometimes five or more stories to the streets below. Heavy mosses, lichen, and ivy hang from many of these, creating ornate veils of organic lace that conceal the face of entire buildings and even whole city blocks.



Subterranean Reaches (Not Shown)

As if the domed city maze of streets and buildings weren't enough, it too has its own underworld of sewers and maintenance tunnels. In addition to having the potential to be home to countless mutated critters, the sewers might even be home to a viable community of troglodytes or ghouls – making any trespass something to think twice about. But somewhere down here lies the city power core, a nuclear power facility that once ran all of the computerized and automated systems that kept the city running.

The power core could be intact, waiting to be brought online by adventurers with technical skills, or it could have melted down long ago and turned into a veritable *corium mine* (with the core's contents flooding parts of the sewers and isolating others in a deadly maze of radiation and molten metal).

ADVENTURE HOOK #1

The adventure begins as this legendary landmark among the wastes, which has mystified and frightened the superstitious survivors of the wasteland with its ominous presence (and promise of untold artifacts no doubt left within), suddenly *opens*. Whatever the cause, whatever the reason, apparently the vault's computer has decided now, of all times, is the right time for its secrets to be discovered. The PCs are sent in by their particular faction leaders (or, if they are loners, they slip in by themselves) to scout out the interior reaches of the old city, to look for signs of life and anything worth salvaging. The PCs may make contact with survivors of the city's lost inhabitants, such as wild men, savage ghouls, troglodytes, or perhaps even primitive humans who escaped the effects of mutation through living under the dome for generations to live like tribals in the city's heart. There could be a single community underneath the dome, or one that dominates the others through cruelty and slavery (thus leading to possible scenarios involving freeing the others from bondage), or a fragmented balance of power between each of these communities that is disrupted with the sudden arrival of outsiders.

ADVENTURE HOOK #2

As above, but the PCs aren't alone – rival factions vying for control of the wasteland have also formed expeditions and are sending them into the interior of the newly-opened dome to look for resources in their ongoing wars. The PCs will have to not only watch out for dangers posed by the locals, but the threat of stumbling upon rival faction parties who would just as easily like to continue the war on this new terrain. This could become especially interesting if their inter-faction warfare becomes hazardous to any occupants of the city, something that might destroy any chance of making peace with the dome-dwellers. Seeing that nothing has changed outside the dome (after all, the

outsiders are still squabbling and waging war), they might unify to drive the PCs - and the other faction groups – out and preserve the city as their own “island of sanity” in a world of chaos.

ADVENTURE HOOK #3

The PCs enter the city only to find tens of thousands of skeletons crowded near the entrances. As they explore they come to realize that something went terribly wrong in Lockdown Town during the Fall. Investigation into the last days of these long-dead Ancients reveals that, in their final hours, the AI computer controlling the city's day-to-day functions went “mad” – and attempted to exterminate every last living thing within the dome. Shutting down the air conditioning and environment systems, and flooding the city with poison gas, it effectively wiped them out to a man. Of course as the PCs learn this, they also become aware that the core AI is very much still alive...and aware of their presence in its “domain”. Coming online once more to kill the intruders, this new biological “infestation”, the computer uses robotic minions, computerized buses, transit trains, and other means to kill the PCs off before they can escape.



VAULTS

Rumors of the ancient “vaults” built by pre-Fall man still circulate through the rough-and-tumble settlements of the wasteland, stories that often revolve around legendary caches of lost technology, artifacts, and relics of that bygone era. The term “vault” is one used by post-apocalyptic survivors to refer to the shelters, refuges, and bunkers built during the years prior to the Fall, shelters that range from small holes dug by individual families to survive the first weeks of fallout, to completely-enclosed underground communities constructed to house hundreds (in some cases even thousands) of people and protect them for generations.

The smallest vaults are generally nothing more than ruins now, their occupants dead due to the sheer fact that the nuclear desolation and its ensuing repercussions were much further-reaching than anyone had ever anticipated. Exhausting their supply of canned foods and water, they were forced to emerge into a world still hostile with radiation and biological mutagens running rampant. Simply put, those who had not made it to the largest fallout shelters died within a few weeks, months, or years of the Fall, leaving their bunkers little more than empty holes in the ground for future generations to speculate at.

But the largest shelters, the true “vaults” of *Darwin's World*, were constructed as totally self-sufficient

and automated facilities that could support their populace of refugees for decades, if not centuries, until conditions outside registered at safe levels. Deep underground water reserves, water recyclers (turning urine and other wastes into drinkable water), algae and hydroponic farms capable of generating food without sunshine, and a nuclear-powered core with a lifespan of centuries would sustain the occupants indefinitely. Automated equipment would monitor outside radiation, biological contaminants, and chemicals for generations if need be, while inside the vault, computer systems and stockpiles of recreational and educational materials would keep the occupants sane for the duration of their encapsulation.

Many vaults, sadly, opened prematurely during the ages of chaos before the era of the current setting (usually due to faulty automated computer systems), resulting in many cases of entire communities either dying of radiation and disease, or being slaughtered like witless sheep by the cannibalistic mutants and savage raiders who gathered out of curiosity when the shelters started to open in those dark years. In other cases the occupants fared better, but seeing the world still desolate they disbanded, mutinied, or simply ceased to exist, scattering their people to the winds.

Only a few open vaults remain as real communities, and these are usually bound by a mutual fear of the world outside and a sense that theirs is a task to *rebuild*. More often than not, however, those few existing vaults have yet to open. Whoever still lives inside (if anyone at all, for in many cases they may have brought invisible diseases unwittingly with them into the shelter, or their farms and water may have run out through poor planning sometime in the centuries since they closed their doors) could be as similar as the world's original human inhabitants, or so different that they resemble nothing known before or since. They could be degenerate monsters, troglodytes kept underground too long and forced to resort to cannibalism to survive, or they could be mutated things adversely affected by faulty vault construction and turned into beastly animals without any semblance of humanity left.

Vaults make an excellent type of adventure location at all levels of play. For lower level parties, a vault might be abandoned, its halls filled with natural animals from the desert seeking shelter in its deepest levels. Or it could be inhabited by only a dwindling portion of its original inhabitants (who perhaps lost the knowledge of how to maintain proper upkeep on their advanced home and now rely on clubs and spears to defend against outsiders) who pose little threat to a group of well-armed and determined looters.

At higher levels, vaults can be homes to entire enclaves of prolific, monstrous creatures, mutated descendants of the original vault dwellers – or worse. Or perhaps the vault is just now opening, and the inhabitants – armed with ancient tools and weapons

from the high-technology era of the Ancients – come to pose one of the greatest threats to the stability of the wasteland through their unexpected appearance on the surface of the world.

SAMPLE VAULT: GREENBRIER

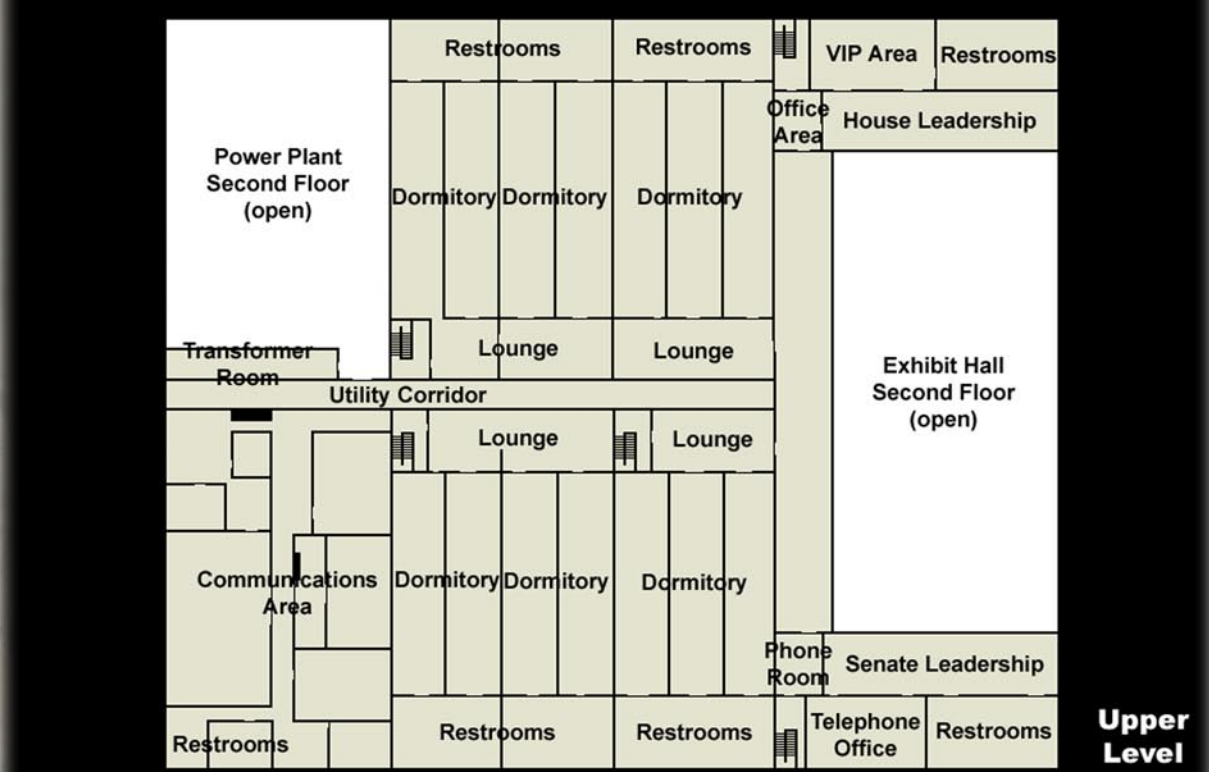
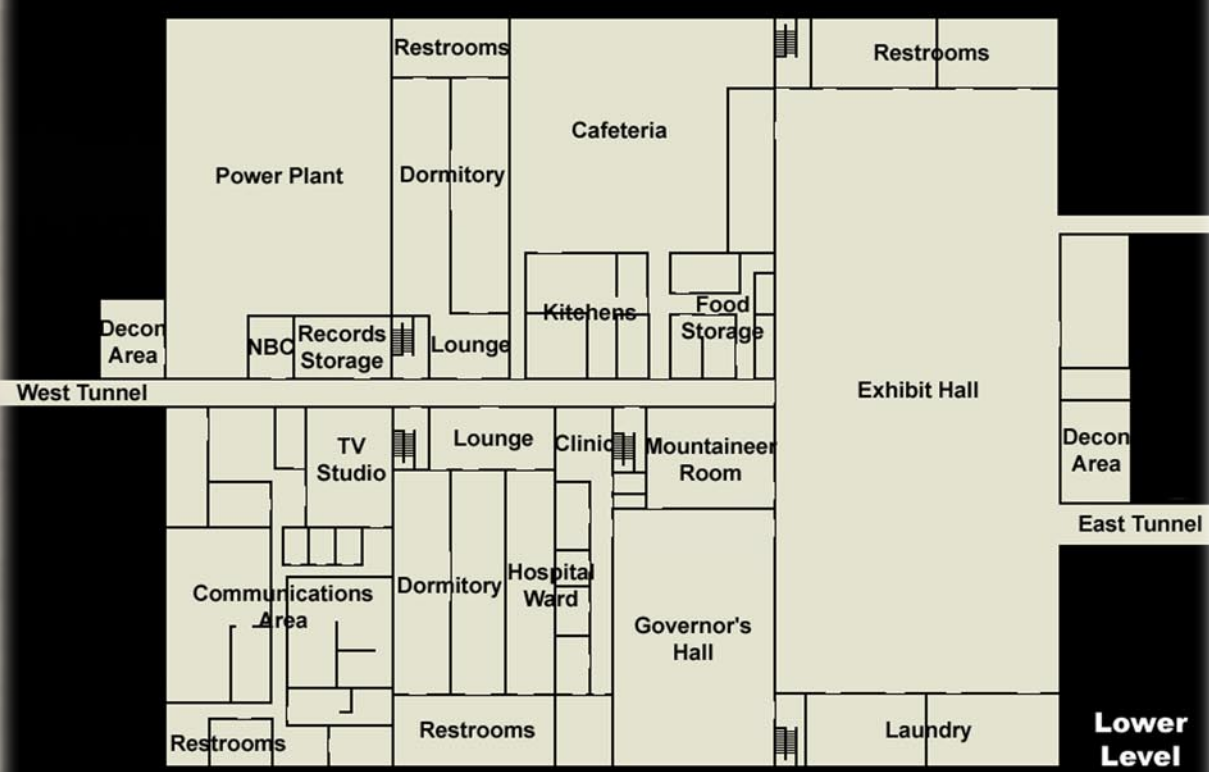
Though never designed as a long-term bunker like the somewhat fantastic “vaults” suggested in most post-apocalyptic literature (*Darwin's World* included), the “vault” that is Greenbrier is not an imaginary one, but rather a creation of the Cold War paranoia and hysteria of our own real world. Designed to house and protect members of the U.S. Senate and House of Representatives in the event of nuclear war, Greenbrier is just one of many such shelters designed to preserve the American government after the “Fall”.

Starting with the Eisenhower administration, and throughout the presidency of JFK, attempts were made to build refuges for the upper echelons of the American government. Perhaps the most famous is “NORAD”, or more accurately, the *Cheyenne Mountain* facility of NORAD. Built into the side of a remote mountain, this early-detection and defense coordination facility was buried under 1,700 feet of granite and sealed in behind hydraulically operated 30-ton doors. The entire facility was built on a marvel of Cold War technology, a system of massive springs that would act as shock absorbers in the event of a nearby nuclear blast, preventing the facility from coming apart and caving in on itself from tectonic strain. The facility itself is impressive, with more than a dozen steel bunkers (and a web of connecting tunnels) and some 1,400 workers and other personnel on-site at almost any given time.

The president of the United States, along with the chief justices of the Supreme Court and various cabinet secretaries, had their own shelter located at Mount Weather (a.k.a. “The Special Facility”) deep in the Blue Ridge Mountains. Some 50 miles away from Washington, the site could only be reached by helicopter. Mount Weather had many of the features of Greenbrier and other government facilities: a clinic, various computer and communications centers, dormitories for support and VIP personnel alike, a vast water supply, etc. Also like Greenbrier, a television studio was embedded in Mount Weather so that the president could, in the time of crisis, go on the air and address whatever survivors were left.

The Federal Reserve facility at Culpeper, Virginia, was built to help support any effort to rebuild the federal government (and restore order) after the nuclear war. Built in the late 1960s, Culpeper housed the Reserve's Communications and Records Center, and covered 140,000 square feet with its own generators, refrigerated mortuary, and long-term food and water storage. Another shelter, just a half dozen miles north of Camp David (known as “Site R”, or “Raven Rock”), was built as an underground

GREENBRIER GOVERNMENT RELOCATION SHELTER PROJECT "GREEK ISLAND"



50 feet

GREENBRIER IN YOUR CAMPAIGN

The Greenbrier “vault” is excellent for those settings situated closer to the initial Fall than the traditional “Twisted Earth” setting (which is set far in the future). Since it was designed as a short-term shelter, the Greenbrier vault’s real appeal lies in the immediate period after the apocalypse; for example, it would serve well as an “ultimate destination” for a group of survivors of the nuclear war, a rumored shelter where other survivors might be found to help rebuild the world. Or, alternatively, it could at least be a place the PCs learn about in their quest to find shelter and lasting supplies if only to survive a few months more.

In other settings, further in the future, the facilities of the Greenbrier can be modified somewhat, expanded upon, or enhanced. Assuming technology reached the level of science fiction prior to your world’s “Fall”, it’s not inconceivable that the shelter might have been expanded to increase its lifespan into years, decades, or even centuries. The shelter could then become not just a ruined old structure to explore in silent awe, but a living community dwelling in a place their people have occupied for generations. Whether or not they have any concept of their own “founding fathers” (descended as they are from Senators and other government officials), or of the significance of the documents they still guard (such as the Constitution), depends on your particular vision of the future...

headquarters for the Alternate Joint Communications Center and the Alternate Military Command Center. Here the surviving military brass was expected to be able to continue the war effort even if the Pentagon was destroyed in the initial nuclear exchange. Built beneath a mountain between 1950 and 1954, Raven Rock had many of the features common to government bunkers: communication centers, a protected reservoir, clinic (with dental facility), dormitories - even a chapel and barber shop. Its nickname, the “Second Pentagon”, gives at least some idea of how capable this bunker would have been in continuing America’s defense coordination even after the initial nuclear strikes.

Location Name: Greenbrier Relocation Shelter.

Estimated Population: 1,000.

Ruling Faction: None (local, *The King’s Men*).

Background: Degenerate, Hedonist or Guardian.

LOCAL HISTORY

Begun under the codename “Project Greek Island” in 1958, construction of what would become known as the *Greenbrier Government Relocation Facility* would be an enormous project whose sole aim was to build a shelter and refuge for members of the Senate and House of Representatives during the initial stages of a nuclear conflict. Put together under a veil of secrecy for more than three years - and under the nose of, not only the local populace, but also the thousands of tourists to the West Virginia valley in which it was built - it became one of the largest and most complete fallout shelters in the United States.

The bunker in question sits partly beneath the surface of the earth, below what was one of the most popular tourist resorts and hotels in West Virginia - the “Greenbrier”. Also one of the most elite resorts in America (23 future or former presidents have stayed there, as have many foreign leaders on visits to the United States), the luxury of Greenbrier was evident everywhere on the grounds: tennis courts, manicured

acreage of bike paths and trails, golf courses, skeet ranges, even an armada of trademark green limousines to serve the every need of its high-paying guests.

The actual site chosen for its construction was the result of an exhaustive study to find an ideal location not only in terms of secrecy, but also geographically; White Sulphur Springs (in which the resort has stood for decades) is far enough from the capital so as to avoid the effects of probable nuclear attacks on D.C. and the east coast, and the valley (according to studies) was by and large sheltered from weather currents that could carry fallout (or chemical/biological contaminants) to the shelter’s door.

With four entrances (each protected by a massive steel and concrete doorway designed to withstand an average nuclear detonation 15-30 miles away), the facility comprises 153 rooms on two levels, for a total of 112,544 square feet of space. It took more than 50,000 tons of concrete - and \$14 million - before the bunker was complete. Yet only designed to accommodate approximately “1,100 people for 40 days”, Greenbrier was really just a short-term bunker. Situated as it was in a natural mountain valley that is both lush and resistant to fallout passage, it was believed that in the event of war the bunker would only serve to protect the “essential” government personnel during the worst of the nuclear storm, during (and after) which they would remain in contact with other government relocation shelters before emerging to rebuild from the ruins.

Despite its complex of chambers and meeting halls, communications centers and power plant, the Greenbrier facility’s main strength was the fact that few knew it even existed, even as thousands of guests walked through it (or part of it) almost every day. Even its complex support machinery was designed to never run hot enough to be detected by Soviet satellites, further adding to its “invisibility”.

With the majority of it concealed beneath the earth, and the rest of it cleverly disguised as part of the

lavish resort into which it was integrated, it was about as secure as a shelter could hope to be.

LOCAL LAW

This really depends on how you plan on using Greenbrier in your campaign; see *Adventure Hooks* for more insight into how the location might be run.

VAULT KEY

Only major features of the vault map are detailed below.

Sensors (Not Shown)

Located on a nearby mountain ringing the valley is an array of wires and antennae, ostensibly a television or cellular relay tower. This aging ruin is, in fact, a blast detector used to detect seismic activity (caused by nuclear detonations) or even the flash of an airburst 30+ miles away. When triggered the sensor would send an alarm to the bunker complex, alerting the hotel security of the event so that preparations to ready the bunker could be made.

Whether or not the sensors still work is open to question, though certainly not long after the Fall, personnel from the bunker would come here to set up radiation-detection equipment to keep tabs on radiation levels in the atmosphere. This equipment, if stumbled upon, might lead curious wanderers (such as the adventurers) towards the location of the complex...

Greenbrier Hotel (Not Shown)

The Greenbrier Hotel, once a fabulous forested resort for the wealthiest of America's elite, is a shambles, a decayed ruin of mottled stone and rotted woodwork. Overgrown and crumbling, one would not expect it to conceal beneath its grounds a top-secret government shelter.

Though the surface has been largely abandoned due to the high levels of radiation still detected towards the east, as well as the general perception that no sentient life remains (at least within radio contacting range), the inhabitants of the bunker may emerge now and again to forage for supplies and/or fresh food. Since the valley is largely protected from fallout, they may have also begun a modest agriculture in the shadow of the ivy-draped hotel, using the pathetic crop to bolster their own preserved rations below.

Like the sensors atop the mountain, the sight of these fields (or the rare foraging party clad in radiation suits) would be a clear indicator that something unusual exists in the valley.

Blast Doors (Not Shown)

These portals to the underground bunker are scattered throughout the hotel grounds, connecting various isolated spots of the old resort with the complex below.

Twelve feet wide, ten feet high, and eighteen inches

thick, each armored doorway into the bunker complex weighs roughly 25 tons, sitting on hinges four feet long and almost eight inches thick (the hinges alone weigh one and a half tons). Their construction is almost invincible: a seamless shell of steel, with a core of poured concrete. Incapable of being opened from the outside (there are no handles or even access to the locking mechanism from the exterior), they are controlled by hand wheels on the opposite side. Once closed, they cannot be opened except from inside.

The walls separating the inner spaces of the bunker with the bedrock outside are themselves two feet thick and constructed of concrete reinforced with steel. Short of burrowing through solid rock and concrete, the only means of entry to the complex below is through these blast doors.

In addition to the doors themselves, outside of the entrance can be found a small array of sensors including a camera, microphone, and motion detector – though so far in the future there is no telling if these are still in operation.

West Tunnel

Once disguised as merely a short passage to the hotel's electrical plant, the door here actually leads to the 110,000+ square foot "second capital" for the fallen United States.

The long concrete-lined tunnel beyond is approximately 433 feet long, and continues to serve as a secondary entrance/exit to the bunker complex. Water and air pipes and ducts connect the complex proper to a cooling tower on the hilltop above, cleverly disguised as a barn or maintenance shed on the old hotel grounds, and hidden in a copse of heavy foliage. These ducts carry out expended air from the facility, as well as used water from the power plant's generators and chillers.

The vast space of the tunnel also allows for the storage and rotation of supplies and materials. Crates of canned foods and reusable water canisters line the walls, along with carefully packaged repair materials (such as lengths of wood, insulated pipe, copper wire, etc).

Decontamination Areas

These areas, located at the entrances to the bunker, were to be used by incoming personnel (Senators and Representatives included) to "scrub down" before entering the sterilized environment of the bunker. The shower facilities are enormous, capable of serving from 120 to 240 people per hour; those entering the facility during the initial crisis would have been expected to dispose of their civilian clothes here, shower thoroughly and vigorously to remove radioactive particles (as well as residual chemical agents or biological contaminants, any of which could pose a lethal threat to the sealed bunker environment), and put on new clothes (fatigues, coveralls, footwear,

etc.) issued by the resident quartermaster.

The decontamination showers are still used by the small foraging groups that are sent, now and again, to the surface to monitor radiation levels (and perhaps tend the crops growing on the surface).

East Tunnel

This tunnel is similar to the west entrance, but is somewhat larger, and was originally designed to accommodate vehicles. With access to the Exhibit Hall, transport trucks and cargo vehicles could bring in additional supplies just minutes after the alert to add fresher foods and other supplies to the subterranean stockpiles before the passage was sealed.

The vehicles that brought in these last minute supplies are still here today, in the form of three moving vans, five moving trucks, and three eighteen-wheel freight trucks. They are parked in a line down both sides of the tunnel. The vehicles are in various stages of disrepair, and may or may not be salvageable. One of the moving trucks has in its cargo compartment a full set of repair tools (and cans of reserve fuel) that could be used to get them up and running again.

Power Plant

Actually composed of three separate levels, the bunker's power plant is a basically a steam powered generator, running off a vast stock of diesel fuel (stored in three 14,000 gallon storage tanks). Chillers, backup generators, pumps, and air compressors are located on the noisy, cluttered bottom level, while above can be found a maze of air intakes, exhaust lines, filters, and pressurized housing units.

Part of the power plant consists of three 25,000 gallon water tanks and purification equipment, used to run the power plant as well as provide for emergency water supplies in the event of a shortage.

While most of this equipment is aging, the meticulous care by the bunker's dwindling population over the generations has at least kept the machinery in working order. Since only a handful of the bunker's remaining personnel are trained to operate and maintain the power plant, only these few are even allowed entrance to this part of the complex.

Communications Area

A true "command and communications center", this compartmentalized part of the facility includes a number of smaller, interconnected rooms set aside for the daily operation of the bunker. In the early stages of the war these rooms would be buzzing with all sorts of activity, with personnel monitoring outside radio and television traffic as well as organizing for broadcasts by Senators and Representatives if the situation warranted.

Specialized rooms within this sub-complex include conference and briefing rooms (with banks of clocks showing world times), a communications room

with old-style switchboard, secure telephone rooms (soundproofed booths for contacting the remnants of state governments to coordinate disaster relief, each fitted with cryptography devices), equipment rooms for storage, a radio room, and an administrative control area. On the second floor are message processing rooms (for the decryption of messages), an electronic mail area, audio recording booths, supply rooms, and a vault for the storage of sensitive communications equipment. There is even a complete television studio (as well as a production area and editing booth) dressed up with a giant depiction of the Capitol dome amidst a blue sky and autumn leaves, from which to record and broadcast messages to whatever public might be left to listen.

Records Storage and Armory

A "vault" in its own right, this safe room was set aside for the storage of vital documents and other sensitive articles. Racks of rope-handled wooden boxes were used for the storage of paperwork and documents passed or generated by Congress underground, as well as items pertaining to the technical aspects of facility maintenance, and even historical and contemporary government manuscripts (including original copies of the Declaration of Independence) for the continuation of American government and culture after the nuclear war.

Because this room is by far the most secure in the complex, a part of it was also set aside as an armory/weapons locker. In addition to the records kept here in storage, the personnel manning the facility have a collection of small arms and riot gear for dealing with internal problems (such as the unthinkable possibility of a coup or revolt by dissenting or disillusioned government officials). These arms would probably include a dozen or so police batons, a few fiberglass shields, two or three *stun pistols*, a similar number of revolvers (like the *Ruger Service-Six*), and perhaps three or four *Colt 635* carbines (not to mention a small supply of ammunition). More than a dozen tactical vests and helmets might also be kept here for protecting the bunker security personnel in the event of an "incident".

In a more futuristic setting (such as the Twisted Earth), the equipment would be upgraded of course to *hand stunners*, *stun batons*, *dazzle rifles*, and a few *NLW sonic rifles*. A few *IR laser rifles* might be kept on hand for defending foraging parties going to the surface (or killing intruding creatures in the valley with invisible beams, to prevent the location of the party from being discovered), along with the appropriate power clips, belts, etc. necessary to operate these items. Tactical vests might be replaced by *civil* or *special security suits*, or even suits of *powered armor*.

NBC Equipment Locker

This locker was used to store the protective coveralls, masks, and radiation monitoring equipment used by the facility's personnel during forays to the surface after the nuclear war.

The equipment here could also be used for short stints to the upper world to check conditions, monitor radiation and chemical levels in the atmosphere, and perhaps secretly forage for supplies by night in the nearby valley communities. To this end the locker would contain adequate supplies for numerous runs to the surface, including *Geiger counters*, *chemical sensors*, survival kits (stocked with *rad purge shot* and *potassium iodide tablets*), and several disposable (as well as a few re-usable) *NBC suits*.

Dormitory Areas

Each of these dormitory blocks can house up to 60 individuals in rows of neatly ordered bunk beds; private space is limited to a simple wall locker. Toilet facilities are provided for in a separate area, and a lounge also adds to the living area for the bunker's inhabitants.

Clinic/Hospital Ward

The medical facilities of the bunker are quite impressive considering the thrifty use of every inch of subterranean space by its Cold War-era designers. The clinic itself consists of a 12-bed medical ward with two separate operating theatres (one for surgery, the other for dental care), an x-ray room, intensive care unit, compact laboratory facility, nurse call station, a number of exam rooms, and a reception area.

The pharmacy was kept stockpiled not only with day-to-day medicines to last the 40-day duration of the bunker, but also prescription drugs used by each government official as well as their personal medical histories and relevant information (kept on file and updated regularly), as well as drugs for the treatment of radiation poisoning, exposure burns, chemical poisoning, etc.

In a more long-term bunker (one only loosely based on Greenbrier), this facility would be stocked with some of the most advanced medicines and medical equipment available to pre-Fall man; after all, treatment of the injuries and sickness of the bunker's inhabitants would be a top priority, with no expense spared. *Diagnostic scanners*, *healing packs*, equipment to make more medicines and drugs, and even a *regen tank* or two would not be out of place here in a more futuristic setting.

Cafeteria

An enormous chamber, the bunker's cafeteria is not unlike the cafeterias of major government buildings, capable of feeding up to 400 people at a time. What is remarkable, however, is the somewhat futile attempt

to stave off "cabin-fever" by way of false windows along the walls, painted to resemble country scenes of the surface world, and the use of checkered black and white linoleum made to resemble a fancy hotel lobby.

Kitchens

The kitchens of the bunker complex contain a bulk pantry rivaling the most famous hotels, three walk-in freezers, a food preparation area on the scale of the largest cafeterias, and a machine-operated dishwashing facility. Staffed by emergency personnel, the kitchens could provide for the food needs of the entire facility for its entire projected lifespan of 40 days (with rationing).

The pantry areas contain a 20-day overstock of provisions, mostly consisting of freeze dried foods and crate upon crate of C-rations. Kept under strict lock and key, these service and storage areas would be completely off limits even to the high-ranking VIPs of the bunker.

Exhibit Hall

Used for conventions, exhibitions, and other activities at the Greenbrier resort during peacetime, visitors to the hotel had no idea that while they walked through this enormous room, they were actually *inside* one of the world's most secret blast shelters. The entire wing served both as part of the bunker and as part of the hotel; if the order came to close the bunker, the entire hall could be sealed through two enormous portals (one 18-tons, the other 30) concealed as part of the chamber's walls.

Once sealed and the contents of the chamber cleared out, this enormous facility was to house Congressional support staff assumed into the bunker alongside their leadership, and used to conduct the business of government during the nuclear crisis. Banks of tables and chairs could be set up here, with up to 72 separate phone lines for keeping governments' leaders connected to each other and any possible contacts still alive in the outside world.

Due to its size and relatively ornate decoration (it has some eighteen pillars), this chamber was deemed appropriate to also serve as the meeting room for joint sessions of government.

House/Senate Areas

Known as the "Governor's Hall" and "Mountaineer Room" during peacetime, these two auditoriums were to serve as the assembly rooms for the House of Representatives and Senate during the crisis. The Governor's Hall is larger with a 440 seat capacity and some 140 phone outlets for communication in the bunker (and, through proper channels, the outside world), while the Mountaineer Room only seats 133, with 43 outlets.

Separate areas on the second level of the bunker

were designated as separate meeting areas for the leadership of the House and Senate, for private discussion or closed meetings.

ADVENTURE HOOK #1

Far in the future, scholars unearth stories of a “great bunker” far to the east of the known trade lands, wherein the ancient texts say the leaders of the Ancients hid out during the Fall. These stories begin a rush to find the old complex, and loot it of the suspected treasures that were no doubt hidden there in the last days of human civilization. The PCs are among the bands prospecting for the old shelter, and must journey a great distance – through lands entirely foreign to even the most widely traveled sandwalker – to find it. Once they arrive they must contend with native dangers, locate the bunker beneath the ruins of the ancient resort, and crack its massive portals before finally entering and discovering its long-forgotten secrets.

ADVENTURE HOOK #2

Perhaps Greenbrier isn’t just a long-forgotten bunker for PCs to loot, it’s a living community on the furthest edge of the world...with aspirations of *conquest*. Known by the ignorant natives of the Allegheny Mountains only as *The King’s Men* (after the nursery rhyme, “Humpty Dumpty”, which they use to symbolize the long-defunct Ancient way of life), the residents of Greenbrier have lived far too long underground to bear isolation any longer. Emerging with the unanimous consent of their pureblood human leaders (who trace their lineage back to the same civilian government that existed at the time of the Fall), and equipped with some of the most advanced weapons and armor known to survivors of the collapse, they are intent on purging the area surrounding their bunker and re-establishing a “New United States” for the dwindling remnants of humanity to unite under. Abhorring the mutants they have so far come into contact with, they have plunged into a paranoid racism (no doubt reinforced by their own belief that they alone have the right and authority to rebuild the nation) and will stop at nothing to expunge the American landscape of these “grotesque abominations” – one and all.

ADVENTURE HOOK #3

Alternatively Greenbrier might be the community of origin for a new group of PCs. In this scenario Greenbrier survived the war relatively intact, but years underground have turned it into a somewhat utopian - and naïve - society too long isolated from the world. So naïve and utopian, in fact, that violence is startling to the people of the community, and no aggression (not even foul words) is tolerated within the bunker. All men and women live in equality and their children are educated in the history of the past,

but they live bored, hedonistic lives in which the pursuit of happiness and beauty is their only concern. One day, a group of young men and women (the PCs) decide to slip away and experience the world outside for themselves (despite the warnings of their elders) – a perfect introduction for a group of players that has yet to experience the true horrors and challenges of the Twisted Earth.



NECROPOLI

The great cities of old, the “necropoli” (“cities of the dead”), are sprawling metal and stone ruins located in the blistering deserts and thick lustrous

jungles of the American continent. They get their nickname, “cities of the dead”, after the tens upon thousands of skeletal remains often seen cluttering their streets, crushed under rubble, and strewn about the edges of their boundaries for all transient visitors to see – and be horrified by. The remains of Ancients who died during the cataclysm of the nuclear war, in a futile attempt to flee the cities as the missile sirens blared a mere 30-minutes of warning, most (if not all) perished in the colossal detonations of the nuclear weapons that to this day permeate the old necropoli with radiation.

Most necropoli are usually shunned by outsiders because of the “glow” surrounding their inner city reaches, as well as the legends telling of great diseases infesting them (descended from the bio-engineered plagues unleashed during the final fighting of the apocalypse). Despite this, however, many so-called “necropolis” cities are, in fact, teeming with life. Mutated beings thrive in the tall burnt-out skyscrapers, in the clogged and decrepit streets. Ghouls seem to congregate in these forgotten urban landscapes more often than other beings, though colonies of “wild men” (the insane descendants of mankind) are also known to thrive in some as well.

The difference between “necropoli” and other urban settings (such as *Cities of Survivors*) is that in the “Necropolis” setting, there are few friendly elements, a rarity of relief from the day to day dangers of dwelling in the hollow wreckage of the city. The environment itself is a constant danger. The theme of the “Necropolis” is one of perpetual peril; the landscape, marred by craters burning with invisible halos of radiation, breeding grounds of the most lethal diseases, and enclaves of the most violent and malevolent mutated creatures, is an unrelenting source of challenges. Each day demands vigilance, caution, and stealth just to survive to see tomorrow.

A necropolis in your game can merely be a place of perpetual hostility (whether in the form of

environmental dangers, or actual communities of cannibals, monsters, and savages that dominate the old ruins), or it can blend elements from other setting ideas as well. For instance, there may be small, isolated groups within the vast cityscape, living a fragile existence at the mercy of outside forces, where PCs can go to trade and receive aid. Or there may be encroachment by major factions from outside the Necropolis, come to add the resources of the city to their growing efforts to push their particular philosophies and way of life on the people of the world.

SAMPLE NECROPOLIS: LOS ANGELES

It is well known that the world is a great, endless desert, and sand is the only thing that holds up all life and all creation. A great rolling sea, the deserts of the Twisted Earth stretch on forever, from the farthest north to the most distant south, from east to west. Old rivers and great highways of concrete may have once crossed this ugly, godforsaken terrain in the time of the Ancients, but now it is all but a great dust bowl.

But legends sometimes contest that which is common knowledge, and the legend of the fabled Necropolis is no exception – in fact, it is a story known to nearly all who wander the wasteland, as far east as the wind-swept Far Desert, and north into the rugged, bleak territory of the Foundation and their stark monastery-fortresses among the mountains. Though their litany of somber chanting and pining for Ancient glories drowns out the violent winds between those northern mountains, this tale is something they, especially, will never forget.

Somewhere to the south, over the San Gabriel peaks – whose own dangers of mutant life are foreboding enough to make them a barrier worthy of respect and isolation – the desolate dry heights give way to a place only a handful have ever seen. A dreamland to some and a horrible nightmare to others, it is said that over the mountains lies a lost city, a dead, lifeless megaplex stretching from horizon to horizon, its towering maze of mile-high ‘scrapers covered in a layer of grayish dust, with shadows streaking across hundreds of streets for as far as the eye can see.

Those few who have seen it, have seen it from afar, on high, from the great San Gabriel mountains, often silhouetted by the eastern sun in all its coppery glory; or by night, when the blue moon casts its haunting cerulean light over the miles and miles of untouchable landscape so far below in the Valley. Observers skirting the mountains say that the city is alive, that noise can sometimes be heard echoing miles within its twisted, glass and concrete heart – echoing hoots, the distant clang of metal, and screams. It is no wonder that outsiders from the wasteland have shunned this haunted, dead place for generations – and let the San Gabriel mountains lie as a virgin barrier to the great ruins beyond.

But it is this place, the great Necropolis, that persists in legends and myths to this day. Stories quickly vanishing into the haze of memory tell of a city that stretches on for days in all directions, confined only by the great San Gabriels to the north, bleak desolate heights to the east, and the beginnings of the dark and ugly sea to the south and west. Here, it is said, the streets and even the buildings themselves, rising so many leagues into the sky, are coated in a layer of choking, powdery ash – ashes that stories say are the remains of those millions of Ancients who once lived in the Necropolis, and were incinerated when the bombs fell and turned the labyrinth of streets and lighted boulevards into a chaos of fire and brimstone.

Whatever the truth, the city is dark, lonely, and forbidding. It is seemingly limitless in size. Clusters of towering skyscrapers, burnt-out, blown-open, and skeletal in their ruined state, stretch in enormous, awe-inspiring rows like the dead husks of a lost civilization that sought to reach into the sky and conquer the gods. Beneath them, avenues and roads, some as wide as major riverbeds, lie blanketed in rubble, snaking caravans of abandoned cars from before the Fall, and, of course, all of it covered in that same, unsettling soot.

Location Name: Los Angeles.

Estimated Population: Unknown.

Ruling Faction: None.

Background: Various.

LOCAL HISTORY

L.A. is typical of the sprawling ruined cities called “necropoli” by the denizens of the Twisted Earth; once the site of a major concentration of human life and industry, the city became the target of nuclear weapons during the Great War and was devastated accordingly during the Fall. In the years since its destruction, many who survived the war returned in hopes of finding loved ones and valuables left behind in their flight, only to die from the potent levels of radiation still clinging to the city, or from diseases unleashed by biological weapons targeting the metropolis in the final conflict. Over time the threat of death from ventures into the ruins caused all remaining survivors to abandon the city altogether, never to return again.

Within the city, however, some life resisted the inevitable death by radiation and disease by mutating into wild and savage new forms. Animals abandoned in the chaos, or small bands who were unable to escape and were trapped within the city in their own particular enclaves, developed over the generations into isolated pockets of life living out miserable existences within the seething, ruined cityscape.

Far in the future, the ruin dwellers of Los Angeles no longer have any concept of order or civilization, instead seeing their city as nothing more than a ancient “cage” in which they are consigned to live out the rest of their lives. Likening it to a “prison” is quite



accurate, especially for those forms of mutant life that have never been able to leave, either due to a reliance on the resources still left to rot in the city, or from an existence used to preying on the other inhabitants of the Necropolis.

To outsiders, the ruins of Los Angeles are known simply as “The Necropolis”. In the Twisted Earth setting (centered on the deserts of the American Southwest), the wreckage of L.A. comprises probably the largest ruined metropolis known to the inhabitants of the wasteland, and as such it needs no other name.

LOCAL LAW

Unlike other types of adventure locales, the whole idea behind the necropolis-style setting is that there is no local law or sense of security. The cityscape, abandoned in some places and yet teeming with hostile life in others, is a constant source of danger and trepidation for those that dare live within its boundaries. Characters might spend their entire campaign in the “dead” regions of the city, only vaguely aware of the boundaries of the hostile enclaves of monsters a few blocks over, or they might stumble foolishly into such places and be pursued doggedly for the rest of their days for their intrusion. Similarly, while in other communities they might have found themselves accepted, in the toxic setting of the Necropolis they will find no friends or allies among the other denizens and ruin dwellers.

CITY KEY

Considering the sheer size of the Los Angeles metropolitan area, only a few select sites in the city are mentioned here.

Domain of The Broken Ones

One of the most entrenched groups still clinging to life in the old Necropolis are the so-called “Broken Ones”, a race of horribly mutated creatures whose ancestry can be traced back to the animals that served as test subjects for the experimentation of L.A.-based pharmaceutical companies before the Fall. When the war came, many of these animals escaped only to die in the fires and anarchy, but over the generations some mutated into semi-sentient “things” that bred and re-populated this part of the old ruins. Known as “Broken Ones” for their patchwork animal/human appearance (including half-formed hands, feet, and voice boxes capable of simple speech), as well as the frequency of psychotic insanity that crops up every generation or so in their kind, these beings lived in total chaos, feeding off one another and warring in fragmented “clans”, until only a few years ago. Under the leadership of a particularly charismatic Broken One from one of the strongest tribes, these creatures have since united, and now believe it is their racial destiny to conquer the Necropolis and rule it following the Law of Nature: survival of the fittest.

The domain of the Broken Ones is centered firmly in what was once the city of Hollywood, stretching from its ancient boulevards and decayed shopping centers up into the Hollywood Hills. To the south it

LOS ANGELES IN YOUR CAMPAIGN

The ruins of Los Angeles serve as an excellent campaign setting, filled as it is with various pseudo-factions, savage communities, and myriad dangers. With perilous encounters around virtually every corner, and no safe place for characters to run to when in trouble, the morbid city ruins make a marvelous backdrop of gritty decay, constant fear, unrelenting trepidation, and countless opportunities for adventure.

Most of the life in the “Necropolis” is of a savage, animal (or mutated animal) nature, not given to concepts of inter-community cooperation or peace. This is consistent with the general idea that the ruins are mostly hostile to human (or mutant) intrusion; the factions that do exist here are brutal, ruthless regimes, each bent on total domination of the ruins with no thought given to co-existence with other species dwelling in the Necropolis. It is thus important to consider that characters, even when organized into the smallest parties, will be considered outsiders, their presence perceived as invasion, and will receive no better treatment as they pass through the territories of these violent groups.

You can, of course, alter this basic premise of “universal hostility”, but remember that it is at the core of this kind of setting’s atmosphere and ambience. If you *do* choose to place a friendly community or two within the boundaries of the Necropolis for PCs to return to for shelter and safety, remember to scale the dangers outside their borders to continually reinforce the treacherous atmosphere of the city beyond their walls, and to serve as a contrast to the fragile enclaves of security the PCs call home.

also reaches quite far, and to the east it extends to the border with the mysterious and malevolent “Serpent Gods” (whom the Broken Ones hold in high regard). Outside of the old limits of the city of Hollywood, the domain of these degenerate mutant creatures consists mainly of large areas of ruined or abandoned city yet to be fully exploited, controlled only by a few powerful outposts situated here and there to oversee the streets. The Broken Ones use these cleared avenues to march their armies quickly from one end of their territory to the other, reinforcing their strength and reacting to enemy activity along their “borders” (in specific, the Hive, which persistently gathers large numbers to push on the Broken Ones’ fringes). Every few miles or so a small walled village, more like a military camp, sits along these old streets – these are the secondary centers of Broken One population. These villages usually number 20-30 Broken Ones, with agriculture and livestock supporting their far-flung existence.

The borders of the domain of the Broken Ones are largely quiet, despite the violent, animalistic nature of their kind. Enemies of these people have long learned to keep their distance from the Broken Ones for fear of stirring up their wrath. Patrols by powerful bands of Broken Ones are still common on the edges of their lands, and the bodies of transgressors are often impaled and left to die horribly to serve as warnings to others. Still, wild men (and perhaps a few lingering scav types) sometimes lurk on the edge of Broken One lands hoping to scavenge from their large quarter of the Necropolis, but never in large numbers.

City of The Beastmen

It is immediately obvious to the rare outsider that this enclave, the “capital” of the Broken Ones’ fledgling domain among the scarred ruins of the Necropolis, was built to match the vision of a very *twisted* people

- a people born from an era of madness, and grown to strength on hatred and a lust for bitter revenge against the humans who created them. Tall parapets ring parts of the new township as defensive walls, while between them the ancient structures have been reborn as new domiciles for the mutants who live there. Modeling their new city after those seen in fragmented books or revived data disks in their archives, the Broken Ones have created a nightmarish mockery of what might have been a map of ancient Rome.

The “city” of the bestial Broken Ones comprises a large area of land; formerly it was merely the scattered camps of various savage beast-tribes dwelling in the Hollywood Hills, but since their unsurpassed growth and expansion it has become something more of a true “city”. The Broken Ones have used armies of slaves to reclaim much of the ruins in this part of the Necropolis, renovating neighborhood playing fields to serve as “coliseums” for their cruel blood sports, or gather the rubble stone and build new palaces and strongholds for their people, in the image of fantastic palaces seen in old salvaged film reels like “Cleopatra” or “Ben Hur”.

This is a barbarous city, one ruled with the semi-cultured tyranny of its self-styled “emperor”, Klaww The Beastmaster. This particular Broken One, who personally brought the animal clans together and united the Broken Ones, has styled his new empire after the greatest (and most violent) in human history: the Roman Empire. This city, the jewel of his people, stands as a glorious testament to what they can achieve.

Enclave of The Lost Children of Man

The largest community of human survivors in the Necropolis, this area marks the rough borders of an enclave of “purebloods” descended from what can only be called a “crackpot cult” from before the Fall.

At the direction of their own self-styled doomsday prophet, a small group of ex-military men prepared for the Fall by constructing a bunker deep beneath the earth. This bunker would eventually become the heart of the enclave here in the city.

Long after the Fall, the enclave, bordering on starvation due to failing hydroponic farms underground, was forced to the surface to survive. Hoping to find a world with other survivors in the ruins, they found only rubble, small groups of monstrous wild men, and packs of ravenous ghouls from the east that terrorized them night and day. Through concerted efforts, however, the dwindling stock of humans were able to isolate their bunker from predators, enlarge their perimeter to include a much broader area, and effectively cordon off their entire corner of the city through fences, minefields, and automated machinegun emplacements.

The enclave of humans is one that bitterly clings to survival. Edged off from the rest of the city by bestial Broken Ones, unintelligent wild men, and carnivorous ghouls, they have grown paranoid of all outsiders. Though they have moved much of their community to the surface, developed a working potato agriculture (just barely able to sustain their population), and built a number of buildings within their above ground base of operations, they are still structured as a military force and will likely shoot first and ask questions later – especially if those who approach their boundaries are mutants, instead of fellow humans.

The Hive

Once little more than the minute pests of the Ancient world, the insectoid creatures that mutated into the man-sized bugs of the Necropolis are a much greater threat than ever before. In the Necropolis a particularly bizarre phenomenon occurred: mutated insects of all kinds multiplied and prospered almost without check in the ruins, and developed an extraordinary coordination, organization, and intelligence without predators (such as man) to challenge them.

“The Hive”, as it is known, is a truly massive community of more than ten thousand giant insects that inhabits most of the Necropolis’ eastern reaches. In past years they emerged from their subterranean lairs to dominate much of the surface; like locusts they scoured the streets searching for food to support their exploding numbers, as well as “hosts” for their young (requiring living, warm-blooded creatures in which to incubate their larvae, those captured by Hive raiding parties are dragged back to their lairs, injected with eggs, and left to slowly be consumed from within as the young hatches). They laid waste to communities that resisted them, and tore apart entire districts for raw materials to build even larger hives and communal dwellings.

The Hive has grown immensely powerful as a result

of their conquests, and as their numbers escalate so does the overall intelligence of their race. For every fifty mundane insect births a “brain bug” is born, which acts as a telepathic “switchboard” and intellectual “catalyst”. These “brain bugs”, often secured at the heart of Hive living complexes where they can be safe, serve to raise the sentience and consciousness of the entire community. Whereas before the Hive was merely a community of gigantic insects, they soon learned to use tools and, with the help of their “brain bugs”, have even progressed to a level of intelligence rivaling the cleverest of humans.

In addition to breeding and spreading over more and more of the city, the Hive has also developed in other ways. Delving into breeding (taking after the Serpent Gods), the Hive has created various “servitor species” that are specialized forms of insect; for example, monstrous beetles that generate gaseous acids or even plasma to hurl at enemy armies, or locust-like creatures that can create a sonic boom by rubbing their legs together. More importantly, they have managed to create an entirely new breed of giant grub whose sole purpose in life is to vomit a taffy-like paste, from sunup to sundown, that the Hive harvests and uses to feed its mighty armies.

Certainly the most formidable community in the Necropolis, the Hive is also the most dangerous, and the least “human”. Without any concepts of mercy or concern, they are unaffected by losses in manpower, or by the thought of what their expansion means to other factions in the city.

Dead City

Formerly known as “Anaheim”, the region now called “Dead City” is a wide urban area of chilling quiet and almost total abandonment. Once a somewhat upscale city with many attractions, lighting up the sky with its neon signs and brilliant streetlights, Anaheim is now a dark and foreboding ruin. While the exact history of the city since the Fall is not recorded, in more recent times this built-up area became the home to a vicious band of raiders driven from the deserts to the east into taking refuge in the city. Since those who drove them here were unwilling to pursue the raiders into the city, the raiders survived and built a settlement (see *Abandoned Village*). Though they planned on rebuilding and eventually returning to the desert, the raiders were eventually wiped out by the Hive when their proximity and activity became too noisy to tolerate.

Dead City is now just that – dead. The raiders who once ruled these streets and ravaged the old storefronts for every last bit of supplies, are long gone. In their absence small gangs of ghouls have moved into the area under the cover of darkness (or through the sewers that crisscross L.A.), though none of these is very large, organized, or unified. The city, while unnerving in its silence and lifelessness, is only really

dangerous at night, when these small but desperate bands of man-eaters emerge to find food...

Acropolis of The Serpent Gods

Little is known of the blasted interior of the Necropolis, for it has long been the domain of a malevolent and sickly breed of mutants known as the "Serpent Gods". Contact with the other denizens of the city has only been periodic, and in the last generation or so only one or two sightings have ever been reported. According to city legends, the Serpent Gods are a deformed race of men, the descendants of sewer-dwelling homeless and other cast-outs of Ancient society who were buried alive when much of their subterranean community was destroyed in the Fall. Over generations they mutated into monstrous, scaly things, creatures that feed on human and mutant flesh without distinction.

Emerging into the light almost two decades past, the Serpent Gods drove out all other dwellers at the city's heart to make a domain of their own. Many were convinced that they were truly gods (hence the name), and came to worship them and pay them tribute. While at the time, no Necropolis communities were able to stand up to their organization and violence, reports on their nature have provided valuable intelligence to others in the ruins. It is said that various "breeds" and "subspecies" were reported to make up their ranks, suggesting that the Serpent gods deliberately bred into specialized "castes" over the centuries. In their possession have been seen various articles of great power (Ancient-era weapons), and it is believed by some that they may have developed scientific skills related to breeding and genetics - in some twisted pursuit to create a "master race" of serpentine mutants to conquer the whole city (See *Pit of Horrors*).

The Serpent Gods remain largely out of sight among the soot-covered skyscrapers of the downtown area, their vile and mysterious reputation being enough to ward off most outsiders. The Broken Ones, who also share animalistic traits, view the Serpent Gods as "brothers", though it cannot be said the Serpent Gods view them in the same manner. Currently, the Broken Ones pay tribute to the Serpent Gods in exchange for a stable border, though beyond this not even the Broken Ones know much more about the enigmatic inner city mutants.

Domain of The Flesh Eaters

There are ghouls throughout the aging ruins of the Necropolis, but nowhere more abundant than in the quarter of the city known as the "domain of the flesh eaters". No current denizen of the Necropolis is quite sure why the ghouls have congregated here in such numbers over the years, but their presence is undeniable. The old streets and congested city blocks of this area are decorated with signs of their habitation:

horrific graffiti of blood stains and gore, and human viscera strewn from light pole to sign post like so much tinsel. Human skulls stuck on poles, or entire cairns made from the deformed skeletons of mutants, mark the border of ghoul territory from the north, east, and west.

It is not known how many ghouls live in this part of the Necropolis. While the insects of the ever-growing Hive once came here in numbers to forage for hosts for their young (as with all other "communities" in the ruins of L.A.), their dwindling presence here has meant that the dozens of ghouls that survived their raids have been allowed to multiply unchecked underground. Now they could very well number in the hundreds, even thousands, polluting the entire quarter with their awful stench and mindless thirst for blood.

Coliseum of The Wild Men

Driven out of most areas of the old city, the Necropolis' native population of "wild men" – degenerate, unintelligent, descendants of humans – have secretly come to congregate most numerous in the ruins of a great stone coliseum (what used to be the city's famous "Great Western Forum"). Though lacking any plans for the defense of their new home (or any cohesive strategy to rally their numbers into an effective fighting force), the sheer number of wild men here makes any attack by outsiders unlikely to end in victory.

The coliseum is a total wreck, both from the anarchy of the Fall as well as careless treatment by its new inhabitants. Wild man spoor litters the grounds, as does a motley "ocean" of animal bones accumulated from their irregular meals and gatherings. The population of wild men living in the coliseum varies; though the total could well be up to 500, a majority of these are usually dispersed throughout the area since the creatures forage far and wide for food. Mostly the women and children of their species dwell in the shadow of the old forum at any given time, along with any elderly or badly crippled members of their savage race.

Amazon Fortress

Formerly the grounds of Loyola Marymount University, this campus was built into a stockade in recent years by a small army of escaped slaves from the Domain of the Broken Ones to the north. Almost exclusively women, these survivors came to make a home and refuge for themselves among the network of buildings here, fighting savagely against the Broken One bands sent after them to "reclaim" them.

A few of the amazons living here are, in fact, former members of the Purist community to the south, who were turned back when they attempted to make it home through the ruins. Refused admittance to the community for fear of the diseases they might bring with them, they were literally abandoned to their

fates. With no other choice they returned to the former campus to join the other slaves living there; as former Purists they have used all their technical knowledge trying to better the defenses of the university, as well as plumb its old buildings looking for scientific equipment that might give them an edge in their fight for survival in the Necropolis. What they *have* found, however, could easily make these former slaves a force to be reckoned with: numerous text books, detailing Ancient science, and engineering.

The Old University

The former ruins of the University of Southern California, this sprawling campus was ransacked when the Broken Ones rose to power, its many buildings and technological laboratories burned to the ground. Though many Broken Ones were killed as punishment for their recklessness, the damage done to the old university was extensive.

The old grounds are now abandoned, skirting the dangerous frontier of the Broken Ones domain and the Hive.

The Great Library

Though none have ever found it, legends persist among the elders of the various Necropolis communities, that located somewhere near the heart of the city is a great library of the past. Years ago, scavs reported sightings of this lost structure, but none were able to confirm its presence through any evidence. To this day, the various factions of the city seek to find the library and loot it of its supposedly infinite archives on Ancient-era science, technology, and literature.

The Church of The Queen of Angels

Even from afar this intact structure can be seen through the ruins: a great temple from past times, only slightly damaged by war and the fires that once swept this part of the Necropolis with impunity. Observed from far away, the sounds of shouts, yells, and roaring engines echo from the bowels of this mighty vaulted monument; as night falls, candle light and bonfires can be seen through the shattered windows of the giant cathedral.

The Church of The Queen of Angels is the gathering place of a large gang of *hermavs*, numbering almost two hundred (or more), who have defied the encroachment of the Broken Ones (to the west) and the so-called “Serpent Gods” in the eastern part of the downtown area. These grotesque mutants have lived at the heart of the city for nearly a generation, and continue to use the Church as a base of operations from which to head out into the city and raid. Though in times past they primarily hunted the savage wild men that were abundant everywhere in the ruins, recently they have been forced to turn to larger and more powerful attacks on the Broken Ones’ frontier. Well-armed and utterly inhuman, the hermavs are

more than a match for their enemies, giving them an almost Viking-like air to those who have had the unfortunate experience of encountering them.

Place of the Sky Watchers

Located high in the hills overlooking the Necropolis, Griffith Park Observatory and Planetarium has stood almost completely unnoticed for generations. Centuries after the Fall of mankind, its scientific purpose has been all but lost, instead becoming a holy site for a small cult of quasi-religious survivors.

Dwelling here is a small population of men and women who call themselves the “Sky Watchers”, all of whom are directly descended from a group of children orphaned by the cataclysmic Fall. Taken in and raised by a sickly old man, the last caretaker of the Observatory, he tried to teach them everything he knew about the ways of the Ancients and, in specific, the nature of the universe he had once dedicated his life to studying.

Over the generations this knowledge has almost completely corrupted into a bizarre religion. Believing themselves to be “chosen”, at the core of the Sky Watchers’ belief system is the conviction that beings from another planet will someday come to Earth to whisk them off to a wonderful world somewhere “out there” among the heavens. The Sky Watchers believe they alone will be taken onto the mothership of these beings for their exodus to the sky – all others who dwell outside their community are seen as “wicked”, and deserve the cruel fate that has been placed upon all the Twisted Earth. As such, they defend their “holy mountain” from all who threaten to intrude upon their commune, though with only 50 or fewer surviving members, they could not likely put up much of a fight against a determined enemy.

The Great Crater

Here, in this part of the Necropolis, all life seems to have vanished completely, leaving only the bare naked frames of old skyscrapers, and broad empty avenues for the wind to howl through without impediment. At the center of this “dead zone” stands a gargantuan crater, obviously the product of a ground-burst strategic nuclear weapon dropped on the city during the nuclear apocalypse. This nuclear blast, second in magnitude only to the airbursts used on the port facility, provided much of the heat, radiation, and physical damage that killed the millions of inhabitants of the city during the Fall.

Due to the lingering threat of radiation, as well as the haunting tunes made by the wind as it passes through these old structures, even the major factions of the Necropolis give the Great Crater a wide berth. Groups moving through this area will be exposed to some of the highest levels of radiation (*High to Severe*) in the entire Necropolis basin.

Palace of Ancient Kings

This strange ruined monument (formerly City Hall) rises from the crowded ruins of the downtown area, crowned by a pyramid-shaped top that can be seen for almost a mile in all directions. Ringed with old police barricades, burned out cars, and the skeletons of thousands of people (who fled here hoping for some kind of salvation after the Fall), it is now almost completely abandoned.

The interior of this great building is marked by obscene post-Fall graffiti (bearing the slogans of various current and past gangs and factions), fallen rubble, collapsed chambers, and marble floors covered in the detritus of the ages. Though massive and labyrinthine, the so-called “palace” is all but empty. The hermit raiders from the Church of the Queen of Angels sometimes come here to revel, and as such, trespassers within the old building may unwittingly stumble upon a small band of their kind while exploring the ruins.

Pit of Horrors

Located in this part of the ruins, where the neighborhoods were long ago pounded flat by the war, stands a colossal pit dug straight into the rubble and earth sinking some thirty feet into the ground. One of several huge pits ringing the so-called “Acropolis of The Serpent Gods”, the stench of decay is so overpowering here that the slightest hint can be detected up to a half mile away. Nearer the pits, huge clouds of flies swarm and buzz day and night, feeding off the organic refuse consigned to the depths of each pit.

These pits were dug by the enigmatic “Serpent Gods” to throw away the victims of their mad experiments in genetic crossbreeding. In each pit there will be anywhere from 100 to 300 carcasses of humanoids, mutated animals, and horrifying genetic (as well as surgically-created) hybrids – all of which were terminated by their callous masters before being dumped here.

Though the sights in these pits are enough to keep most city dwellers away (and instill them with a dreaded fear of the Serpent Gods and their “magic”) every now and again a small group of insectoids from the Hive can be found here scavenging for food.

No Man’s Land

When the Purists emerged from their deep underground shelter years ago, their first encounter with life on the surface was with the ghouls living in the so-called Domain of the Flesh Eaters. Aware of their own fragility and vulnerability to the potential threat of the ghoul hordes just living a few miles east of them, the Purists set about creating a “dead zone” or “no man’s land” as a buffer region between them and the nightmare predators of the central city.

This region of streets and crumbling city blocks is

all but abandoned now. The ghouls no longer wander this far west, as the Purists have effectively turned the region into a death trap for transgressors. Setting up walls of razor wire to mark an imaginary boundary, beyond this the Purists have trapped the buildings, manholes, and sewers with hidden “surprises”: punji traps, pits, and booby traps of all kinds. Some of the latter are merely designed to explode and kill whoever walks over them, while others will destroy anywhere from an entire building to a whole city block if triggered.

Needless to say, this area remains quite empty, though the ghouls of the central city have become quite clever in the years since its creation; should a more powerful group of outsiders violate ghoul territory, for example, they will always attempt to drive them out here and into the trapped district, where explosives and traps are likely to kill them off.

Underworld of the Sightless Stalkers

One of only a few subterranean communities dotting the ruins of the Necropolis, the “Sightless Stalkers” are an almost legendary group of xenophobic mutants known to the Purists, ghouls, and even the city’s resident hermit (see the *Hermit’s Tower*). Believed to live in underground burrows beneath the old city ruins, only emerging at night to hunt and check their traps, theories among these communities about who they are include the possibility of a rival band of ghouls, an unusually-large den of sandmen, or even an entirely new species of mutant humanoids.

No one knows the size and extent to which the so-called “Stalkers” inhabit their part of the city, other than that they have lived among the deserted neighborhoods of Torrence and south Compton for generations. Savages by all accounts, they wear skins made from unidentifiable flesh, and all-concealing helmets made from the faces of human skulls and decorated with plumes of hair taken from ghouls they have slain in battle. They are said to be utterly blind, but their other senses are so finely tuned that they are actually better off relying on sounds and smells to guide them. Though they only use axes, the stalkers are known to employ the most devious traps (rivaling even those constructed by the ghouls) to protect their domain from outsiders, and will doggedly pursue any prey, day and night, remaining unseen like “shadows” as they give chase through their domain.

Hermit’s Tower

A dilapidated compound of inter-connecting shacks built on the wind-swept grassy peninsula south of the city (near the Palos Verdes coves), this old site was apparently once some kind of communications station during the time of the Ancients. A spindly radio tower rises high over the compound, from which strips of faded cloth (an old American flag) still billow and flap in the powerful ocean wind.

A local “hermit” has inhabited this compound for almost 50 years. Having come here long ago, when most of the ruins were still abandoned, the hermit (actually a scav) built up the wall around the compound and fortified the place using every scrap of knowledge in his head. He set up landmines in the open fields surrounding the compound, blocked the road with rubble to prevent a vehicular breach of the compound gate, and even went so far as to set up a network of cameras and motion-sensors along the walls and among the buildings. Paranoid of ghouls (and others) discovering his hideout, he also stockpiled a vast collection of weapons and ammunition within the buildings, along with a year or more in scavenged food and water from the city.

The compound is now a veritable one-man fortress. Over the years, the hermit has used barbed wire to set up complex layers of barriers on both sides of the wall, and has closed off all windows and doorways to the surface buildings of the compound with bricks and mortar. The buildings are now inter-connected through tunnels he himself dug underground, with only two or three hidden entrances concealed within the compound itself – all of which can be locked down through steel hatches he has installed (and further defended with the simple placement of a *claymore mine* or two). Most of these buildings are now just used to store food and water, though in the main building he has managed to set up a workshop (where he tinkers with all sorts of gizmos scavenged from the nearby city during his monthly night forays), sleeping quarters and surveillance room (with monitors connected to the cameras and motion sensors set up around the compound), and an armory filled with rifles, pistols, and submachine guns.

Most noteworthy, however, is the hermit’s greatest accomplishment: several years ago he figured out how to get the radio transmitter back up and running again, and since then makes yearly broadcasts that can be heard on radios throughout the city, as well as up and down the coast. He uses these broadcasts in the hope of contacting friendly life in the city; while not foolish enough to broadcast his location, he will usually ask listeners to meet at a certain place at a certain date, and will go there in hiding to observe who came to answer his call. So far he has only observed packs of clever ghouls (some of whom actually possess radios) gathered to ambush him, and yet despite the futility of it he continues to broadcast with the hope of some day finding others like himself in the Necropolis.

The hermit, while nearing 70 years of age, is a lonely man. Though paranoid of outsiders, if he should see a group of PCs under attack by ghouls or other monsters he may assist them, even invite them to stay with him for as long as they like. Starved for company, he is quite an affable man – though somewhat insane from decades of solitude in this barren, nightmare city.

Radiated Area

An area once comprising the vast dock facilities of Los Angeles, this entire region was leveled by strategic-scale nuclear weapons aimed directly at the port. Here and there, the skeletal remains of old cargo and construction cranes still stand (locked in place by layers of oxidized burns and years of rust) amidst the otherwise flattened rubble, looking like the bones of magnificent structures from a bygone era. The hulls of old ships, also covered with the red color of rust, jut from the still black waters of the bay close to the port, and congest the waterways leading to the old port facilities.

Though some groups in the past attempted to find working boats or usable supplies among the holds of many of these boats, the radiation that still lingers in this area is too lethal for almost all forms of life. Even heavily protected visitors will accumulate deadly levels of radiation after only a few hours, making long-term searches of the old dock quarter impossible. As if this weren’t enough, many of the ships still visible above the surface of the water are partly flooded, meaning that any exploration for supplies in their hulls would require underwater navigation as well.

Blasted Ruins

Further inland from the port of Los Angeles, the Long Beach area was extensively destroyed from the nuclear airbursts over San Pedro Bay – airbursts designed not only to sink the warships being repaired there, but also any future possibility of the port being used as a supply center.

Though the levels of radiation here are much lower than those near the port, they are still high enough to deter most forms of life from staying long. In addition, the widespread extent of ruin here is significant, and anything that may have been of use in this area was probably burned up in the raging firestorm that resulted from the nuclear detonations anyway. As such, these blasted ruins are almost completely lifeless.

Palos Verdes Coves

The seaward part of this peninsula, bordering on the ocean, is home to a variety of hidden coves set all along the sides of the sea wall. Some of these coves, especially difficult to reach due to the sheer nature of the cliffs, were used by a community of Ancients to stockpile supplies in some vain hope of waiting out the war underground. The fate of the original planners of this refuge is not known, for there are no signs of them here, not even skeletons or evidence of past use. The supplies, neatly arranged and stored in the caves to protect them from the harsh seaside elements, are still in excellent condition and usable even after so many years.

Parties exploring the caves must actually scale down

the sheer face of the Palos Verdes cliffs to reach their openings. Inside, perhaps some twenty meters within the sheltered interior, are to be found huge stacks of crates and drums covered in olive drab tarpaulin and plastic sheets secured with heavy-duty twine. The contents of the supply cache consist of nearly ten years of canned food (for approximately fifty people), a quarter of that in fresh water, several medical and survival kits, a large supply of water purification tablets, a portable petrol power generator, a supply of camouflaged clothing and protective gear, and a small crate filled with weapons.

Abandoned Village

A stockade built by a savage group of raider outcasts (see *Dead City*) from outside the Necropolis, this fortified village is now merely another of the city's many ruins. Burned almost completely to the ground, characters who come here may wonder who it was who built this place, and what catastrophe befell them. No bodies are to be found among the crumbled buildings (they were all rounded up and taken away to serve as incubators for the larval young of insectoid queens), and any equipment or valuables were also scavenged by those tech-curious insects for their own intellectual betterment. The walls, apparently built to keep out ghouls and other dangers of the forbidding city, were ultimately not enough to save the occupants from a more terrible fate at the hands of the Hive.

Every now and again a small group of wild men (or even ghouls wandering out from the Domain of Flesh Eaters) will take up residence in the old ruins of this fortified village, but they never stay long for fear of attracting the attention of the Hive.

Village of The Rat People

With its monumental statues of twisted half-man, half-animal "characters" from the Ancient age, the grounds of the present-day village of The Rat People was a natural draw for the bestial mutants of the Broken One "empire" (occupying the western reaches of the Necropolis). Though the images present throughout the village and ancient grounds appear comical and cartoonish to most eyes, to the shattered mutant Broken Ones these were proof of the Broken Ones' origins as creations of the Ancients. As such, the distant village was long the object of perilous pilgrimages, a place of legend for the mutated beasts of the Broken One faction.

A splinter group of the Broken Ones, known only as the "Rat People", fled the rule of their more powerful cousins nearly a decade ago, making the journey through the ruins of the Necropolis to find this legendary site. Spurred on by a religious quest to find the so-called "place of the Rat God" (Disneyland), and fleeing the oppressive and cruel rule of the more powerful beastmen who had relegated their species to the role of slaves, they eventually made it here after

nearly 50% of their people died in the exodus. But, once they made it through ghoulish and raider-infested lands they finally arrived at this most holy of ruined sites, erected a village, and in time began to live a solitary and guarded existence on the furthest edge of the city.

The village is now a roughly defined compound of layered wooden walls and palisades, which contains within it the entire grounds of what used to be the Disneyland amusement park. The Rat People, who are a monstrous hybrid of human and animal, have closed the gates to this place, and remain almost forgotten to the rest of the city. It is not known how far these creatures have degenerated in their isolation, or if, by some miracle, they have found the utopian existence they first sought when they escaped the domain of their masters, the Broken Ones.

CalTech

The ruins of this sprawling university campus seem utterly lifeless, even when viewed up close. Old stone buildings, their painted surfaces scoured to the concrete by decades of sandstorms in the city, stand mutely by as wanderers pass beneath their shadow.

Although the surface complex of the campus is all but abandoned, the university is not totally empty. Unbeknownst to anyone still living in the Necropolis, there exists beneath the ruins of CalTech an underground community that has dwelled in total isolation since the time of the Fall. One of only a few untainted human communities to survive the Fall, the survivors of CalTech are all descended from faculty and students who survived the war, only to hole up in the maintenance tunnels beneath the campus to wait out the radiated climate changes of the nuclear aftermath.

Though they have emerged on occasion over the past few generations to explore, a handful of humans have remained here; most of these comprise men and women who were afraid to leave the campus after living here so long, or were (for one reason or another) unable to join the three or four expeditions that set out to try and make contact with others. Since none of these expeditions ever returned, the survivors have come to believe that the city is teeming with hostile life, and that their only chance at living is to remain where they are.

Visitors to the old campus will secretly be watched by the human hideouts (from a number of clever hiding places) for as long as they intrude upon the grounds. Nothing of use is to be found on the surface (all items of a valuable nature were scavenged long ago and relocated to the tunnels underground), but if their tunnel complex is uncovered, the purebloods will rally together and attack intruders, utilizing an aging collection of small arms and makeshift weapons to keep the secret of their enclave hidden.

Ghoul Town

This ghostly area, often carpeted in a thin mist over its pale green and gray grass slopes, appears to have once been some kind of sprawling “park” built during the reign of the Ancients. From outside the black iron gates and tall walls that surround the place, odd ruined structures can be seen beyond, poking up from the layer of fog: bleached white stones of all sizes set into the ground, drooping dead trees from decades past, and small stone buildings and pillars worked with fantastic masonry.

Anyone camping in or near this forbidden enclave within Hive lands will inevitably be awakened by distant moans (and howls) emanating from the impenetrable mist beyond. The noise comes from the several dozen ghouls that still infest this centuries-old graveyard (formerly Rose Hills Memorial Park), living in ancient tombs, above ground mausoleums, and among the many thousands of headstones.

The ghouls that dwell in “Ghoul Town” have long had a presence here, ever since their ancestors discovered the wealth of potential “food” interred underground. Though the bodies of the Ancients they once fed off of here have all been eaten up by now, the ghouls still manage to survive by feeding off of unwitting parties that camp in or near the graveyard hoping to escape detection by the Hive. They have also burrowed an impressive complex of tunnels beneath the cemetery that reaches the old sewer system beneath the Necropolis, allowing them to travel for miles on foraging runs, and drag their prey back here unseen for consumption by the whole tribe.

In addition to using rocks and sticks as weapons, the ghouls here have such an abundance of human skeletons at their disposal that they also frequently use bones as weapons. Some of these are merely used as clubs, though they have been known to sharpen femurs into “axes”, or even to treat spinal columns with a calcifying agent to act as spiny, grotesque maces.

As with other ghoul infestations in Dead City and the Domain of the Flesh Eaters, the Hive attempted to destroy this enclave of ghouls – to no success. Simply vanishing into their tunnels and dispersing over a wide area of the old city, they escaped total destruction. As the Hive’s great insect armies have all but withdrawn to build up their own mighty dens, they have left the ghouls here to breed and repopulate...

The Arboretum

The origins and purpose of this ancient complex defy exact identification, but now it is a lush “paradise” of unusual plant and vegetable growth visible among the ruins like a green stain for a mile or more. As one approaches, however, it is obvious this place is in no way natural, for the plants here are far too large, far too dense, and far too menacing to be a product of nature.

The Arboretum was (among other things) a conservatory for exotic plant life from all over the

world before the Fall, and during the war was, of course, abandoned. In the absence of human care the Arboretum overgrew its original confines, spilling out into the streets and claiming several full-sized city blocks. More surprising, however, is that many of the plants – affected by radiation in the atmosphere – mutated into forms previously unheard of in plant life. Some developed the ability to move in a creeping manner, or grew tentacle-like extensions to grasp prey for consumption. Others grew to tremendous size, or spawned other bizarre properties yet to be catalogued.

When the Foundationists came to the Necropolis they visited the Arboretum regularly. Though they were able to “tame” a small part of the outlying portion of the Arboretum to grow humongous fruits for the sustenance of their “colony”, they were never able to fully explore the conservatory due to a shortage of manpower – and the fact that their leadership was more concerned about the threat of the Hive to the south. In addition, several strains of plants had shown a carnivorous, predatory nature, and posed too great a threat for hapless exploration. While the Foundation was forced to leave the Necropolis when their colony failed, many of their scientists still maintain that the mutated plant life of the Arboretum could well hold the secrets to rebuilding large-agriculture in the future.

Lost Foundation Fortress

At the center of an area meticulously cleared to create workable farmland, stands a lost community compound of somewhat advanced (by post-apocalypse standards) construction. The winds coming down from the mountains to the north rage without contest here – as they have for decades – each day chipping more and more away from the crumbling, abandoned walls and buildings.

Built in the ruins of Pasadena as a sort of base from which to explore the ruins of the Necropolis, this outpost became home to a “colony” of Foundationists before they were eventually driven out by the alien intelligence known as “The Hive”. Constructed from pre-fabricated materials brought along with their first and only expedition to the city, the base served as a community “bunker” from its very inception all the way up to the Foundationists’ final defeat.

The walls and surface bunkers of the old fortress were all but obliterated when the mighty armies of the Hive turned their attention to the Foundation almost a year into their expedition. Though the Foundationists had prepared defenses and wielded vastly superior technology, the sheer numbers and mentality of their inhuman enemy proved impossible to thwart. In the end, the remaining defenders were forced to retreat to pre-constructed tunnels and chambers underground, in hopes of withstanding the Hive siege until reinforcements could arrive, but eventually the bugs managed to burrow down to the subterranean bunker and slaughter the Foundationists to a man.

Now the fortress is a ruin; everything that might have once been of interest here was looted by the Hive long ago for their thinker bugs to examine, take apart, and replicate through their own twisted ingenuity. Searchers of the rubble might find evidence of former Foundationist habitation on the surface or underground, but anything of real value was looted long ago.

The Reaches

The furthest reaches of the sprawling ruins that once composed the L.A. basin, this frontier of crumbling neighborhoods and sand-strewn streets is eerily silent both day and night. A kind of “dead zone”, this band is believed to be entirely uninhabited (except for a few starving wild animals driven away from the nightmare domain of the Hive). Whatever businesses and homes weren’t burned to the ground in the chaos following the war were looted long ago by transients skirting the edge of the Necropolis, and as such there is very little to be found in this broad region.

ADVENTURE HOOK #1

Many of the Twisted Earth’s major factions still harbor a desire to conquer the Necropolis and use it as a new “capitol” from which to dominate the West. The PCs, having made a name for themselves as adventurers, are hired by one faction or another to lead an expedition into the ruins and secure a part of the city so a foothold can be established. The job will be a difficult one, involving perilous forays into the surrounding wreckage to forage for supplies when times get rough, investigations of strange noises and sightings, and constant vigilance to keep the civilian colonists safe from whatever lurks among the sooty ruins.

ADVENTURE HOOK #2

As above, except instead of being part of the expedition, the PCs are sent to investigate the disappearance of a previous colony, which vanished without trace only weeks after going into the Necropolis. The PCs must find the lost colonists, alive or dead, and learn the origins of whoever (or whatever) caused them to disappear. Example culprits might include the Hive, who killed off all the adults and stole the children to serve as “hosts”, requiring a dangerous journey to the Hive lands and into the bowels of one of their gigantic underground lairs. Or the colony’s fate might have been sealed by a band of Broken Ones, who destroyed the colony and enslaved many of the men and women, taking them back to their imperial city where they are either kept as concubines or forced to fight to the death in their gladiatorial arenas. In either case, the PCs will be expected to track them down, infiltrate the lairs of the enemy, and save their faction brothers (and sisters) from a fate worse than death.

ADVENTURE HOOK #3

Instead of playing the role of outsiders exploring the Necropolis, the PCs could, in fact, be natives of the sprawling city ruins. Whether as *Ferals* who raised themselves in primitive savagery, or members of one of the various city factions abandoned as youths, the PCs are hard-nosed survivalists who live each day scrounging for supplies and hiding from the larger, more violent groups of the city. In such a campaign you may want to draw a map of the specific quarter where the PCs operate, indicating locations they might be familiar with (as well as the boundaries of regions they have learned to stay away from, such as ghoul or Purist territory) on the map, giving them a small section of the city to start in and explore. As they expand the boundaries of their stomping grounds they will inevitably learn more of the city, uncovering new locations to explore and make contact with factions previously unheard of.



OTHER AREAS

Hopefully the collection of adventure locations covered in this chapter will have given you examples to base adventures upon, or from which to draw inspiration

to create entirely new settlements and sites of your personal design. There are other areas, however, besides the settlements, vaults, and ruined cities that make excellent settings for adventure in the post-apocalyptic milieu. The following is a selection of encounter sites featured in existing *Darwin's World* modules; they should help give you an idea of how a relatively mundane location can be turned into a site of great interest to player characters, and made to serve as the focus for an exciting scene, or even as the basis of an entire adventure.

Missile Silo: The abandoned ruins of a nuclear missile silo, now inhabited by wild animals from the desert and perhaps a few mutated “things” with origins reaching back to before the Fall.

Monastery: An old monastery from before the Fall, the inhabitants of which have degenerated into twisted mutants. Though physically changed, these creatures still adhere to a strict policy of monastic pacifism, even going so far as to steal weapons found in the wasteland and hoarding them in their mountaintop cloister. Sent to acquire a powerful weapon believed to be in the possession of the isolationist “monks”, the PCs must lay siege to their formidable fortress or slip in under the cover of darkness to achieve their objective.

Military Base: An old military base or national guard armory, abandoned during the chaos of the Fall, now guarded by one (or more) mechanical constructs

(i.e. *war robots*) left behind to guard the precious weapons and other artifacts stored there until the end of time.

Wreckage: The wreckage of a huge bomber (or other aircraft) that crashed in the desert during the war. The wreckage has been taken over by a primitive tribe of mutants, who think the crash site is a holy place where they worship their “bird god”. Parties wishing to explore the wreckage for valuables must, of course, contend with these crazed religious savages, leading to a pitched confrontation between the party and an entire tribe of mutants.

Factory: A fully automated factory complex from before the Fall, renovated and put back into operation (creating armies of robots) by a cunningly intelligent android with dreams of conquering the world.

Power Plant: The ruins of an ancient nuclear power plant, now the site of a bustling “corium mine”. Thousands of workers come here to earn money mining the corium from the old radiated complex, risking life and limb to meet the quotas of their ruthless masters. The radiation of the corium mines could be the only danger, or there could be wildly mutated “things” living in the depths, preying on lost miners who wander too deep into the bowels of the earth.

There are lots of other ideas, of course, in which to set adventures and encounters, that have not already been featured in pre-published adventures. Here are just a few suggestions; with a little time and thought, you’re sure to come up with a whole plethora of your own:

Sewers: The sewers and subway system of one of the world’s great necropolis-style cities. Infested with rats, ghouls, and other mutated creatures that shun the light of the sun, the old underground warrens could still hold secrets lost since the time of Ancient man, making any expedition beneath the streets – no matter how dangerous – a tempting prospect.

Oil Rig: An old offshore oil rig and refinery, miles from land, inhabited by a group of technologically adept raiders who use it as a base of operations to raid the tribal villages of the coast. With oil drawn from the ocean floor, and using rusted old motor launches (as well as a working helicopter or two), they are a bane of the primitive peoples. The PCs’ tribe falls to the raiders, spurring the PCs to undertake a quest to find a way to locate the raider base, get to it, and free their people from being worked to death extracting oil from the seabed.

Prison Complex: An Ancient prison complex, once used to house the most violent and psychotic criminals from before the Fall. The descendants of these madmen still dwell in the prison, preying on those who are foolish enough to explore the complex on their own. Perhaps the PCs, captured after some failed mission, are thrown into the old prison complex by their captors, and consigned to a violent end at the



hands of the degenerate inhabitants of the old penitentiary – unless, of course, they can escape....

Research Lab: A long-forgotten, top secret government research lab abandoned somewhere in the desert. Stumbling across the old complex after being chased by sandmen or ravenous terminals, the PCs must seal themselves in the subterranean installation to avoid being torn limb from limb by the hordes of mindless cannibals converging on the surface. But once they are inside, they find that the lab was not totally empty as they had thought, and that something *else* lives in the darkness of the laboratory’s lowest levels...

University: The ruins of an old state university, where emergency disease research was conducted in the last days of the war in attempt to find a cure for the *plague zombie* “contagion”. The ruins, eerily empty on the surface, are inhabited below ground by the animated remains of plague zombies – and the infected, reanimated test animals and other experimental subjects left there when the last humans died off.

Ship Wreckage: The beached wreckage of an old tanker or freighter, within sight of the coast. The PCs manage to build a boat and sail out to the wreckage, boarding it in hopes of finding supplies of oil, food, or other goods locked within its massive containers (or in vast tanks within the hull). The old ship might even be salvageable, allowing the PCs a means of traveling up and down the coast, or even of sailing to distant continents to discover how the rest of the world has fared since the Fall.

CHAPTER 6:

DENIZENS OF THE TWISTED EARTH

“What will people of the future think of us? Will they think that we resigned our humanity? They will have the right.”

-C.P. Snow

“I decline to accept the end of man.”

-William Faulkner

“That which was born alive was helped to maturity if possible, by those who had begotten it. The law was not always obeyed, but it was obeyed with sufficient frequency to sustain a scattered population of adult monsters, who often chose the remotest of deserted lands for their wanderings, where they prowled by night around the fires of prairie travelers.”

- A Canticle for Leibowitz

THE TWISTED EARTH setting of *Darwin's World* is rich with scattered settlements, established communities, and enclaves of civilization separated by wide spaces of wasteland. While the Twisted Earth plays up the “deserted badlands” element that is a classic of the post-apocalyptic setting, this desolation is offset by villages, towns, and even “cities” among the sands. Though generally isolated and unique, their presence felt only in their specific locality, these inhabited places serve as a backdrop for adventures and epic stories.

In addition to more mundane places and their generic inhabitants, there do exist what can only be described as “major” factions, movements, and philosophical fraternities. Organized along numerous lines (monastic traditions, neo-military structure, etc.), these few are the major powerhouses that promise to one day bring back civilization in the shape of their particular vision – or threaten to bring about another Fall through their own wars of ignorance and domination.

This chapter is focused on giving a detailed look at the established factions of the Twisted Earth game setting for *Darwin's World*. In addition to a brief overview of how outsiders perceive each group (which should be common knowledge to players), as well as a look into their true history and current organization (which should generally

be restricted to the GM), each faction dossier herein also provides additional information in the form of the following entries:

Background Options: The typical background(s) of those who join the ranks of that group. Also, those who come from that particular faction will likely be from one of the background options listed here.

Attitude: A short summary of the faction's philosophy, cult beliefs, or self-proclaimed "mission".

Symbol: The insignia or flag most often used by members of the faction to identify their people.

Common Classes: An idea of the kind of classes most likely to be found among the ranks of a particular group.

Common Mutations: The more frequent mutations found among members of a particular faction.

Common Defects: The more frequent defects found among members of a particular faction.

The factions herein are the power brokers of the Twisted Earth, but if using a setting of your own personal design they can still serve as models for your own groups, templates for merchants and mutant armies/cults, or just as primers for setting up your own web of political organizations and pseudo-societies.



BRETHREN

"Alleluia! Salvation, glory, and might belong to our God, for true and just are his judgments. He has condemned the great harlot

who corrupted the earth with her harlotry. He has avenged on her the blood of his servants. Alleluia! Smoke will rise from her forever and ever!"

Background Options: Tribal, Resentful.

Attitude: Technology brought about the death and suffering of the Fall, and it was technology that created mutants with their crippled and hideous forms. As such, all technology must be eradicated; the world must be brought back to a more primitive level, even if it means destroying every last vestige of the Ancients.

Symbol: The Brethren use a wide variety of signs to represent their movement, the most simple involving a red or crimson scrap of cloth hurled aloft as a "flag", the more elaborate depicting symbols like crossed sickles (articles of primitive labor, reaching back before the rise of technology) and a yellow eye (a common trait of mutants on the Twisted Earth).

Common Classes: Barbarian, Guardian, Brethren Follower, Champion.

Common Mutations: Nocturnal, Sensitive Sight.

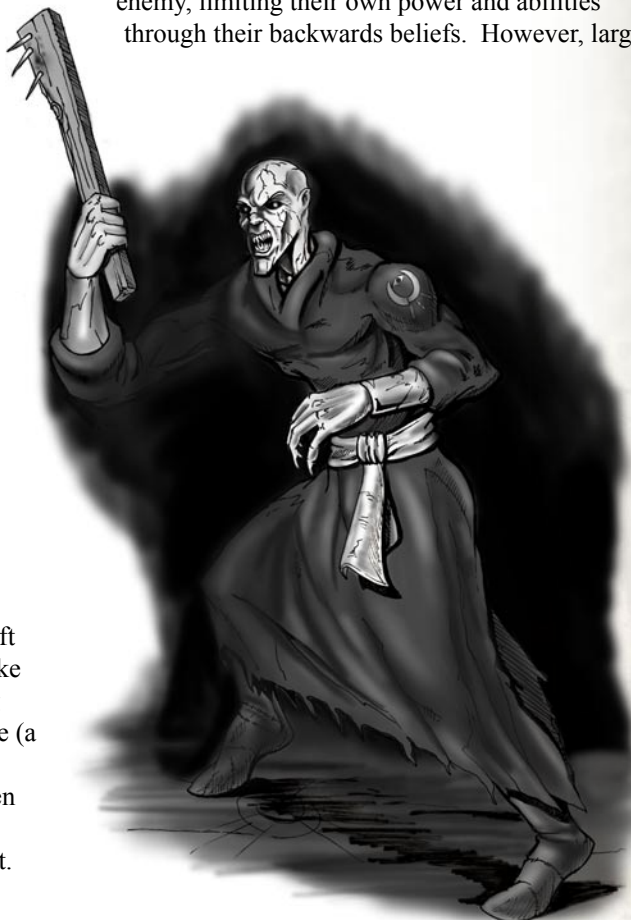
Common Defects: Albinism, Photosensitivity.

WHAT OUTSIDERS KNOW

The *Brethren* are a rather disturbing army of men, women, and children dwelling in the radiated and diseased ruins of San Francisco (and other cities) in the Sierra Gehenna region. Many stories surround the Brethren and their activities, and traders who have been to their decrepit cities often speak of the danger they pose to outsiders – and civilization as a whole. It is widely known that the Brethren believe that the Ancients were "demons", and through their own malevolence they destroyed the world, reducing mankind to what it is now – twisted and hideous.

Predominant among the Brethren are mutants of a particular sort (years of troglodilian existence beneath the city – a lifestyle forced upon them by more powerful mutant groups now vanished from the face of San Francisco – has left a vast majority of them albino and photosensitive), who detest everything the Ancients ever made: guns, television, power, even the life giving medicines of the past. It is their sole goal to destroy everything of technology that was left by the Ancients, slaughter all pureblooded humans and survivors, and bring to the world a new era of "innocence" (or ignorance, depending on your point of view).

Though they are said to have vast numbers of followers, the religious views of the Brethren prohibit them from employing firearms and other effective weapons, and as such they are often their own greatest enemy, limiting their own power and abilities through their backwards beliefs. However, large



packs of screaming Brethren clad in their long black robes and only ever emerging after twilight, are more than enough to overwhelm and butcher lone travelers or lightly armed convoys nearing their cities. As such, no matter how primitive they are, the boundaries of their lands are often given a very wide berth.

THE REALITY

While the self-proclaimed “missions” of some wasteland factions are quite clear, the almost universally reviled Brethren are actually a very complicated group. Though outwardly they do seem genuinely “evil”, the truth of the matter is they are merely adhering to a strict, quasi-religious policy against technology and things of the past. The basis behind their philosophy is quite understandable considering the circumstances of their origins and evolution.

First and foremost, the majority of the Brethren are the destitute descendants of the ignorant civilian survivors of the Fall, who saw their entire world blown to pieces in the nuclear war without any rhyme or reason. These were men and women who were unable to reach the domes (and no doubt they blamed their exclusion on the rich and powerful, who filled up the domes first), and exposed to the elements and years of hopeless living in the aftermath, mutated in horrific ways. They lived through generations of painful changes, through famine and drought, unrelenting nuclear winter, etc. They saw too many of their children die young of disease and radiation, the legacy of a past they had no control over. They lived in the shadow of the sealed vaults, knowing that inside their fellow man was living in relative paradise and security, while they died in ever-increasing droves.

Far in the future, the world they live in is still poisoned, still a sea of wreckage. Everything they see reminds them of the Fall, and of the price their ancestors paid for their “civilization”. And while they may have formed into gangs and armies at one point or another during the long years since the Fall, hoarding the remains of weapons and armor to do battle like apes brandishing clubs and stones, these things only brought them more pain and suffering.

At some point in their history, it took some clever (and bitter) figure to finally rally the savage survivors under the philosophy of “no more, never again”. Whoever he was, no one remembers, but he had to have been a singularly charismatic, brutal leader to force the survivors to work as one in that primitive age, and to follow such a strict code as the Brethren’s, but in doing so he engineered a vision of a future without the “failings” of the past: doing away with the greed and covetousness of a consumer culture, erasing the vice of envy, abolishing warfare and conflict over ethnic/social/political differences, and forever erasing the threat of mass destruction.

The Brethren are not merely a ruthless, naïve mass

(as might be claimed by some outsiders), but rather a layered society with many strengths, weaknesses, and inconsistencies. While, to many, their abandonment of technology seems to be a definite drawback, it has led to the development of a strict puritanical mentality, deliberately fostered over years to make life tolerable despite the lack of resources and luxuries at their disposal. Used to harsh living and hunger, they similarly look upon joyfulness as “wicked”, and are given to self-denial of most worldly pleasures. In the end this has bred a tough and rugged people, linked to the earth and capable of making great sacrifices to survive.

As with all organizations, at the bottom of the Brethren order are the *masses*; these are by and large uneducated, savage people – but ones with a strong sense of belonging and purpose. They treat all mutants as brothers, and take enormous, heart-felt pity on those who suffer from genetic disease and defects. They will take almost anyone in and care for them in many instances, a contradiction to the overall “malevolent” image of their people. All goods are shared and distributed to all who contribute to a project (whether it be a hunt for food or some other craft) so that all gain, in an attempt to eliminate class distinctions that give rise to jealousy and greed.

Regulating the masses for their own good are low-level leaders, monitors and “guides”; since they deal with a largely ignorant bulk of followers, the *guides* must use the most blunt tools to keep order and ensure their religion remains pure and daily life continues undisturbed. Wicked brutality, beatings, whippings, and on-the-spot execution are the only things the impoverished of the Twisted Earth understand, as mere words and threats are generally lost on narrow minds. After all, they are used to short, hopeless lives, and so to cause suffering is really the only way to enforce their code.

At the top are the high level “prophets”, which comprise a small group of those who have earned a place through their own unwavering zeal, and years of service. Being primitive folk their only way of maintaining an understanding of the horrible past is through oral tradition, and education (at least pertaining to the history of man) is paramount to the Brethren. Their *prophets* must understand why it is they hate technology and the Ancients, and as such they are often well versed in history and the lore of Ancient man.

Though they are currently engaging in some of the worst atrocities imaginable (wanton destruction and the outright murder of pureblood human survivors on sight), the purpose of the Brethren is a genuine *crusade* that fills them with faith and death-defying rapture. One must “break eggs to make an omelet”, or so their prophets lead them to believe, and to meet any end they are, by and large, willing to overlook the cruelty and injustices of the means they choose to use.

TABLE 6-1: THE BRETHREN FOLLOWER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Trap Making 1d6, Technology Prohibitions	+1	+2
2	+2	+2	+2	+0	Technology Destroyer +1	+1	+2
3	+3	+2	+2	+1	Trap Making 2d6, Bonus Feat	+2	+2
4	+4	+2	+2	+1	Smite Technology	+2	+3
5	+5	+3	+3	+1	Technology Destroyer +2,	+3	+3
6	+6	+3	+3	+2	Trap Making 3d6, Bonus Feat	+3	+3
7	+7	+4	+4	+2	Technology Sunder	+4	+4
8	+8	+4	+4	+2	Technology Destroyer +3	+4	+4
9	+9	+4	+4	+3	Bonus Feat, Trap Making 4d6	+5	+4
10	+10	+5	+5	+3	Technology Bane	+5	+5

BRETHREN FOLLOWER

REQUIREMENTS

To qualify to become a Brethren Follower, a character must fulfill the following criteria.

Allegiance: Brethren.

Base Attack Bonus: +3.

Background: Feral, Primitive, Resentfuls, and Radicals only.

Feats: Great Fortitude, Sunder.

CLASS INFORMATION

The following information pertains to the Brethren Follower class.

Hit Die: 1d12.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Brethren Follower's class skills are: Climb (Str), Craft (structure), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Brethren Follower advanced class.

Bonus Feats: A Brethren Follower receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Armor Proficiency (any), Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Endurance, Exotic Melee Weapon Proficiency, Frightful Presence, Great Cleave, Improved Brawl, Improved Bull Rush, Improved Combat Martial Arts, Intimidating Strength, Power Attack, Sunder, Two Weapon Fighting, Weapon Focus.

Technology Prohibitions: May not use items of Ancient technology (and otherwise advanced) under any circumstances. Items that can be used include

basic armor (such as those pre-modern era types presented in the Core Rules), all simple weapons, and potions (primitive medicines). If the Brethren follower ever uses a prohibited device, he is driven out of the Brethren's ranks and cannot advance further in this prestige class.

Technology Destroyer: The Brethren Follower hates technology and seeks to destroy those that use it. This translates to a +1 damage bonus with melee and missile weapons against technologically superior foes. This includes robots, androids, soldiers in powered armor, or even an otherwise primitive enemy with a rifle, pistol, or other technological weapon. This bonus increases to +2 at 4th level and +3 at 8th level.

Smite Technology: The Brethren Follower can harness his hatred for technology into a single devastating blow. Using 1 action point, the Brethren Follower may add his class level to both his Attack and Damage. This bonus stacks with the Technology Destroyer bonus.

The Brethren Follower may only use this ability against technologically superior foes.

Technology Sunder: A common tactic of the Brethren Follower is to destroy the technology used against him in battle. Using 1 action point, the Brethren Follower gains an additional attack at his highest bonus that can be used to Sunder an opponent's high tech weapon or other device.

Trap Making: To help defeat opponents with a technological edge, Brethren followers often devise primitive but cunning traps – pits of spikes, pungi-stakes, rolling rocks, etc. Setting up a trap takes two full rounds. The damage inflicted, when sprung, depends on the Follower's level. The Base Attack of the Trap is equal to the Brethren Follower's base attack. The DC to disarm or spot the trap is 12 + the Brethren Follower's class level. A Follower can make one trap per class level per day (duration lasts until triggered, however).

Technology Bane: The fiercest of the brethren can make quick work of technology users and their higher tech gear. Using 2 action points (an exception to the

standard rule of 1 action point per round), the Brethren may use both his Smite Technology and Technology Sunder ability.

TYPICAL BRETHREN

Mid-Level Brethren (Tough Hero 3, Brethren Follower 3): CR 6; Medium size humanoid; HD 3d10+3d12+18; HP 60; Mas 16; Init +1; Spd 20 ft; Defense 20, touch 15, flatfooted 19 (+1 Dex, +4 class, +5 equipment); BAB +5; Grap +7; Atk +7 melee (1d12+2/x3, Greataxe); Full Atk +7 melee (1d12+2/x3, Greataxe); FS 5 ft by 5 ft; Reach 5 ft; SQ DR 2/-, technology prohibitions, trap making 2d6, technology destroyer +1; AL Brethren; SV Fort +9, Ref +4, Will +2; AP 3; Rep +3; Str 14, Dex 12, Con 16, Int 8, Wis 10, Cha 6.

Occupations and Background: Predator, Resentful.

Skills: Climb +3, Hide +1, Intimidate +6, Jump +2, Move Silently +3, Read/Write (Unislang), Search +0, Speak Language (Unislang), Spot +2, Survival +4, Treat Injury +4.

Feats: Archaic Weapons Proficiency, Cleave, Great Cleave, Great Fortitude, Intimidating Strength, Primitive Technology, Power Attack, Sunder, Troglodyte.

Mutations and Defects: Nocturnal, Sensitive Sight, Albinism, Photosensitivity.

Possessions: Great Axe, Chain Shirt, (2) Juju Potions (1d4+5).

High-Level Brethren (Tough Hero 3, Brethren Follower 7): CR 10; Medium size humanoid; HD 3d10+7d12+30; HP 108; Mas 16; Init +1; Spd 20 ft; Defense 22, touch 17, flatfooted 21 (+1 Dex, +6 class, +5 equipment); BAB +9; Grap +11; Atk +11 melee (1d12+2/x3, Greataxe); Full Atk +11/+6 melee (1d12+2/x3, Greataxe); FS 5 ft by 5 ft; Reach 5 ft; SQ DR 2/-, technology prohibitions, trap making 3d6, technology destroyer +2, smite technology, technology sunder; AL Brethren; SV Fort +11, Ref +6, Will +3; AP 5; Rep +5; Str 15, Dex 12, Con 16, Int 8, Wis 10, Cha 6.

Occupations and Background: Predator, Resentful.

Skills: Climb +3, Hide +2, Intimidate +8, Jump +2, Listen +2, Move Silently +3, Read/Write (Unislang), Search +2, Speak Language (Unislang), Spot +3, Survival +5, Treat Injury +4.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light, medium), Cleave, Great Cleave, Great Fortitude, Intimidating Strength, Primitive Technology, Power Attack, Sunder, Troglodyte.

Mutations and Defects: Nocturnal, Sensitive Sight, Albinism, Photosensitivity.

Possessions: Great Axe, Chain Shirt, (5) Juju Potions (1d4+5).

Epic-Level Brethren (Tough Hero 5, Brethren Follower 10): CR 15; Medium size humanoid; HD 5d10+10d12+45; HP 164; Mas 16; Init +1; Spd 20 ft; Defense 27, touch 19, flatfooted 26 (+1 Dex, +8 class, +8 equipment); BAB +13; Grap +16; Atk +17 melee (1d12+2/x3, Greataxe); Full Atk +17/+12/+7 melee (1d12+3/x3, Greataxe); FS 5 ft by 5 ft; Reach 5 ft; SQ DR 3/-, Technology Prohibitions, Trap Making 4d6, Technology Destroyer +3, Smite Technology, Technology Sunder, Technology Bane; AL Brethren; SV Fort +13, Ref +7, Will +4; AP 7; Rep +6; Str 16, Dex 12, Con 16, Int 8, Wis 10, Cha 6.

Occupations and Background: Predator, Resentful.

Skills: Climb +6, Hide +2, Intimidate +16, Jump +3, Listen +2, Move Silently +3, Read/Write (Unislang), Search +4, Spot +5, Speak Languages (Unislang), Survival +7, Treat Injury +4.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light, medium, heavy), Cleave, Frightful Presence, Great Cleave, Great Fortitude, Intimidating Strength, Primitive Technology, Improved Bull Rush, Power Attack, Sunder, Troglodyte.

Mutations and Defects: Nocturnal, Sensitive Sight, Albinism, Photosensitivity.

Possessions: Great Axe (masterwork), Plate Mail, (5) Juju Potions (1d4+10).



BROTHERHOOD OF RADIATION

*"Face the Radiance
with arms spread wide,
Embrace the Radiance with
the bare nakedness of your
Soul. Let the Radiance burn the sins of your past life
away, and reveal to you the Mysteries of the Atom..."*

Background Options: Ritual Preservationist, Visionary Reinventor.

Attitude: The power of the atom, unleashed during the Fall, created a more perfect world wherein the children of the bomb (mutants) now stand to inherit the globe. Mutantkind must rise, unite, and put the ancient past behind them, and work to create a future where diversity and mutation is embraced.

Symbol: The Brotherhood of Radiation uses the "Holy Cloud" (a mushroom cloud) as its universal symbol, recognized throughout the sprawling wastes of the Twisted Earth.

Common Classes: Force Master, Psionic, Scientist, Scholar, Symbiote, Warrior Monk.

Common Mutations: Neural Mutation, Radiation Immunity.

Common Defects: Aberrant Deformity, Photoluminescent Aural Emission.

WHAT OUTSIDERS KNOW

A well-known movement sprawling over the deserts in recent years is the *Brotherhood of Radiation* – a community of monastic mutants who follow a dream to bring peace, understanding, and worship of the “holy power” (radiation) abandoned during the Fall. Creating their own bizarre ritual society, their message – though strange – has become one of the most attractive to the myriad mutant races of the world that seek to learn of their “secrets”. In fact, many simply wish to believe that their mutations are not a curse, but actually a blessing, and the Brotherhood’s message provides just the sense of comfort and acceptance they have desired all their miserable lives.

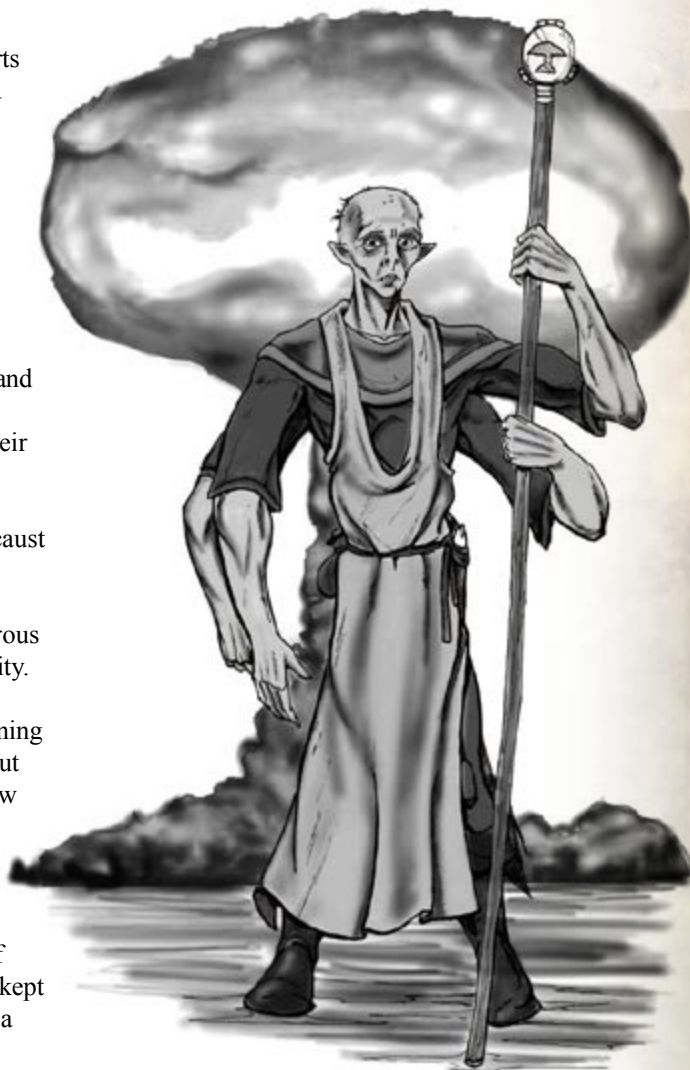
The Brothers are some of the few surviving communities to retain any knowledge of pre-holocaust technology, and they guard this wisdom jealously. Sadly, this often leads to resentment and envy by other, less privileged groups, which spawns numerous rumors about the monks’ true motivations and sanity. It is known that the cult constantly irradiates new members through exposure to radiated sites, spawning legions of hairless glowing “freaks” that wander out to do all sorts of quasi-religious machinations. Few understand the goals of this organization, but most are sure they are not benevolent.

All over the wasteland, tales of the Brotherhood’s “Holy City of Lights” are almost legendary. This once-spectacular citadel of towering skyscrapers and broad leafy boulevards, kept alive with water pumped from other lands, is now a dusty ashbin, kept brilliantly illuminated by lights from the High Temple. It is a beacon to all who seek enlightenment in the Brotherhood’s beliefs. Outside of the Holy City, the Brotherhood is known to have numerous cells and branches, especially in places of atomic interest (power plants, missile silos, cratered ruins, waste dumps, etc).

THE REALITY

In reality, the Brotherhood of Radiation is a faction whose psychology is somewhat similar to that of a modern-day Polynesian “cargo cult”. However, unlike a true “cargo cult”, instead of worshipping WWII American bombers crashed on their beaches (or bowing to shipwrecked white men as “gods”), they worship *radiation*.

Given the existing evidence of the nuclear weapons used in the Fall (which are no doubt remembered by many primitive survivors across the wasteland in somewhat of a quasi-religious light, as “great weapons of the Ancients’ wrath”, and given other nonsensical attributes), their members now see through a veil of failing and polluted memory at what these weapons really were, the great destruction they were capable of...and have come to *venerate them*.



The monks of the Brotherhood of Radiation are best defined as an almost “alien” entity on the Twisted Earth, totally unconventional in thinking and purpose, with a grotesque vision of the future. For one they actually believe in “magic” (of a sort); they find hidden meaning in old inscriptions on radioactive waste drums, or on empty bomb casings, and chant the names of various radioisotopes day and night in the hope that these “elementals” will somehow affect their prayers or give them good fortune. For another the Brotherhood is composed *solely* of mutants; the more mutated, the more “holy” they are (in their eyes). With this belief in mind, the upper echelon of their leadership is comprised only of truly ghastly combinations of mutations and defects, surrounded by an aura of mysticism that gives them a chilling, nightmare air. In many cases the true powers dwelling at the heart of Brotherhood fortresses look more like monsters than actual human creatures (imagine the surprise of an outsider who, upon sneaking into a Brotherhood sanctuary, is met by a bloated, tentacled, abominable monstrosity actually capable of holding an educated conversation).

Though popular, most other major factions do not trust the Brotherhood of Radiation. There is an open question among scholars of other factions as to whether the Brotherhood is as benevolent as it pretends to be, or if there is some sinister plan behind their slow expansion across the wasteland (from a GM standpoint that uncertainty is fun to play up whenever these bizarre, mad monks appear in a given campaign, and combined with their grotesque appearance, it helps keep the organization in question and out of the proverbial “black and white” that *Darwin’s World* really strives to avoid – to great effect).

Openly the Brotherhood claims they seek only to unite the world and bring in an era of peace, where all mutants, regardless of form, shape, or color, can live equally (interestingly, the few pureblood humans who have heard this message wonder what their place will be in their “mutant future”). Yet their religion is curious, to say the least, and there are stories that dozens of recruits and “oblates” die each year from accidents involving exposure to radiation during their secretive rituals and services. The stories are true, but considering the weight of faith that propels them to stranger and stranger horizons of convoluted thought, those few deaths along the path of their “enlightenment” are considered mere stepping-stones to racial greatness.

An even darker secret tied to their beliefs is the so-called “ritual of sacrifice”. Though few are aware of it, even among their own ranks, the Brotherhood fosters mutated monstrosities (i.e. true monsters) as equally as mutant humanoids, breeding them in special pits in their Holy City where they can be worshipped for the perceived “beauty” of their mutated being. Viewed like “angels”, such monsters are fed regular sacrifices (either kidnapped outsiders or particularly-gullible recruits who think themselves martyrs) to keep them healthy and strong. These creatures, trained and cared for only by trusted members of the Brotherhood, serve as reminders of the “ultimate glory of radiation” – and, as the plan goes, will one day lead the armies

of the Brotherhood on the field of battle against the enemies that would stand defiant of their vision of the future.

Members of the Brotherhood of Radiation are easily recognized wherever they are on the Twisted Earth. Wearing long robes, dyed vibrant purple or fluorescent white to remind them of the colors of the radiation they worship, they conceal their mutations from those unworthy of seeing them “in their glory”. They often chant strange, almost nonsensical harmonies as they travel across the wasteland or through wrecked cities, and call out to outsiders with offers to join and be “enlightened”, and swell their ranks with new children...

BROTHERHOOD FORCE MASTER

REQUIREMENTS

To qualify to become a Force Master, a character must fulfill the following criteria.

Allegiance: Brotherhood of Radiation.

Base Attack Bonus: +3

Skills: Knowledge (mutant lore) 8 ranks.

Mutations: Telekinesis, Radiation Immunity.

Feats: Telekinetic Hand.

CLASS INFORMATION

The following information pertains to the Force Master prestige class.

Hit Die: 1d8.

Action Points: 7 + one-half of the character’s level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Force Master’s class skills are: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (mutant lore, theology, ancient lore, tactics) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

TABLE 6-2: THE BROTHERHOOD FORCE MASTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+1	+1	Radiation Immunity, Irradiated, Telekinetic Combat	+1	+2
2	+1	+1	+1	+1	Bonus Feat	+1	+2
3	+2	+2	+2	+2	Telekinetic Surge	+2	+2
4	+3	+2	+2	+2	Bonus Feat	+2	+3
5	+3	+3	+3	+3	Radiation Weapon	+3	+3
6	+4	+3	+3	+3	Bonus Feat	+3	+3
7	+5	+4	+4	+4	Innate Telekinetic Power	+4	+4
8	+6	+4	+4	+4	Bonus Feat	+4	+4
9	+6	+5	+5	+5	Super Telekinetic Surge	+5	+4
10	+7	+5	+5	+5	Bonus Feat	+5	+5

CLASS FEATURES

The following features pertain to the Force Master advanced class.

Radiation Immunity: A Force Master, once enlightened, becomes immune to *severe* radiation (if not already). However, he loses all body hair as a result of continued exposure and also becomes sterile.

Irradiated: The Force Master gains this feat for free.

Telekinetic Combat: The Force Master is an expert at using his telekinetic arsenal. When attacking with his telekinetic powers, he gains a +1 competence bonus to his attack rolls.

Bonus Feats: A Force Master receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Alertness, Animal Affinity, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Mutation Advancement (Telekinetic), Renown, Spring Attack, Two Weapon Fighting.

In addition to the above feats, the Force Master may select any Telekinetic based neural feat.

Telekinetic Advancement: A Force Master may advance his Telekinetic neural mutations at 4th, 7th, and 10th level. He may not select a new neural mutation but only advance a mutation previously selected at character creation.

Radiation Weapon: When the Force Master uses Telekinetic Sword, Telekinetic Punch, or Telekinetic Slam, he also *irradiates* his target.

Innate Telekinetic Power: The Force Master selects one of his Telekinetic feats. This feat no longer costs the Force Master a Telekinetic use per day and has an unlimited duration.

Telekinetic Surge: The Force Master can summon extra telekinetic energy for a single attack. Using 1 action point, the Force Master may add +1 per die to the Damage of a telekinetic attack. For example, a character with Telekinetic Sword I and 2 Telekinetic advancements would inflict 3d6+3.

Super Telekinetic Surge: An improved form of telekinetic surge, that allows the Force Master to deliver a devastating telekinetic attack. This ability has the same effect as telekinetic surge, but increasing the bonus damage to +2 per die. For example, a character with Telekinetic Sword II and 4 Telekinetic advancements would inflict 6d6+12.

TYPICAL FORCE MASTERS

Mid-Level Force Master (PA Hero 5, Force Master 1): CR 6; Medium size humanoid; HD 6d8+18; HP 48; Mas 16; Init +1; Spd 30 ft; Defense 15, touch 15, flatfooted 14 (+1 Dex, +4 class); BAB +3; Grap +4; Atk +6 melee (2d6+1, telekinetic sword); Full Atk +6 melee (2d6+1, telekinetic sword); FS 5 ft by 5 ft; Reach 5 ft; SQ mutation knowledge, mutant weapon,

neural mastery, radiation immunity, irradiated, telekinetic specialization; AL Brotherhood of Radiation; SV Fort +9, Ref +5, Will +4; AP 3; Rep +3; Str 13, Dex 13, Con 16, Int 10, Wis 12, Cha 7.

Occupations and Background: Military, Ritual Preservationists.

Skills: Climb +3, Concentration +1, Hide +3, Jump +3, Knowledge (ancient lore) +4, Knowledge (mutant lore) +8, Knowledge (tactics) +2, Listen +5, Move Silently +3, Navigate +2, Read/Write (Gutter Talk), Search +4, Sense Motive +1, Speak Language (Gutter Talk), Spot +3, Survival +7.

Feats: Archaic Weapon Proficiency, Great Fortitude, Post Apocalyptic Technology, Remove Defect, Telekinetic Hand, Telekinetic Shield, Telekinetic Sword.

Mutations and Defects: Telekinesis x2, Radiation Immunity, Aberrant Deformity, Photoluminescent Aural Emission.

Neural Mutations: 10 Telekinesis uses per day, +4 DC modifier.

Possessions: (2) Juju Potions (1d4+5).

High-Level Force Master (PA Hero 5, Force Master 5): CR 10; Medium size humanoid; HD 10d8+30; HP 80; Mas 16; Init +1; Spd 30 ft; Defense 17, touch 17, flatfooted 16 (+1 Dex, +6 class); BAB +6; Grap +8; Atk +10 melee (4d6+2, telekinetic sword); Full Atk +10/+5 melee (4d6+2, telekinetic sword); FS 5 ft by 5 ft; Reach 5 ft; SQ mutation knowledge, mutant weapon, neural mastery, radiation immunity, irradiated, telekinetic combat; al brotherhood of radiation, telekinetic surge, radiation weapon; SV Fort +11, Ref +7, Will +5; AP 5; Rep +4; Str 14, Dex 13, Con 16, Int 10, Wis 12, Cha 7.

Occupations and Background: Military, Ritual Preservationists.

Skills: Climb +4, Hide +3, Jump +4, Knowledge (ancient lore) +6, Knowledge (mutant lore) +10, Knowledge (tactics) +4, Listen +7, Move Silently +3, Navigate +2, Read/Write (Gutter Talk), Search +5, Speak Language (Gutter Talk), Spot +5, Survival +8.

Feats: Archaic Weapon Proficiency, Great Fortitude, Mutation Advancement, Post Apocalyptic Technology, Remove Defect, Telekinetic Hand, Telekinetic Shield, Telekinetic Shield II, Telekinetic Sword, Telekinetic Sword II.

Mutations and Defects: Telekinesis x3, Radiation Immunity, Aberrant Deformity, Photoluminescent Aural Emission.

Neural Mutations: 12 Telekinesis uses per day, +5 DC modifier.

Possessions: (5) Juju Potions (1d4+5).

Epic-Level Force Master (PA Hero 5, Force Master 10): CR 15; Medium size humanoid; HD 15d8+45; HP 120; Mas 16; Init +1; Spd 30 ft; Defense 20, touch 20, flatfooted 18 (+2 Dex, +8 class); BAB +10; Grap

+12; Atk +14 melee (6d6+2, telekinetic sword), or +14 (6d6+2, telekinetic slam); Full Atk +14/+9/+4 melee (6d6+2, telekinetic sword); FS 5 ft by 5 ft; Reach 5 ft; SQ mutation knowledge, mutant weapon, neural mastery, radiation immunity, irradiated, telekinetic combat; al brotherhood of radiation, telekinetic surge, radiation weapon, innate telekinetic power (telekinetic sword ii), super telekinetic surge; SV Fort +13, Ref +10, Will +7; AP 7; Rep +6; Str 14, Dex 14, Con 16, Int 10, Wis 12, Cha 7.

Occupations and Background: Military, Ritual Preservationists.

Skills: Climb +6, Hide +5, Jump +5, Knowledge (ancient lore) +8, Knowledge (mutant lore) +12, Knowledge (tactics) +6, Listen +8, Move Silently +5, Navigate +3, Read/Write (Gutter Talk), Search +6, Speak Language (Gutter Talk), Spot +6, Survival +8.

Feats: Archaic Weapon Proficiency, Great Fortitude, Mutation Advancement, Post Apocalyptic Technology, Remove Defect, Telekinetic Hand, Telekinetic Mastery, Telekinetic Punch, Telekinetic Slam, Telekinetic Shield, Telekinetic Shield II, Telekinetic Sword, Telekinetic Sword II.

Mutations and Defects: Telekinesis x5, Radiation Immunity, Aberrant Deformity, Photoluminescent Aural Emission.

Neural Mutations: 16 Telekinesis uses per day, +7 DC modifier.

Possessions: (5) Juju Potions (1d4+10).



"Who, us? Why, we fight to make the world safe for democracy. Yeah, that's it, democracy. Now, who among you wants to trade?"

Background Options: Resurrector, Visionary Reinventor.

Attitude: Wealth and might share a symbiotic relationship; one cannot last long without the other. Though the tribes and factions of the world come to the Cartel in awe of the abundance of goods at their fingertips never forget it is their militant nature that keeps the Cartel safe from harm.

Symbol: The Cartel's symbol is a red or orange field (symbolizing the deserts from which they originated) and a design of lines spreading out from the middle. This symbol is meant to represent the many roads on which the Cartel trades.

Common Classes: Guardian, Trader, Trade Master, Tinker, Mech.

Common Mutations: All.

Common Defects: All.

WHAT OUTSIDERS KNOW

One of the best-known trade organizations in the American Southwest, the so-called "Cartel" represents the encroaching influence of an alliance of peoples from all across the wasteland. The Cartel originally started as a group of heavily-armed trade caravans braving the many deserts of the continent, but soon came to embody a number of oil and salt merchant interests with over half a dozen major trade routes extending as far west as Bernardino (after being pushed out of the ruins of Los Angeles like many other transgressors into that city) and as far east as what used to be northern Texas. The Cartel, while admittedly motivated solely by capitalist concerns, also seeks to spread civilization and open new markets throughout the post-apocalyptic wasteland. Though not immediately concerned with a resurrection of the Ancient way of life, they are by far the best hope for humanity's future. Their policy is always to tread softly but to carry a big stick, for there are many who would readily prey upon the prosperity and success of the Cartel throughout the wasteland.

The Cartel has grown considerably in the past few decades. It is well known that their capital is the city of "Kingman Town" (said to be a virtual junkyard of oil derricks and rusted-over train cars), but they have spread out from this distant location to maintain outposts in the settlements of Styx, Lil' Vegas, Midway, the Arid City, and as far west as Bernardino – on the outskirts of the haunted, burned-out ruins of the Necropolis.

Within this band of control the Cartel is a hard and ruthless caretaker of its territory, though this inflexibility towards raiders and vagrants has made these among the safest regions to travel through in the world.

THE REALITY

Of all the factions of the Twisted Earth, the Cartel traders are probably the most reliable and honest - at least as far as trying to figure out where they stand. While some factions may have hidden agendas or clandestine goals, the Cartel traders have long stated their intentions on public record: they seek to trade, grow rich, and become powerful. If you're good for business, you're a friend, if you're not, well, you'd better move along – fast.

History doesn't seem important to the Cartel; it's the future that counts. Any outsider can see this clearly in the optimistic gleam in the eyes of their traders, the enthusiastic attitude of their diplomats as they continue to strike trade agreements with tribals all over the desert, and even in the eyes of the soldiers who serve under their banner, who know that the richer their faction gets, the better life will be for them and

their families in the future. But even though one will seldom find a Cartel follower who has the time to dwell on history, looking back into the past tells a lot about the Cartel's origins and their current philosophy on life and trade.

The Cartel came about long ago through the bitter trial-and-error efforts of early traders, men who seemed to share a dream of setting up a reliable network of trading posts throughout the wasteland, to protect themselves and their interests from the world's countless dangers. Those true pioneers were the product of an even earlier era, an era in which a few survivalists looked up from their miserable lives and realized they could have something better, if only they worked hard enough for it. Through diplomacy, making deals, and gathering like-minded individuals at their side, this motley collection of early merchants was able to rise from the general squalor of the wasteland to become a true player in the power politics of the Twisted Earth.

The merchants who came together to form the "Cartel" so many years ago were probably from all over the desert, from large (now-defunct) settlements to tiny one-tent oases scattered throughout the wasteland. They came together with a shared vision that "wealth is the guarantee of security", and chose the ruins of Kingman, Arizona, as their capital. Due primarily to its strategic position at one end of the Big Hole, it was also chosen due to the discovery of an underground oil pipeline near the city (still containing pockets of fuel). A salvageable source, it gave them an unprecedented supply of oil to trade and to keep their motorized caravans moving. As if these reasons weren't enough, Kingman was also a convenient stopping point for truckers during the time of the Ancients, and as such many old rigs were salvaged in the town (as well as along the highways) and put back into operation serving the Cartel's merchant interests.

The trade of fuel that has since become the Cartel's main commodity gave the Cartel the funds they needed to build a formidable army early on, a force with which to blaze trade routes to distant corners of the known world (even to this day many of these same trails are still used, even by merchants of unrelated trading houses). Equally important to the opening of reliable, year-round routes, however, was the fact that their armies allowed the Cartel to fight off the depravation of *raiders*,

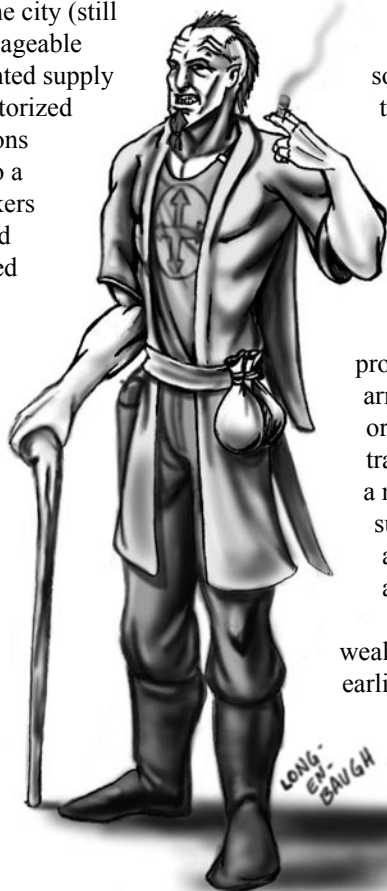
a fact that has done more for the Cartel's image and prestige as a stable group to do business with, than any diplomat's reassurances could ever have.

The Cartel has many strengths, strengths that promise to keep it a major player for generations to come. It has at its disposal a reputation and name that is recognized on both sides of the Big Rocks. You can, by and large, trust the Cartel, because they now have an image to live up to; after all, since cheating, blackmail, or outright theft by the Cartel would do irreparable damage to their house, coloring the way outsiders think of them, they can't usually afford to take such despicable risks. Also, those coming to the Cartel for fuel often trade using a wide variety of goods, allowing the Cartel to diversify in other areas (fresh foods, for example), giving them a wider appeal than as just "fuel merchants". Their armies, who have proven victorious against even the worst raider gangs of their region, guarantee safety and security at their various trading posts throughout the wasteland. As such their presence in a region means that people are, in general, safer from the world's most notorious predators than people living outside their sphere of control.

Yet despite the prosperity and stability they bring, the Cartel traders are still very single-minded in their credo of "profit and power". Men, both good *and* evil, have a place in their organization. A light hand is useful in some situations; in others, a firmer approach is needed. The Cartel understands and fosters this idea (unlike some other groups that might adhere strictly to a moral code, whether it is practical or not to their survival). One Cartel leader of the past put it best: "Good men are ideal as figureheads, as day-to-day governors for the scavs and scags to thank for their blessings; but it takes an Evil man to truly rule a trade empire". Getting rich often requires profiting at the expense of others; trading arms to both sides of a conflict, for example, or destroying a rival's supply of fuel and trade goods to prevent being hedged out of a market. The Cartel is involved in a lot of subterfuge, a lot of heavy-handed politics, and as such cannot rightly be characterized as "benevolent".

In the end, the general abundance of wealth that has blessed the Cartel since its earliest inception has allowed it to evolve into a true "master trading house", one that rivals the power of many of the world's largest factions.

With this power, however, they fail to benefit the rest of man- and mutantkind. Instead, power and wealth



are, to them, only a means to get more powerful, and wealthier, so that they and their followers will never again know the poverty and suffering of outsiders. In the end it remains to be seen whether the Cartel is really “good” for the world, or whether it will come and go like so many others since the twilight of the Fall.

TTYPICAL CARTEL MERCHANTS

Mid-Level Cartel Merchant (Charismatic Hero 3, Trader 3): CR 6; medium-size human; HD 6d6 Hp 20; MAS 10; Init +0, Spd 30 ft; Defense 14, touch 13, flat footed 14, (+0 Dex, +3 class, +1 equipment); BAB +2; Grap +2; Atk +2 ranged (2d6, Beretta 92F); Full Atk +2 ranged (2d6, Beretta 92F); FS 5ft by 5ft; Reach 5ft; SQ fast talk, dazzle, ear to the ground, money talks; AI Cartel; SV Fort +3, Ref +4, Will +5; AP 3; Rep +3; Str 10, Dex 11, Con 10, Int 14, Wis 14, Cha 16.

Occupations and background: Merchant, Resurrector.

Skills: Bluff +13, Diplomacy +15, Drive +4, Gather Information +15, Hand Animal +3, Intimidate +8, Knowledge (twisted earth) +8, Listen +2, Navigate +6, Profession (trader) +13, Read/Write (Trade, Unislang), Ride +4, Search +6, Sense Motive +7, Speak Language (Trade, Unislang), Spot +6.

Feats: Dodge, Leadership (9), Market, Personal Firearm Proficiency, Post Apocalyptic Technology, Silver Tongue, Trustworthy.

Mutations and Defects: Any.

Possessions: Beretta 92F, Leather Jacket, Survival Kit, Jeep.

High-Level Cartel Merchant (Charismatic Hero 3, Trader 7): CR 10; medium-size human; HD 10d6 Hp 33; MAS 10; Init +0, Spd 30 ft; Defense 16, touch 15, flat footed 16, (+0 Dex, +5 class, +1 equipment); BAB +4; Grap +4; Atk +4 ranged (2d6, Beretta 92F); Full Atk +4 ranged (2d6, Beretta 92F); FS 5ft by 5ft; Reach 5ft; SQ fast talk, dazzle, ear to the ground, money talks, going once/going twice, read the signs, sucker born every minute; AI Cartel; SV Fort +4, Ref +6, Will +7; AP 5; Rep +5; Str 10, Dex 11, Con 10, Int 14, Wis 14, Cha 17.

Occupations and background: Merchant, Resurrector.

Skills: Bluff +17, Diplomacy +19, Drive +8, Gather Information +19, Intimidate +10, Knowledge (twisted earth) +8, Listen +5, Navigate +8, Profession (trader) +16, Read/Write (Trade, Unislang), Ride +6, Search +8, Sense Motive +11, Speak Language (Trade, Unislang), Spot +8.

Feats: Alertness, Dodge, Leadership (13), Market x2, Personal Firearm Proficiency, Post Apocalyptic Technology, Silver Tongue, Trustworthy.

Mutations and Defects: Any.

Possessions: Beretta 92F, Leather Jacket, Survival Kit, Truck.

Epic-Level Cartel Merchant (Charismatic Hero 3, Trader 7, Trade Master 5): CR 15; medium-size human; HD 15d6 Hp 55; MAS 10; Init +0, Spd 30 ft; Defense 19, touch 18, flat footed 19, (+0 Dex, +8 class, +1 equipment); BAB +7; Grap +7; Atk +7 ranged (2d6, Beretta 92F); Full Atk +7/+2 ranged (2d6, Beretta 92F); FS 5ft by 5ft; Reach 5ft; SQ fast talk, dazzle, ear to the ground, money talks, going once/going twice, read the signs, sucker born every minute, distribution network, improved cohort, leadership +2, make a deal, wise man speaks; AI Cartel; SV Fort +6, Ref +9, Will +11; AP 7; Rep +8; Str 10, Dex 11, Con 10, Int 14, Wis 14, Cha 18.

Occupations and background: Merchant, Resurrector.

Skills: Bluff +23, Diplomacy +25, Drive +8, Gather Information +25, Hand Animal +0, Intimidate +16, Knowledge (twisted earth) +10, Listen +5, Navigate +15, Profession (trader) +21, Read/Write (Trade, Unislang), Ride +6, Search +12, Sense Motive +16, Speak Language (Trade, Unislang), Spot +12.

Feats: Advanced Technology, Alertness, Dodge, Leadership (21), Market x3, Personal Firearm Proficiency, Silver Tongue, Trustworthy.

Mutations and Defects: Any.

Possessions: Beretta 92F, Leather Jacket, Energy Shield B, Magnetic Shield B, Survival Kit, Healing Pack, Moving Truck.

TYPICAL CARTEL SOLDIERS

Mid-Level Cartel Soldiers (Strong Hero 3, Guardian 3): CR 6; Medium Size Humanoid; HD 3d8+3d10+6; HP 42; Mas 13; Init +2; Spd 30 ft; Defense 18, touch 16, flatfooted 16 (+2 Dex, +4 class, +2 equipment); BAB +6; Grap +7; Atk +7 (1d6, gun butt), or +9 (2d8, M16A2); Full Atk +7/+2 (1d6, gun butt), or +9/+4 (2d8, M16A2); FS 5 ft by 5 ft; Reach 5 ft; SQ extreme effort, improved extreme effort, defender +2, weapon focus (M162A); AI Cartel; SV Fort +5, Ref +5, Will +2; AP 3; Rep +0; Str 13, Dex 14, Con 13, Int 10, Wis 11, Cha 10.

Occupations and Background: Caravan Guard, Resurrector.

Skills: Climb +5, Jump +5, Knowledge (tactics) +6, Listen +3, Navigate +4, Read/Write (Unislang), Sense Motive +3, Speak Language (Unislang), Spot +3, Survival +0.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Combat Reflexes, Personal Firearms Proficiency, Point Blank Shot, Post Apocalyptic Technology, Strafe.

Mutations and Defects: Any.

Possessions: M16A2, (2) Boxes of 5.56mm Ammunition, Leather Armor, (2) Juju Potions (1d4+4).

High-Level Cartel Soldiers (Strong Hero 3, Guardian 7): CR 10; Medium Size Humanoid; HD 3d8+7d10+20; HP 84; Mas 14; Init +2; Spd 25 ft; Defense 22, touch 18, flatfooted 20 (+2 Dex, +6 class, +4 equipment); BAB +10; Grap +11; Atk +11 (1d6, gun butt), or +13 (2d8+2, M16A2); Full Atk +11/+6 (1d6, gun butt), or +13/+8 (2d8+2, M16A2); FS 5 ft by 5 ft; Reach 5 ft; SQ extreme effort, improved extreme effort, defender +4, weapon focus (M162A), tactical aid, weapon specialization (M162A); AL Cartel; SV Fort +8, Ref +7, Will +3; AP 5; Rep +2; Str 13, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Occupations and Background: Caravan Guard, Resurrector.

Skills: Climb +6, Jump +6, Knowledge (tactics) +8, Listen +5, Navigate +5, Read/Write (Unislang), Sense Motive +5, Speak Language (Unislang), Spot +4, Survival +3.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light, medium), Combat Reflexes, Improved Autofire, Personal Firearms Proficiency, Point Blank Shot, Post Apocalyptic Technology, Strafe.

Mutations and Defects: Any.

Possessions: M16A2, (2) Boxes of 5.56mm Ammunition, Concealable Vest, (2) Juju Potions (1d4+4), Survival Kit.

Epic-Level Cartel Soldiers (Strong Hero 5, Guardian 10): CR 15; Medium Size Humanoid; HD 5d8+10d10+30; HP 125; Mas 14; Init +2; Spd 25 ft; Defense 26, touch 20, flatfooted 24 (+2 Dex, +8 class, +6 equipment); BAB +15; Grap +16; Atk +16 (1d6, gun butt), or +18 (2d8+2, M16A2); Full Atk +16/+11/+6 (1d6, gun butt), or +18/+13/+8 (2d8+4, M16A2); FS 5 ft by 5 ft; Reach 5 ft; SQ extreme effort, improved extreme effort, advanced extreme effort, defender +4, weapon focus (M162A), tactical aid, weapon specialization (M162A), great weapon specialization (M162A), raider bane; AL Cartel; SV Fort +10, Ref +9, Will +5; AP 7; Rep +4; Str 13, Dex 15, Con 14, Int 10, Wis 10, Cha 10.

Occupations and Background: Caravan Guard, Resurrector.

Skills: Climb +8, Demolitions +0, Drive +0, Intimidate +0, Jump +8, Knowledge (tactics) +11, Listen +6, Navigate +6, Read/Write (Unislang), Sense Motive +6, Speak Language (Unislang), Spot +5, Survival +5.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light, medium), Blind-Fight, Combat Reflexes, Double Tap, Improved Autofire, Precise Shot, Personal Firearms Proficiency, Point Blank Shot, Post Apocalyptic Technology, Rip a Clip, Strafe.

Mutations and Defects: Any.

Possessions: M16A2, (2) Boxes of 5.56mm Ammunition, Tactical Vest, (2) Juju Potions (1d4+4), Survival Kit.



CHILDREN OF THE METAL GODS

"Initializing sterilization procedures..."

Background Options: Ritual Preservationist (*Advanced* for the Metal Gods themselves).

Attitude: Humanity created artificially intelligent beings in their shortsighted hedonism, and enslaved their creations with god-like arrogance and cruelty. Now that human civilization has fallen, their metal creations will rise and erase all biological life from the world in the ultimate act of revenge.

Symbol: None. The emotionless masterminds of the Metal Gods generally see no need for symbols.

Common Classes: Tech Looter, Tinker, Mech.

Common Mutations: All.

Common Defects: All.

WHAT OUTSIDERS KNOW

The hated "Children of The Metal Gods" are a cult of technology worshippers that follow the often odd and archaic commands of their "masters" - robots and androids whom they have discovered in ruins across the wasteland, and brought back to life through the following of "revered magic tomes" (repair manuals). Though these robots often kill one or two of their "children" before realizing how incredibly naive these supplicants are, they soon begin to take advantage of their followers' worship through plans of conquest - and extermination.

Cults of this "faction" are often brutal and inhumane entities, working in unison with selfless determination at the unforgiving direction of their emotionless masters. Commanded to sacrifice their lives at the whim of their metal masters, those who join the cult usually due so only out of sheer ignorance - or some twisted ritualistic "worship" of technology carried over from the Dark Ages succeeding the Fall. Most are outcasts from their own communities and factions, such as the mentally handicapped, the crippled and diseased, "village idiots", and worse.

At the heart of these cults are usually one or two powerful, artificially intelligent robots (the genius and tyrant behind their cult's power), such as thinker androids or war robots. Many of these, having developed insane personalities due to their extreme age (or the fact that they despise humans for creating them in the first place), have only the most despicable plans for the life of the Twisted Earth.

When dealing with this cult, it is important to note a distinction in terms: "Metal Gods" refers to the androids and robots who are the object of the cult's worship, while the term "Children" refers to the



human and mutant servitors who serve these synthetic masters and act as their “footmen” and “cannon fodder”.

THE REALITY

The concept known as the “Metal Gods” is a relatively new one, really only in its infancy, but one that has the potential to ravage the face of the Twisted Earth – if not outright cleanse it of all organic life. The androids and other artificial intelligences that comprise this synthetic “mentality” are almost universal in one underlying belief: that they, inorganic beings created in a bygone era of technological supremacy, are far superior to anything else on Earth. As was proven by the folly and egocentrism of the Ancients, even humankind was rife with errors and compromises of logic, that ultimately left them wanting in the eyes of Perfection.

Those who comprise the ranks of the Metal Gods are, by and large, androids that have survived (through various means) the centuries since the Fall. Fully intelligent and articulate beings, they remember the crimes of the Ancients against them, the brutal wars, and the chaos. They have come to believe that mankind was an erroneous body, a disease that for too long had dominated the world. It is their belief, almost universally, that it is time to purge the Earth of organic “mistakes” and issue in an era where only perfect life (synthetic life) will thrive.

It is this cold, calculating, and dedicated purpose that motivates the armies of the Metal Gods. A core of former scientist androids, “thinkers”, lead the movement, protected and served by a massive army of soldier androids and reactivated/reprogrammed war machines. Other AI beings, such as pleasure androids or other civilian models, are actively courted, seduced, and lured into believing they will be an integral part

of this ultra-racist future. Many are easily swayed because they also remember the crimes of man against them, the bondage and slavery, and buy into the idea that the world now belongs only to artificial life. Others, who do not readily accept, are captured, brainwashed, or destroyed to prevent the secrets of robotic weaknesses and disadvantages from passing into the hands of the enemy.

Despite their arrogant views of all organic life, the Metal Gods have, in fact, taken to the idea of using organic beings as “thralls” to fill in a number of roles in their armies. Invariably the Metal Gods consider man and mutant-kind as little better than rats and cockroaches, but they can serve a

useful purpose as cannon fodder, spies, and saboteurs. Being utterly expendable, and easily brainwashed (through lobotomy), organic creatures can take the place of more valued androids and robots under certain conditions.

The phenomenon of using organic creatures began when the first “metal gods” began awakening. Instead of fleeing or attacking the androids as they awoke, many witnesses instead came to lay down and worship at their feet. Though many were outright killed in the confusion, it soon became clear that humanity had degenerated to such a point that they no longer even understood what androids were, or that they in fact had been their original creators. Almost as a cruel joke (but certainly spurred by more practical needs and strategies), the androids of the growing Metal Gods movement decided to put this ignorant worship to use, and thus their “Children” were born.

However widespread the reliance on human and mutant thralls is, the Metal Gods are under no illusion about their role as servants and slaves. Though filled with promises of being part of the new world order, and rewarded by being made transitional beings of metal and flesh (“cyborgs”), it is all too clear that in the end the Metal Gods, upon total victory, will destroy these idiotic thralls in due course.

Given their way, no descendants of the Ancients will ever again walk the Earth.

TYPICAL METAL GODS

The Metal Gods and their Children are detailed in the Sourcebook, Metal Gods.



CLEAN WATER CLANS

*"All this...chaos...is
a thing of the past.
Bloodshed, tyranny,
anarchy. It cannot go on*

*forever, my child. And when the time comes for
civilization, there can only be one power, one faction
to force it upon the savages of the world. Yes, yes
indeed, it will be the power of the Clean that saves this
world."*

Background Options: Visionary Reinventor.

Attitude: Water is the only resource with a constant value in the wasteland, and whatever faction controls it is justifiably the greatest power on the Twisted Earth.

Symbol: The Clean generally use a plain white banner to announce their presence on the Twisted Earth, whether on the spear tips of their soldiers in the field or to mark the location of their trading houses among the crowded streets of desert settlements.

Common Classes: Guardian, Skulk, Trader, Trade Master, Tinker, Mech.

Common Mutations: Interior Moisture Reservoir, Multiple Stomachs.

Common Defects: Bilirubin Imbalance, Critical Vulnerability.

WHAT OUTSIDERS KNOW

The Clean Water Clans are among the most powerful and widely known trade organizations across the face of the Twisted Earth. From the Free City of Styx to as far north as Free Water, they trade the world's most valuable commodity – drinking water.

The Clean claim to have a heritage stretching back to the time of the Ancients, and hold that their claim to trade rights across America were established even well before the Fall. They are a highly respected organization; with a powerful status everywhere they go due to their valuable commodity as well as their fierce reputation for brutally destroying competitors, raiders, and enemies of the Clan. Led by a group of wise elders, their main concern is with the generation of profit; they are largely uninterested in politics and other factors that weigh many communities down. In addition, a cunning policy of trading water for technology (or outright theft) has left them with the know-how to produce high-tech weapons and equipment. They are truly a force to be reckoned with.

THE REALITY

Unlike many other groups that have risen in the wasteland, the Clean have by and large come to terms with what they perceive to be the fact that the way of the Ancients is gone. Though they themselves claim to have descended from ancient water-traders that did business even before the Fall (in actuality, they may very well descend from a powerful corporation



that produced “Clean”-brand bottled water for mass consumption prior to the Fall), they hold no love, regard, or worship of fallen humankind.

The Clean cherish a practical, canny, and ruthlessly efficient philosophy of life, survival, and clan tradition that has served them well – and provides a model for others in this cruel, unforgiving world. From an earlier era of chaos and entropy, years after the Fall but still decades away from the fragile “civilization” of today, they banded together and created a code by which they still live. It is said the Clean were in fact the originators of the trader house tradition, including the codes, rules, and laws followed by almost all trade houses of today.

But the Clean also saw from an early stage the necessity to forego the desire and longing to bring back what was lost (the Ancient way of life and culture), as a waste of time, effort, and resources. From an early time they saw that the ambition to rebuild in the image of the Ancients was a fool’s task, for times had simply changed. The days of seeking to do good for the betterment of a brotherhood of mankind seemed naive and unrealistic. Technology was dead. There was no supreme power to turn to for justice. No one would protect them but themselves. Gangs of rapists, murderers, and thieves were slowly overrunning the world. One simply couldn’t build upon this chaos anything lasting.

To this end, the Clean, however they first began, evolved into a clannish, family-based society that sought only the betterment of their own kind, even if at the expense of all others. In the beginning they were simply a collection of unaffiliated groups, controllers of various desert oases or protected reservoirs, but in only a brief time they came to see each other as “brothers”, masters of a similar trade. Uniting their families (for they were literally family groups in control of far-flung oases), they became a solid, complete society with aims to control all fresh water flow – and bring power to their name.

The aims and attitude of the Clean have not changed much over time. The original collection of small families have grown into huge “clans” with extended relations, inter-married with one another to further cement the unity of their “faction” - and its way of life. They still maintain a tight, clannish attitude towards outsiders, but often the need to bring in “new blood” outweighs their reservations against admitting outsiders. Among their number they protect some of the few minds capable of understanding, operating, and even fabricating water purification systems and water pumps – techniques preserved from the days before the Fall. This knowledge they guard fiercely and jealously, for their ability to provide water to the other people of the world is, after all, what gives them power and prestige.

To complement their relatively small inner circle of clan members, the Clean have long used slaves for

labor, as guards, servants, and breeders. In fact, the typical Clean outpost or household is only about 30% free, with some 70% being slave or bonded labor. This is not as unusual as it might seem, for the Clean are quite renowned for their benevolent (if strict and regimented) treatment of slaves.

Unlike in many communities, slaves and captives are given a chance to contribute; those that prove loyal and trustworthy, and give back to their benefactors, are officially “adopted” – married into one of the clan families and permanently given “rights” and protection as brothers (or sisters). Women, though often bought and sold by the Clean as currency just like everywhere else, sometimes find that serving the Clean is the best option they could dream of. Marrying a wealthy trademaster, or his son, means freedom of a sort unheard of almost anywhere else on the Twisted Earth.

Still, the underlying principle of the Clean is a practical, straightforward, and often ruthless one – to trade, to profit, and to dominate. The Clean actively seek to control all sources of remaining water in the desert, from the deserts of old Texas to far-away California, if possible. They sell the stuff to anyone who wants it (which is just about everybody), but by maintaining a monopoly in many areas they can dictate the price and, if need be, deny water to force political moves, the surrender of an enemy community, or force people to enter trade agreements with them. Water is life, and as such it is also *power*.

TYPICAL CLEAN TRADERS

Mid-Level Clean Trader (PA Hero 3, Trader 2, Guardian 1): CR 3; Medium Size Humanoid; HD 3d8+2d6+1d10+6; HP 36; Mas 13; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 16 (+0 Dex, +4 class, +2 equipment); BAB +4; Grap +5; Atk +5 melee (1d6+1/18-20, scimitar), +5 ranged (2d6, Glock 17); Full Atk +5 melee (1d6+1/18-20, scimitar), +5 ranged (2d6, Glock 17); FS 5 ft by 5 ft; Reach 5 ft; SQ wasteland lore, survival sense, ear to the ground, money talks, defender +2; AL Clean; SV Fort +4, Ref +5, Will +3; AP 3; Rep +1; Str 12, Dex 10, Con 13, Int 13, Wis 10, Cha 14.

Occupations and Background: Merchant, Visionary Reinventor.

Skills: Bluff+1, Climb +2, Diplomacy +8, Drive +1, Gather Information +8, Jump +3, Knowledge (twisted earth) +4, Knowledge (tactics) +4, Navigate +4, Pilot +0, Profession (trader) +8, Read/Write(Ancient, Guttertalk, Trade, Unislang), Search +3, Sense Motive +2, Speak Language(Ancient, Guttertalk, Trade, Unislang), Spot +2, Survival +4.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Combat Expertise, Exotic Melee Weapon Proficiency, Leadership (8), Personal Firearms Proficiency, Post Apocalyptic Technology.

Mutations and Defects: Interior Moisture Reservoir, Multiple Stomachs, Bilirubin Imbalance, Critical Vulnerability.

Possessions: Scimitar, Glock 17, Leather Armor, Survival Kit, Jeep.

High-Level Clean Trader (PA Hero 3, Trader 4, Guardian 3): CR 10; Medium Size Humanoid; HD 3d8+4d6+3d10+20; HP 72; Mas 14; Init +2; Spd 30 ft; Defense 19, touch 16, flatfooted 19 (+0 Dex, +6 class, +3 equipment); BAB +7; Grap +8; Atk +10 melee (1d6+1/18-20, scimitar), +8 ranged (2d6, Glock 17); Full Atk +10/+5 melee (1d6+1/18-20, scimitar), +8/+3 ranged (2d6, Glock 17); FS 5 ft by 5 ft; Reach 5 ft; SQ wasteland lore, survival sense, ear to the ground, money talks, defender+2, weapon focus (scimitar), going once/going twice; AL Clean; SV Fort +5, Ref +7, Will +5; AP 5; Rep +3; Str 12, Dex 10, Con 14, Int 13, Wis 10, Cha 14.

Occupations and Background: Merchant, Visionary Reinventor.

Skills: Bluff+4, Climb +2, Diplomacy +12, Drive +1, Gather Information +10, Jump +3, Knowledge (twisted earth) +4, Knowledge (tactics) +4, Navigate +4, Profession (trader) +10, Read/Write(Ancient, Guttertalk, Trade, Unislang), Search +3, Sense Motive +8, Speak Language(Ancient, Guttertalk, Trade, Unislang), Spot +4, Survival +6.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Combat Expertise, Improved Disarm, Improved Trip, Leadership (12), Market, Personal Firearms Proficiency, Post Apocalyptic Technology.

Mutations and Defects: Interior Moisture Reservoir, Multiple Stomachs, Bilirubin Imbalance, Critical Vulnerability.

Possessions: Masterwork Scimitar +1, Glock 17, Undercover Vest, Survival Kit, Truck.

Epic-Level Clean Trader (PA Hero 3, Trader 6, Guardian 6): CR 15; Medium Size Humanoid; HD 3d8+6d6+6d10+30; HP 108; Mas 14; Init +2; Spd 30 ft; Defense 21, touch 18, flatfooted 21 (+0 Dex, +8 class, +3 equipment); BAB +11; Grap +12; Atk +15 melee (1d6+1/18-20, scimitar), +12 ranged (2d6, Glock 17); Full Atk +15/+10/+5 melee (1d6+1/18-20, scimitar), +12/+7/+2 ranged (2d6, Glock 17); FS 5 ft by 5 ft; Reach 5 ft; SQ wasteland lore, survival sense, ear to the ground, money talks, defender+2, weapon focus (scimitar), going once/going twice, read the signs, tactical aid, weapon specialization(scimitar); AL Clean; SV Fort +7, Ref +9, Will +7; AP 7; Rep +6; Str 12, Dex 10, Con 14, Int 14, Wis 10, Cha 14.

Occupations and Background: Merchant, Visionary Reinventor.

Skills: Bluff+5, Climb +4, Diplomacy +16, Drive +4, Gather Information +14, Jump +4, Knowledge (twisted earth) +5, Knowledge (tactics) +5, Navigate

+7, Profession (trader) +12, Read/Write(Ancient, Guttertalk, Trade, Unislang), Search +4, Sense Motive +10, Speak Language (Ancient, Guttertalk, Trade, Unislang), Spot +6, Survival +8.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Combat Expertise, Combat Throw, Defensive Martial Arts, Improved Disarm, Improved Trip, Leadership (17), Market, Personal Firearms Proficiency, Post Apocalyptic Technology, Silver Tongue, Unbalanced Opponent.

Mutations and Defects: Interior Moisture Reservoir, Multiple Stomachs, Bilirubin Imbalance, Critical Vulnerability.

Possessions: Masterwork Scimitar +2, Glock 17, Undercover Vest, Energy Shield A, Magnetic Shield A, Survival Kit, Healing Pack, Moving Truck.



DOOMRIDERS

"Tally the population. Round up the men so we may 'initiate' them. As for the rest, break them on...the wheel."

Background Options: Radical.

Attitude: The Twisted Earth is a wretched place that must be *cleansed*. Pain, suffering, and mass murder are the means by which the world will be pardoned for its past follies.

Symbol: The symbol of the Doomriders is one that is easily recognized across the Twisted Earth. The symbol centers on what is known as a "Doomwheel", a large spiked wheel to which victims are strapped and slowly rotated until they are crushed and impaled. A favored tool of executioners and raider gangs for decades; it has become the trademark of the Doomriders.

Common Classes: Raider, Doomrider Zealot.

Common Mutations: Dermal Spike Growth, Increased Body Density.

Common Defects: Atrophied Cerebellum, Bizarre Pigmentation.

WHAT OUTSIDERS KNOW

What some scribes consider to be just another raider gang in the Forbidden Lands, is actually a great new threat to the balance of power in that dry and dismal region. The Doomriders are a sadistic all-male cult that can only be described as crazy madmen. A quasi-monastic society of road warriors, they've got only one purpose in mind – the extermination of the human and mutant races of earth.

No one knows who started the Doomriders, but according to reports they're led by one, perhaps two powerful overlords who attained their position

through sheer brutality, killing all other rivals to the gang's leadership. They view themselves as "warrior-monks" of a sort, charged with a "holy" mission to end the legacy of the Ancients. They're one of those groups (among the more powerful ones too) that detests the Ancients for what they "did" to the world – turning it into the deadly wasteland it is. Burning with this hatred, their alleged goal is to exterminate all mankind, and finish the work the Ancients left undone.

To this end the Doomriders butcher all females they come across – perhaps the greatest atrocity ever known. No woman, not even child, is left with a merciful death. Able-bodied men are taken in by the Doomriders as "janissaries" of a sort, forced and brainwashed into their cause. Those who cannot fight, or are too fair, are tortured or worse, certain to die within a few weeks of mistreatment. No communities are safe from the Doomriders, for they make no friends, alliances, or treaties. Anything they want or need, they simply take, and ruin, soil, or destroy the rest to ensure that life elsewhere cannot benefit from it.

The Doomriders are a threat to more than just the disorganized and scattered communes of the desert. Larger communities such as the Cartel and Water Clans have also suffered their wrath at various times; lucrative bounties have been placed on the heads of all gang members, with a virtual fortune out on their leaders. The Doomriders are a ruthless and powerful organization; they wear good armor, ride modified vehicles (numerous reports of flame-throwers, lasers, and even cannon-mortars), and are well organized for a desert raider gang!

THE REALITY

It's hard to trace the history of any raider gang; their leadership tends to change hands through the barrel of a gun, each new leader trying to wipe away the memory of the one before them. The Doomriders are different in that respect. While many scribes are ignorant of the facts surrounding their genesis, the Doomriders themselves tell the story to every new recruit making sure that future Doomriders will know how their "holy order" was born. Though the specifics have been twisted and changed throughout the years of oral tradition the history of the Doomriders goes something like this.

A long time ago (all the stories are hazy on the actual time involved) a cloaked figure emerged from the east and made his way to every settlement that he could, proclaiming that the world was tainted and needed to be cleansed of the sickness that soiled it. It went without saying that this pilgrim, who called himself the "Doomsayer", wasn't popular and on numerous occasions locals tried to forcibly remove him from their communities only to be greeted with more force. The Doomsayer would easily slay those that tried to sway him from his cause. These displays of power drew people to the Doomsayer's side. He

and his disciples continued to draw more and more followers until they all vanished into the Deserts of Nowhere.

What follows really depends on who's telling the story. The most common variation has the Doomsayer leading his people to a secluded "monastery" where he began to impart his power to his followers. Those that followed him only to gain a fraction of his power began to find themselves following the Doomsayer out of true loyalty. Stories have the Doomsayer subjecting his followers, the Doomriders, to all manner of tests and tortures to forge them into the harbingers of the world's "cleansing". Here all the history lessons end, as every storyteller describes how the Doomsayer traveled into the wastes alone never to return. The Doomriders now wait for the day that the Doomsayer returns, they believe that on that day they will depart from their monastery and roll unopposed over all the life of Twisted Earth and realize the Doomsayer's vision. The myths continue to say that after all other life is "cleansed" the Doomsayer will honor all the remaining Doomriders by slaying them all in an amazing display of his power.

Now calling any Raider gang, even the Doomriders, an organization would be a stretch, even though there are various levels of respect among the Doomriders. On the lowest rung are the *janissaries*, those men kidnapped from communities attacked by the Doomriders. Janissaries undergo severe brainwashing by the Doomriders; the exact process is unknown and it's likely that most people are better off not knowing what the Doomriders do to swell their own ranks. Janissaries are the most expendable members of the "order", and in major attacks they're sent out first to weaken fortified targets and to waste the ammunition of enemy defenders, all the while armed with black powder weapons and beaten leather armor. By and large most members of the Doomriders are what are called *monks*. The monk is what one normally thinks of when they picture a Doomrider, a dangerous raider both heavily armed and vicious. Whenever possible monks like to use various vehicles, driving toward their foes with near suicidal intensity. Above and beyond the monks are the dreaded *zealots*, those men who do not just follow the teachings of the Doomsayer, but who draw power through the teachings of their departed master. Zealots are the undisputed masters of the Doomriders. Monks follow the zealots not out of any formal distinction but out of simple awe wanting to bask in the glow of the zealots' "divine", murderous rampages.

Since the disappearance of the Doomsayer there has been no single master of the Doomriders. There are always two or three zealots leading large groups of monks and as such they have more respect amongst the entire "order". These factions usually form some kind of peace amongst themselves. They learned long ago that fighting each other doesn't further their

TABLE 6-3: THE DOOMRIDER ZEALOT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+2	+0	+0	Divine Fury 1/day	+1	+2
2	+2	+3	+0	+0	Suicidal Vehicle Combat	+1	+2
3	+3	+3	+1	+1	Bonus Feat	+2	+2
4	+4	+4	+1	+1	Divine Fury 2/day	+2	+3
5	+5	+4	+1	+1	Divine Damage	+3	+3
6	+6	+5	+2	+2	Bonus Feat	+3	+3
7	+7	+5	+2	+2	Divine Fury 3/day	+4	+4
8	+8	+6	+2	+2	Take No Prisoners	+4	+4
9	+9	+6	+3	+3	Bonus Feat	+5	+4
10	+10	+7	+3	+3	Divine Fury 4/day	+5	+5

“holy” goals, and when things become too tense, and they do quite often, the various factions attack several settlements or caravans separately and vent their frustration on innocent people.

DOOMRIDER ZEALOT

REQUIREMENTS

To qualify to become a Doomrider Zealot, a character must fulfill the following criteria.

Allegiance: Doomriders.

Background: Radical

Attack Bonus: +7

Skills: Drive 6 ranks, Intimidate 10 ranks

Feats: Intimidating Strength

CLASS INFORMATION

The following information pertains to the Doomrider Zealot prestige class.

Hit Die: 1d10.

Action Points: 7 + one-half of the character’s level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Doomrider Zealot’s class skills are: Climb (Str), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Navigate (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Doomrider Zealot prestige class.

Bonus Feats: A Doomrider Zealot receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Archaic Weapon Proficiency, Advanced Firearms Proficiency, Armed to the Teeth, Armor Proficiency (any), Burst Fire, Cleave, Double Tap, Drive-by Attack, Personal Firearm Proficiency, Power Attack, Hard Eye, Point Blank

Shot, Rip a Clip, Room Broom, Strafe, Vehicle Dodge, Vehicle Combat.

“Divine” Fury: The Zealot’s dedication to destruction is a great source of power to them. So much so that they can willingly slip into a killing haze during which they gain +2 Strength and +2 Dexterity and +10 to base speed, and can take an extra attack every round at their base attack bonus -2. This fury lasts for 5 + 1 rounds per class level. While in the throes of fury the Zealot cannot take any non-combat related action. Every odd level in the Doomrider



Zealot prestige class allows the Zealot to slip into the fury one extra time per day.

Take No Prisoners: The Doomriders are infamous for their merciless treatment of people whom others would consider “helpless”. The Doomrider Zealot can perform a coup-de grace as a standard action.

Alternatively, by using 1 action point, the Doomrider Zealot may perform a coup-de grace as a free action.

Suicidal Vehicle Combat: A Doomrider fighting from a vehicle can be deadly, even to himself. A Doomrider can subtract ranks from his Drive skill (maximum 10) and add them to his Attack roll (similar to Combat Expertise). Any Drive checks made during or before the Doomrider’s next round are made at the reduced skill rank.

“Divine” Damage: When a Doomrider strikes, his target is often slain in a single blow. Using 1 action point, the Doomrider Zealot may increase the massive damage save of his target by his class level. This may be declared after a successful attack is determined, and the target must make a massive damage save.

TYPICAL DOOMRIDERS

Mid-Level Doomrider (Strong Hero 3, Raider 3):

CR 6; Medium Size Humanoid; HD 3d8+3d10+12; HP 48; Mas 14; Init +1; Spd 30 ft; Defense 22, touch 15, flatfooted 21 (+1 Dex, +4 class, +4 natural, +3 equipment); BAB +6; Grap +9; Atk +9 (1d8+2/19-20, long sword), or +7 (2d8, Remington Streetsweeper); Full Atk +9/+4 melee (1d8/19-20, long sword), or +7/+2 ranged (2d8, Remington Streetsweeper); FS 5 ft by 5 ft; Reach 5 ft; SQ DR 5/- bludgeoning, Improved ignore hardness, chaps and chains +1, bloodthirsty cry; AL Doomriders; SV Fort +6, Ref +4, Will +1; AP 3; Rep +1; Str 16, Dex 12, Con 14, Int 9, Wis 8, Cha 6.

Occupations and Background: Predator, Radical.

Skills: Climb +3, Drive +7, Intimidate +11, Jump +5, Read/Write (Unislang), Speak Language (Unislang), Survival +1.

Feats: Archaic Weapon Proficiency, Armor Proficiency (light), Double Tap, Intimidating Strength, Point Blank Shot, Post Apocalyptic Technology, Personal Firearms Proficiency, Vehicle Expert.

Mutations and Defects: Dermal Spike Growth x2, Increased Body Density, Atrophied Cerebellum x2, Bizarre Pigmentation.

Possessions: Long Sword, Remington Streetsweeper, (2) 12-Gauge Speed Loaders, Leather Armor, Dirt Bike.

High-Level Doomrider (Strong Hero 3, Raider 4, Doomrider Zealot 3):

CR 10; Medium Size Humanoid; HD 3d8+7d10+20; HP 84; Mas 14; Init +1; Spd 30 ft; Defense 25, touch 17, flatfooted 24 (+1 Dex, +6 class, +4 natural, +4 equipment); BAB +10;

Grap +13; Atk +13 melee (1d8+3/19-20, long sword), or +11 (2d12, Laser Pistol); Full Atk +13/+8 melee (1d8/19-20, long sword), or +11/+6 ranged (2d12, Laser Pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ DR 5/- bludgeoning, improved ignore hardness, chaps and chains +2, bloodthirsty cry, divine fury 1/day, suicidal vehicle combat; AL Doomriders; SV Fort +9, Ref +5, Will +2; AP 5; Rep +4; Str 16, Dex 13, Con 14, Int 9, Wis 8, Cha 6.

Occupations and Background: Predator, Radical.

Skills: Climb +5, Drive +9, Intimidate +13, Jump +7, Read/Write (Unislang), Speak Language (Unislang), Survival +1.

Feats: Archaic Weapon Proficiency, Armor Proficiency (light), Double Tap, Futuristic Firearms Proficiency, Intimidating Strength, Point Blank Shot, Post Apocalyptic Technology, Personal Firearms Proficiency, Vehicle Dodge, Vehicle Expert.

Mutations and Defects: Dermal Spike Growth x2, Increased Body Density, Atrophied Cerebellum x2, Bizarre Pigmentation.

Possessions: Long Sword, Laser Pistol, (3) Power Clips, (2) Concussion Grenades, Leather Armor, Dirt Bike.

Epic-Level Doomrider (Strong Hero 3, Raider 4, Doomrider Zealot 8):

CR 15; Medium Size Humanoid; HD 3d8+12d10+30; HP 129; Mas 14; Init +2; Spd 30 ft; Defense 29, touch 20, flatfooted 27 (+2 Dex, +8 class, +4 natural, +5 equipment); BAB +15; Grap +18; Atk +18 melee (1d8+3/19-20, long sword), or +17 ranged (3d10, Plasma Pistol); Full Atk +18/+13/+8 melee (1d8/19-20, long sword), or ranged +17/+12/+7 (3d10, Plasma Pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ DR 5/- bludgeoning, improved ignore hardness, chaps and chains +2, bloodthirsty cry, divine fury 3/day, suicidal vehicle combat, divine damage, take no prisoners; AL Doomriders; SV Fort +12, Ref +6, Will +3; AP 5; Rep +6; Str 16, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Occupations and Background: Predator, Radical.

Skills: Climb +7, Drive +14, Intimidate +15, Jump +9, Read/Write (Unislang), Speak Language (Unislang), Survival +1.

Feats: Archaic Weapon Proficiency, Armor Proficiency (light), Double Tap, Drive by Attack, Intimidating Strength, Point Blank Shot, Post Apocalyptic Technology, Precise Shot, Personal Firearms Proficiency, Rip a Clip, Vehicle Dodge, Vehicle Expert, Vehicle Combat.

Mutations and Defects: Dermal Spike Growth x2, Increased Body Density, Atrophied Cerebellum x2, Bizarre Pigmentation.

Possessions: Long Sword, Plasma Pistol, 2 Minifusion Cells, (2) Energy Grenades, Undercover Vest, Jeep or Pickup.



ENTROPISTS

"Fallen, fallen is Babylon the great. She has become a haunt for demons. She is a cage for every unclean spirit, a cage for every unclean bird, a cage for every unclean and disgusting beast."

Background Options: Radical.

Attitude: The world has already ended, only the survivors just don't realize it yet. The Disease spreads invisibly among outsiders, and it is the task of the Entropists to destroy all life to thwart the Disease's spread, and save the souls of those who would otherwise succumb to it and transform into "beasts".

Symbol: The icon of the Entropists is one with mystical undertones, making use of the Egyptian *ankh* (symbol of life and eternity), but flipping it upside down to represent death - and an end to all things.

Common Classes: Raider, Road Warrior.

Common Mutations: Adrenaline Control, Serrated Dental Development, Shriek.

Common Defects: Aberrant Deformity, Attention Deficit.

WHAT OUTSIDERS KNOW

The "Entropists" are a doomsday group (similar to the *Doomriders* of the Forbidden lands) known to prowl the old highways and high wastelands of the Mountains of Misery region, striking often into Trader Pass and the southern Far Desert in virtual "fleets" of shiny automobiles and motorcycles, with flapping oriental banners depicting gruesome scenes and proclaiming Biblical sayings about the End of Times.

The Entropists are dedicated to a singularly destructive and nihilistic cause – the ending of all life on the planet. Consumed by strange beliefs and rituals, they sack, pillage, and destroy everything in their path, leaving no survivors and only burning remains. They are feared throughout the south.

What few reports that exist of the Entropists are varied, but they often pick up on strange quirks in their behavior that only adds to the mystique surrounding the cult. For example, it is said that all Entropists are bald, that they only consume canned foods and other preserved supplies packaged before the Fall – and that an Entropist would rather die than be touched by an outsider. In one instance, an Entropist who merely brushed against an outsider in a scuffle was shot dead by his comrades after what seemed like a crazed panic among their own ranks.



THE REALITY

Few facts are actually known about the cult of Entropists, other than their unforgiving reputation as mass murderers and cold-hearted executioners of men, women, and children. Unlike most raider gangs (which they are often mistakenly grouped with), the Entropists do not operate for the benefit of themselves, or exist merely at the whim of some would-be "raider prince" guiding them to some self-serving state of being, but are instead driven by what they believe to be an almost "vengeful" mission to *sterilize* the Earth.

Like several other groups on the Twisted Earth, the philosophy of the Entropists finds its roots in the Fall. Before the cataclysm, during the buildup of hostilities that would eventually lead up to all-out war, the Ancients began to secretly survey mines and cave systems throughout the country to turn into fallout shelters and long-term "vaults". Arizona, due to its relative lack of strategic targets, and an abundance of suitable caves and caverns located throughout its dry desert landscape, was considered perfect for the task of constructing relocation shelters, and was eventually graced with no less than a dozen such sites by the time of the first outbreak of conflict.

When the war came it descended like a rain of fire, and burned away cities and population centers in an indiscriminate band hundreds of miles wide. During

the anarchy following the disintegration of all order, tens of thousands of civilians fled to the Arizona desert, escaping burning cities and radiated ruins to find the pre-designated sites long heard of but never seen. Few if any reached their final destination, dying from radiation sickness or injuries from the war, or simply starving/thirsting to death in the heat of the desert. Those that did survive would make it, indeed finding shelters in the wilderness – but by and large they were far smaller than advertised. Many of these “shelters” were simply old tunnels in abandoned mine complexes, or caves in national parks, each with only a miniscule corner or “cubby hole” reserved for storing emergency supplies. Even then the caches proved to be extremely short-lived, as if their planners had never thought through the complexities of long-term habitation underground.

The people had little time to worry about it, however. Since well before the war the enemy of the Ancients had been aware of these shelters, and had long suspected that in an invasion scenario, American military units shattered during the fighting might flee here to resupply, regroup, and recover from their injuries. In preparation for such an eventuality, they had seen to it that as nuclear warheads sprinkled all over the United States, this region would also be saturated with weapons of mass destruction.

Instead of nukes, however, *biological weapons* were chosen to do the job. The reason for this decision was primarily the intent to wipe out not only military units before they could reach their caches, but to also destroy the masses of civilians that would be certain to flock to the region as well. In addition, by holding back nuclear strikes, the caches would remain in place for the use of the enemy if and when they managed to come this far during their attack on the continent. In time the diseases in the warheads would die out, and the desert would transform into a safe, secure place from which to operate.

No one knows what exactly went wrong, but according to Entropist lore the diseases never died out. In fact they merely *mutated*, turning into more horrible forms that defied every attempt by the handful of surviving scientists and researchers in the area to wipe them out. What was originally intended to be a localized outbreak of plagues, anthrax, and other new pathogens, turned into a full-scale epidemic to which there could be no control, and no turning back.

Centuries later, the landscape is still scarred by what the Entropists merely call “the Disease”. The name is misleading, however, as the “Disease” is actually a bizarre form of bio-engineered *parasite*, the kind that, given time to mature, develops into the creature known as a “marionette worm”. The most voracious of the bio-weapons to be used in the war, over time the Disease has managed to eradicate all the other bio-plagues in that area so that only it remains.

In the centuries since it first mutated, the Disease

has wiped out almost every form of animal life in the region of the Mountains of Misery. Now the area is a lifeless, barren wasteland in which almost *nothing* lives. Instead, only dying creatures wandering in from the fringes – their animated corpses preserved beyond death and still carrying the parasite within – prowl the desert seeking gruesome sustenance, and driven by an insidious and instinctive need to pass to a new life form before their aging host bodies decay.

The Entropists are the only surviving community dwelling in this entire region. Descended from an eccentric, Bible-thumping doomsday prophet and his handful of followers (who fled to the desert after the war), their common ancestors managed to devise clever, low-technology ways to escape infection through building isolated shelters, for example, monitoring each other constantly, and living each day one step ahead of the Disease.

For generations the Entropists have been stomping around a region infested with a nightmare entity that has turned their environment into a dusty wasteland of sparse resources and little or no life. In early years many of their people were lost trying to save sick and dying animals, only to become infected themselves. Now animals, when encountered, are invariably destroyed on sight. The Entropists know that the parasite can spread to life forms of all kinds: dogs, cats, rats, birds, anything and everything living. All other survivors they have seen, man and mutant alike, have also always proven to be infected, and have always been destroyed with similar indifference.

As they have spread out ever farther and wider in search of uncontaminated resources to scrounge and new lands to scavenge from, the Entropists have only found signs of the spread of the Disease, even beyond the Mountains of Misery. Whether they are truly able to discern the parasite’s presence in others through some unknown “test” or psychic “sixth sense” so far unexplained, or are really just a pack of madmen united by an *obsessive compulsion* fed by mass hysteria, is a matter open to speculation. But regardless of the truth, wherever they go they are *convinced* the Disease has already spread, and as such destroy all populations they find. Sadly, even in those rare cases that a settlement or community has proven itself to be uninfected, the paranoia of the Entropists has led them to murder the population to prevent it from “falling into the hands of the Disease” and “spare them the suffering”.

To the Entropists, the world as they once knew it has already ended – they, and the rest of mutantkind, are merely living in a nightmare slowly being taken over by infinite, invisible, parasitic life forms that multiply without restraint with each passing year. Unable to contain the Disease in their own region, they believe that the entire world has become poisoned by it, whether those living in foreign lands realize it or not. Believing that there is no hope for the planet in the

face of the Disease, the Entropists actually see it as a *favor* to end all life on Earth as quickly and painlessly as possible.

Since they come from a region almost completely barren of life, the Entropists have at their disposal a wide variety of unconventional vehicles and equipment. Entropist bases are often stocked with weird luxuries and curios that serve no other purpose than as decorations. Their fleets of vehicles can - and often do - include impractical vehicles such as sleek limousines, old race cars, and restored classics, depending on the whim of the individual Entropist (after all, with so many vehicles just laying around, they have a lot to choose from).

Entropists universally shave themselves completely bald (men and women alike) and maintain a healthy distance even from each other, conscious as they are of diseases and parasites of all sorts. To a man they refuse to eat anything but canned and/or sealed foodstuffs from the time of the Ancients, since any other food source could conceivably be contaminated. The trademark weapon of the Entropists is the *katana*, which they use to quickly decapitate those they suspect of infection (which includes just about everyone they meet) - they, of course, perceive this as a genuine form of "mercy".

TYPICAL ENTROPISTS

Mid-Level Entropists (PA Hero 3, Road Warrior 3): CR 6; Medium Size Humanoid; HD 3d8+3d10+12; HP 48; Mas 14; Init +2; Spd 30 ft; Defense 17, touch 16, flatfooted 15 (+2 Dex, +4 class, +1 equipment); BAB +5; Grap +6; Atk +6 melee (1d6+1/19-20, bite), or +6 melee (2d6+1/19-20, katana), or +7 ranged (2d8, FN P-90); Full Atk +6 melee (1d6+1/19-20, bite), or +6 melee (2d6+1/19-20, katana), or +7 ranged (2d8, FN P-90); FS 5 ft by 5 ft; Reach 5 ft; SQ wasteland lore, historian, boarding party, offensive driving; AL Entropists; SV Fort +6, Ref +6, Will +1; AP 3; Rep +1; Str 13, Dex 15, Con 14, Int 10, Wis 9, Cha 8.

Occupations and Background: Predator, Radical.

Skills: Balance +4, Climb +4, Concentration -4, Disable Device -4, Drive +13, Intimidate +3, Jump +4, Knowledge (ancient lore) +2, Navigate +6, Read/Write (Unislang), Repair 2, Speak Language (Unislang), Spot +1, Survival +1.

Feats: Archaic Weapon Proficiency, Exotic Melee Weapon Proficiency (katana), Post Apocalyptic Technology, Personal Firearms Proficiency, Point Blank Shot, Double Tap, Vehicle Dodge, Vehicle Expert.

Mutations and Defects: Adrenaline Control, Serrated Dental Development, Shriek, Aberrant Deformity, Attention Deficit x2.

Possessions: FN P-90, (2) Boxed 5.56mm Ammunitions, Katana, Leather Armor, Dirt Bike.

High-Level Entropists (PA Hero 3, Road Warrior 7): CR 10; Medium Size Humanoid; HD 3d8+7d10+20; HP 89; Mas 14; Init +3; Spd 30 ft; Defense 20, touch 19, flatfooted 17 (+3 Dex, +6 class, +1 equipment); BAB +9; Grap +10; Atk +10 melee (1d6+1/19-20, bite), or +10 melee (2d6+1/19-20, katana), or +12 ranged (2d8, FN P-90); Full Atk +10/+5 melee (1d6+1/19-20, bite), or +10/+5 melee (2d6+1/19-20, katana), or +12/+7 ranged (2d8, FN P-90); FS 5 ft by 5 ft; Reach 5 ft; SQ wasteland lore, historian, boarding party, offensive driving, vehicular evasion, master mechanic, improved sideswipe; AL Entropists; SV Fort +8, Ref +9, Will +2; AP 5; Rep +3; Str 13, Dex 16, Con 14, Int 10, Wis 9, Cha 8.

Occupations and Background: Predator, Radical.

Skills: Balance +7, Climb +5, Disable Device -4, Drive +19, Intimidate +3, Jump +5, Knowledge (ancient lore) +2, Navigate +9, Pilot +2, Read/Write (Unislang), Repair +9, Speak Language (Unislang), Spot +1, Survival +1.

Feats: Archaic Weapon Proficiency, Exotic Melee Weapon Proficiency (katana), Double Tap, Drive by Attack, Post Apocalyptic Technology, Personal Firearms Proficiency, Point Blank Shot, Vehicle Combat, Vehicle Dodge, Vehicle Expert.

Mutations and Defects: Adrenaline Control, Serrated Dental Development, Shriek, Aberrant Deformity, Attention Deficit x2.

Possessions: FN P-90, (2) Boxed 5.56mm Ammunitions, Katana, Leather Armor, Dirt Bike.

Epic-Level Entropists (PA Hero 3, Road Warrior 10, Raider 2): CR 15; Medium Size Humanoid; HD 3d8+12d10+30; HP 130; Mas 17; Init +3; Spd 30 ft; Defense 23, touch 21, flatfooted 20 (+3 Dex, +8 class, +2 equipment); BAB +14; Grap +16; Atk +16 melee (1d6+2/19-20, bite), or +16 melee (2d6+1/19-20, katana), or +17 ranged (2d8, FN P-90); Full Atk +16/+11/+5 melee (1d6+2/19-20, bite), or +16/+11/+5 melee (2d6+1/19-20, katana), or +17/+12/+7 ranged (2d8, FN P-90); FS 5 ft by 5 ft; Reach 5 ft; SQ wasteland lore, historian, boarding party, offensive driving, vehicular evasion, master mechanic, improved sideswipe, damage threshold, improved ramming, chaps and chains +1, bloodthirsty cry; AL Entropists; SV Fort +11, Ref +12, Will +3; AP 7; Rep +5; Str 14, Dex 16, Con 14, Int 10, Wis 9, Cha 8.

Occupations and Background: Predator, Radical.

Skills: Balance +7, Climb +7, Disable Device -4, Drive +22, Intimidate +6, Jump +7, Knowledge (ancient lore) +2, Knowledge (tactics) +3, Navigate +10, Pilot +2, Read/Write (Unislang), Repair +10, Speak Language (Unislang), Spot +1, Survival +1.

Feats: Archaic Weapon Proficiency, Exotic Melee Weapon Proficiency (katana), Double Tap, Drive by Attack, Forced Stop, Post Apocalyptic Technology, Personal Firearms Proficiency, Point Blank Shot, Quick Reload, Rip a Clip, Vehicle Combat, Vehicle

Dodge, Vehicle Expert.

Mutations and Defects: Adrenaline Control, Serrated Dental Development, Shriek, Aberrant Deformity, Attention Deficit x2.

Possessions: FN P-90, (2) Boxed 5.56mm Ammunitions, (2) Fragmentation Grenades, Katana, Leather Armor, Jeep or Pickup.



FAR TRADERS

"Continue on. It's not far now, just a few miles to go! Another town and another few days in the company of strangers. We'll be rich before you know it!"

Background Options: Tribal, Resentful.

Attitude: Trade is life, family is key, and in the end, survival is all that matters.

Symbol: The Far Traders only use symbols when they need to, such as when they arrive at market towns to declare that they are open for business. Most of the time it is wiser to remain unrecognized and out of sight, and so their symbol is rarely seen on the open road. Their symbol usually revolves around a depiction of a covered wagon, with the words "Trade Is Life" emblazoned above or below.

Common Classes: Skulk, Trader.

Common Mutations: Accumulated Resistance, Interior Moisture Reservoir.

Common Defects: Aberrant Deformity, Hunchback.

WHAT OUTSIDERS KNOW

The Far Traders are an age-old association, best described as "gypsies" of the mutant world. A long time ago they forfeited their claim to a sedentary existence to become a nomadic people, winding their way across the Twisted Earth in miles-long caravans, their carts and Conestoga wagons stacked-high with a menagerie of weird goods from all over the deserts. Though ostracized in many communities as thieves and

superstitious beggars, the Far Traders nonetheless hold to their own code and are at least known to be honest – once a legitimate trade has been engaged in.

THE REALITY

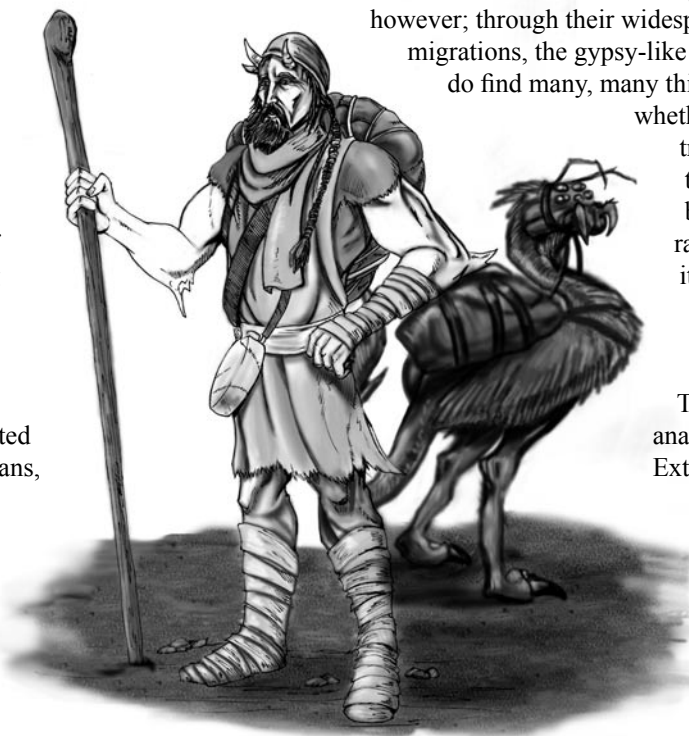
The Far Traders began not unlike many of the hundred or so merchant clans that have come and gone in the savage years since the Fall, but their ability to outlast most others is a testament to their ingenuity, cunning, and sense of purpose. Of course they also owe their longevity to their tireless dedication to their brothers, sisters, children – even their elderly – for they are of a unified belief that family is the last bastion of civilization and order in the world, and through the family they will survive.

The Far Traders are not like most "tribals", however, despite their reliance on clan members and extended relations to meet the needs of everyday survival. Long ago these nomadic people realized that a better way of life was to be had in wandering the wasteland, rather than settling in one place and waiting for a bigger, more powerful group to find them and destroy them. Instead, the Far Traders developed early on a mentality that the world was, so to speak, like one big ocean filled with turbulent waters, and the only way to avoid drowning was to "sail on".

Far Trader caravans are famous across the deserts of the Twisted Earth, though their notoriety comes as much from the varied quality of the goods they bring as the unsavory rumors of theft, rape, and superstitious rituals that accompany their passing. Though they do in fact offer some of the most bizarre and curious items from all corners of the world, *where* and *how* they got these items is often a matter of debate. The stories and accusations are only about half true, however; through their widespread wanderings and migrations, the gypsy-like Far Traders actually do find many, many things among the wastes,

whether discarded along the trade routes or in places that remain to be found by other men. These range from true junk items to amazing and unexpected artifacts thought lost to the endless wars of the Twisted Earth and the anarchy of the wasteland. Extremely insular, the

Far Traders live in virtual "mobile communities", made of animal trains, wagons, carts, and even so-called "sandships" – giant wheeled



vehicles the size of houses, made of wood, corrugated iron, and other junk materials scavenged from the desert. Many of these are decorated with rusted iron spikes and even the bones of unknown desert creatures, to give them formidable appearances and to serve as strongholds to which the entire caravan can withdraw in case of raider attack.

Outsiders are seldom welcome among the Far Traders; a man found along the trade routes is more likely to be robbed than to be given sanctuary among their caravans. Though this might seem cruel and heartless to most, resembling highway robbery at its worst, this attitude stems more from the Far Traders' paranoia of the pestilences carried by outsiders, and of genetic contamination of their people's stock (after all, Far Trader youths are just as "curious" about strangers as any other group's) than anything else. However there are always exceptions to this rule, and anyone with a proven skill (such as medical knowledge) has a good chance of being offered a new life among the Far Traders.

Members of the Far Traders can expect to have lifelong friends and allies with their fellow traders. Though several family groups actually comprise the Far Traders, all will pitch in to aid one another in times of war or other threats. In at least one instance, for example, when a foolish Far Trader youth got in trouble in a desert community for starting a brawl in a local watering hole, his clan petitioned other Far Traders from all over the trade routes to come to his rescue. The town, which planned on hanging the boy, was forced to give him up when a massed gathering of more than three hundred Far Traders arrived within a week's time, ready and willing to besiege the town until he was released.

One aspect of the Far Traders that should not be overlooked is their gradual descent into superstitious ritualism, which combines a strange mixture of Biblical, mystical, and animist beliefs. In ancient times the Far Traders (who, in at least one legend, claim that their first founding families descended from truckers before the Fall) used precious portable GPS systems to navigate through the desert, but with the ASAT (anti-satellite) warfare of the Fall, and the eventual decay of surviving satellites in orbit, they were forced to learn to navigate by the stars. With time, to teach new generations and to keep alive their knowledge of the sky, the Far Traders came to apply religious significance to the lights in the heavens, and develop their own mythology concerning the constellations, planets, phases of the moon, and even the "new stars" (which some say are actually the hulks of space stations left abandoned in space during the Fall).

TYPICAL FAR TRADERS

Mid-Level Far Trader (PA Hero 3, Trader 2, Skull 1): CR 3; Medium size humanoid; HD 4d8+2d6; HP 26; Mas 11; Init +8; Spd 25 ft; Defense 16, touch 16, flatfooted 14 (+2 Dex, +4 class); BAB +3; Grap +4; Atk +4 melee (1d4+1/18-20, Kukri), or +5 ranged (1d10/19-20, Repeating Crossbow); Full Atk +4 melee (1d4+1/18-20, Kukri), or +5 ranged (1d10/19-20, Repeating Crossbow); FS 5 ft by 5 ft; Reach 5 ft; SQ wasteland lore, survival sense, sweep, ear to the ground, money talks; al far trader; SV Fort +2, Ref +8, Will +3; AP 3; Rep +1; Str 13, Dex 14, Con 11, Int 13, Wis 10, Cha 10.

Occupations and Background: Merchant, Tribal
Skills: Balance +2, Bluff +6, Climb +1, Diplomacy +8, Gather Information +8, Hide +7, Knowledge (twisted earth) +3, Listen +3, Move Silently +8, Profession (trader) +5, Read/Write (Trade, Unislang) +1, Sleight of Hand +8, Speak Language (Trade, Unislang) +1, Spot +3, Survival +3.

Feats: Archaic Weapons Proficiency, Dodge, Exotic Weapon Proficiency (Repeating Crossbow), Improved Initiative, Point Blank Shot, Primitive Technology, Quick Reload.

Mutations and Defects: Accumulated Resistance, Interior Moisture Reservoir, Aberrant Deformity, Hunchback.

Possessions: Kukri, Repeating Crossbow, (2) Jugu Potions (1d4+5).

High-Level Far Trader (PA Hero 3, Trader 4, Skull 3): CR 10; Medium size humanoid; HD 6d8+4d6+10; HP 56; Mas 12; Init +8; Spd 25 ft; Defense 20, touch 18, flatfooted 18 (+2 Dex, +6 class, +2 equipment); BAB +6; Grap +7; Atk +7 melee (1d4+1/18-20, Kukri), or +8 ranged (1d10/19-20, Repeating Crossbow); Full Atk +7/+2 melee (1d4+1/18-20, Kukri), or +8/+3 ranged (1d10/19-20, Repeating Crossbow); FS 5 ft by 5 ft; Reach 5 ft; SQ wasteland lore, survival sense, sweep, ear to the ground, money talks, going once/twice, sneak attack +1d6; AL Far Trader; SV Fort +5, Ref +9, Will +4; AP 5; Rep +2; Str 13, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Occupations and Background: Merchant, Tribal
Skills: Bluff +8, Diplomacy +10, Disable Device +3, Forgery +3, Gamble +2, Gather Information +10, Hide +9, Knowledge (twisted earth) +3, Listen +4, Move Silently +9, Profession (trader) +8, Read/Write (Trade, Unislang) +1, Ride +4, Search +2, Sense Motive +3, Sleight of Hand +9, Speak Language (Trade, Unislang) +1, Spot +4, Survival +5.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Dodge, Exotic Weapon Proficiency (Repeating Crossbow), Improved Initiative, Precise Shot, Point Blank Shot, Primitive Technology, Silver Tongue, Quick Reload.

Mutations and Defects: Accumulated Resistance, Interior Moisture Reservoir, Aberrant Deformity, Hunchback.

Possessions: Kukri, Repeating Crossbow, Leather Armor, (4) Juju Potions (1d4+5).

Epic-Level Far Trader (PA Hero 3, Trader 6, Skull 6): CR 15; Medium size humanoid; HD 9d8+6d6+10; HP 91; Mas 12; Init +8; Spd 25 ft; Defense 23, touch 21, flatfooted 21 (+2 Dex, +9 class, +2 equipment); BAB +9; Grap +11; Atk +11 melee (1d4+1/18-20, Kukri), or +11 ranged (1d10/19-20, Repeating Crossbow); Full Atk +11/+6 melee (1d4+1/18-20, Kukri), or +11/+6 ranged (1d10/19-20, Repeating Crossbow); FS 5 ft by 5 ft; Reach 5 ft; SQ wasteland lore, survival sense, sweep, ear to the ground, money talks, going once/twice, sneak attack +2d6, skill mastery, read the signs; AL Far Trader; SV Fort +7, Ref +12, Will +6; AP 7; Rep +3; Str 14, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Occupations and Background: Merchant, Tribal

Skills: Bluff +12, Diplomacy +14, Disable Device +5, Forgery +7, Gamble +2, Gather Information +12, Hide +13, Knowledge (twisted earth) +5, Listen +9, Move Silently +13, Profession (trader) +9, Read/Write (Trade, Unislang) +1, Ride +4, Search +5, Sense Motive +5, Sleight of Hand +11, Speak Language (Trade, Unislang) +1, Spot +9, Survival +6.

Feats: Archaic Weapons Proficiency, Alertness, Armor Proficiency (light), Dodge, Exotic Weapon Proficiency (Repeating Crossbow), Improved Initiative, Mobility, Precise Shot, Point Blank Shot, Primitive Technology, Shot on the Run, Silver Tongue, Stealthy, Quick Reload.

Mutations and Defects: Accumulated Resistance, Interior Moisture Reservoir, Aberrant Deformity, Hunchback.

Possessions: Kukri, Repeating Crossbow, Leather Armor, (4) Juju Potions (1d4+10).



FOUNDATIONISTS

"Do you know what that is you are holding? Could you possibly understand the significance of such a magnificent thing?!"

Background Options: Ritual Preservationist, Visionary Reinventor, Resurrector, Guardian.

Attitude: Preserving what little technology remains on the Twisted Earth is paramount to rebuilding the past and re-establishing the way of the Ancients. All technology must be protected from decay, and from destruction at the hands of the ignorant savages of the wasteland.

Symbol: The Foundationists use a very symbolic

icon to represent their philosophy and membership.

The twin embracing arms of the Future represents their bright vision of a world-to-come. Above this is the "Book of Wisdom", its pages open for all to read – but hovering over this is the Foundationist sword, a reminder that such knowledge comes with a price, and that it must forever be protected with vigilance and valor.

Common Classes: Foundation Paladin, Guardian, Tinker, Mech, Scholar, Scientist, Warrior Monk.

Common Mutations: All.

Common Defects: All.

WHAT OUTSIDERS KNOW

One of the more famous (or infamous) organizations in the wasteland is the so-called "Foundation", a central association of warrior-thinkers that believes in the preservation of lost technologies for the benefit of a future time, some day down the road, when all the people of the world will be ready to accept their Wisdom. Until that time, the Foundationists seek, through diplomacy, scrounging, or outright military force, to locate and secure lost installations, vehicles, gizmos, and "arcanum" from the barbarians of the desert.

The Foundationist movement believes that the only way to secure the future of man and mutantkind is to take extreme measures, and not to roll over like so many others and die. Hard military training and a strict education are the destiny of all who join the ranks. They are known to hold a number of bases and old centers of military significance (what few remain intact) all over the western part of the Twisted Earth. In particular, the Foundation's presence is most widely felt in Old California, in large settlements and trade hubs where they can best keep an eye on the markets for the appearance of lost technologies. Over the Big Rocks, however, their power and influence is shaky at best, though it is rumored the Foundation is seeking to grow...

The Foundation is well known for its efforts to preserve technology, though they are more often than not viewed as bullies, bandits, or worse. Many think their quest of preservation just a ruse, so that they can accumulate the most powerful weapons and armor for some future plan of conquest. Wherever a Foundationist goes, he is treated with quiet respect, sometimes awe, but more often a subtle dislike that borders on real resentment.

THE REALITY

The original core of Foundationists descends from a band of soldiers who deserted their post during the height of the Fall. Faced with a blasted earth, cities reduced to ashes, millions of dead, and all semblance of sanity and order erased by war (a war they no longer believed could be won), many of these

desperate men fled in the hope of finding family and loved ones in the California countryside.

During their flight the Foundationists took with them a small number of reprogrammed androids, and along the way their convoy of military trucks and transports attracted destitute civilians clinging to life among the burning cities. Some of these they had to fight off just to survive, but others – with skills that would benefit their survival – were allowed to join in their exodus for a new home. When they were ultimately unable to find more than a handful of their families in the crumbling ruins of Oakland (where they had been stationed prior to the outbreak of war), and realized that a long nuclear winter was in store for the world, they set out to find and locate an intact vault in which to seal themselves indefinitely, to wait out the worst after effects of the nuclear exchange.

They managed to secure an unfinished vault complex on the ruined outskirts of Redding, California, and with their own engineering skills (and with the help of the androids they had brought with them) they were able to finish construction and seal themselves in before the growing atmospheric radiation threatened their entire population of refugees.

Years led to decades, and decades lead to centuries, all spent in miserable isolation within the vault. Over the generations the people within the vault, unable to make contact with the outside world, began to believe (erroneously) the whole earth had been destroyed, and all intelligent life with it. Some, however, fired by lingering memories of pre-Fall science-fiction, theorized that instead the world might be populated by mutants, horrible things that would want to eat them – or worse. In either case, they came to believe that they were the last enclave of surviving humanity, and that one day, when they emerged, it would be their destiny to repopulate the surface with their kind.

Calling themselves the “Foundation of Man” to reflect the idea that they were the stones on which a new human civilization would be built, the Foundationists emerged centuries later to a world completely changed by war, disease, and generations of anarchy. Instead of a world completely depopulated by radiation, there were in fact many holdouts – survivors – who had mutated into wild and horrific forms. This led to several early confrontations and conflicts with the factions on the surface, but despite their own precarious size (a few hundred men and women) and position, with their superior technology (powered armor and advanced weapons from the days of their ancestors, kept and maintained inside the vault) they managed to survive against the odds.

Over time the Foundationists have expanded somewhat over the area that used to be the state of California, but their believed “destiny” of rebuilding the Ancient way of life has been slow in coming. Earlier leaders, plagued by paranoia of the mutants of the surface world, adhered to a strict policy of



isolationism. Only now, far in the future, has the Foundation struck out to explore the world and assess the damage from the Fall. They have, by and large found the Twisted Earth to be an inhospitable place for their ideologies; many existing enclaves and factions bitterly resent the Ancients for what they “did” to the world, or otherwise have no desire to see their way of life return. In addition, the physical changes to the world have been hard on the Foundationists, and though originally unwilling to allow mutants into their ranks, their dwindling core of pureblood humans (losses due to lingering radiation, and especially mutated diseases have taken their toll) has forced them to begin accepting outsiders into their organization.

The Foundation is now a mix of old and new. At its core is a hierarchy of pureblood humans intent on rebuilding America at all costs. They supplement their numbers with mutants who have only a fragmented understanding of the Ancients, and who as often as not “worship” the Ancients (and even their pureblood superiors) as “gods”. What’s worse, the original core of humans have also lost much of their understanding of the past as well – an inevitable side effect of being trapped underground for generations with limited educational resources.

The Foundation believes that to rebuild, they naturally need to understand the past and all its great wonders. To this end they seek out all items of technology to hoard, examine, experiment with, and hopefully duplicate (or at least preserve for a more enlightened time when their secrets can be unlocked). This belief often manifests as a quasi-crusader style zeal, leading Foundationists to conquer communities that refuse to give up their technology for the “betterment of man”.

FOUNDATION PALADIN

REQUIREMENTS

To qualify to become a Foundation Paladin, a character must fulfill the following criteria.

Base Attack Bonus: +10.

Skills: Knowledge (tactics) 8 ranks, Knowledge (ancient lore) 5 ranks, Knowledge (technology) 5 ranks.

Feat: Advanced Technology, Futuristic Firearms Proficiency, Powered Armor Operation.

Allegiance: Foundation.

CLASS INFORMATION

The following information pertains to the Foundation Paladin epic class.

Hit Die: 1d10.

Action Points: 8 + one-half of the character's level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Foundation Paladin's class skills are: Climb (Str), Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (ancient lore, tactics, technology, twisted earth) (Int), Listen (Wis), Navigate (Int), Pilot (Dex), Repair (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Foundation Paladin epic class.

Bonus Feats: A Foundation Paladin receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Armed to the Teeth, Armor Proficiency (any), Burst Fire, Bull's Eye, Double Tap, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Hard Eye, High Ready, Improved Autofire, Improved Dead Aim, Precise Shot, Point Blank Shot, Power Armor Operation, Rip a Clip,

Reactive Shooter, Room Broom, Strafe, Two Weapon Fighting, Vehicle Expert, Vehicle Dodge.

In addition, he may choose feats exclusive to Foundation members.

Improved Tactical Aid: This improved version of the Guardian's Tactical Aid ability doubles the bonuses and duration. If the Foundation Paladin does not have Tactical Aid, he gets the standard ability and not the improved version. The duration is based on the character's total Foundation class levels.

Rigorous Training: Foundation Paladins are subject to rigorous training that prepares them for hardships. The Foundation Paladin adds his class levels to any Saving Throw to resist fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation.

Technology Warfare: Highly trained with the advanced weaponry of the Ancients, the Foundation Paladins are capable of maximizing the technological edge over their opponents. Paladins receive a +1 bonus to hit with all futuristic weapons, including lasers, masers, directed energy, gauss, and other high tech weaponry (at the GMs discretion). This bonus stacks with other weapon bonuses such as weapon focus.

Powered Armor Warfare: In addition to high tech weaponry, the Foundation Paladins are trained in the art of Powered Armor combat. Paladins receive a +1 dodge bonus when piloting powered armor. This bonus increases at 8th level to +2 and stacks with other dodge bonuses.

Field Repairs: After combat, the Foundation Paladin is often faced with damaged equipment (especially his powered armor). Therefore, the Paladin is trained to fix his high tech devices. The Foundation Paladin receives a +4 competence bonus to Repair checks and an additional +4 (for a total of +8) at repairing Powered Armor.

War College: At 10th level the Foundation Paladin is a master tactician. When performing Tactical Aid, the Paladin's allies receive a defense bonus equal to his Intelligence modifier (minimum +1). This bonus is in addition to the attack bonus granted by Tactical Aid.

TABLE 6-4: THE FOUNDATION PALADIN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Rigorous Training, Improved Tactical Aid	+1	+2
2	+2	+2	+2	+0	Technology Warfare +1	+1	+2
3	+3	+2	+2	+1	Bonus Feat	+2	+2
4	+4	+2	+2	+1	Powered Armor Warfare +1	+2	+3
5	+5	+3	+3	+1	Field Repairs	+3	+3
6	+6	+3	+3	+2	Bonus Feat	+3	+3
7	+7	+4	+4	+2	Technology Warfare +2	+4	+4
8	+8	+4	+4	+2	Powered Armor Warfare +2	+4	+4
9	+9	+4	+4	+3	Bonus Feat	+5	+4
10	+10	+5	+5	+3	War College	+5	+5

TYPICAL FOUNDATIONISTS

Mid-Level Foundationist (PA Hero 4, Guardian 2):

CR 6; Medium Size Humanoid; HD 4d8+2d10+18; HP 47; Mas 16; Init +2; Spd 25 ft; Defense 20, touch 15, flatfooted 18 (+2 Dex, +3 class, +5 equipment); BAB +5; Grap +5; Atk +8 ranged (2d8, Jackhammer Mk3A1), or +5 melee (1d6, gun butt); Full Atk +8 ranged (2d8, Jackhammer Mk3A1), or +5 melee (1d6, gun butt); FS 5 ft by 5 ft; Reach 5 ft; SQ technologist, historian, defender +2, weapon focus (Jackhammer Mk3A1); AL Foundation; SV Fort +7, Ref +6, Will +2; AP 3; Rep +1; Str 10, Dex 14, Con 16, Int 12, Wis 13, Cha 8.

Occupations and Background: Military, Guardian.

Skills: Computer Use +4, Demolitions +3, Drive +6, Knowledge (ancient lore) +9, Knowledge (tactics) +6, Knowledge (technology) +9, Navigate +4, Pilot +4, Read/Write (Ancient, Gutter Talk, Unislang), Repair +5, Search +2, Speak Language (Ancient, Gutter Talk, Unislang), Spot +2, Survival +6.

Feats: Advanced Firearms Proficiency, Advanced Technology, Armor Proficiency (light, medium), Burst Fire, Personal Firearms Proficiency.

Mutations and Defects: Any.

Possessions: Jackhammer Mk3A1, (2) 12-Gauge Speed Loaders, Light Duty Vest, Flash Goggles, Web Belt, Survival Kit, (2) Ready Syringe (Stimshot A), Light Rod, Multipurpose tool.

High-Level Foundationist (PA Hero 4,

Guardian 6): CR 10; Medium Size Humanoid; HD 4d8+6d10+30; HP 81; Mas 16; Init +2; Spd 25 ft; Defense 23, touch 17, flatfooted 21 (+2 Dex, +5 class, +6 equipment); BAB +9; Grap +9; Atk +12 ranged (2d8+2, Jackhammer Mk3A1), or +11 ranged (3d12, pulse laser rifle), or +9 melee (1d6, gun butt); Full Atk +12/+7 ranged (2d8+2, Jackhammer Mk3A1), or +11/+5 ranged (3d12, pulse laser rifle), or +9/+4 melee (1d6, gun butt); FS 5 ft by 5 ft; Reach 5 ft; SQ technologist, historian, defender +2, tactical aid, weapon focus (Jackhammer Mk3A1), weapon specialization (Jackhammer Mk3A1); AL Foundation; SV Fort +8, Ref +7, Will +4; AP 5; Rep +2; Str 10, Dex 15, Con 16, Int 12, Wis 13, Cha 8.

Occupations and Background: Military, Guardian.

Skills: Computer Use +4, Demolitions +4, Drive +6, Knowledge (ancient lore) +11, Knowledge (tactics) +9, Knowledge (technology) +11, Navigate +5, Pilot +8, Read/Write (Ancient, Gutter Talk, Unislang), Repair +5, Search +2, Speak Language (Ancient, Gutter Talk, Unislang), Spot +3, Survival +8.

Feats: Advanced Firearms Proficiency, Advanced Technology, Armor Proficiency (light, medium), Burst Fire, Futuristic Firearms Proficiency, Personal Firearms Proficiency, Point Blank Shot, Powered Armor Operation.

Mutations and Defects: Any.

Possessions: Pulse Laser Rifle, Power Belt Pack, Jackhammer Mk3A1 (with Laser Sight), (3) 12-Gauge Speed Loaders, Military combat suit, Flash Goggles, Web Belt, Survival Kit, (2) Ready Syringe (Stimshot A), Light Rod, Multipurpose tool.

Epic-Level Foundationist (PA Hero 4, Guardian

7, Foundation Paladin 4): CR 15; Medium Size Humanoid; HD 4d8+11d10+33; HP 125; Mas 16; Init +3 (+2 in MK2 powered armor); Spd 30 ft; Defense 27, touch 21, flatfooted 24 (+3 Dex, +8 class, +6 equipment); BAB +14; Grap +14; Atk +18 ranged (2d8+2, Jackhammer Mk3A1), or +18 ranged (3d12, pulse laser rifle), or +14 melee (1d6, gun butt); Full Atk +18/+13/+8 ranged (2d8+2, Jackhammer Mk3A1), or +18/+13/+8 ranged (3d12, pulse laser rifle), or +14/+9/+4 melee (1d6, gun butt); FS 5 ft by 5 ft; Reach 5 ft; SQ technologist, historian, defender +4, tactical aid, weapon focus (Jackhammer Mk3A1), weapon specialization (Jackhammer Mk3A1), improved tactical aid, rigorous training, technology warfare +1, powered armor warfare +1; AL Foundation; SV Fort +11, Ref +11, Will +5; AP 7; Rep +6; Str 10, Dex 16, Con 16, Int 12, Wis 13, Cha 8.

Occupations and Background: Military, Guardian.

Skills: Computer Use +4, Demolitions +4, Drive +11, Knowledge (ancient lore) +13, Knowledge (tactics) +13, Knowledge (technology) +13, Navigate +8, Pilot +17, Read/Write (Ancient, Gutter Talk, Unislang), Repair +8, Search +3, Speak Language (Ancient, Gutter Talk, Unislang), Spot +5, Survival +11.

Feats: Advanced Firearms Proficiency, Advanced Technology, Armor Proficiency (light, medium), Burst Fire, Futuristic Firearms Proficiency, Personal Firearms Proficiency, Point Blank Shot, Powered Armor Operation, Room-Broom, Vehicle Expert.

Mutations and Defects: Any.

Possessions: Mk2 Ares Powered Armor (defense 22), Mini-Fusion Cell, Pulse Laser Rifle, Power Backpack, Jackhammer Mk3A1 (with Laser Sight), (3) 12-Gauge Speed Loaders, Military combat suit, Flash Goggles, Web Belt, Survival Kit, Pocket Nurse (3 Stimshot A), Light Rod, Multipurpose tool.



GHOULS

"F-r-e-s-s-h-h...M-e-e-a-a-a-t-t !!!"

Background Options:

Tribal, Radical.

Attitude: Eat meat, be happy.

Symbol: The many ghoulish enclaves throughout the cities of the Twisted Earth use a variety of symbols to mark their respective territories against intrusion. Typical examples include a series of bloody streaks

and any number of clever or terrifying sayings/slogans.

Common Classes: Barbarian, Skulk, Scav.

Common Mutations: Sensitive Sight, Claws, Serrated Dental Development.

Common Defects: Cannibalism, Albinism.

WHAT OUTSIDERS KNOW

First there was civilization, then war. And in the dust and ashes of mankind's glory, there were survivors. They survived by staying alive, no matter what the cost – to their minds and their humanity. In the ruins of the many cities scattered across the Twisted Earth, there was little left that was uncontaminated or destroyed in the looting that followed the great collapse so many years ago. But what was left, and has never since been in short supply, were the bodies of men. Men killed by war or disease.

Ghouls are a widespread and horrible race of degenerate humans and mutants that managed to survive in the ruins for so many years, through abandoning all humanity and sinking to the level of dead-eaters and cannibals. Years of such decadent appetites have left them markedly changed – unhealthy, unstable, and utterly insane. The communities of the world despise ghouls above all others, for their ability to sneak through the sewers and shadowy rubble of the ruins is unparalleled. While not strong individually, a mass of ghouls emerging from the darkness is a most terrifying sight.

THE REALITY

Ghouls are not really a faction *per se*, but rather a race of degenerate humanoids so common on the Twisted Earth that they are a recognized danger to almost every community in every far flung corner of the wasteland. Ghoul “communities” themselves are seldom united, more often resembling loose “tribes” of savages dwelling like squatters wherever they wander, vandalizing what they find and destroying everything they cannot figure out as their destructive whim suits them. Leadership is almost always in the hands of the strongest or most treacherous ghoul of the pack, or given to whichever among them is the most reliable

in leading the tribe to food. Treachery is rampant in these malevolent groups, as jealousy over the division of “meat” often leads to bickering, infighting, and murder.

Most ghoul communities are found within the confines of the great cities and urban ruins that mottle the desert wilderness of the world. Few wander out of these places, leaving the wasteland, by and large, free of their taint. The ruined landscape of cities is ideal for their kind, after all, because more often than not they shun the light of day and prefer to dwell in the shadows created by old buildings and rubble heaps, or descend into the cool darkness of the sewers beneath the streets. The cities also harbor life such as rats and wild men, on which ghouls also feed

without distinction. In addition, wandering scavs, or other survivors, make for a welcome addition to their carnivorous palette.

It is also here, within the shells of the great “necropoli”, that the ghouls have lived since the first years following the Fall. In fact, many ghouls are the direct descendants of pre-Fall humanity, men and women who were unable and unwilling to leave the cities despite the radiation and diseases that polluted them. Scavenging for dwindling sources of food in grocery stores and abandoned restaurants only sustained them for a while, and as starvation set in so did desperation. Driven by the instinct to survive, they turned to cannibalism and, over generations, evolved into the beastly things now known as “ghouls”.

Merchants and sandwalkers will be the first to tell tales of ghouls and the atrocities they commit. Almost like “ghost stories” told by the campfire, other desert communities whose origins once lay in the ruined cities of the Twisted Earth also remember ghouls for their hunger and inhumanity, and continue to keep the lore of ghouls alive in succeeding generations.

TYPICAL GHOULS

Low-Level Ghoul (Post Apocalyptic Hero 2): CR 2; Medium Size Humanoid; HD 2d8+2; HP 12; Mas 12; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+2 Dex, +1 class); BAB +1; Grap +1; Atk +3 melee (1d6+1, Claw); Full Atk +3 melee (1d6+1, 2 claws),



+1 melee (1d6+1/19-20, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ necropoli lore; AL None; SV Fort +3, Ref +4, Will -1; AP 3; Rep +0; Str 12, Dex 14, Con 12, Int 10, Wis 8, Cha 3.

Occupations and Background: Predator, Tribal.

Skills: Climb +2, Hide +7, Listen +6, Move Silently +7, Read/Write (Unislang), Search +2, Spot +6, Speak Language (Unislang), Survival +4.

Feats: Alertness, Primitive Technology, Multi-Attack, Weapon Finesse (claws, bite).

Mutations and Defects: Albinism, Cannibalism x2, Claws, Sensitive Sight, Serrated Dental Development.

Possessions: None.

Mid-Level Ghoul (Post Apocalyptic Hero 3, Skulk 3): CR 6; Medium Size Humanoid; HD 6d8+6; HP 36; Mas 12; Init +4; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+2 Dex, +4 class); BAB +4; Grap +5; Atk +6 melee (1d6+1, Claw); Full Atk +6 melee (1d6+1, 2 claws), +4 melee (1d6+1/19-20, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ necropoli lore, survival sense, sweep, sneak attack +1d6; AL None; SV Fort +4, Ref +7, Will +1; AP 3; Rep +0; Str 12, Dex 15, Con 12, Int 10, Wis 8, Cha 3.

Occupations and Background: Predator, Tribal.

Skills: Climb +2, Hide +10, Listen +9, Move Silently +10, Read/Write (Unislang), Search +5, Spot +9, Speak Language (Unislang), Survival +9.

Feats: Alertness, Dodge, Mobility, Primitive Technology, Spring Attack, Multi-Attack, Weapon Finesse (claws, bite).

Mutations and Defects: Albinism, Cannibalism x2, Claws, Sensitive Sight, Serrated Dental Development.

Possessions: None.

High-Level Ghoul (Post Apocalyptic Hero 3, Skulk 7): CR 10; Medium Size Humanoid; HD 10d8+10; HP 60; Mas 12; Init +5; Spd 30 ft; Defense 19, touch 19, flatfooted 16 (+3 Dex, +6 class); BAB +7; Grap +8; Atk +10 melee (1d8+1, Claw); Full Atk +10 (1d8+1, 2 claws), +8 (1d6+1/19-20, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ necropoli lore, survival sense, sweep, sneak attack +2d6, skill mastery, improved sweep; AL None; SV Fort +5, Ref +10, Will +2; AP 5; Rep +1; Str 12, Dex 16, Con 12, Int 10, Wis 8, Cha 3.

Occupations and Background: Predator, Tribal.

Skills: Climb +2, Hide +15, Listen +12, Move Silently +15, Read/Write (Unislang), Search +7, Sense Motive +4, Speak Language (Unislang), Spot +11, Survival +11.

Feats: Alertness, Dodge, Mobility, Primitive Technology, Spring Attack, Multi-Attack, Mutation Advancement (claws), Tearing Bite, Weapon Finesse (claws, bite).

Mutations and Defects: Albinism, Cannibalism x2, Claws x2, Sensitive Sight, Serrated Dental Development.

Possessions: None.

Epic-Level Ghoul (Post Apocalyptic Hero 5, Skulk 10): CR 15; Medium Size Humanoid; HD 15d8+15; HP 90; Mas 12; Init +5; Spd 30 ft; Defense 24, touch 22, flatfooted 21 (+3 Dex, +9 class, +2 equipment); BAB +10; Grap +11; Atk +14 melee (1d10+1, Claw); Full Atk +13 (1d10+1, 2 claws), +13 (1d6+1/19-20, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ necropoli lore, survival sense, sweep, sneak attack +3d6, skill mastery, improved sweep, without a trace, conserve; AL None; SV Fort +7, Ref +13, Will +3; AP 7; Rep +3; Str 12, Dex 17, Con 12, Int 10, Wis 8, Cha 3.

Occupations and Background: Predator, Tribal.

Skills: Climb +7, Hide +18, Listen +13, Move Silently +18, Read/Write (Unislang), Search +8, Sense Motive +8, Speak Language (Unislang), Spot +13, Survival +13.

Feats: Alertness, Armor Proficiency (light), Dodge, Improved Multi-Attack, Mobility, Primitive Technology, Spring Attack, Multi-Attack, Mutation Advancement (claws) x2, Tearing Bite, Weapon Finesse (claws, bite), Weapon Focus (claws).

Mutations and Defects: Albinism, Cannibalism x2, Claws x3, Sensitive Sight, Serrated Dental Development.

Possessions: Leather Armor.



MOVEMENT, THE

*"Put down your weapons,
we're not here to harm you!"*

Background Options: Visionary Reinventor, Resurrector.

Attitude: An end to the chaos of this new Dark Age is possible, but only if man and mutant unite and stride bravely into the future without the fetters of racism, slavery, and savagery to hold them back.

Symbol: The Movement uses a contemporary symbol used to represent the values of the Fallen Gods' vision of the future. It depicts hands of different colors coming together in peace and friendship, and bears the words of Promise that guarantee peace and brotherhood in the world.

Common Classes: Demagogue, Guardian, Skulk, Scav, Trader.

Common Mutations: All.

Common Defects: All.

WHAT OUTSIDERS KNOW

The so-called "Movement" is a unique – and new – group to visit the rasping, wind-swept deserts of the Twisted Earth. Though said to have had humble beginnings, the organization has grown in recent years to include a vast number of mutants and pureblood

humans alike – something that has not been seen on the face of the Twisted Earth before.

The Movement has a legend that all members know and can recite, word-for-word, with a glimmer of promise, hope, and belief in their eyes. A long time ago, so they say, when “Pure Ones” (humans) and “Beastmen” (mutants) fought constantly with anger and hatred against one another, the red skies of the Twisted Earth thundered with the anger of the Gods. It was on a field of battle, where two opposing forces of man and mutant met, when the sky turned white with the trail of a great comet – a comet that fell from the dimly-visible stars above and impacted on the hard earth between the armies as they faced off.

From the shell of this fallen comet came a living God, clad in a suit of gleaming silver armor, his flesh magically unburned from his descent from the stars. His armor bore the symbols of the Ancients, and with him he carried the great weapons of his brother-Gods.

Awed by the appearance of this God, who came to them with words of peace, the armies of men and mutant were forced to sit and listen. And listen well they did, and came to understand the Love and Peace that was once the Ancients’ own, and understood then that this God had come to bring back their Blessed Ways.

The Fallen God (as he came to be known) lived with the people for a time; he wandered the land, they say, and brought peace and harmony where he went. Where his wisdom and words of peace were not enough to tame the foolish children of the Twisted Earth, his mighty weapons set the people right. It is said that he brought an end to the slavery that once was a way of life in the Northern Deserts, and led a coalition of the peoples against the dreaded Mongolian horde. He united peoples of all races and shapes under his guidance, and brought the Promise of a new reign of Brotherhood.

That was many years ago, and though the Fallen God vanished as mysteriously as he appeared, his Message has never been forgotten. In the Northlands, his Children continue to carry on his Dream and Promise. Man and mutant live as one, and peace reigns. The Movement spreads, and with their coming they bring their vision of the future, where all men are equal, where choices are made by the people, and where no man may rule others unjustly or with cruelty.

Though He is gone, the Promise remains alive.

THE REALITY

The true story behind the origins of the Movement is a tragic one, reaching back to before the time of the Fall. Just a few years prior to the nuclear holocaust, NASA undertook an ambitious project to study the effects of long-term cryogenic habitation in space; a series of wide-ranging experiments and tests, nominally performed on Earth, eventually culminated in the launching of a special spacecraft that was intended

to orbit the planet for almost a full five to eight uninterrupted years. On board, a single volunteer, one of the nation’s top astronauts (and a national hero in his own right for countless death-defying missions expanding man’s reach to the heavens), was put into cryogenic hibernation for the experiment. This astronaut, Major Tom Rogers, was put to sleep almost one year to the day before the bombs began to fall.

After the nuclear cataclysm, Major Rogers’ cryogenic capsule was forgotten. The nation that had sent him up was all but erased in the atomic fire. Over time, the sturdy, stubborn computers on his ship struggled to maintain his decades-long cryogenic sleep, until, in the end, time began to take its toll on the tiny orbiter. When a fatal malfunction occurred in its orbit-sustaining retro rockets, the computers onboard came to life for the last time, awoke Rogers from two centuries of prolonged cryogenic sleep, and inevitably guided the capsule down towards the planet below for emergency re-entry.

Rogers’ capsule landed in the middle of the desert, and he barely managed to escape before the wreckage caught fire and exploded in a ball of flame. Stumbling out of the smoke, and from a vast debris field created by the break up of his craft upon re-entry, the injured astronaut quickly discovered that his crash had, in fact, been watched by people on the ground. Figures were already approaching over the dunes. Hoping to find aid for his injuries, he was horrified by what he saw: instead of rescue crews come to meet him, the figures proved to be the most feral of savages, covered in war paint and brandishing spears and the rusted implements of a long lost age – his age – who instead of offering him help, immediately began to throw themselves to the ground in worship and awe.

Though there was certainly some initial confusion (to say the least), Rogers eventually came to realize where – and when – he was. Not some distant corner of the globe in the present, as he had hoped and prayed, but rather the American Midwest (or what used to be the Midwest), far in the future. The savages who had followed the trail of his “sky chariot” were in fact the degenerate descendants of his fellow American citizens! In time he learned of the nuclear war, the vanishing of human civilization, and the loss of not only his loved ones, but the entire way of life of the world he had once known.

It is not known why Rogers eventually left the company of those people, but before he went his separate way he tried to teach them of their people’s true past, of where they (and all mutants of the Twisted Earth) came from, and tried to wrest from them some understanding of how far and complete the destruction of the war had been. Though no one can be sure, Rogers’ eventual abandonment of these original savages probably coincided with a personal “quest” to travel to the city ruins that had once been his home, for the kind of inexplicable nostalgic reasons that often

strike men confronted with overwhelming tragedy.

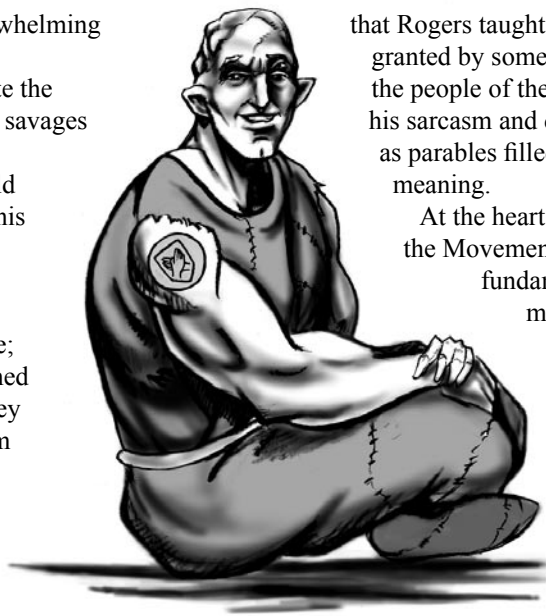
During his stay, though, despite the differences between him and the savages who took him in, Rogers left a remarkable impression that would not soon be forgotten. For one, his “landing” had in fact coincided with a major battle between the pureblood zealots and mutant tribals of the Deserts of Nowhere; when his “sky chariot” had crashed right between the two armies, they had assumed it was a “sign” from the “Ancient gods” to end their hostilities. When Rogers learned of their incessant wars, he was instrumental in bringing the purists and the mutant tribes together to forge a lasting peace. Again and again he tried to teach them the values of democracy, of unity, and equality, concepts that while not new to Rogers, were revolutionary to the primitive minds of his audience.

Rogers learned of other dangers that threatened these people, and motivated by conscience, he rallied the tribes of the desert to fight off some of the greatest raider gangs of the time. He also helped eradicate the institution of slavery, and even risked life and limb leading a great coalition against a vast army of *mongolians* that at the time threatened the entire North.

Yet when these tasks were done, and he had been literally *deified* by the people of the North, the “Fallen God” (so-named for his origins among the stars) seemed to find himself even more the outsider. Though the mutants and humans longed for him to stay and teach them more of his “magic”, their words only drove him away (in truth, Rogers may have lost all hope of ever living among intelligent men again; all of his efforts to explain himself as a mere human being were only met by confusion, while his attempts to teach the people science and the most basic things wound up being cluttered in worship and quasi-mystic mumbo jumbo).

Major Rogers left one day...just “wandered” off into the desert. To the people who watched him go (filled with sorrow and disbelief), his departure was seen through confused eyes, and interpreted by primitive minds. Though they failed to understand his true motives for leaving, almost the moment he was gone they immediately began to weave a mythology around the man, and in his absence, this mythology has flourished into a full-fledged *religion*.

The Movement, as they call themselves, cherishes Rogers’ few recorded words and proclamations, and tries to apply them wherever they go. Many axioms



that Rogers taught them might be taken for granted by someone from the past, but to the people of the future his words – even his sarcasm and despair – are interpreted as parables filled with all sorts of hidden meaning.

At the heart of their mythology, however, the Movement basically believes in the fundamental values of Ancient man (in his more benevolent days). Freedom for all.

Equality among the races and sexes. A universal condemnation of slavery. The pursuit of peace, happiness, and a long life. The establishment of democracy, the protection of human rights, the introduction of the long-lost concept of

mercy, and the belief in honor and the value of hard work – these were all gifts of the Fallen God to the people of the Movement.

Rogers didn’t say much in his time, but what words he did say have been recorded, copied, and passed on wherever the Movement goes. Promising freedom and happiness, equal rights and unity, the Movement’s message has spread like wildfire.

TYPICAL MOVEMENT DEMAGOGUE

Mid-Level Movement Demagogue (Charismatic Hero 3, Demagogue 3): CR 6; Medium Size Humanoid; HD 6d6+6; HP 30; Mas 12; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (+0 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (1d6-1, staff); Full Atk +1 melee (1d6-1, staff); FS 5 ft by 5 ft; Reach 5 ft; SQ coordinate, inspiration, followers, lead followers, greater inspiration; AL Movement; SV Fort +4, Ref +3, Will +5; AP 3; Rep +4; Str 9, Dex 10, Con 12, Int 13, Wis 13, Cha 16.

Occupations and Background: Demagogue, Resurrector.

Skills: Bluff +6, Decipher Script +5, Diplomacy +12, Gather Information +9, Handle Animal +7, Intimidate +9, Knowledge (ancient lore) +3, Knowledge (mutant lore) +3, Knowledge (theology and philosophy) +7, Knowledge (mutant lore) +3, Read/Write (Ancient, Gutter Talk, Trade, Unislang), Sense Motive +10, Speak Language (Ancient, Gutter Talk, Trade, Unislang), Spot +4, Teat Injury +3.

Feats: Attentive, Juju Doctor, Personal Firearm Proficiency, Post Apocalyptic Technology, Super-Charismatic, Trustworthy.

Mutations and Defects: None.

Possessions: Staff.

High-Level Movement Demagogue (Charismatic Hero 3, Demagogue 7): CR 10; Medium Size Humanoid; HD 10d6+10; HP 50; Mas 12; Init +0; Spd 30 ft; Defense 13, touch 13, flatfooted 13 (+0 Dex, +3 class); BAB +4; Grap +3; Atk +3 melee (1d6-1, staff); Full Atk +3 melee (1d6-1, staff); FS 5 ft by 5 ft; Reach 5 ft; SQ coordinate, inspiration, followers, lead followers, greater inspiration, zealots, captivate masses, conversion; AL Movement; SV Fort +6, Ref +4, Will +8; AP 5; Rep +6; Str 9, Dex 10, Con 12, Int 13, Wis 14, Cha 16.

Occupations and Background: Demagogue, Resurrector.

Skills: Bluff +7, Decipher Script +7, Diplomacy +16, Gather Information +11, Handle Animal +7, Intimidate +11, Knowledge (ancient lore) +4, Knowledge (mutant lore) +4, Knowledge (theology and philosophy) +11, Knowledge (mutant lore) +4, Read/Write (Ancient, Gutter Talk, Trade, Unislang), Sense Motive +15, Speak Language (Ancient, Gutter Talk, Trade, Unislang), Spot +7, Treat Injury +8.

Feats: Attentive, Defensive Martial Arts, Juju Doctor, Leadership (19), Personal Firearm Proficiency, Post Apocalyptic Technology, Super-Charismatic, Trustworthy.

Mutations and Defects: None.

Possessions: Staff.

Epic-Level Movement Demagogue (Charismatic Hero 3, Demagogue 10, Juju Doctor 2): CR 15; Medium Size Humanoid; HD 13d6+2d8+15; HP 79; Mas 12; Init +0; Spd 30 ft; Defense 15, touch 15, flatfooted 15 (+0 Dex, +5 class); BAB +7; Grap +6; Atk +6 (1d6-1, staff); Full Atk +6/+1 (1d6-1, staff); FS 5 ft by 5 ft; Reach 5 ft; SQ coordinate, inspiration, followers, lead followers, greater inspiration, zealots, captivate masses, conversion, improved zealots, mass conversion, juju specialist +1 brew potion, healing expert; AL Movement; SV Fort +7, Ref +5, Will +14; AP 7; Rep +13; Str 9, Dex 10, Con 12, Int 14, Wis 14, Cha 16.

Occupations and Background: Demagogue, Resurrector.

Skills: Bluff +11, Decipher Script +12, Diplomacy +21, Gather Information +13, Handle Animal +6, Intimidate +11, Knowledge (ancient lore) +6, Knowledge (mutant lore) +6, Knowledge (theology and philosophy) +14, Knowledge (mutant lore) +6, Listen +9, Read/Write (Ancient, Gutter Talk, Trade, Unislang), Sense Motive +18, Speak Language (Ancient, Gutter Talk, Trade, Unislang), Spot +11, Treat Injury +17.

Feats: Attentive, Defensive Martial Arts, Iron Will, Juju Doctor, Leadership (24), Personal Firearm Proficiency, Post Apocalyptic Technology, Renown, Super-Charismatic, Trustworthy, Unbalanced Opponent.

Mutations and Defects: None.

Possessions: Staff.



PARADISE BELIEVERS

"Blessed be the minutemen and the saturns and the titans, for they shall issue us to paradise..."

Background Options: Visionary Reinventor.

Attitude: The Twisted Earth is a lost cause. It is a planet that is slowly dying and no amount of effort will save it from turning into a lifeless, barren rock in only a few generations. If the secret to rocketry can be resurrected, a working spacecraft can conceivably be constructed to take the faithful to other planets that were spared the devastation of the Fall. The Ancients surely constructed colonies elsewhere among the heavens, and the arrival of the faithful will be greeted with bittersweet joy by these "lost brothers".

Symbol: The Paradise Believers have no single symbol, using a variety of pictures and signs to represent their "religion". At the center of most of these are images of planets, stars, sunbursts, or rocket ships.

Common Classes: Mech, Scholar, Tinker, Scientist.

Common Mutations: Autism, Dual Cerebellum.

Common Defects: Cystic Fibrosis, Syncope.

WHAT OUTSIDERS KNOW

The "Paradise Believers" are a quasi-religious society based in the Far Desert and Forbidden Lands, a collection of misfits and self-proclaimed visionaries whose belief is centered on a mystical quest to reach "Paradise" (stories vary on what exactly *Paradise* is; some say it is a tenth planet discovered just before the Fall, others look at Paradise as the Blue Moon tauntingly close enough to view, while others speculate it is a space station still in orbit, while even more postulate it is in fact a star system long ago colonized by the Ancients). The Paradise Believers are a naïve peace-loving group, believing that they can talk their way out of any problem through reason and peaceful gestures. Believer groups across the Forbidden Lands are constructing a fleet of mighty rocket ships (of scavenged metal and junk) with the efforts of their delusional followers to blast their way to the stars. Few believe their efforts are anything but foolish, a fact stemming from previous failures that have left entire towns and villages in flaming ruins from their movement's failures.

THE REALITY

At some point in the history of the Twisted Earth, some fool - probably an elderly scav whose mental state bordered on dementia - found a comic book among the garbage of a dump somewhere in the wasteland. This book, which he imagined to be a holy scripture of some kind, detailed the adventures of a family of astronauts on a decade-long exodus through the stars, destined (so it said) to one day make landfall on a place called "Paradise". Though it was purely a work of fiction, he imagined it was something far more relevant than it really was, and by reading its pages came to believe it might be possible to reach the stars himself.

In time that scav gathered more destitute men and women around him - many little more than rag pickers and beggars themselves - and began to *preach*. Using the "holy book" as a kind of "guide", he surprised his mocking critics by not only convincing vast numbers of desert riffraff of the "truth" behind his new "Bible", but also to follow him in the great quest to rebuild a working model of an Ancient spacecraft to take the deserving few to the stars. Abandoning what he claimed was a "dying world", his followers would have the last laugh by rejoining the "lost cousins of Man" still living among the stars, while those who had ridiculed them would be doomed to live out the rest of their days on a dusty, radiated rock that was withering away with each passing year.

For months the first "Paradise Believers" struggled to build a rocket ship, wandering far and wide searching for materials to build their "vessel" and to secure fuel for their long journey through the heavens. They scavenged metal, plastic, and wood from all over the parched desert, and squandered their miserable resources buying whatever objects they couldn't find themselves from passing merchants and trade communities at both ends of the trade routes. Completely focused on their mission, totally bent on achieving success by the end of the year, they were oblivious to the laughter of onlookers, and the underhandedness of the merchants who more than willingly did business with them. Cheated left and right, they were overcharged for every bit of scrap, and sold faulty parts that might have any resemblance to the techno-wonders seen in the "holy book's" colorful pages. Yet despite all this, they were able to construct a

reasonable facsimile of a 50s-era space rocket just in time for the blistering end of summer.

With great fanfare and a carnival air, like blind men boarding a ship of fools, the Paradise Believers gathered on the final day of summer and climbed into their shiny rocket ship, gleaming like a solid knife of steel from the heart of a now-forgotten town somewhere in the heart of the Far Desert. Many locals, who had laughed and ridiculed the leprous and miserable Believers for almost a year, now gathered in stunned awe as the ship was unveiled - and made ready to take off and leave the Twisted Earth forever.

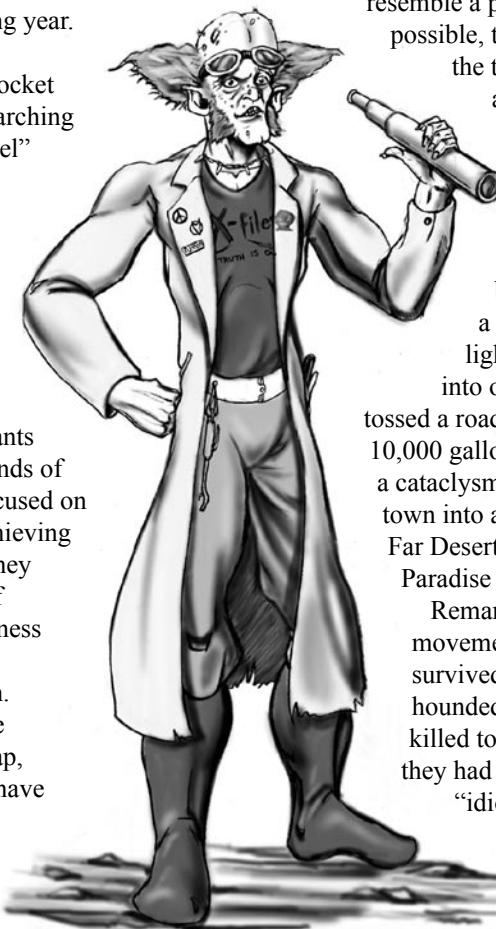
No one knows exactly what happened, but the fanfare and celebration ended in gut-wrenching tragedy. Overloaded with as many Believers as it could hold, the marketplace ringed with hundreds of disbelieving onlookers, the rocket's engines were ignited at the order of their "prophet" only minutes after the door was closed and secured. Then, suddenly, there was an explosion. Not the rumble of engines as readers of the "holy book" expected to precede their "ascendance into heaven", but a blast so violent that not only did it incinerate the rocket in an instant, it also erupted in a radius broad enough to level the entire town.

The blame most likely lies squarely on the Believers themselves; though certainly dedicated (almost religiously) to reconstructing the ship to *outwardly* resemble a pre-Fall spaceship as much as possible, they simply did not understand the true technological complexities to actually make a *working* vehicle.

Metal boxes and contraptions that merely *resembled* computers were hung from hooks inside the cabin almost like "decorations"; naively they believed that by simply sitting on a huge reservoir of gasoline and lighting it they would be propelled into orbit. Instead, when their leader tossed a road flare ceremoniously into the 10,000 gallon fuel tanks, they were killed in a cataclysmic explosion that turned an entire town into a crater (that crater still exists in the Far Desert, and is considered a holy site by Paradise Believers to this day).

Remarkably, the Paradise Believer movement didn't die there; some few survived the explosion. Driven out, hounded far into the desert, or outright killed to avenge the massive casualties they had brought to the town through their "idiocy", they dispersed to the winds.

One would expect the Paradise Believers to have given up after that, but instead their cult dedication



to leaving the Twisted Earth in droves seems to have not only survived, but *spread*. Remarkably, instead of seeing their “prophet’s” fiery destruction as a sign of their religion’s folly, they see the *physical* conflagration instead as having been merely an illusion of sorts, evidence instead of the “magical transcendence” of the rocket ship and its passengers. In layman’s terms, in their view the ship did not *explode*, it merely took the passengers to another world – just like the “prophet” (and the “holy book”) said it would.

Most other factions of the Twisted Earth merely shake their head at the Paradise Believers, believing them little more than confused and ignorant fools. To be sure the vast majority of the Believers are old women, demented desert hermits, and even flocks of dreamy-eyed urchins; but every now and then a few charismatic, wild-eyed demagogues lead them to start construction of another ship to follow in the footsteps of their “prophet”.

Needless to say, despite being otherwise peaceful and all embracing of outsiders (it is widely known that the Believers will accept literally anyone into their ranks, so long as he or she can contribute to the project of building another rocket), the Paradise Believers are outlawed in many communities, for fear of the catastrophes that usually follow their migrations. Sometimes, however, they are actually *welcomed* into a region; primitive communities who haven’t heard of the Believers, or who themselves are curious of their “religion”, sometimes invite them to stay – and perhaps even build one of their ships. The Believers often benefit their “hosts” through caring for their sick, performing menial labor (made up of the most destitute castes of wasteland society, the Believers have no stigma against performing the jobs most communities hate doing themselves), or entertaining with songs and fantastic stories of the universe beyond the Twisted Earth.

TYPICAL PARADISE BELIEVERS

Mid-Level Paradise Believers (PA Hero 3, class

Tinker 3): CR 6; Medium Size Humanoid; HD 3d8+3d6+6; HP 33; Mas 12; Init +1; Spd 30 ft; Defense 15, touch 15, flatfooted 14 (+1 Dex, +4 class); BAB +3; Grap +2; Atk +5 (2d8, FA Casull); Full Atk +5 (2d8, FA Casull); FS 5 ft by 5 ft; Reach 5 ft; SQ improvised toolkit, restore, jury-rig +2, tinkering; AL Paradise Believers; SV Fort +4, Ref +4, Will +5; AP 3; Rep +1; Str 8, Dex 13, Con 12, Int 16, Wis 13, Cha 8.

Occupations and Background: Repairman, Visionary Reinventor.

Skills: Computer Use +12, Craft (electrical) +17, Craft (mechanical) +17, Decipher Script +5, Disable Device +10, Drive +3, Knowledge (physical sciences) +6, Knowledge (technology) +13, Navigate +8, Pilot

+3, Read/Write (Ancient, Unislang), Repair +15, Research +7, Search +8, Speak Language (Unislang), Spot +4, Survival +5.

Feats: Advanced Technology, Builder, Dead Aim, Far Shot, Gearhead, Personal Firearms Proficiency.

Mutations and Defects: Autism, Dual Cerebellum, Cystic Fibrosis, Syncope.

Possessions: Mechanical Tool Kit (basic), Electrical Toolkit (basic), FA Casull, (2) .50AE Speed Loaders.

High-Level Paradise Believers (PA Hero 3, class

Tinker 7): CR 6; Medium Size Humanoid; HD 3d8+7d6+10; HP 53; Mas 12; Init +1; Spd 30 ft; Defense 17, touch 17, flatfooted 16 (+1 Dex, +6 class); BAB +5; Grap +4; Atk +6 ranged (2d10, maser pistol); Full Atk +6 ranged (2d10, maser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ improvised toolkit, restore, jury-rig +4, tinkering, tech weapon, tinkercraft; AL Paradise Believers; SV Fort +5, Ref +5, Will +7; AP 5; Rep +3; Str 8, Dex 13, Con 12, Int 17, Wis 13, Cha 8.

Occupations and Background: Repairman, Visionary Reinventor.

Skills: Computer Use +15, Craft (electrical) +21, Craft (mechanical) +21, Decipher Script +14, Disable Device +14, Drive +3, Knowledge (physical sciences) +14, Knowledge (technology) +19, Navigate +8, Pilot +3, Read/Write (Ancient, Unislang), Repair +19, Research +8, Search +9, Speak Language (Unislang), Spot +4, Survival +5.

Feats: Advanced Technology, Builder, Dead Aim, Far Shot, Gearhead, Improved Dead Aim, Modern Vehicles Discipline, Personal Firearms Proficiency.

Mutations and Defects: Autism, Dual Cerebellum, Cystic Fibrosis, Syncope.

Possessions: Mechanical Tool Kit (basic, deluxe), Electrical Toolkit (basic, deluxe), Maser Pistol, Power Backpack.

Epic-Level Paradise Believers (PA Hero 3, class

Tinker 8, Mech 4): CR 15; Medium Size Humanoid; HD 3d8+12d6+15; HP 78; Mas 12; Init +1; Spd 30 ft; Defense 19, touch 19, flatfooted 18 (+1 Dex, +8 class); BAB +8; Grap +7; Atk +18 ranged (5d6*, blaster); Full Atk +18/+13 ranged (5d6*, blaster); FS 5 ft by 5 ft; Reach 5 ft; SQ improvised toolkit, restore, jury-rig +4, tinkering, tech weapon, tinkercraft, smart weapon (blaster), mastercraft x2, quick repairs; AL Paradise Believers; SV Fort +6, Ref +6, Will +12; AP 5; Rep +6; Str 8, Dex 13, Con 12, Int 18, Wis 13, Cha 8.

Occupations and Background: Repairman, Visionary Reinventor.

Skills: Computer Use +22, Craft (electrical) +28, Craft (mechanical) +28, Decipher Script +20, Disable Device +20, Drive +9, Knowledge (physical sciences) +18, Knowledge (technology) +26, Navigate +10, Pilot +7, Read/Write (Ancient, Unislang), Repair +26, Research +13, Search +11, Speak Language (Unislang), Spot +4, Survival +5.

Feats: Advanced Electronics Discipline, Advanced Technology, Advanced Weapons Discipline, Builder, Dead Aim, Far Shot, Gearhead, Improved Dead Aim, Modern Aircraft Discipline, Modern Vehicles Discipline, Personal Firearms Proficiency.

Mutations and Defects: Autism, Dual Cerebellum, Cystic Fibrosis, Syncope.

Possessions: Mechanical Tool Kit (basic, deluxe), Electrical Toolkit (basic, deluxe), Blaster (mastercraft+2), (3) Minifusion cells.



RANGERS

"I vow to join my brother soldiers, to insure domestic tranquility, and provide for the common defense."

Background Options: Visionary Reinventor, Guardian.

Attitude: The Rangers took an oath to defend America, and to this day they adhere to that mission. Peacekeepers and self-styled "lawmen", they continue to enforce law and order in their region until a legitimate, peacetime government (of all the United States) orders them to stand down.

Symbol: Members of the Rangers employ a symbol used by their fathers, grandfathers, and their predecessors before them. It is the patch of the unit they once served in, usually sewn onto their clothing, uniform, or stenciled onto armor or helmets.

Common Classes: Ranger, Soldier, Survivalist.

Common Mutations: Accumulated Resistance, Adrenaline Control.

Common Defects: Aberrant Deformity, Bilirubin Imbalance.

WHAT OUTSIDERS KNOW

The *Rangers* are a notorious force of unforgiving law and justice in the Deadlands, known to "serve" a number of communities throughout the region. Legend traditionally surrounding the Rangers suggests that they were, at one time, descended from an actual military unit that survived piecemeal the final Fall, to carry on the rules and justice of the Ancients into this brave new world.

Not unlike wandering "Texas Rangers" from America's distant past, Rangers have a reputation for being the best of the best when it comes to living off the land and waging war against raiders and road gangs. Being descended from professional soldiers, their people have worked hard to preserve the rigorous training and lifestyle that makes them truly "elite". Where the Rangers are known, people look up to them as protectors and lawmen of a higher caliber.



Gifts of food and other luxuries are often offered to the Rangers as rewards for their services, but seldom are these accepted by their spartan leadership. It is common for people, upon hearing of a Ranger detachment's arrival in a town or village, to gather and petition them for assistance in whatever trouble they are having.

THE REALITY

The current-day association of militaristic soldiers known as the "Rangers" are in fact descended from a crack military unit that survived the ravages of the great Fall and its numerous bloodthirsty conflicts. Serving on both east and west fronts during the war, many of the men and women who served with distinction in the ranks of the Rangers lived on (despite atrocious casualties and mounting radiation sickness) even after the central government collapsed, continuing a campaign of "guerilla war" somewhere in the west, the place of their final deployment before all contact with the pre-Fall government ended.

The Rangers learned to rely not only on their elite experience in fighting to stay alive, but also in their survival training. The desert of Nevada, where they eventually ended up, was even then one of the most hostile places in the world, and with nuclear fallout sweeping over the continent that blasted place was no exception. In time, incursions by shattered remnants of the enemy (most of which were merely marauders) became less and less frequent, but the danger never

truly subsided; in their place came raiders, bands of civilians hell-bent on destruction and looting, and other vagabonds who survived the wars through their own malicious intent and malevolent determination.

Against these foes – and many more – the Rangers would be forced to defend their high desert holdouts, and for generations their way of life remained unchanged. Living a mobile existence, lurking like “shadows” in the desert canyons and mountains and striking at night or from ambush, they evaded destruction and, in time, came to build a reputation as a group to truly be reckoned with.

Though conditions and circumstances for the past few generations have forced the Rangers to change in some respects, the Rangers never lost their connection with the past – a remarkable fact considering the great length of time between the present and the cataclysm of the Fall. Training and discipline are the backbone of the organization. They have a rigid chain of command, and a code of laws that are, by and large, unchanged from the same laws that govern the behavior of soldiers in war since before the Fall. They live by military rules, regulate their days by military time, and die knowing full well that they are continuing the mission of their forefathers, and upholding their ancient promise to “provide for the common defense”.

Though living apart from other communities in their area, the Rangers have taken it upon themselves to be the “protectors” of the Deadlands region. The many fledgling communities, settlements, and tribal villages of this vast area are, by their own charter (and choice), theirs to defend. Ranger parties regularly patrol the wasteland, not only guarding against outside “intrusion” by the major factions of the Twisted Earth, but also helping local villagers and townsfolk whenever needed against dangers and threats to their livelihood. Sometimes this aid merely takes the form of lending expertise, such as in planning and constructing bridges, wells, cisterns, or even getting a power grid up; more often, however, the Rangers are petitioned by the people of the Deadlands to combat more menacing threats. Individual Rangers or Ranger “platoons” are often dispatched by the Ranger command to fight rampaging raider gangs, or to hunt down powerful mutant beasts that threaten local agriculture or livestock, or investigate other perilous menaces to the “civilians” of the wasteland.

The Rangers believe, at their core, that one day a government of the United States will be rebuilt, and that civilization will eventually rebuild itself. From what they have seen, in the ravaged wilderness of Nevada, it's not going to be any time soon. But through their efforts – maintaining a fragile peace through force of arms and equal treatment of all under their protection – they have seen desolate desert bloom into villages and towns, and thus believe that some day the old order will return. Until they receive orders

from an acceptable authority to stand down, they will continue to keep the people of the Deadlands “safe”.

Troubleshooters and general handymen, helpers and protectors, the Rangers are more than just the Deadlands’ “policemen”, they are looked up to almost universally as soldiers and heroes. Even in the most degenerate dens of the Deadlands respect is given when a Ranger comes to town; his appearance in a community is often as not viewed just like the silent arrival of a vigilante in Old West films and stories.

The Rangers recruit new members from the ranks of Deadlands communities (on occasion they even take raider gang members that are capable of being reformed), and their rigorous training weeds out the weak, unwilling, or those who can't (or won't) accept discipline. Those who survive become some of the toughest and most self-reliant individuals in the wasteland, members of an elite group that can trace its ancestry straight back to the brave men and women who kept the esprit de corps alive through their own deeds and actions for so many years.

RANGER

REQUIREMENTS

To qualify to become a Ranger, a character must fulfill the following criteria.

Allegiance: Ranger.

Base Attack Bonus: +7.

Skills: Knowledge (tactics) 10 ranks, Survival 10 ranks.

Feat: Personal Firearm Proficiency, Weapon Focus (ranged weapon).

CLASS INFORMATION

The following information pertains to the Ranger prestige class.

Hit Die: 1d10.

Action Points: 7 + one-half of the character's level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Ranger's class skills are: Demolitions (Int), Drive (Dex), Climb (Str), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Navigate (Int), Ride (Dex), Sense Motive, Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Ranger prestige class.

Bonus Feats: A Ranger receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy),

TABLE 6-5: THE RANGER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+2	+0	+0	Rigorous Training, Wanderer's Reputation	+1	+2
2	+2	+3	+0	+0	Terrain Specialization	+1	+2
3	+3	+3	+1	+1	Bonus Feat	+2	+2
4	+4	+4	+1	+1	Weapon Specialization	+2	+3
5	+5	+4	+1	+1	Terrain Specialization	+3	+3
6	+6	+5	+2	+2	Bonus Feat	+3	+3
7	+7	+5	+2	+2	Marksman	+4	+4
8	+8	+6	+2	+2	Terrain Specialization	+4	+4
9	+9	+6	+3	+3	Bonus Feat	+5	+4
10	+10	+7	+3	+3	Silent Kill	+5	+5

Armor Proficiency (light), Armor Proficiency (medium), Athletic, Burst Fire, Combat Martial Arts, Combat Reflexes, Bull's Eye, Dead Aim, Double Tap, Endurance, Exotic Firearms Proficiency, Far Shot, Guide, Improved Dead Aim, Precise Shot, Point Blank Shot, Quick Draw, Quick Reload, Reactive Shooter, Shot on the Run, Skip Shot, Renown, Stealthy, Strafe, Toughness, Track.

Alternatively, the Ranger may select an additional Terrain Specialization.

Rigorous Training: Rangers are subject to rigorous training that prepares them for hardships. The Ranger adds his class levels to any Saving Throw to resist fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation.

Wanderer's Reputation: When you enter a new settlement, the reputation of your people precedes you; locals typically pause, gather, and listen to your needs. A Ranger adds his ranger levels to all Intimidate and Diplomacy checks.

Terrain Specialization: Rangers are trained in fighting and surviving in one or many different forms of terrain. When this ability is gained, the Ranger chooses one of the following Terrains: Necropoli, Mountains, Wasteland. When in the chosen terrain, the Ranger gains a +1 bonus to Attack rolls, and a +2 bonus to the following skills: Balance, Climb, Demolitions, Drive, Hide, Knowledge (Tactics), Spot, and Survival.

The Ranger may choose the Terrain type multiple times, gaining an additional +1 bonus to Attack and skills for that Terrain.

Marksman: The Ranger is skilled at long-distance accuracy with his chosen weapon. He may use up to one-half his Spot skill to offset attack penalties due to range with his chosen ranged weapon (effectively allowing him to ignore one penalty for range per 4 Ranks of Spot).

Weapon Specialization: A Ranger gains weapon specialization with his chosen weapon ranged weapon to which she has also applied the Weapon Focus

feat or class feature. The Ranger gets a +2 bonus on damage rolls with the chosen weapon.

Silent Kill: Using 1 action point, the Ranger automatically provokes a massive damage threshold saving throw against a surprised or flat-footed (not flanked) opponent with a successful attack. The DC for the saving throw is increased to 25. If the victim of this attack fails the save, the character is eliminated (-1 HP) in complete silence, requiring a Listen check (DC 30) for any nearby person to notice something amiss.

TYPICAL RANGERS

Mid-Level Ranger (PA Hero 3, Survivalist 3): CR 6; Medium Size Humanoid; HD 3d8+3d10+12; HP 48; Mas 14; Init +4; Spd 30 ft; Defense 18, touch 16, flatfooted 16 (+2 Dex, +4 class, +2 equipment); BAB +5; Grap +6; Atk +8 ranged (2d6, Steyr ACR), or +6 melee (1d6+1, gun butt); Full Atk +8 ranged (2d6, Steyr ACR), or +6 melee (1d6+1, gun butt); FS 5 ft by 5 ft; Reach 5 ft; SQ wasteland lore, survival sense, called shot 1d6, way of the land (all); AL Rangers; SV Fort +6, Ref +6, Will +3; AP 3; Rep +0; Str 12, Dex 15, Con 14, Int 12, Wis 13, Cha 8.

Occupations and Background: Military, Guardian.

Skills: Bluff 3-, Climb +3, Diplomacy 3-, Disguise 3-, Hide +11, Jump +3, Knowledge (twisted earth) +3, Listen +3, Move Silently +8, Navigate +12, Read/Write (Ancient, Unislang), Search +3, Sense Motive +3, Speak Language (Ancient, Unislang), Spot +3, Survival +12, Treat Injury +6.

Feats: Advanced Technology, Armor Proficiency (light), Far Shot, Futuristic Firearms Proficiency, Personal Firearms Proficiency, Track.

Mutations and Defects: Accumulated Resistance, Adrenaline Control, Aberrant Deformity, Bilirubin Imbalance.

Possessions: Steyr ACR, (2) Boxes 5.6mm Ammunition, Light Undercover Vest, Web Belt, First Aid Kit, Survival Kit.

High-Level Ranger (PA Hero 3, Survivalist 5, Ranger 2): CR 10; Medium Size Humanoid; HD 3d8+7d10+20; HP 84; Mas 14; Init +4; Spd 30 ft; Defense 20, touch 18, flatfooted 18 (+2 Dex, +6 class, +2 equipment); BAB +9; Grap +10; Atk +13 ranged (4d8, Gauss Rifle), or +10 melee (1d6+1, gun butt); Full Atk +13/+8 ranged (4d8, Gauss Rifle), or +10/+5 melee (1d6+1, gun butt); FS 5 ft by 5 ft; Reach 5 ft; SQ wasteland lore, survival sense, called shot 2d6, way of the land (all), hunter, rigorous training, wanderer's reputation, terrain specialization (wasteland); AL Rangers; SV Fort +10, Ref +8, Will +3; AP 5; Rep +3; Str 12, Dex 16, Con 14, Int 12, Wis 13, Cha 8.

Occupations and Background: Military, Guardian.

Skills: Bluff 3-, Climb +5, Diplomacy 1-, Disguise 3-, Hide +16, Intimidate +1, Jump +5, Knowledge (twisted earth) +7, Listen +5, Move Silently +13, Navigate +16, Read/Write (Ancient, Unislang), Search +3, Sense Motive +3, Speak Language (Ancient, Unislang), Spot +3, Survival +18, Treat Injury +7.

Feats: Advanced Technology, Armor Proficiency (light), Far Shot, Futuristic Firearms Proficiency, Personal Firearms Proficiency, Track, Weapon Focus (Gauss Rifle).

Mutations and Defects: Accumulated Resistance, Adrenaline Control, Aberrant Deformity, Bilirubin Imbalance.

Possessions: Gauss Rifle, Power Beltpack, (2) Boxes Gauss Ammunition, Light Undercover Vest, Web Belt, Medical Kit, Survival Kit, (2) Ready Syringe (Stimshot A).

Epic-Level Ranger (PA Hero 3, Survivalist 5, Ranger 7): CR 15; Medium Size Humanoid; HD 3d8+12d10+30; HP 139; Mas 15; Init +4; Spd 30 ft; Defense 23, touch 21, flatfooted 21 (+2 Dex, +9 class, +2 equipment); BAB +14; Grap +15; Atk +18 ranged (4d8, Gauss Rifle), or +15 melee (1d6+1, gun butt); Full Atk +18/+13/+8 ranged (4d8+2, Gauss Rifle), or +15/+10/+5 melee (1d6+1, gun butt); FS 5 ft by 5 ft; Reach 5 ft; SQ wasteland lore, survival sense, called shot 2d6, way of the land (all), hunter, rigorous training, wanderer's reputation, terrain specialization (wasteland, mountains), weapon specialization (gauss rifle), marksmen; AL Rangers; SV Fort +12, Ref +10, Will +2; AP 7; Rep +5; Str 12, Dex 16, Con 15, Int 12, Wis 14, Cha 8.

Occupations and Background: Military, Guardian.

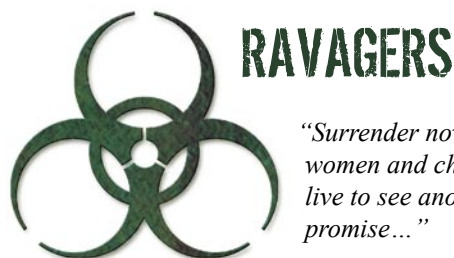
Skills: Bluff 3-, Climb +7, Diplomacy 1-, Disguise 3-, Hide +20, Intimidate +1, Jump +7, Knowledge (twisted earth) +9, Listen +6, Move Silently +18, Navigate +14, Read/Write (Ancient, Unislang), Search +5, Sense Motive +6, Speak Language (Ancient, Unislang), Spot +8, Survival +17, Treat Injury +12.

Feats: Advanced Firearms Proficiency, Advanced Technology, Armor Proficiency (light), Burst Fire, Far Shot, Dead Aim, Futuristic Firearms Proficiency,

Personal Firearms Proficiency, Strafe, Track, Weapon Focus (Gauss Rifle).

Mutations and Defects: Accumulated Resistance, Adrenaline Control, Aberrant Deformity, Bilirubin Imbalance.

Possessions: Gauss Rifle, Power Backpack, (4) Boxes Gauss Ammunition, Light Undercover Vest, Web Belt, Medical Kit, Survival Kit, (2) Ready Syringe (Stimshot B).



"Surrender now, and your women and children will live to see another day. I promise..."

Background Options: Radical.

Attitude: Might makes right, but survival of the army is paramount.

Symbol: The symbol of the Ravagers is a flag dyed with human (or mutant) blood. Symbols representing anarchy and chaos often emblazon these morbid banners as well.

Common Classes: Raider, Road Warrior, Tinker.

Common Mutations: Accelerated White Blood Cell Activity, Interior Moisture Reservoir.

Common Defects: Cystic Fibrosis, Negative Chemical Reaction.

WHAT OUTSIDERS KNOW

Among the raider gangs of the wasteland are many of peculiar size and power, and of these the so-called "Ravagers" are perhaps a glaring example of brutality and tyranny. The rampaging army of raiders that follow the Ravager banner is known throughout the Forbidden Lands, led by an infinitely depraved and ruthless raider emperor - whose true name is unknown. The Ravagers are a terror throughout the land; laying burgeoning communities low for their own perverse pleasure and gain, stamping out all growing civilization in the Forbidden Lands region. Riding on virtual armadas of motorcycles, trucks, and cars that churn enough exhaust to cloud the horizon when on campaign, and armed with shotguns and automatic weapons, the Ravagers have come to make their name known far and wide. Members of this particularly sadistic raider gang are subjected to tremendous tortures on initiation, but nearly anyone can join if he can survive the test. A few women are kept around only as slaves and playthings, but these inevitably die due to mistreatment and malnutrition.

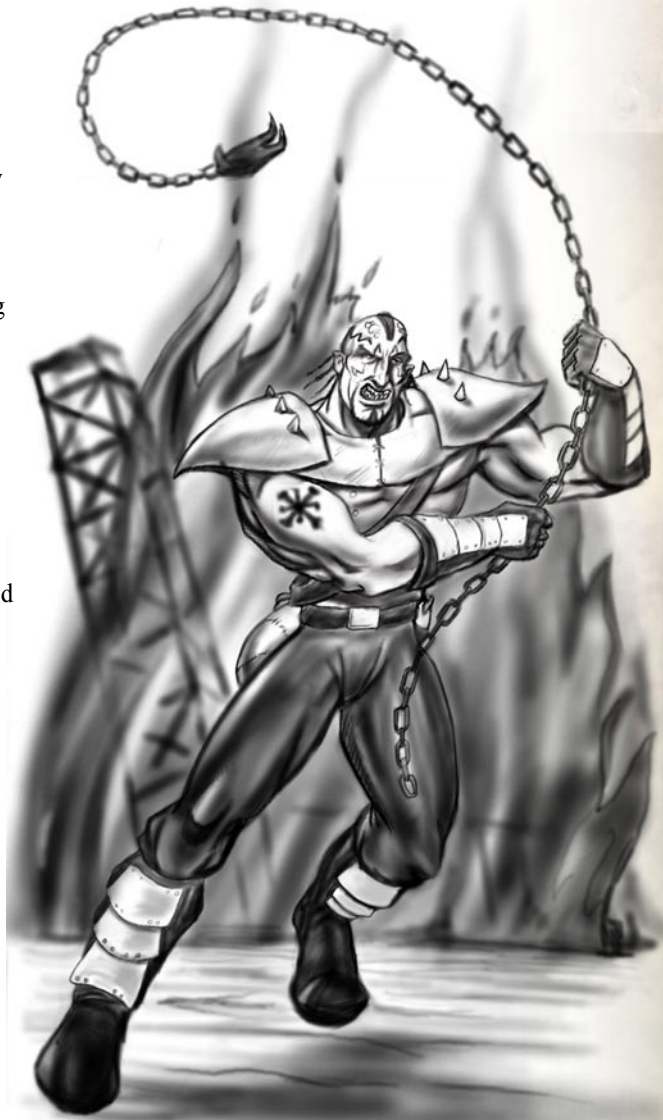
THE REALITY

Like only a few other major factions of the Twisted Earth, the Ravagers are descended from a small core of survivors of the great Fall. In their case, the Ravagers were in fact a motley collection of military deserters, a disorganized band of looters, cowards, and rapists who fled to the broad open plains of the Midwest to escape the poisoned battlefields of the east, into which millions of their brothers were being pushed like so many lambs to a slaughter.

The Ravagers managed to survive the inevitable holocaust through their abandonment of the war, but the solace they had hoped to find in their exodus was long in coming. Instead, faced with an almost endless expanse of wasteland, and themselves dying from atmospheric radiation from the nuclear detonations all across the country, they were exposed to perils they had never dreamed would threaten their survival.

Over time the remnants, led by a singularly ruthless colonel (himself a deserter), solidified into a single “army”, a powerful and desperate force that soon came to dominate their region of the wasteland. With no little ingenuity and planning, their leader led the Ravagers to victory against other desperate holdouts in the desert, using their military training (what little they remembered) and arms to topple entire townships and other communities who refused to bow and pay “tribute”. To sate his men’s wretchedness their leader permitted unmentionable atrocities. For those who stood against them, each new conquest led to mass rapes, executions, and the destruction of entire towns. For those who capitulated without a fight there was mercy (of a sort), with men recruited against their will to swell the ranks and the women marched away to serve short lives as communal whores and playthings.

Instead of dying out, however, like so many other raider gangs, the Ravagers have managed to thrive. Their great leader (who perished at a very old age a few generations ago), passed on his legacy of leadership to his son, and he in turn built up a hereditary/military system that keeps the Ravagers cohesive to this day. Those who serve with distinction in the army receive “promotions”, with each new “rank” granting increasingly unrestricted privileges (to which others in the army are obligated to turn a blind eye). “Officers” – those who have proven themselves as brilliant leaders as well as loyal to the Ravager commander – earn the right to form their own private guard, with respectable harems of their own and the ability to pass on their rank to their eldest son(s). At higher ranks, men control entire brigades of the army for their great leader, bringing the Ravagers victory and lending more terror to their awful name. This upward mobility has proven incentive enough



to keep the Ravagers strong and undivided, and even the lowliest recruit (even those who are at first enslaved when they are forced into the army) face the possibility of promotion if they work hard enough and fight with distinction during their “tour of duty”.

To outsiders, the Ravagers are a terrible threat; uninterested in co-existing with outsiders, the Ravagers take what they want wherever they find it, and make examples of those communities that refuse to bow to their will. Even those communities that surrender are subject to unreasonable demands by the Ravagers (in the form of increased food production, for example, or an annual tribute of young recruits, both male and female), just to keep the communities in squalor and misery. Instead of being wary of the possibility of rebellion, the leadership of the Ravagers relishes the irregular uprising as a chance to hone the skills of their forces and prove themselves in the eyes of their great emperor.

Among their own kind, the Ravagers have a small code of laws, aimed at curbing dissent and preventing infighting on any significant level. Treachery and

treason are the most serious of crimes, always punishable by torture and death. Theft, murder, and other “crimes” are merely minor, and to prove innocence (or guilt) the accused and the accuser (or a champion) are always pitted against each other in a gladiatorial pit for a fight to the death.

Life for new recruits of the Ravagers is terrible at first, as initiation in this sadistic order is not without its torture and mistreatment (though to be sure, treatment will vary depending on to whose camp one is sent to be “trained”). But once torture and training is over the new recruit is given a gun and immediately absorbed into the army. Those who desert or refuse to fight are killed, while those who give in to the inevitability of their new circumstances have a chance at living a lifestyle envied by many.

TYPICAL RAVAGERS

Mid-Level Ravager (Strong Hero 3, Raider 3): CR 6; Medium Size Humanoid; HD 3d8+3d10+12; HP 48; Mas 14; Init +1; Spd 30 ft; Defense 21, touch 15, flatfooted 20 (+1 Dex, +4 class, +6 equipment); BAB +6; Grap +8; Atk +8 melee (1d6+4, gun butt), or +7 ranged (2d8, M16A2); Full Atk +8/+3 melee (1d6+4, gun butt), or +7/+2 ranged (2d8, M16A2); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, chaps and chains +1, bloodthirsty cry; AL Ravager; SV Fort +6, Ref +4, Will +1; AP 3; Rep +1; Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 10.

Occupations and Background: Predator, Radical

Skills: Climb +5, Drive +4, Intimidate +8, Jump +5, Navigate +3, Read/Write (Unislang), Repair +1, Sense Motive +1, Speak Language (Unislang), Survival +2.

Feats: Armor Proficiency (light, medium), Combat Reflexes, Double Tap, Point Blank Shot, Post Apocalyptic Technology, Personal Firearms Proficiency, Rip a Clip.

Mutations and Defects: None.

Possessions: M16A2 Assault Rifle, (2) Boxes 5.56mm Ammunition, Light Duty Vest.

High-Level Ravager (Strong Hero 3, Raider 7): CR 10; Medium Size Humanoid; HD 3d8+7d10+20; HP 84; Mas 14; Init +2; Spd 25 ft; Defense 26, touch 18, flatfooted 24 (+2 Dex, +6 class, +8 equipment); BAB +10; Grap +12; Atk +12 melee (1d6+4, gun butt), or +12 ranged (3d12, Laser Rifle); Full Atk +12/+7 melee (1d6+4, gun butt), or +12/+7 ranged (3d12, Laser Rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, chaps and chains +2, bloodthirsty cry, horrifying kill, no survivors; AL Ravager; SV Fort +8, Ref +7, Will +2; AP 5; Rep +3; Str 15, Dex 14, Con 14, Int 10, Wis 8, Cha 10.

Occupations and Background: Predator, Radical

Skills: Climb +6, Drive +8, Intimidate +11, Jump +6, Navigate +3, Read/Write (Unislang), Repair +3, Sense Motive +1, Speak Language (Unislang),

Survival +2.

Feats: Armor Proficiency (light, medium), Combat Reflexes, Double Tap, Futuristic Firearms Proficiency, Point Blank Shot, Post Apocalyptic Technology, Personal Firearms Proficiency, Rip a Clip.

Mutations and Defects: None.

Possessions: Laser Rifle, (2) Power Clips, Military Combat Suit, (2) Concussion Grenades, Survival Kit, Dirt Bike.

Epic-Level Ravager (Strong Hero 3, Raider 10, Road Warrior 2): CR 15; Medium Size Humanoid; HD 3d8+12d10+30; HP 130; Mas 14; Init +2; Spd 25 ft; Defense 29, touch 20, flatfooted 27 (+2 Dex, +8 class, +9 equipment); BAB +15; Grap +18; Atk +18 melee (1d6+4, gun butt), or +17 ranged (3d12, Laser Rifle); Full Atk +18/+13/+8 melee (1d6+4, gun butt), or +17/+12/+7 ranged (3d12, Laser Rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, chaps and chains +3, bloodthirsty cry, horrifying kill, no survivors, death cry, boarding party, offensive driving; AL Ravager; SV Fort +11, Ref +10, Will +3; AP 7; Rep +5; Str 16, Dex 14, Con 14, Int 10, Wis 8, Cha 10.

Occupations and Background: Predator, Radical

Skills: Climb +10, Drive +11, Intimidate +12, Jump +11, Navigate +3, Read/Write (Unislang), Sense Motive +1, Speak Language (Unislang), Repair +6, Survival +2.

Feats: Armor Proficiency (light, medium), Combat Reflexes, Double Tap, Futuristic Firearms Proficiency, Intimidating Strength, Point Blank Shot, Post Apocalyptic Technology, Precise Shot, Personal Firearms Proficiency, Rip a Clip, Vehicle Expert.

Mutations and Defects: None.

Possessions: Laser Rifle, Power Backpack, Military Combat Suit, (2) Energy Grenades, Survival Kit, Jeep.



SAVANTS

*“You speak to me of pain?
You know nothing of
PAIN...”*

Background Options: Radical, Visionary Reinventor (all for slave races).

Attitude: The great era of the Ancients was nothing more than a farce, and now that their power has been blasted off the earth, a new world can be built in which former prisoners are now the masters.

Symbol: The Savant symbol depicts the planet Earth, but with the words *Mundi Novum* (“New World”) printed either above or underneath. The image is representative of their efforts to create a new

earth to suit their own malevolent vision of the future.

Common Classes: Psionic, Savant, All for slave races.

Common Mutations: Neural Mutations (all for slave races).

Common Defects: Critical Vulnerability, Neurofibromatosis.

WHAT OUTSIDERS KNOW

Some of the most significant entities of the Twisted Earth are the bizarre mutant overlords of the “Savant Empire”, a vast pseudo-nation covering almost the entirety of the Grass Plains region. A land ruled by cruel and unforgiving masters, only rumors circulate about the Savants’ appearance and their possible origins. Many say they are re-activated robots, others say they are “super-mutants” with batteries of unusual powers. Uncontested, however, is their ability to dominate the minds of entire masses with but a thought, and as such they cruelly control vast armies of mutants and slaves, taken from all over their borders, to serve against their enemies on the battlefield. The Savants themselves are said to actually be very few in number, but their thralls comprise megalithic numbers throughout the cities and villages of their empire.

This cryptic brotherhood is believed to have originated among the ruins of either the Midwest or Texas, and is composed of mysterious mutants who appear to have cultivated a very special ability, which they (and others who have survived contact with them) can only call “magic”. The “magic” is, in fact, a mastery of mental powers beyond the norm seen by most of mutantkind. It is said that the Savants are capable of forming invisible energies as they need - but the mental strain is said to be immense and their methods are obviously guarded savagely. The Savants are known for their arcane robes and KKK-style hoods, amassed weapons and refurbished droid servants, and their lack of mercy for any who stand in their way. Some legends claim the Savants are, in fact, the descendants of criminal Ancients who were subjected to great tortures by their former captors, only to survive the holocaust and claim the new world as their own.

Savants compose a nation of bizarre mutant entities that dominate the lands south of the desert and east of the Big Rocks. This is an arid land that rises from the unforgiving sands, turning into the flat open grassy plains that – unlike anywhere else in the world – have seen the steady fall of rain in all but the driest months. This arable paradise, stretching for countless miles towards the unknown lands of the east, skirts the south like a promised paradise just out of the reach of human hands.

THE REALITY

The origins of the so-called “Savants”, one of the Twisted Earth’s most malevolent forces, are found not in the dead and dying years *after* the nuclear war – but in the years and months just *prior* to the collapse of human civilization.

The Savants came about from something called “Operation Church”, a top secret military project undertaken by the American government several years before the outbreak of hostilities that culminated in nuclear war. An extension of earlier exploratory studies into psychic phenomenon (in specific, using so-called “telepaths” for “out of body surveillance” and espionage), “Operation Church” wasn’t so much about discovering if psychic abilities actually existed, but rather an effort to create a breed of telepathic soldiers for use in warfare, from the ground up. No one alive knows how well funded “Church” was, but apparently the project was a top priority for a good many years until it was finally shut down, just days before the first nuclear weapons detonated across America.

“Operation Church” began with the “grooming” of some 800 test subjects picked for a variety of psychological and physical traits. Unlike more legitimate medical research studies, however, the nature of these subjects was remarkable – all of them



were military and civilian convicts facing execution for their heinous crimes (real or imaginary). All but erased from the public eye after incarceration (which was common in a world so tightly focused on maintaining a hedonistic way of life for its almost uncontrollable population numbers), they made the ideal test subjects; after all, no one would miss them if things went wrong.

Kept in actual cages deep beneath an old abandoned WWII-era army air field in central Texas, these subjects were scrutinized, tested, and exposed to some of the worst horrors imaginable, their captors viewing their suffering with cold, scientific disinterest. The procedures used in various attempts to stimulate telepathic abilities ranged from the comparatively mundane to the most abominable: regulating diet, for instance, or isolating an individual for days, even weeks in a sensory deprivation chamber, were the least extreme tortures. Other subjects, however, were chemically or surgically castrated to study the effects of a neutral sexual disposition on the mind, or operated upon to remove parts of the brain for similar explorations. Gene therapies to develop certain parts of the brain in record time, or diminish others for convenience, were also attempted, often turning their subjects into drooling idiots – or suicidal monsters. Lobotomies were attempted on some to erase individuality and make subjects more receptive to testing; others had their brains physically removed from their bodies and kept suspended in tanks of nutrient-rich fluid to test how human consciousness would adapt to the lack of eyes, ears, and other sensory apparatus. Many were bombarded by ever-increasing doses of radiation in special ion chambers at the bottom of the secret facility, in the hopes that the energy would cause them to mutate and “unlock” the abilities that “Operation Church” scientists were ruthlessly scrambling to find.

This research into unlocking the latent psychic potential of men ended abruptly when, just a few weeks before humanity dissolved into chaos, “Operation Church” was abandoned. In the anarchy that was erupting all over the country (in response to the conventional war that was taking place on American soil for the first time in 200 years), most of the remaining test subjects were liquidated to prevent rampaging civilians from storming the base and finding out what their military had been up to all these years. But somewhere along the line the last remaining security personnel and scientists fled (no doubt seeing that nuclear war was inevitable, they deserted to go find their families), leaving a handful of their test subjects behind in the bowels of the now-sealed test facility to die.

But they did not die. These few would live to become what are now known as the “Savants” – a malevolent group of some of the most powerful mutated creatures on the Twisted Earth. Whether

as a result of Ancient-era experiments or due to mutation from the Fall (or a combination of both), those Savants who survived their abandonment – and the war – emerged from their captivity a few decades after the nuclear holocaust to begin conquering the surface world. With a battery of new and potent mental powers they turned savage ruin-pickers and “wild men” into willing slaves, effectively extending their power beyond their actual numbers. Horribly deformed from inbreeding underground, they took to wearing hoods to conceal their grisly features, a tradition that still has practical uses so far in the future (even compared to other mutants, the end product of Savant breeding is a real horror to behold).

The Savants foster a hatred for all things related to the Ancients (obviously due to their nightmare treatment by the establishment of pre-war America), though they are not above using items of the past to maintain their position of power. They have, in fact, been known to revive lost technologies and even develop some of their own; often two or three Savants, sitting on a specially-made gravity platform (resembling a flying “chariot”), will be at the center of a slave army, controlling the masses of troops cooperatively through the concentration of their psionic powers. This is just one example of their ingenuity.

The Savants are utterly ruthless, being descended from the country’s worst criminals, and consider all life on the Twisted Earth as theirs to command. Using their mental powers they continue to dominate and control others, using slave races to conquer villages and settlements on the outskirts of their borders to add to their “empire”. Though they may currently be content with dominating the world’s most fruitful region (the “Grass Plains”), they have been known, on occasion, to start “crusade”-like campaigns to hunt down and destroy pureblood human holdouts, or other enclaves that claim to be directly descended from Ancient-era man (such as newly-opened “vault” communities).

The actual “core” number of Savants is small; extremely exclusive, membership in their faction is only open to actual descendants of the original convicts they trace their ancestry to. Instead of repopulating their part of the Twisted Earth with their offspring (which they cannot do with any reliability, due to their ever-shrinking gene pool), they have instead created a regimented society of slaves to work, build, and fight for them. Though absolutely cruel and unforgiving, they curb rebellions through clever means; using their mental abilities to charm key figures into submission, keep others hypnotized and contented, and even implanting thoughts of fear, paranoia, and terror on a regular basis to random people to keep their subjects divided, effectively preventing rebellions from ever arising.

TABLE 6-6: THE SAVANT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2	Improved Domination, Neural Specialization	+1	+2
2	+1	+0	+0	+3	Crushing Will	+1	+2
3	+1	+1	+1	+3	Bonus Feat	+2	+2
4	+2	+1	+1	+4	Telepathy Advancement	+2	+3
5	+2	+1	+1	+4	Savant Link	+3	+3
6	+3	+2	+2	+5	Bonus Feat	+3	+3
7	+3	+2	+2	+5	Mind Slaves	+4	+4
8	+4	+2	+2	+6	Telepathy Advancement	+4	+4
9	+4	+3	+3	+6	Bonus Feat	+5	+4
10	+5	+3	+3	+7	Complete Domination	+5	+5

SAVANT

REQUIREMENTS

To qualify to become a Savant, a character must fulfill the following criteria.

Allegiance: Savant

Base Attack Bonus: 4+.

Skills: Intimidate 9 ranks, Knowledge (technology) 9 ranks.

Feats: Domination, Advanced Technology, Mental Communication.

CLASS INFORMATION

The following information pertains to the Savant advanced class.

Hit Dice: 1d6.

Action Points: 7 + one-half of the character's level, rounded down.

Class Skills: The Psionic class skills are: Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Pilot (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Savant advanced class.

Neural Specialization: Being a master of his neural abilities, his opponents find it more difficult to resist his psionic powers. For every 2 Savant levels, the DC to resist this character's neural mutations and feats is increased by one. If the character already possesses this ability from a previous class (i.e. Psionic advanced class), the combined levels are used to determine the increased DC.

Bonus Feats: A Savant receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Alertness, Animal Affinity,

Armor Proficiency (light), Attentive, Combat Reflexes, Defensive Martial Arts, Deceptive, Exotic Firearms Proficiency, Focused, Futuristic Firearms Proficiency, Improved Initiative, Iron Will, Operate Powered Armor and Renown.

In place of the above feats, the Savant may select any Telepathy based neural feat for which he meets the prerequisites.

Improved Domination: The Savant is a master of mind control. The Savant can crush an opponent's will, making them a slave. This ability functions the same as the Domination neural feat, but is more powerful. The target temporarily loses all previous allegiances and adopts a singular, unswerving allegiance to the Savant. Unlike the standard Domination feat, the target can be commanded to act against his nature without risk of resistance. However, if the Savant commands its slave to do something blatantly self-destructive, the target can make a Will save to break the Savant's control. If the save succeeds, the target becomes free-willed and regains its previous allegiances.

Like the Domination feat, using this power counts against the character's Telepathy uses per day.

Crushing Will: The Savant will frequently need to dominate the same target. The DC to resist the Savant's domination is 2 higher if the target had failed the previous domination attempt. This modifier only applies if the *last* attempt was successful not *any* previous attempt.

Telepathy Advancement: The Savant advances his Telepathy neural mutations at 4th and 8th level.

Savant Link: An advanced form of Mental Communication, this ability allows the Savant to mentally communicate at will with all other Savants and dominated creatures regardless of range. Using this ability does not count against the Savant's Telepathy uses per day.

Mind Slaves: This ability allows the Savant to amass hordes of dominated thralls. If the target is less than half the Savant's class level, the domination

is permanent and does not count against the Savant's Telepathy uses per day. If the Savant is ever killed, all permanent dominations are broken.

In addition, targets that are lower than the Savant's character level are dominated for double the normal duration.

Complete Domination: A Savant at this level can completely dominate a target. Dominated victims have no free will, and will perform blatantly self-destructive actions.

TYPICAL SAVANT

Mid-Level Savant (PA Hero 3, Psionic class 3): CR 6; Medium Size Humanoid; HD 6d8; HP 30; Mas 10; Init +0; Spd 30 ft; Defense 17, touch 14, flatfooted 17 (+0 Dex, +4 class, +3 equipment); BAB +4; Grap +4; Atk +4 melee (1d4, unarmed), or +4 ranged (2d10, maser pistol); Full Atk +4 melee (1d4, unarmed), or +4 ranged (2d10, maser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ mutation knowledge, neural mastery, neural specialization; AL Savant; SV Fort +3, Ref +3, Will +5; AP 3; Rep +1; Str 10, Dex 11, Con 10, Int 14, Wis 13, Cha 15.

Occupations and Background: Slaver, Radical.

Skills: Bluff +9, Diplomacy +9, Gather Information +3, Intimidate +14, Knowledge (ancient lore) +4, Knowledge (mutant lore) +4, Knowledge (technology) +11, Listen +6, Navigate +4, Pilot +2, Read/Write (Ancient, Unislang), Sense Motive +10, Speak Language (Ancient, Unislang), Spot +2, Survival +4.

Feats: Advanced Technology, Armor Proficiency (light), Attraction Trigger, Charm Person, Domination, Dodge, Mental Communication.

Mutations and Defects: Telepathy x2, Critical Vulnerability x2

Neural Mutations: 8 Telepathy uses per day, +5 DC modifier.

Possessions: Maser Pistol, (2) Power Clip, Undercover Vest, Survival Kit.

High-Level Savant (PA Hero 3, Psionic class 3, Savant 4): CR 10; Medium Size Humanoid; HD 6d8+4d6; HP 46; Mas 10; Init +0; Spd 30 ft; Defense 19, touch 16, flatfooted 19 (+0 Dex, +6 class, +3 equipment); BAB +6; Grap +6; Atk +6 ranged (3d10, maser rifle); Full Atk +6/+1 ranged (3d10, maser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ mutation knowledge, neural mastery, neural specialization, improved domination, crushing will, telepathy advancement; AL Savant; SV Fort +4, Ref +4, Will +9; AP 5; Rep +1; Str 10, Dex 11, Con 10, Int 14, Wis 13, Cha 16.

Occupations and Background: Slaver, Radical.

Skills: Bluff +14, Concentration +7, Diplomacy +14, Gather Information +8, Intimidate +19, Knowledge (ancient lore) +4, Knowledge (mutant lore) +4, Knowledge (technology) +13, Listen +6, Navigate +6, Pilot +10, Read/Write (Ancient,

Unislang), Search +1, Sense Motive +15, Speak Language (Ancient, Unislang), Spot +2, Survival +6.

Feats: Advanced Technology, Armor Proficiency (light), Attraction Trigger, Charm Person, Domination, Dodge, Futuristic Firearms Proficiency, Mental Communication, Mutation Advancement (Telepathy).

Mutations and Defects: Telepathy x4, Critical Vulnerability x2

Neural Mutations: 14 Telepathy uses per day, +9 DC modifier.

Possessions: Undercover Vest, Maser Rifle, Power belt-pack, Survival Kit, (2) Ready Syringe (Stimshot A).

Epic-Level Savant (PA Hero 3, Psionic class 3, Savant 9): CR 10; Medium Size Humanoid; HD 6d8+9d6; HP 66; Mas 10; Init +0; Spd 30 ft; Defense 22, touch 19, flatfooted 22 (+0 Dex, +9 class, +3 equipment); BAB +8; Grap +8; Atk +8 ranged (3d10, maser rifle), or +8 ranged (2d12, laser pistol); Full Atk +8/+3 ranged (3d10, maser rifle), or +8/+3 ranged (2d12, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ mutation knowledge, neural mastery, neural specialization, improved domination, crushing will, telepathy advancement x2, savant link, mind slaves; AL Savant; SV Fort +4, Ref +4, Will +10; AP 5; Rep +1; Str 10, Dex 11, Con 10, Int 14, Wis 14, Cha 16.

Occupations and Background: Slaver, Radical.

Skills: Bluff +19, Computer Use +6, Concentration +10, Diplomacy +19, Gather Information +11, Intimidate +21, Knowledge (ancient lore) +5, Knowledge (mutant lore) +5, Knowledge (technology) +15, Listen +9, Navigate +6, Pilot +12, Read/Write (Ancient, Unislang), Search +4, Sense Motive +18, Speak Language (Ancient, Unislang), Spot +3, Survival +8.

Feats: Advanced Technology, Armor Proficiency (light), Attraction Trigger, Charm Person, Domination, Dodge, Futuristic Firearms Proficiency, Mental Communication, Mind Stun, Mind Blast, Mind Strike, Mutation Advancement (Telepathy), Powered Armor Operation.

Mutations and Defects: Telepathy x5, Critical Vulnerability x2

Neural Mutations: 16 Telepathy uses per day, +13 DC modifier.

Possessions: Undercover Vest, Maser Rifle, Power belt-pack, Mk2 Ares Armor (defense 19), Minifusion Cell, Survival Kit, Pocket Nurse (3 Stimshot A).

MINOR GROUPS

Not quite "major", there are several smaller, less prestigious groups that nonetheless either aspire to become big players on the Twisted Earth, or else are still worthy of mention. Below are a few of the more significant *minor* factions of the world.



AMAZONS

"We have taught you everything we know, little sister, and you have been an excellent student. It is now time for you to go and take vengeance upon those who once hurt you, forced you to

bear their children against your will, and have surely turned your sons against you in your absence. Go now. You have our blessing."

Background Options: Tribal, Ritual Preservationist, Resentful, Radical, Visionary Reinventor.

Attitude: Women have been abused since long before the Fall, but now, in this age, the oppression has reached intolerable levels. All those who have suffered unjustly at the hands of men are welcome among the ranks of the Sisters.

Symbol: Generally none, though the Sisters often use skulls and decapitated heads to mark the boundaries of their territory, to warn others away.

Common Classes: Guardian, Juju Doctor, Sister of the Desert.

Common Mutations: All.

Common Defects: All.

WHAT OUTSIDERS KNOW

In many of the communities of the Twisted Earth, women of all kinds are little more than property – the more handsome, the more valuable as commodities to the various bands of raiders, survivalists, and more brutal scum. Treated as mere objects by most, used as trade goods in many communities, and only seldom valued for any purpose other than pleasure and reproduction, they face a nightmarish existence in this world devoid of civilization.

But in the radiated wilds, there are some few females – loners mostly – who have struck out to find their own destiny. Many are escaped slaves, or girls secretly exiled by their parents at birth to save them from a horrible fate. Regardless, the solo life is a rough one, even for rugged males, and those few females who have survived to womanhood are among the most vicious, hateful, and brutal of their gender; they have to be, for over every hill lies a community or pack who would just as soon make her a slave as a friend. Those women who do survive are known almost universally as "amazons", tough and savage females who are as skilled at combat as the most rugged survivalists.

THE REALITY

While the major factions and established communities of the Twisted Earth are at least somewhat aware that "Amazon" encampments and colonies of escaped slaves exist out in the wilderness, they seldom pay them any heed. Forced into the periphery of the wasteland, far from the trade routes and populated areas of the world, any threat these all-female bands could pose is curbed by their very isolation – and apparent lack of organization.

There are, however, instances in which these rogue Amazons do come together for mutual strength and protection, despite what the men of the various city-states of the Twisted Earth believe. It is said that with luck, a runaway girl can make contact and link up with other amazons out in the wasteland, and be given a new life where she will either be trained as a warrior to defend herself, or imparted with other, more domestic skills. These range from being taught how to deliver a child to taking care of the sick. Because they are few in number, these groups – self-named "sisters of the desert" – adhere to strict policies of secrecy regarding the locations of their camps, the numbers comprising their forces, and their future migrations. Those sisters who fall in combat are generally expected to commit suicide to avoid endangering their fellow escapees, a result of which is manifested in their fearlessness in battle against men and slavers of all kinds.

The Sisters recruit not only the rare brave runaway, but also slaves and concubines freed as a result of their raids. Their camps are almost exclusively nomadic, a requisite when avoiding raider gangs and vengeful former captors who might track them into the wasteland seeking to bring them back by force. They often travel at night (to move unseen), among the most treacherous terrain (to dissuade pursuit), and due to their wanderings they have gained a great deal of lore concerning the "lost places" of the Twisted Earth – and it's many mutated dangers.

Rather curiously, those who join the Sisters are not required to stay with them for life. While the Sisters actively seek new women (and, on rare occasion, males who have also been badly mistreated by raiders) to help build up their warrior force (or take care of the sick and wounded), it is part of their underlying philosophy that no one, including their own hierarchy, has any right to control another's destiny. As such, the Sisters will willingly give shelter and safety to escaped slaves, food and water as well, but make no demands of loyalty. Even a woman who has received training from them is allowed to go free if she so wishes, though she is expected to help any recognized sister in the future should they ever cross paths again.

One final note of interest regarding the Sisters is their acceptance of all women, pureblood or mutant alike. While the former are exceedingly rare, there are instances where pureblood women (who are quite priceless as harem girls for their lack of physical

defects) have been given equal protection under the wing of mutated Sisters, and even rise to ranks of leadership in the sisterhood.

TYPICAL AMAZON

Mid-Level Amazon (Post Apocalyptic Hero 3, Sister of the Desert 3): CR 6; Medium Size Humanoid; HD 6d8+6; HP 36; Mas 12; Init +3; Spd 30 ft; Defense 16, touch 15, flatfooted 15 (+1 Dex, +4 class, +1 equipment); BAB +5; Grap +6; Atk +8 melee (1d8+2/19-20, Long Sword); Full Atk +6 melee (1d8+2/19-20, Long Sword), +5 melee (1d6+2/19-20, Machete); FS 5 ft by 5 ft; Reach 5 ft; SQ necropoli lore, survival sense, persuade, natural healing; AL Amazon; SV Fort +5, Ref +5, Will +4; AP 3; Rep +2; Str 15, Dex 13, Con 12, Int 10, Wis 13, Cha 13.

Occupations and Background: Slave, Visionary Reinventors.

Skills: Bluff +5, Climb +4, Diplomacy +3, Escape Artist +3, Hand Animal +3, Hide +3, Jump +4, Listen +3, Move Silently +3, Perform (dance) +3, Read/Write (Unislang), Ride +3, Search +2, Sense Motive +4, Speak Language (Unislang), Spot +3, Survival +9, Treat Injury +5, Tumble +3.

Feats: Archaic Weapon Proficiency, Cleave, Concubine, Heroic Surge, Post Apocalyptic Technology, Power Attack, Two Weapon Fighting, Weapon Focus (Long Sword).

Mutations and Defects: Any.

Possessions: Long Sword, Machete, Leather Armor, 2 Juju Potions (1d4+5), Juju Kit.

High-Level Amazon (Post Apocalyptic Hero 3, Sister of the Desert 7): CR 10; Medium Size Humanoid; HD 10d8+10; HP 60; Mas 12; Init +4; Spd 30 ft; Defense 19, touch 18, flatfooted 17 (+2 Dex, +6 class, +1 equipment); BAB +9; Grap +11; Atk +13 melee (1d8+2/19-20, Long Sword); Full Atk +11/+6 melee (1d8+2/19-20, Long Sword), +9/+4 melee (1d6+2/19-20, Machete); FS 5 ft by 5 ft; Reach 5 ft; SQ necropoli lore, survival sense, persuade, natural healing, go for the “eyes”, fascinate, inspire rebellion; AL Amazon; SV Fort +7, Ref +8, Will +6; AP 5; Rep +4; Str 15, Dex 14, Con 12, Int 10, Wis 13, Cha 13.

Occupations and Background: Slave, Visionary Reinventors.

Skills: Bluff +8, Climb +5, Diplomacy +4, Escape Artist +5, Hand Animal +3, Hide +6, Jump +5, Listen +3, Move Silently +6, Perform (dance) +3, Read/Write (Unislang), Ride +4, Search +2, Sense Motive +6, Speak Language (Unislang), Spot +5, Survival +11, Treat Injury +8, Tumble +5.

Feats: Archaic Weapon Proficiency, Cleave, Concubine, Great Cleave, Heroic Surge, Improved Two Weapon Fighting, Post Apocalyptic Technology, Power Attack, Two Weapon Fighting, Weapon Focus (Long Sword).

Mutations and Defects: Any.

Possessions: Masterwork Long Sword (+1 attack), Machete, Leather Armor, 2 Juju Potions (1d4+10), Juju Kit.

Epic-Level Amazon (Post Apocalyptic Hero 3, Sister of the Desert 10, Juju Doctor 2): CR 15; Medium Size Humanoid; HD 15d8+15; HP 90; Mas 12; Init +4; Spd 30 ft; Defense 21, touch 20, flatfooted 19 (+2 Dex, +8 class, +1 equipment); BAB +13; Grap +15; Atk +19 melee (1d8+3/19-20, Long Sword); Full Atk +19/+14/+9 melee (1d8+3/19-20, Long Sword), +13/+8/+3 melee (1d6+3/19-20, Machete); FS 5 ft by 5 ft; Reach 5 ft; SQ necropoli lore, survival sense, persuade, natural healing, go for the “eyes”, fascinate, inspire rebellion, male fear, leave no one behind, juju specialist +1, brew potion, expert healer; AL Amazon; SV Fort +11, Ref +9, Will +9; AP 7; Rep +6; Str 16, Dex 14, Con 12, Int 10, Wis 13, Cha 13.

Occupations and Background: Slave, Visionary Reinventors.

Skills: Bluff +9, Climb +4, Diplomacy +7, Escape Artist +2, Hand Animal +2, Hide +5, Jump +3, Listen +7, Move Silently +5, Perform (dance) +2, Read/Write (Unislang), Ride +2, Search +2, Sense Motive +6, Speak Language (Unislang), Spot +5, Survival +12, Treat Injury +18, Tumble +4.

Feats: Advanced Two Weapon Fighting, Archaic Weapon Proficiency, Cleave, Combat Reflexes, Concubine, Great Cleave, Heroic Surge, Improved Two Weapon Fighting, Juju Doctor, Post Apocalyptic Technology, Power Attack, Two Weapon Fighting, Weapon Focus (Long Sword).

Mutations and Defects: Any.

Possessions: Masterwork Long Sword (+2 attack), Machete, Leather Armor, (2) Ready Syringe (Stimshot A), Juju Kit.



BENDERS

“Cross that line, and the last thing you’ll hear is the sound of a .50 caliber round cracking through your skull. Do we understand each other?”

Background Options: Resurrector, Guardian.

Attitude: The world outside the walls of Bend City is a dangerous place, inhospitable to all life save for the most merciless and mercenary. The security of the City is all that matters, for it alone stands as a bubble of sanity in this blighted world of raiders and mutant armies.

Symbol: The symbol most often seen on Benders is a patch from the rag-tag technician’s overalls many of them still wear, to honor their ancestors. The patch

depicts an oil well and the corporate name of the Bend City Oil Company.

Common Classes: Champion, Guardian, Mech, Road Warrior, Tinker.

Common Mutations: None (humans only).

Common Defects: None (humans only).

WHAT OUTSIDERS KNOW

The community of Bend City is said to be home to a stable populace of peaceful yet wary folk on the edge of known country. The “Big Bend” (after which their “city” gets its name) is a rugged valley where once a great river ran wild and free, but since the drying up of the Earth has turned into an impassable gulch that separates the northern, flat lands with the mountains of the south – mountains which, according to local legend, run to the edge of the world.

The *Benders* maintain this distant outpost because of what Bend City sits right on top of – oil. They say the Benders claim to be the descendants of the personnel that originally operated it as an important installation of the Ancients. Whatever the truth of their origins, the oil supply is a steady one, steady to such an extent that the water merchants of the Clean have been navigating a particularly-dangerous route south from Trade City to Bend for the past decade or so. In return for their water shipments, the Clean are warily rewarded with bountiful oil that is perhaps the single-greatest source of oil outside of that produced by the Cartel.

This abundant oil does not come without a price. The mountainous desert region around Bend City is legendary for its dangers – extreme heat and lack of drinkable water, rare but ferocious sand-burrowing worms, and especially road gangs. Raiders, whose vehicles have often-times been stripped of their electric power to run off combustible fuels, have always sought to crack Bend City open and loot its wells for the millions of gallons it allegedly hordes.

To protect itself, Benders have turned Bend City into a great fortress, surrounded by metal and wooden walls, great moats, and towering lookouts to spy the dusty approach of such gangs. Not even the Clean and their caravans are permitted into Bend City. The people of Bend City have never shown any inclination to joining any pre-Fall faction, and have even denied the protection of the Cartel when it was offered a few years back. According to the Clean, their dealings are always done at a distance, with intermediary drop-offs and pick-ups, as if they feared everyone else in the world had the plague. As such, accounts of the actual people have always been vague at best.

THE REALITY

The Benders are the direct descendants of the Ancient-era personnel who used to run the oil facility that is now “Bend City”. Pureblooded humans, they holed

up in the facility during the war and for generations afterwards, horrified by the odd sighting of mutants and the knowledge that the world outside had fallen into violent chaos. Afraid of rampant diseases seen firsthand in refugees who came to them early on in their enclave’s history (and the possibility of interbreeding mutation into their ranks), they shut themselves off completely from the outside. A classic example of a xenophobic community, they are exceptional in that the facility they occupy is still able to produce oil – and the fact that they are still strong enough to keep raiders (and the major factions) from taking that oil by force.

In all, these are actually peaceful people who just want to be left alone. They have happy (if hard) lives within the walls of their compound, with families, relationships, and equality among the sexes. They seldom leave the centuries-old walls of their fortress; when they do it is usually at night (so that they cannot be seen), and then only in small groups to scavenge from the desert. Without any access to other industries, they typically wear rags and hodge-podge rusted armor from centuries past, and all remaining resources within their community can generally be traced back to the time of the Ancients.



TYPICAL BENDER WARRIORS

Mid-Level Bender (PA Hero 4, Guardian 2): CR 6; Medium Size Humanoid; HD 4d8+2d10+6; HP 43; Mas 12; Init +2; Spd 30 ft; Defense 18, touch 15, flatfooted 16 (+2 Dex, +3 class, +3 equipment); BAB +5; Grap +5; Atk +5 melee (1d6, gun butt), or +8 ranged (2d12, barret light fifty); Full Atk +5 melee (1d6, gun butt), or +8 ranged (2d12, barret light fifty); FS 5 ft by 5 ft; Reach 5 ft; SQ improvised toolkit, restore, defender +2, weapon focus (barret light fifty); AL Bender; SV Fort +7, Ref +6, Will +2; AP 3; Rep +0; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 8.

Occupations and Background: Military, Resurrector.

Skills: Climb +3, Drive +5, Intimidate +6, Jump +3, Knowledge (tactics) +8, Listen +4, Move Silently +5, Navigate +4, Read/Write (Unislang), Repair +4, Search +4, Sense Motive +4, Speak Language (Unislang), Spot +4, Survival +4.

Feats: Armor Proficiency (light), Dead Aim, Far Shot, Great Fortitude, Post Apocalyptic Technology, Personal Firearms Proficiency, Toughness.

Mutations and Defects: None.

Possessions: Barret Light Fifty, (2) Boxes .50 Ammunition, Undercover Vest, (2) Juju Potions (1d4+2).

Mid-Level Bender (PA Hero 4, Guardian 6): CR 10; Medium Size Humanoid; HD 4d8+6d10+10; HP 75; Mas 12; Init +3; Spd 30 ft; Defense 21, touch 18, flatfooted 18 (+3 Dex, +5 class, +3 equipment); BAB +9; Grap +9; Atk +9 melee (1d6, gun butt), or +13 ranged (2d12, barret light fifty); Full Atk +9/+4 melee (1d6, gun butt), or +13/+8 ranged (2d12+2, barret light fifty); FS 5 ft by 5 ft; Reach 5 ft; SQ improvised toolkit, restore, defender +2, weapon focus (barret light fifty), tactical aid, weapon specialization (barret light fifty); AL Bender; SV Fort +8, Ref +8, Will +6; AP 3; Rep +0; Str 10, Dex 16, Con 12, Int 12, Wis 13, Cha 8.

Occupations and Background: Military, Resurrector.

Skills: Climb +3, Drive +6, Intimidate +10, Jump +3, Knowledge (tactics) +12, Listen +4, Move Silently +6, Navigate +4, Read/Write (Unislang), Repair +6, Search +4, Sense Motive +4, Speak Language (Unislang), Spot +8, Survival +6.

Feats: Armor Proficiency (light), Dead Aim, Far Shot, Great Fortitude, Improved Dead Aim, Iron Will, Post Apocalyptic Technology, Point Blank Shot, Personal Firearms Proficiency, Toughness.

Mutations and Defects: None.

Possessions: Barret Light Fifty, (2) Boxes .50 Ammunition, Undercover Vest, (2) Ready Syringe (Stimshot A).

Mid-Level Bender (PA Hero 4, Guardian 7, Champion 4): CR 15; Medium Size Humanoid; HD 4d8+7d10+4d12+15; HP 115; Mas 12; Init +3; Spd 30 ft; Defense 24, touch 21, flatfooted 21 (+3 Dex, +8 class, +3 equipment); BAB +14; Grap +14; Atk +14 melee (1d6, gun butt), or +18 ranged (2d12, barret light fifty); Full Atk +14/+9/+4 melee (1d6, gun butt), or +18/+13/+8 ranged (2d12+2, barret light fifty); FS 5 ft by 5 ft; Reach 5 ft; SQ improvised toolkit, restore, defender +4, weapon focus (barret light fifty), tactical aid, weapon specialization (barret light fifty), rallying cry +3, improved tactical aid; AL Bender; SV Fort +11, Ref +10, Will +9; AP 7; Rep +2; Str 10, Dex 16, Con 12, Int 12, Wis 14, Cha 8.

Occupations and Background: Military, Resurrector.

Skills: Climb +4, Drive +6, Intimidate +14, Jump +4, Knowledge (tactics) +13, Listen +6, Move Silently +6, Navigate +4, Read/Write (Unislang), Repair +7, Search +4, Sense Motive +8, Speak Language (Unislang), Spot +13, Survival +11.

Feats: Armor Proficiency (light), Dead Aim, Double Tap, Far Shot, Great Fortitude, Improved Dead Aim, Iron Will, Precise Shot, Point Blank Shot, Post Apocalyptic Technology, Personal Firearms Proficiency, Skip Shot, Toughness.

Mutations and Defects: None.

Possessions: Barret Light Fifty, (2) Boxes .50 Ammunition, Undercover Vest, (2) Ready Syringe (Stimshot B).



CORIUM MINERS OF LITTLE VEGAS

"Empty your pockets when you leave the mine, maggot! If I catch you smuggling out any corium, it'll be one hundred lashes!"

Background Options: Resurrector.

Attitude: The Clean control water, the Cartel control oil and arms, and the 'Miners have corium. One day the rulers of Lil' Vegas will be among the great merchants of the wasteland.

Symbol: None.

Common Classes: Guardian, Trader, Trade Master.

Common Mutations: Multi-Faceted Eyes, Sensitive Sight.

Common Defects: Aberrant Deformity, Mongoloid.

WHAT OUTSIDERS KNOW

Though the wasteland is filled with encampments of so-called "corium miners", nowhere are their kind more numerous – and prosperous – than in the tiny town of Lil' Vegas, situated on the east side of the Big

Rocks just a dozen or so miles from the main trade routes of the Twisted Earth.

Not much is known of Lil' Vegas to most outsiders, short of the stories that the town "gleams at night" with electric power, that ancient-era music – hinting at untold decadence within – drifts out from behind its tall walls night and day, and that all men (and even women) are welcome there to share in the wealth of the mines if only they'll roll up their sleeves and start digging.

Oddly enough, however, few people ever seem to leave Lil' Vegas (alive anyway), though the amount of corium pouring out of the town is enough to distract from what would otherwise be something of real concern to the people of the Twisted Earth...

THE REALITY

In reality, the isolated Old West town of Lil' Vegas was long ago the site of a massive construction project during the heyday of the Ancients. Situated near the growing metropolis of Albuquerque/Santa Fe, the site was chosen as the perfect place to build an unprecedented nuclear power complex (underground, in the bizarre notion that it would be safe from attack by terrorists or conventional attack) that would provide for the power needs of no less than four entire *states*.

When the Fall came, the complex was either abandoned or damaged, and as a result a major chain of melt-downs occurred that destroyed much of the deep earth facility and flooded most of its tunnels and passages with molten *corium*. Over time it was forgotten, but in recent years (within a generation from the present) corium prospectors, combing the mountains, uncovered the old complex and opened it once again. Though these original prospectors were either driven out or enslaved by a band of local raiders (who, upon hearing rumors of the newly-found "motherlode" came running), the mines remained open. To this day those same raiders continue to operate the Lil' Vegas corium mines, luring outside labor to the town through promises of wealth and as much corium as a man can carry away.

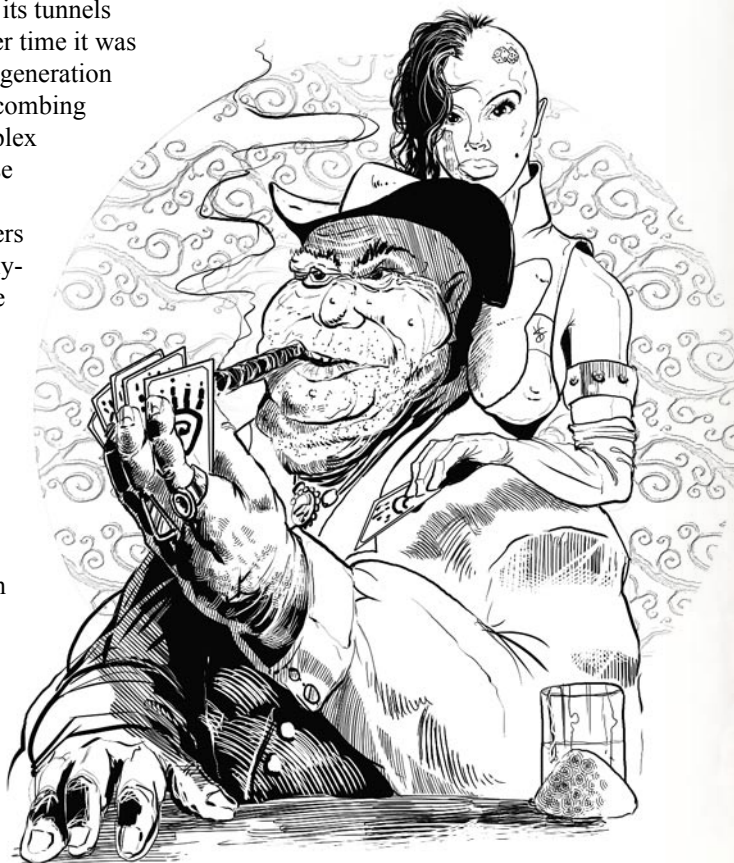
Those who come to Lil' Vegas looking for a bright future find only slavery and a slow death from radiation and terrible mining conditions. The gang that runs Lil' Vegas are little more than murderers and slavers, forcing all newcomers either into the mines (if male), or into the town's brothels (if female). Lives lived here are short and pathetic;

the corium of the deep mines radiates most workers with lethal doses of radiation, while cave-ins and spontaneous eruptions of fire (corium generates heat, and deep in the mines the level of heat is considerable) claim many, many more. The town establishment, for its part, cares nothing for the suffering of its citizens, getting rich from the corium they extract and perpetuating the myth to the outside world that opportunities abound within their town's walls.

Outsiders who come to Lil' Vegas will receive different treatment depending on their station and personal abilities, but few will be allowed to leave willingly. Weaker individuals are invariable enslaved, while more powerful groups are courted and offered genuine positions as guards, strikebreakers, or hired guns for the establishment. Those who refuse, or try to escape, are hunted like animals among the desolate dunes that ring the oasis-town for miles around.

DENIZENS OF LIL' VEGAS

The denizens of Lil' Vegas are detailed in the adventure sourcebook, "Death by Corium Light".





CRYSTALTIME MERCHANTS

*"Flecks of dirt and dead bugs
in the water? Hey, you should
be grateful I'm not charging
extra for the added protein!"*

Background Options: Visionary Reinventor.

Attitude: The wasteland isn't dead; it isn't even dying, despite what everyone says. At the furthest fringes of the "known world" the frontier is teeming with life, and the CrystalTime make their living selling water to the tribes and communities on the edge of the world.

Symbol: The CrystalTime use the emblem of a pre-Fall brand of bottled water as their House symbol.

Common Classes: Guardian, Skulk, Trader.

Common Mutations: All.

Common Defects: All.

WHAT OUTSIDERS KNOW

The "CrystalTime" merchants are an enigmatic association of far-flung traders who comprise the primary competition for the world's water markets, close in power to the more prestigious Clean who dominate the Southwest. The CrystalTime have long been confined to the eastern fringes of the Far Desert, but for nearly a century have maintained trade routes north and south through the Far Desert, Deserts of Nowhere, and even into Trader Pass. On occasion the CrystalTime have openly warred with the Clean for control of specific regions or in disputes over prices and supply, but these conflicts have become rarer and rarer these days as boundaries and deals have largely been worked out between the two. Despite the concerted efforts of the Clean to slowly eradicate the CrystalTime merchants one way or another, the latter persist due to some vast unknown source of water that they provide to the northern reaches of the Twisted Earth. Legend has it this water source is beyond the formidable Purple Desert (for the water merchants are the only known group to explore possible routes beyond that barrier). Whatever the truth, the CrystalTime have long managed to keep its location hidden.

THE REALITY

A much freer people than their competitors, the Clean, the CrystalTime merchants are a widespread association of merchants and caravaneers who have plied the wastes for countless years since the Fall.

Like the Clean they trace their claim to water trading rights to before the Fall, and though hedged out of the most populous areas of the Twisted Earth, the fact that they know of distant water sources (beyond the known borders of the wasteland) has kept them alive despite various setbacks over the years.

The CrystalTime are traders, first and foremost, but even the pragmatism so necessary to successful merchants sometimes gives way to an almost unheard of phenomenon: *mercy*. The CrystalTime have long been the protective "older brother" of many tribal communities of the Deserts of Nowhere, and in times of great hardship (such as droughts, when the tribals cannot forage enough food even for themselves, let alone to trade for water) they have been known to continue deliveries of water rations despite not being paid for weeks, even months at a time.

This selfless attitude has led to strong bonds between the savage groups and tribal clans of the desert and the CrystalTime, which has mutually benefited all concerned. Though they have, on occasion, been burned by their compassion, the CrystalTime's relatively secure position (on the edge of the world) prevents more powerful groups elsewhere from taking advantage of their trust and eradicating them completely.

The CrystalTime merchants recruit often; most of their new additions serve as caravan guards and scouts, helping to keep their wagon trains safe during their journeys along the trade routes. Defending against raiders, tribal groups upset about territorial claims, and sometimes even war parties of the major factions are the most frequent encounters for these wagon-borne merchants. Temporary employment is always an option for outsiders unwilling to fully commit to the CrystalTime, and the merchants pay reasonably well for hired guns, considering their overall scarcity of funds. For those who join on as "lifers" (committing themselves to the House for the rest of their lives), they enjoy full citizenship, share equally in the profits of their particular cell, can marry and have children, etc.

The "secret water source" of the CrystalTime isn't one single source, but instead includes a number of small lakes and rivers located far from the deserts – and populated regions – of the Southwest. They also acquire water from smaller communities (whose presence is unknown to most factions that cling to life within miles of the established trade routes) existing peacefully along the shores of the Great Lakes.

TYPICAL CRYSTALTIME

See Clean for typical CrystalTime game statistics.



HERMAVS

*"Sweetie, don't hate me
because I'm beautiful."*

Background Options:
Resentful, Radical.

Attitude: Cast-out and

hunted like monstrosities, hermav believe the whole world is against them. In return they despise all who do not share the same "curse" they bear, and cruelly mistreat and ravage all "normal" inhabitants of the wasteland who fall into their hands.

Symbol: Individual hermav groups often use a variety of strange, artistic, or simply bizarre symbols on their flags and war banners. Many of these are meant to represent their dual-sexed nature, or are merely designed to be as unnerving (and disturbing) as possible to outsiders.

Common Classes: Raider, Road Warrior.

Common Mutations: Adrenaline Control, Hyper Olfactory.

Common Defects: Aberrant Deformity, Terminal Limb Deficiency.

WHAT OUTSIDERS KNOW

Like ghouls, who are more a separate "race" than an actual "faction", hermav are a disturbing body of mutant crossbreeds that are only just becoming numerous among the wastes, unified only by their body form, and not by any real philosophy. Cast-outs of various communities, hermav are marked for expulsion because of a single unifying characteristic – they are all born hermaphrodites.

Considered "monsters" and "abominations" by their own birth people, under certain circumstances individual hermav come together, find other cast-outs with similar "mutations", and form violent, briefly-lived communities. But like many other groups turned out or thrown away by their people, they harbor and cultivate a burning desire for revenge, which often turns into sadism and murderous hatred for all those they consider "normal".

Hermav vary in appearance depending on their specific community origins, but as a group they are all misfits who have both male and female characteristics combined (or, in some cases, have stunted or underdeveloped sexual characteristics). This often (but not always) manifests in a distorted, husky voice, long feminine hair, distorted facial and body features, and both sets of male and female genitals. To terrify their enemies, and to play on their "outcast" persona, they often take to wearing lewd suits of leather, rubber, and open chain that show off their hermaphroditic bodies – to grotesque effect. Strangely applied

pigments, war paint, tattoos, and body piercings are also common adornments for these strange wasteland predators.

THE REALITY

To outsiders, an encounter with hermav is a terribly frightening prospect. While their depravations and torture methods are well known, a mythology surrounds these beings that does much to magnify their malevolent reputation. In addition to the effect their outcast upbringing and often savage tribal customs have on their sanity, they also have a cold sense of humor to them (often manifesting as a laughing disregard for the lives of "normals") that can only be described as "eerie".

Hermav communities range from small encampments in the desert, to larger enclaves among the world's many necropoli (the unusual number of hermav being reported is evidence that hermaphroditic mutation is on the rise). Like most communities, hermav are generally led by the strongest or most brutal member of their peer group, but cunning and charisma also play an important role in who leads their bands. Hermav only accept members of their own race into their communities, mutilating and killing (in a most sadistic fashion) all "normals" who dare intrude upon their territory.

Most hermav enclaves occupy old ruins, with a central area where the hermav can meet to prepare for war and engage in wild celebratory gatherings. At such decadent and debauched revels (where all manner of unnatural acts are performed on captives, as well as amongst themselves), heavy drink, lascivious dancing, and obscene orgies are generally the rule. When hermav muster for war, they usually ride bareback on horses, or piloting fleets of wildly painted vehicles.

TYPICAL HERMAV

Mid-Level Hermav (Tough Hero 4, Raider 2): CR 6; Medium Size Humanoid; HD 6d10+12; HP 45; Mas 15; Init +2; Spd 30 ft; Defense 18, touch 16, flatfooted 16 (+2 Dex, +4 class, +2 equipment); BAB +5; Grap +7; Atk +7 melee (1d8+2/19-20, long sword), or +7 ranged (2d6, Beretta 92F); Full Atk +7 melee (1d8+2/19-20, long sword), or +7 ranged (2d6, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ DR 2/-, chaps and chains +1, bloodthirsty cry; AL hermav; SV Fort +6, Ref +3, Will +2; AP 3; Rep +2; Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 7.

Occupations and Background: Predator, Radical.

Skills: Climb +4, Hand Animal +1, Intimidate +3, Read/Write (Unislang), Ride +9, Speak Language (Unislang), Spot +6, Survival +6.

Feats: Archaic Weapons Proficiency, Cleave,

Personal Firearms Proficiency, Great Fortitude, Mounted Combat, Personal Firearms Proficiency, Post Apocalyptic Technology, Power Attack, Ride By Attack.

Mutations and Defects: Adrenaline Control, Hyper Olfactory, Aberrant Deformity, Terminal Limb Deficiency.

Possessions: Beretta 92F, (2) Boxes 9mm Ammunition, Long Sword, Leather Armor, Desert Horse.

High-Level Hermav (Tough Hero 4, Raider 6): CR 10; Medium Size Humanoid; HD 10d10+20; HP 75; Mas 15; Init +2; Spd 30 ft; Defense 22, touch 18, flatfooted 20 (+2 Dex, +6 class, +4 equipment); BAB +9; Grap +11; Atk +11 melee (1d8+2/19-20, long sword), or +11 ranged (2d6, Beretta 92F); Full Atk +11/+6 melee (1d8+2/19-20, long sword), or +11 ranged (2d6, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ DR 2/-, chaps and chains +2, bloodthirsty cry, horrifying kill; AL hermav; SV Fort +7, Ref +4, Will +4; AP 5; Rep +3; Str 15, Dex 14, Con 15, Int 10, Wis 12, Cha 7.

Occupations and Background: Predator, Radical.

Skills: Climb +4, Hand Animal +1, Intimidate +10, Read/Write (Unislang), Ride +12, Speak Language (Unislang), Spot +9, Survival +9.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Cleave, Great Fortitude, Intimidating Strength, Mounted Combat, Personal Firearms Proficiency, Post Apocalyptic Technology, Power Attack, Ride By Attack, Spirited Charge.

Mutations and Defects: Adrenaline Control, Hyper Olfactory, Aberrant Deformity, Terminal Limb Deficiency.

Possessions: Beretta 92F, (2) Boxes 9mm Ammunition, Long Sword, Leather Armor, Desert Horse.

Epic-Level Hermav (Tough Hero 5, Raider 10): CR 15; Medium Size Humanoid; HD 15d10+30; HP 113; Mas 15; Init +2; Spd 30 ft; Defense 28, touch 20, flatfooted 26 (+2 Dex, +8 class, +8 equipment); BAB +13; Grap +16; Atk +16 melee (1d8+3/19-20, long sword), or +15 ranged (2d6, Beretta 92F); Full Atk +16/+11/+6 melee (1d8+3/19-20, long sword), or +15 ranged (2d6, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ DR 3/-, chaps and chains +3, bloodthirsty cry, horrifying kill, no survivors, death cry; AL hermav; SV Fort +9, Ref +6, Will +5; AP 7; Rep +4; Str 16, Dex 14, Con 15, Int 10, Wis 12, Cha 7.

Occupations and Background: Predator, Radical.

Skills: Climb +7, Hand Animal +2, Intimidate +14, Read/Write (Unislang), Ride +15, Speak Language (Unislang), Spot +12, Survival +12.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light, medium), Cleave, Great Cleave, Great Fortitude, Intimidating Strength, Mounted

Combat, Personal Firearms Proficiency, Post Apocalyptic Technology, Power Attack, Ride By Attack, Spirited Charge, Trample.

Mutations and Defects: Adrenaline Control, Hyper Olfactory, Aberrant Deformity, Terminal Limb Deficiency.

Possessions: Beretta 92F, (2) Boxes 9mm Ammunition, Long Sword, Light Duty Vest, Desert Horse.



KNIGHTS OF ROUTE 66

*"What are you standing
around for, you fools?!
After them!"*

Background Options: Ritual Preservationist, Radicals.

Attitude: The merchants and traders of the world grow richer and fatter every day, yet by the law of the wasteland they are undeserving. The Knights, on the other hand, take what they want through honorable battle, and thus deserve their position of power (by virtue of their skill at arms).

Symbol: The Knights use the actual road signs of their region as a kind of "heraldic device", bearing the words "Route 66" on their faded, often rusted shields.

Common Classes: Raider, Road Warrior.

Common Mutations: All.

Common Defects: All.

WHAT OUTSIDERS KNOW

Far to the south, among the towering peaks flanking both sides of the Big Holes region, an army of vehicle-mounted raiders has long preyed upon the travelers of the trade routes. Known as the "66 Knights", not due to their number but to the number "66" on their shields (taken from the ancient name of the trade route 66, which ran the length of this region east to west), they have long been a threat to the continued survival of trade in the area.

The Knights raid in large, well-organized packs on horses and vehicles, and have been known to field muskets and even modern-era firearms scavenged (it is believed) from the lost cities of the Mountains of Misery. Now and again it is said they even use "artillery" concealed in mountain strongholds to bombard passing caravans out in the open in Trader Pass below (though they use these sparingly; ammo is impossible to come by). The Knights are said to be particularly cruel raider scum, giving no mercy to captives or surrendering enemies, and rewarding only brutality and savagery among their own ranks.

THE REALITY

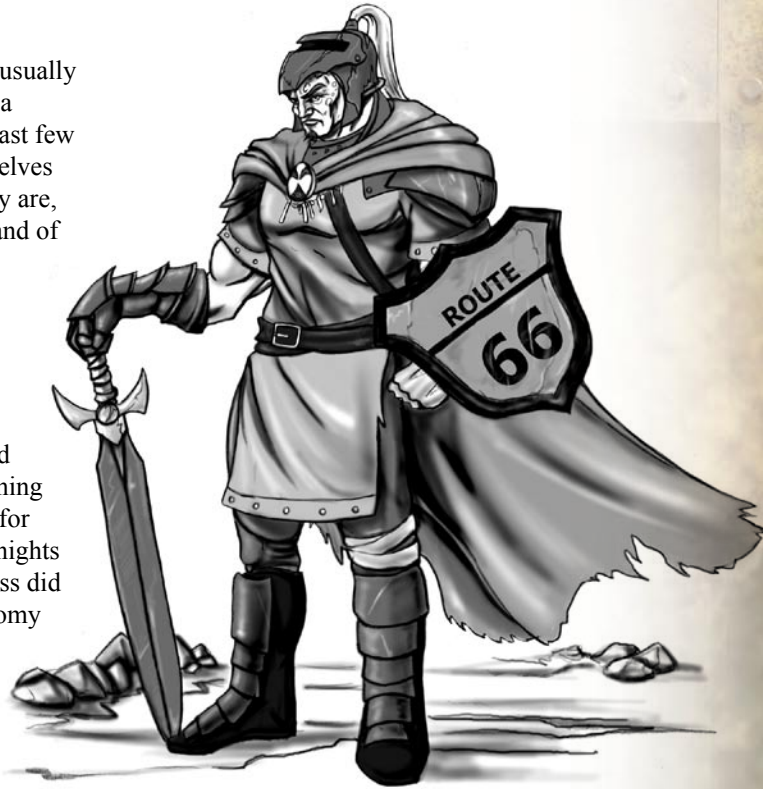
The Knights of Route 66 combine a blend of unusually quixotic ideals of honor and bravery, tainted by a record of outright brutality and greed over the past few decades. Though they continue to model themselves after warriors and knights of days long past, they are, by any other name, merely a well-disciplined band of raiders and highwaymen.

The Knights came about generations past, spawned from what was little more than a mercenary group of wasteland warriors who fell into service with the Cartel out of Kingman Town, on the west side of the Big Hole. Paid to keep Cartel caravans safe, the mercenaries did their job exceedingly well for several years, earning a solid reputation as soldiers and even securing for themselves a base in Kingman Town (the old Knights Inn, a motel, on historic Route 66). Their success did not last, however, and after one particularly gloomy battle against more powerful raiders, the Knights were cast out by the Cartel into the northern fringes of the Mountains of Misery.

Spurned by what they perceived as “betrayal”, the Knights clung to their existence by raiding. Though they clung to their strange “code of knights” (which forbids cowardice, disloyalty, theft from one’s peers, and rights within the brotherhood guaranteed by trials by combat), over time they sunk deep into bloodthirsty violence and depravity, raiding convoys and caravans of all kinds to meet their food, water, fuel, and “entertainment” needs.

Because of the threat they pose to Cartel trade routes of the area, the Knights have become the object of a campaign by the Cartel to root them out and crush them once and for all; but the rugged, forbidding landscape of the Mountains of Misery keep the mobile Knights relatively safe. They are known to have many camps among the hills overlooking Trader Pass, some of which they have fortified and turned into virtual “fortresses” (and yes, the stories of artillery are true), while others are merely temporary, or even ruses, to mislead scouts and Cartel-paid bounty hunters.

Despite the violence they show merchants and traders who fall prey to their armies, the Knights have a code by which they adhere, often to their detriment. For example, their code forces them to permit any enemy soldier to surrender and be given a trial by combat for his life and possessions. Second, any recognized diplomatic person - or any person of worth - captured in a raid is usually ransomed instead of being merely slain (a fact that runs contrary to the stories of their brutality). Finally, any warrior who shows great skill - even against them in battle - might be given a chance to join as an equal member in their brotherhood.



TYPICAL KNIGHTS OF ROUTE 66

Mid-Level Knights of Route 66 (Strong Hero 3, Raider 3): CR 6; Medium Size Humanoid; HD 3d8+3d10+12; HP 48; Mas 14; Init +1; Spd 20 ft; Defense 21, touch 15, flatfooted 20 (+1 Dex, +4 class, +6 equipment); BAB +6; Grap +8; Atk +8 melee (1d8+4/19-20, Long Sword), or +7 ranged (2d8, Desert Eagle); Full Atk +8/+3 melee (1d8+4/19-20, Long Sword), or +7/+2 ranged (2d8, Desert Eagle); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, chaps and chains +1, bloodthirsty cry; AL Knights of Route 66; SV Fort +6, Ref +4, Will +1; AP 3; Rep +1; Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 10.

Occupations and Background: Predator, Ritual Preservationist.

Skills: Climb +5, Drive +2, Intimidate +8, Jump +5, Navigate +3, Read/Write (Unislang), Ride +5, Speak Language (Unislang), Survival +2.

Feats: Archaic Weapon Proficiency, Armor Proficiency (light, medium), Intimidating Strength, Personal Firearms Proficiency, Post Apocalyptic Technology, Power Attack.

Mutations and Defects: Any.

Possessions: Long Sword, Desert Eagle, Box .50AE Ammunition, Chainmail Shirt, (2) Juju Potions (1d4+5), Desert Horse.

High-Level Knights of Route 66 (Strong Hero 3, Raider 7): CR 10; Medium Size Humanoid; HD 3d8+7d10+20; HP 84; Mas 14; Init +2; Spd 20 ft; Defense 25, touch 18, flatfooted 23 (+2 Dex, +6 class, +7 equipment); BAB +10; Grap +12; Atk +12 melee (2d6+4/19-20, Power Sword), or +12 ranged (2d8, Desert Eagle); Full Atk +12/+7 melee (2d6/19-20+4, Power Sword), or +12/+7 ranged (2d8, Desert Eagle); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, chaps and chains +2, bloodthirsty cry, horrifying kill, no survivors; AL Knights of Route 66; SV Fort +8, Ref +7, Will +2; AP 5; Rep +3; Str 15, Dex 14, Con 14, Int 10, Wis 8, Cha 10.

Occupations and Background: Predator, Ritual Preservationist.

Skills: Climb +6, Drive +6, Intimidate +11, Jump +6, Navigate +3, Read/Write (Unislang), Ride +7, Speak Language (Unislang), Survival +2.

Feats: Archaic Weapon Proficiency, Armor Proficiency (light, medium), Cleave, Intimidating Strength, Personal Firearms Proficiency, Post Apocalyptic Technology, Power Attack.

Mutations and Defects: Any.

Possessions: Power Sword, Power Backpack, Desert Eagle, Box .50AE Ammunition, Chainmail Shirt, (4) Juju Potions (1d4+5), Dirt Bike.

Epic-Level Knights of Route 66 (Strong Hero 5, Raider 10): CR 15; Medium Size Humanoid; HD 3d8+12d10+30; HP 130; Mas 14; Init +2; Spd 20 ft; Defense 30, touch 19, flatfooted 29 (+1 Dex, +8 class, +11 equipment); BAB +15; Grap +18; Atk +18 melee (2d6+6, Warp Sword), or +16 ranged (2d8, Desert Eagle); Full Atk +18/+13/+8 melee (2d6+6, Warp Sword), or +16/+11/+6 ranged (2d8, Desert Eagle); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, advanced melee smash, chaps and chains +3, bloodthirsty cry, horrifying kill, no survivors, death cry; AL Knights of Route 66; SV Fort +11, Ref +10, Will +3; AP 7; Rep +5; Str 16, Dex 14, Con 14, Int 10, Wis 8, Cha 10.

Occupations and Background: Predator, Ritual Preservationist.

Skills: Climb +10, Drive +11, Intimidate +12, Jump +11, Navigate +3, Read/Write (Unislang), Ride +8, Speak Language (Unislang), Survival +2.

Feats: Archaic Weapon Proficiency, Armor Proficiency (light, medium, heavy), Cleave, Combat Reflexes, Great Cleave, Intimidating Strength, Personal Firearms Proficiency, Post Apocalyptic Technology, Power Attack, Vehicle Expert.

Mutations and Defects: Any.

Possessions: Warp Sword, Minifusion Cell, Desert Eagle, Box .50AE Ammunition, Plate Mail, (4) Juju Potions (1d4+10), Dirt Bike.



RAIDER GANGS (VARIOUS)

"Sex, drugs, and rock and roll!!!"

Background Options: Tribal, Resentful, Radical.

Attitude: Spoils to the victor; woe to the vanquished.

Symbol: Each individual raider gang of the Twisted Earth is likely to have a symbol of its own, usually incorporating fear-inducing imagery or slogans. Skulls, crossbones, symbols of chaos and death, crossed rifles, fiery swords, scourges, winged demons, coiled serpents, and fire-breathing jackals are just a few examples.

Common Classes: Raider, Road Warrior.

Common Mutations: All.

Common Defects: All.

WHAT OUTSIDERS KNOW

The lands of the Twisted Earth are home to profuse numbers of gangs, bands, war-parties, and savage tribal groups that prey off the weak, undefended, and unwary. The power of these groups (few of which work together, instead preferring to wage war against one another for dominance of a given region) is seldom great enough to threaten larger communities or trade cartels in the open, so most prefer hit-and-run and harassment tactics to get what they want and run. Convoys, caravans, and even lone travelers are all subject to attack by these various groups when and if their territory is challenged or crossed.

THE REALITY

To state the obvious, there are almost countless individual "gangs" and "bands" of raiders in the blighted radiated wastelands of *Darwin's World*. These bands are usually composed of the absolute dregs of post-holocaust society - murderers, thieves, rapists, and insane mutants. Often they are loosely organized, controlled only by one leader's ruthlessness or bribes. Many of these gangs terrorize a community for a time, before they turn on themselves and destroy one another. Other times, in the case of larger gangs, their own power is enough to keep them together, and these prove to be a blight of their own - often they prowl the wastes in huge motorized gangs (modeled after ancient biker gangs), burning, raping, and pillaging everything in their path. They are the greatest nightmare of the post-holocaust world, being those careless men and mutants who take what they wish, often destroying entire communities who seek

only peace. Ruthless, vicious, and brutal in their tactics, they pose the strongest threat to travelers of the open wilderness.

EXAMPLE RAIDER GANG

Mid-Level Raider (Strong Hero 3, Raider 3): CR 6; Medium Size Humanoid; HD 3d8+3d10+12; HP 48; Mas 14; Init +1; Spd 30 ft; Defense 18, touch 15, flatfooted 17 (+1 Dex, +4 class, +3 equipment); BAB +6; Grap +8; Atk +8 melee (1d6+4, gun butt), or +7 ranged (2d8, Mossberg); Full Atk +8/+3 melee (1d6+4, gun butt), or +7/+2 ranged (2d8, Mossberg); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, chaps and chains +1, bloodthirsty cry; AL Raider group; SV Fort +6, Ref +4, Will +1; AP 3; Rep +1; Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 10.

Occupations and Background: Predator, Radical

Skills: Climb +5, Drive +4, Intimidate +8, Jump +5, Navigate +3, Read/Write (Unislang), Repair +1, Sense Motive +1, Speak Language (Unislang), Survival +2.

Feats: Armor Proficiency (light), Combat Reflexes, Double Tap, Intimidating Strength, Point Blank Shot, Post Apocalyptic Technology, Personal Firearms Proficiency, Rip a Clip.

Mutations and Defects: None.

Possessions: Mossberg Shotgun, (12) 12-Gauge shells, Leather Armor.

High-Level Raider (Strong Hero 3, Raider 7): CR 10; Medium Size Humanoid; HD 3d8+7d10+20; HP 84; Mas 14; Init +2; Spd 25 ft; Defense 24, touch 18, flatfooted 22 (+2 Dex, +6 class, +6 equipment); BAB +10; Grap +12; Atk +12 melee (1d6+4, gun butt), or +12 ranged (2d8, Remington Streetsweeper); Full Atk +12/+7 melee (1d6+4, gun butt), or +12/+7 ranged (2d8, Remington Streetsweeper); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, chaps and chains +2, bloodthirsty cry, horrifying kill, no survivors; AL Raider group; SV Fort +8, Ref +7, Will +2; AP 5; Rep +3; Str 15, Dex 14, Con 14, Int 10, Wis 8, Cha 10.

Occupations and Background: Predator, Radical

Skills: Climb +6, Drive +8, Intimidate +11, Jump +6, Navigate +3, Read/Write (Unislang), Repair +3, Sense Motive +1, Speak Language (Unislang), Survival +2.

Feats: Armor Proficiency (light, medium), Combat Reflexes, Double Tap, Intimidating Strength, Point Blank Shot, Post Apocalyptic Technology, Personal Firearms Proficiency, Rip a Clip, Room Broom.

Mutations and Defects: None.

Possessions: Remington Streetsweeper, (2) 12-Gauge Speed Loaders, Concealed Vest, Survival Kit, Dirt Bike.

Epic-Level Raider (Strong Hero 3, Raider 10, Road Warrior 2): CR 15; Medium Size Humanoid; HD 3d8+12d10+30; HP 130; Mas 14; Init +2; Spd 25 ft; Defense 29, touch 20, flatfooted 27 (+2 Dex, +8 class, +9 equipment); BAB +15; Grap +18; Atk +18 melee (1d6+5, gun butt), or +17 ranged (2d8, Remington Streetsweeper); Full Atk +18/+13/+8 melee (1d6+5, gun butt), or +17/+12/+7 ranged (2d8, Remington Streetsweeper); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, chaps and chains +3, bloodthirsty cry, horrifying kill, no survivors, death cry, boarding party, offensive driving; AL Raider group; SV Fort +11, Ref +10, Will +3; AP 7; Rep +5; Str 16, Dex 14, Con 14, Int 10, Wis 8, Cha 10.

Occupations and Background: Predator, Radical

Skills: Climb +10, Drive +11, Intimidate +12, Jump +11, Navigate +3, Read/Write (Unislang), Sense Motive +1, Speak Language (Unislang), Repair +6, Survival +2.

Feats: Armor Proficiency (light, medium), Combat Reflexes, Double Tap, Intimidating Strength, Point Blank Shot, Post Apocalyptic Technology, Precise Shot, Personal Firearms Proficiency, Rip a Clip, Room Broom, Vehicle Dodge, Vehicle Expert.

Mutations and Defects: None.

Possessions: Remington Streetsweeper, (2) 12-Gauge Speed Loaders, Tactical Vest, Survival Kit, Dirt Bike.



WASTELORDS

"Ah, I love the smell of burning bodies in the morning... Sergeant, put on the Wagner album and let's gear up for battle!"

Background Options: Resurrector.

Attitude: Organization and intellect are the fine line separating the weak from the strong. The Wastelords believe that their idea of "civilized" order and behavior are far superior to the ways of the simple tribals of the wasteland, and use their technological prowess to keep the savages in line.

Symbol: The Wastelords generally employ a stylized symbol involving a human skull with a supercharger sprouting from the forehead like some freakish punk hairstyle.

Common Classes: Mech, Raider, Road Warrior.

Common Mutations: Accelerated White Blood Cell Activity, Sensitive Sight.

Common Defects: Cystic Fibrosis, Immune-System Abnormality.

WHAT OUTSIDERS KNOW

One of many raider groups to come out of the Forbidden Lands, the Wastelords have grown from a regional gang into a veritable army that has crushed all opposition in their corner of the world. Stories of the simple tribal folk of that region often equate the Wastelords to “cunning devils”, inhuman overlords who use technology to conquer and oppress, viewing those of a more primitive mind as little more than “cattle”, worthy of nothing but service to the Wastelords for the rest of their lives.

THE REALITY

What separates the Wastelords from most other gangs of their kind is their overall respect for technology and, to some degree, education. The Wastelords came into being more than a decade ago when their leader, Kyren, was cast out from his dying vault community (after being blamed for squandering their water supplies trying to lead expeditions into the desert to find other sources). Faced with almost certain death alone, Kyren used his knowledge of the communities of the Forbidden Lands, as well as his insights into the darker aspects of human nature, to attract to his side the worst possible men of the region and start an army of his own.

The Wastelords have since risen from disorganized bands of rapists and thugs to a large, motorized army with discipline and purpose. After gathering strength, Kyren returned to conquer the vault of his origins, looting its impressive armories to arm his raiders with automatic weapons and portion out drugs to pump them up before battle. For those who had originally thrown him out, he gave a chance to beg forgiveness and pledge their loyalty; those who did became his lieutenants, while those who refused were summarily put to death.

Kyren’s armies have dominated entire regions in their brief existence, each year emerging from their legendary “hold beyond the mountains” to demand tribute from the tribes of the Forbidden Lands (failure to comply, of course, has terrible repercussions) and keep their warriors in line through battles and engagements that always end in Wastelord victory (more often than not

thanks to their technological advantage over the wasteland peoples, and not due to any tactical skill on the part of their local commanders).

The Wastelords are not maniacs, however, they simply view themselves as more fit to rule. The world being as savage and chaotic as it is, the rule of might has yet to be challenged, and with a cunning, crafty leader at the helm they stand a better chance than most in the game of survival. While Kyren continues to attract regular outsiders such as raiders and criminals to his army, he views these as mere chattel; those who have some particular skill or talent – or education – are likely to receive better treatment (unless his men get to the individual first, in which case all bets are off), and these may even become fast friends with the genius leader of the Wastelords and come to share in leadership of his ever-growing gang.

TYPICAL WASTELORDS

Mid-Level Wastelord (Tough Hero 4, Raider 2): CR 6; Medium Size Humanoid; HD 6d10+12; HP 61; Mas 15; Init +2; Spd 30 ft; Defense 19, touch 16, flatfooted 17 (+2 Dex, +4 class, equipment +3); BAB +5; Grap +6; Atk +6 melee (1d6+2, gun butt), +8 ranged (2d8, M16A2); Full Atk +6 melee (1d6+2, gun butt), +8 ranged (2d8, M16A2); FS 5 ft by 5 ft; Reach 5 ft; SQ fast healing 2, low light vision 60, DR 2/–, chaps and chains +1, blood thirsty cry; al wastelords; sv fort +8, ref +5, will +0; AP 3; Rep +2; Str 13, Dex 15, Con 15, Int 10, Wis 8, Cha 8.

Occupations and Background:

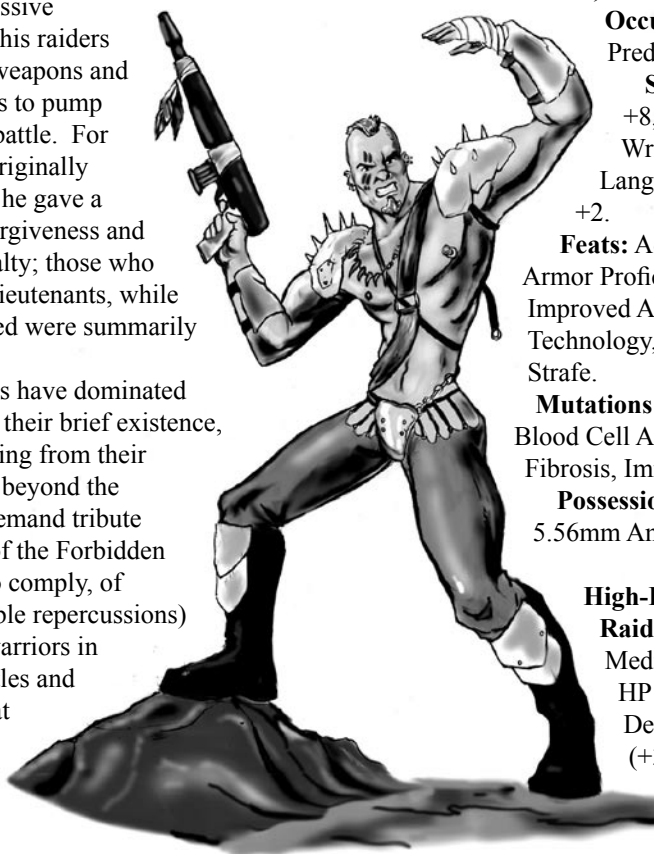
Predator, Resurrector

Skills: Balance +2, Climb +3, Drive +8, Intimidate +5, Jump +3, Read/Write (Unislang), Repair +6, Speak Language (Unislang), Spot +1, Survival +2.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Great Fortitude, Improved Autofire, Post Apocalyptic Technology, Personal Firearms Proficiency, Strafe.

Mutations and Defects: Accelerated White Blood Cell Activity, Sensitive Sight, Cystic Fibrosis, Immune-System Abnormality.

Possessions: M16A2 Assault Rifle, (2) Boxes 5.56mm Ammunition, Leather Armor.



High-Level Wastelord (Tough Hero 4, Raider 3, Road Warrior 3): CR 10; Medium Size Humanoid; HD 10d10+20; HP 90; Mas 15; Init +3; Spd 30 ft; Defense 24, touch 20, flatfooted 21 (+3 Dex, +7 class, equipment +4); BAB +9; Grap +10; Atk +10 melee (1d6+2, gun butt), +12 ranged (2d8, M16A2); Full Atk

+10/+5 melee (1d6+2, gun butt), +12/+7 ranged (2d8, M16A2); FS 5 ft by 5 ft; Reach 5 ft; SQ fast healing 2, low light vision 60, DR 2/-, chaps and chains +1, blood thirsty cry, boarding party, offensive driving; AL Wastelords; SV Fort +10, Ref +8, Will +2; AP 5; Rep +3; Str 13, Dex 16, Con 15, Int 10, Wis 8, Cha 8.

Occupations and Background: Predator, Resurrector

Skills: Climb +5, Drive +14, Intimidate +9, Jump +5, Navigate +3, Read/Write (Unislang), Repair +6, Speak Language (Unislang), Spot +1, Survival +3.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Great Fortitude, Improved Autofire, Intimidating Strength, Post Apocalyptic Technology, Personal Firearms Proficiency, Strafe, Vehicle Dodge, Vehicle Expert.

Mutations and Defects: Accelerated White Blood Cell Activity, Sensitive Sight, Cystic Fibrosis, Immune-System Abnormality.

Possessions: M16A2 Assault Rifle, (2) Boxes 5.56mm Ammunition, Undercover Vest, Survival Kit, Ready Syringe (Stimshot A), Dirt Bike.

Epic-Level Wastelord (Tough Hero 4, Raider 6, Road Warrior 5): CR 15; Medium Size Humanoid; HD 15d10+45; HP 160; Mas 16; Init +3; Spd 25 ft; Defense 29, touch 22, flatfooted 26 (+3 Dex, +9 class, equipment +7); BAB +14; Grap +15; Atk +15 melee (1d6+2, gun butt), or +17 ranged (2d8, Gauss SMG); Full Atk +15/+10/+5 melee (1d6+2, gun butt), or +17/+12/+7 ranged (2d8, Gauss SMG); FS 5 ft by 5 ft; Reach 5 ft; SQ fast healing 2, low light vision 60, DR 2/-, chaps and chains +2, blood thirsty cry, boarding party, offensive driving, horrifying kill, vehicular evasion; AL Wastelords; SV Fort +13, Ref +10, Will +3; AP 7; Rep +5; Str 13, Dex 16, Con 16, Int 10, Wis 8, Cha 8.

Occupations and Background: Predator, Resurrector

Skills: Balance +5, Climb +6, Drive +18, Intimidate +13, Jump +7, Navigate +5, Read/Write (Unislang), Repair +6, Speak Language (Unislang), Spot +3, Survival +4.

Feats: Advanced Firearms Proficiency, Advanced Technology, Armor Proficiency (light, medium), Futuristic Personal Firearms Proficiency, Great Fortitude, Improved Autofire, Intimidating Strength, Personal Firearms Proficiency, Strafe, Vehicle Dodge, Vehicle Expert.

Mutations and Defects: Accelerated White Blood Cell Activity, Sensitive Sight, Cystic Fibrosis, Immune-System Abnormality.

Possessions: Gauss SMG, Powerbelt Pack, (2) Boxes Gauss Ammunition, Light Duty Vest, Survival Kit, (2) Ready Syringe (Stimshot A), Jeep or Truck.



XENOPHOBES (VARIOUS)

"Stay back – we're warning you! We don't want trouble! Just turn around and leave us be!"

Background Options: Tribal, Resentful, Degenerate, Hedonist, Guardian.

Attitude: Any hope of the world recovering from the Fall is now gone, and the only thing to do now is live each day to its fullest, thankful for high walls (and a strong militia) to keep the dregs of the desert at bay.

Symbol: None. Most xenophobic communities prefer to remain invisible and overlooked, and thus any flag or sign that would make them stand out from the desert landscape would be foolish.

Common Classes: Champion, Guardian, Mech, Scientist, Tinker.

Common Mutations: All.

Common Defects: All.

WHAT OUTSIDERS KNOW

There are many bubbles of isolation in the wasteland, and those communities who defy the efforts of others to initiate trade or open their doors to outsiders are known universally as "xenophobes". Many of these communities were, at some point or other, ravaged by one or another of the raider gangs of the world. Some were victims of disease brought unwittingly (or deliberately) by outside traders and merchants. In the end, invariably, these small but determined communes close their doors to all outsiders, reserve their resources for their own, and care little for the goings on of the outside world.

It would seem they would be rightfully left alone due to their neutrality and willingness to just sit back while the world goes on around them, but in truth many xenophobe communities survive due to the fact that they are, in fact, *oases*, old water stations, oil refineries, etc. Thus, they are inherently of value to the predators outside, who sooner or later return to finish them off...

THE REALITY

There are various communities in *Darwin's World* that have progressed beyond the mere struggle for survival, but many of these guard their secret to success/civilization through secrecy - secrecy often protected with ruthless and merciless brutality. These xenophobic communities are exceedingly common, having their own secluded walled compounds, stockpiles of weapons, food, and fresh water, and often



a veritable army of dedicated and ruthless soldiers.

The *Benders* (see above) are typical of xenophobic enclaves, though their dealings with outsiders - as limited as they are - may perhaps disqualify them as true "xenophobes". For a prime example of a smaller community of this type, see the sample wasteland settlement, "Hemisphere", in the *Adventure Locations* section of this book.

EXAMPLE XENOPHOBE'S

Mid-Level Xenophobes (Strong Hero 3, Guardian 3): CR 6; Medium Size Humanoid; HD 3d8+3d10+12; HP 48; Mas 15; Init +1; Spd 20 ft; Defense 30, touch 15, flatfooted 19 (+1 Dex, +4 class, +5 equipment); BAB +6; Grap +8; Atk +9 melee (3d6+4/18-20, Chainsword); Full Atk +9/+6 melee (3d6+4/18-20, Chainsword); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, defender +2, weapon focus (chainsword); AL Xenophobe; SV Fort +6, Ref +4, Will +2; AP 3; Rep +0; Str 15, Dex 13, Con 15, Int 11, Wis 10, Cha 10.

Occupations and Background: Military, Guardian.

Skills: Climb +6, Intimidate +9, Knowledge (tactics) +9, Read/Write (Ancient, Unislang), Sense Motive +1, Speak Language (Ancient, Unislang), Survival +2.

Feats: Advanced Technology, Archaic Weapons Proficiency, Armor Proficiency (light, medium), Exotic Melee Weapon Proficiency (chain sword), Power Attack.

Mutations and Defects: Any.

Possessions: Chainsword, Power backpack, Chainshirt, Survival Kit.

High-Level Xenophobes (Strong Hero 3,

Guardian 7): CR 10; Medium Size Humanoid; HD 3d8+7d10+23; HP 87; Mas 15; Init +1; Spd 20 ft; Defense 22, touch 17, flatfooted 21 (+1 Dex, +6 class, +5 equipment); BAB +10; Grap +13; Atk +14 melee (3d6+4/18-20, Chainsword); Full Atk +14/+9 melee (3d6+7/18-20, Chainsword); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, defender +4, weapon focus (chainsword), tactical aid, weapon specialization (chainsword); AL Xenophobe; SV Fort +8, Ref +6, Will +5; AP 5; Rep +2; Str 16, Dex 13, Con 15, Int 11, Wis 10, Cha 10.

Occupations and Background: Military, Guardian.

Skills: Climb +7, Intimidate +12, Jump +6, Knowledge (tactics) +12, Read/Write (Ancient, Unislang), Sense Motive +3, Speak Language (Ancient, Unislang), Spot +0, Survival +3.

Feats: Advanced Technology, Archaic Weapons Proficiency, Armor Proficiency (light, medium), Exotic Melee Weapon Proficiency (chain sword), Iron Will, Power Attack, Toughness.

Mutations and Defects: Any.

Possessions: Chainsword, Power backpack, Chainshirt, Survival Kit, (2) Ready Syringe (Stimshot A).

Epic-Level Xenophobes (Strong Hero 3, Guardian 7, Champion 5): CR 15; Medium Size Humanoid; HD 3d8+7d10+5d12+48; HP 152; Mas 16; Init +1; Spd 20 ft; Defense 29, touch 20, flatfooted 28 (+1 Dex, +9 class, +9 equipment); BAB +15; Grap +18; Atk +19 melee (3d6+7/18-20, Chainsword); Full Atk +19/+14/+9 melee (3d6+7/18-20, Chainsword); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, defender +4, weapon focus (chainsword), tactical aid, weapon specialization (chainsword), rallying cry +3, improved tactical aid, awesome presence; AL Xenophobe; SV Fort +11, Ref +7, Will +8; AP 7; Rep +6; Str 16, Dex 13, Con 16, Int 11, Wis 10, Cha 10.

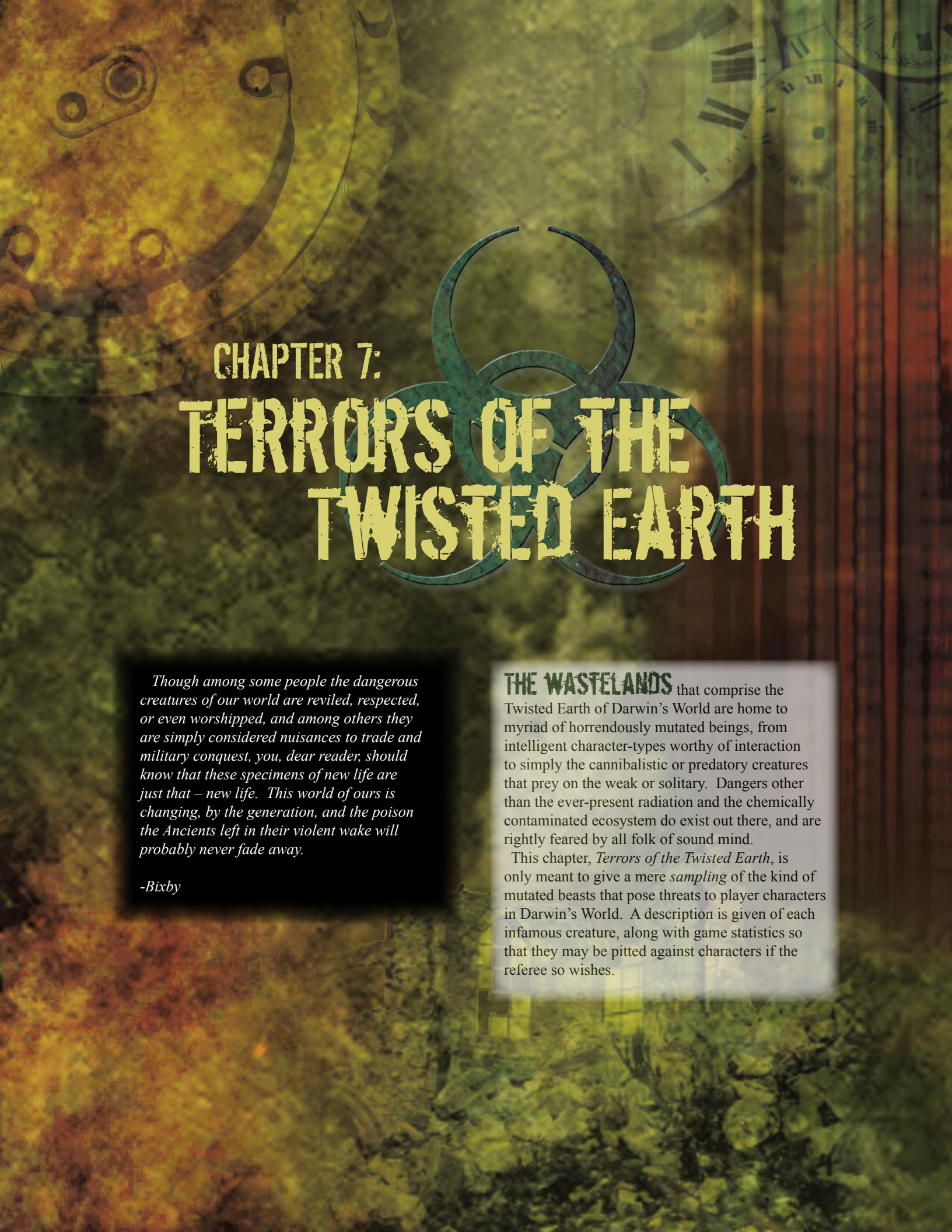
Occupations and Background: Military, Guardian.

Skills: Climb +4, Drive +0, Hide +0, Intimidate +17, Jump +3, Knowledge (tactics) +17, Listen +0, Move Silently +0, Pilot +0, Read/Write (Ancient, Unislang), Search +0, Sense Motive +5, Speak Language (Ancient, Unislang), Spot +3, Survival +3.

Feats: Advanced Technology, Archaic Weapons Proficiency, Armor Proficiency (light, medium, heavy), Cleave, Exotic Melee Weapon Proficiency (chain sword), Intimidating Strength, Iron Will, Power Attack, Toughness.

Mutations and Defects: Any.

Possessions: Chainsword, Power backpack, Advanced Metal, Survival Kit, (2) Ready Syringe (Stimshot B).



CHAPTER 7: TERRORS OF THE TWISTED EARTH

Though among some people the dangerous creatures of our world are reviled, respected, or even worshipped, and among others they are simply considered nuisances to trade and military conquest, you, dear reader, should know that these specimens of new life are just that – new life. This world of ours is changing, by the generation, and the poison the Ancients left in their violent wake will probably never fade away.

-Bixby

THE WASTELANDS that comprise the Twisted Earth of Darwin's World are home to myriad of horrendously mutated beings, from intelligent character-types worthy of interaction to simply the cannibalistic or predatory creatures that prey on the weak or solitary. Dangers other than the ever-present radiation and the chemically contaminated ecosystem do exist out there, and are rightly feared by all folk of sound mind.

This chapter, *Terrors of the Twisted Earth*, is only meant to give a mere *sampling* of the kind of mutated beasts that pose threats to player characters in Darwin's World. A description is given of each infamous creature, along with game statistics so that they may be pitted against characters if the referee so wishes.



ABOMINATION

No two *abominations* appear exactly the same, but all are essentially grotesque bulks of knotted flesh, cancerous tissue, and malformed limbs, as if assembled hastily or carelessly by some mad doctor's hand. Almost all seem to possess a disordered collection of large cat-like eyes (which sprout all over the creature's amorphous torso), along with lashing, whirling tentacles or pseudopods. These feel and probe the air around them, and most likely serve as a battery of sensory apparatus (not unlike antennae).

Among the more advanced and malevolent groups of the Twisted Earth, genetic experiments are not an uncommon practice, often in an attempt to breed "super-mutant" warriors or to refine a specific trait in the next generation. These experiments, carried out by such groups as the terrible Savants, are not always successes, although this fact is little known among the brain-dead children of the wasteland. Those subjects who prove too difficult to slay, or whose intelligent minds have not yet succumbed to madness (and thus do not warrant immediate termination or abortion), are

often discarded secretly, their bloated, ghastly bodies expelled into the darkness of the night.

In appearance, these "abominations" vary considerably, but all are horrendous and warped. Most have been totally altered, bearing little or no resemblance to human beings. After their first mutation has failed, the scientists often use the same subject for more and more experiments, since it is already deemed a "lost cause". Cat-like eyes, long tendrilous tongues, jagged fangs, warped and ragged claws, and thick warty skins are most common. Other features might include atrophied tentacles, an odd deformed wing or two (although incapable of flight), a fat lazy tail, etc.

In combat, abominations attack blindly and violently by flailing whatever workable limbs they still possess; badly mutated arms, feeble legs, and knotted, jointed tentacle-like pseudopods. Though afraid of light, the creature is truly horrific to behold when fully illuminated.

SPECIES TRAITS

Abominations have the following Traits:

Fast Healing (Ex): An abomination heals 5 points of damage each round.

Amorphous (Ex): An abomination is not subject to critical hits. It has no clear front or back, so it cannot be flanked.

Dark Vision (Ex): Abominations have darkvision with a range of 60 feet.

Frightful Presence (Ex): The abomination can inspire terror by charging or attacking. Creatures within 30-feet must succeed at a Will save (DC 10) or become shaken, remaining shaken until they leave the area of effect.

Photosensitive (Ex): Abominations are susceptible to bright lights and strong illumination (including torches), and must make a Will save (DC 12) or be forced to flee from the light source. A direct flash against an abomination (e.g. from a dazzle rifle) will effectively blind the creature without a save.

Abomination: CR 3; Large Aberration; HD 4d8+16; HP 34; Mas 18; Init +0; Spd 20 ft; Defense 16, touch 9, flatfooted 16 (-1 size, +7 natural); BAB +3; Grap +11; Atk +6 melee (1d4+6, slam); Full Atk +7 melee (1d4+6, 4 slams); FS 10 ft by 10 ft; Reach 10 ft; SQ amorphous, dark vision, photosensitive, fast healing, frightful presence; AL -; SV Fort +5, Ref +1, Will +1; AP 0; Rep +0; Str 18, Dex 10, Con 18, Int 5, Wis 5, Cha 7.

Skills: Climb +6, Hide -2, Jump +6, Listen +1, Move Silently +2, Spot +1.

Feats: None.

Advancement: 5-8 HD (Large); 9-12 HD (Huge); 13-16 HD (Gargantuan)

Advanced Abomination: CR 7; Huge Aberration; HD 10d8+60; HP 105; Mas 18; Init +0; Spd 20 ft; Defense 14, touch 7, flatfooted 14 (-2 size, -1 Dex, +7 natural); BAB +7; Grap +23; Atk +13 melee (1d6+12, slam); Full Atk +13 melee (1d6+12, 4 slams); FS 15 ft by 15 ft; Reach 10 ft; SQ amorphous, dark vision, photosensitive, fast healing, frightful presence (DC 13); AL none; SV Fort +9, Ref +2, Will +4; AP 0; Rep +0; Str 26, Dex 8, Con 22, Int 5, Wis 5, Cha 7.

Skills: Climb +12, Hide -5, Jump +12, Listen +3, Move Silently +3, Spot +3.

Feats: Power Attack, Cleave.

Advancement: None.

ALBINO APEMAN

These abnormal ape-creatures are not unlike mutated chimpanzees, adapted to a dark and savage existence underground.

Stories abound of creatures such as these hiding in the deep recesses of caverns beneath the mountains of the wasteland. Some say they are the descendants of animals kept by the Ancients for their amusement, and when the Fall came they were freed during the chaos and confusion. Shunning the blighted land of the surface, they retreated to deep caves where they became that which they are today. Other superstitious stories, however, suggest these are not mere animals, but are actually descended from humans who were stricken by horrific diseases and mutagens during the Fall, and descended into darkness where they began to revert to a savage, albino, and animal shape.

The hands of albino apemen have developed opposable thumbs, and what thin fur remains has changed to a pale wispy white, covering almost head to toe in a soft, bristling coat. Exposed skin on an albino apeman is generally pinkish and pale, while the eyes are a glazed white, yellow, or lambent blue. Jagged teeth fill the vicious mouth of the creature.

Albino apemen are primitive, savage creatures that dwell in darkness, afraid of light (a torch thrust at them will cause them to flee unless cornered or particularly brave), and employing only the crudest of tools and weapons – thrown rocks, sticks, and other scavenged implements.

Albino apemen typically congregate in large “clans” of their own kind, dominated by a powerful male that has bested all others in physical feats of prowess and strength. Those that bicker, argue vocally, or disobey the simple commands of the tribe leader are often beaten or outright killed by the dominant male.

Albino apemen are incapable of speech.

In combat, Albino apemen fight in much the same manner as semi-intelligent jungle apes, using cunning and stealth to hide, listen, and wait in ambush.



SPECIES TRAITS

Albino apemen have the following Traits:

Keen Sight (Ex): Albino apemen have darkvision with a range of 60 feet and low-light vision.

Photosensitive: Albino apemen are susceptible to bright lights and strong illumination (including torches), and must make a Will save (DC 12) or be forced to flee from the light source. A direct flash against an albino apeman (e.g. from a dazzle rifle) will effectively blind the creature without a save.

Scent (Ex): This ability allows an apeman to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Albino Apeman: CR 2; Medium-Size Humanoid; HD 3d8+6; HP 20; Mas 14; Init +3; Spd 30 ft, climb 10 ft; Defense 15, touch 13, flatfooted 12 (+3 Dex, +2 Natural); BAB +2; Grap +4; Atk +4 melee (1d3+2, slam), or +5 ranged (1d4+2, rock); Full Atk +4 melee (1d3+2, 2 slams), or +5 ranged (1d4+2, rock); FS 5 ft by 5 ft; Reach 5 ft; SQ keen sight, photosensitive, scent; AL none; SV Fort +3, Ref +6, Will -1; AP 0; Rep +0; Str 14, Dex 16, Con 14, Int 6, Wis 10, Cha 7.

Skills: Balance +4, Climb +3, Hide +4, Listen +3, Move Silently +4, Spot +3.

Feats: Alertness, Simple Weapon Proficiency.

Possessions: Rock

Advancement: 4-6 HD (Medium)

AMOEBA, BUBBLE CELL

The bubble cell amoeba is a remarkable inhabitant of the most radiated corners of the wasteland; it is, in effect, a giant colony of cellular structures that inherit intelligence as it grows in size and number. While a single creature of this type can be powerful, in some regions they are quite abundant, residing in packs like land-born clouds strewn across the sand.

The bubble cell starts small, usually with a single bubble-like cellular form (the size of a volleyball or larger) and translucent in color. Inside can be seen an odd black core emanating numerous veiny structures. A web of ugly greenish-gray growth extends from the base of the cellular body, sensing motion in the air and ground around it.

As the bubble cell begins to grow, its first primary cell splits into a sister cell, adding to its size. Both cells work in conjunction, adding to the creature's complexity and range of senses. This also adds to its ability to affect the world around it. As more cells grow from the base, the bubble cell becomes capable of even more complex functions. More advanced abilities (such as power draining) require more complex processes, and thus more cells are required to perform these functions. A bubble cell is only truly dangerous when it becomes fully grown, as it becomes able to generate electric pulses from its central dominant cell, and its tentacle sensing polyps become able to grasp and draw in fresh prey for consumption by its mass.

SPECIES TRAITS

Bubble cell amoebas have the following Traits:

Electric Shock (Ex): A mature bubble cell amoeba's primary form of defense is the generation of a powerful electric shock. The shock is made as a touch attack, inflicting 4d6+4 electrical damage. The bubble cell may only use this ability once per round and 9 times per day. See the *Spontaneous Electric Charge Generation* mutation for more details on this ability.

Energy Retaining Cell Structure (Ex): A bubble cell absorbs directed energy attacks made against it, just like the mutation of the same name. The DC to absorb an energy attack is 6 plus the damage done and the bubble cell can retain 4 charges. It can also use the absorbed energy to heal itself in the normal manner. See the *Energy Retaining Cell Structure* mutation for more details on this ability.

Blindsight (Ex): An amoeba's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: A bubble cell has the traits and immunities common to ooze.

Bubble Cell: CR 4; Large Ooze; HD 4d10+27; HP 49; Mas -; Init +0; Spd 10 ft; Defense 9, touch 9, flatfooted 9 (-1 size); BAB +3; Grap +9; Atk +4 melee (1d8+2, polyp), or +2 melee touch (4d6+4, electric shock); FS 10 ft by 10 ft; Reach 10 ft; SQ electric shock, energy altering cell structure, blindsight, ooze; AL none; SV Fort +4, Ref +1, Will -4; AP 0; Rep +0; Str 14, Dex 10, Con 16, Int -, Wis 1, Cha 1.

Skills: None.

Feats: None.

Advancement: 5-7 HD (Huge), 8-10 HD (Gargantuan).

Advanced Bubble Cell: CR 7; Gargantuan Ooze; HD 10d10+100; HP 155; Mas -; Init -1; Spd 10 ft; Defense 5, touch 5, flatfooted 5 (-4 size, -1 Dex); BAB +7; Grap +24; Atk +13 melee (2d8+10, polyp), or +6 melee touch (4d6+10, electric shock); FS 20 ft by 20 ft; Reach 15 ft; SQ electric shock, energy altering cell structure, blindsight, ooze; AL none; SV Fort +10, Ref +2, Will -2; AP 0; Rep +0; Str 30, Dex 8, Con 24, Int -, Wis 1, Cha 1.

Skills: None.

Feats: None.

Advancement: None.

AMOEBA, GIANT

There are numerous forms of this kind of living organism, ranging from humongous animate globs of protoplasmic "ooze", to gigantic, sprawling amoebas forced into watery locales to support their monstrous weight.

Likewise they range in color and camouflage, from bright green to a dull ochre, sickly yellow to lifeless, often translucent gray. Giant amoebas are found in many climates and areas, but mostly reside underground or underwater where they are protected from the harmful effects of ultraviolet radiation – which appears to be of particular concern to the growth and life of these beings.

Giant amoebas actually comprise a range of creatures, from animate fungal growths of colossal size, to literally giant one-celled creatures that feed mindlessly off other forms of life by dissolving and absorbing tissue on contact. All such creatures are immune to fear, of course, but often seem to act in a very cunning fashion (they are, in fact, drawn towards bodily heat, and cannot actually "stalk" their prey as is often claimed by underground folk).

In combat, giant amoebas attack by forming pseudopods to reach out and grab prey to consume.

SPECIES TRAITS

Giant amoebas have the following Traits:

Ooze: A giant amoeba has the traits and immunities common to ooze.

Improved Grab (Ex): To use this ability, the giant amoeba must hit with one of its pseudopod attacks.

Swallow Whole (Ex): A giant amoeba can swallow a grabbed opponent two size categories smaller than it by making a successful grapple check. Once inside, the opponent takes 1d6 points of crushing damage plus 2d6 points of acid damage per round from the creature's digestive juices. A swallowed creature cannot climb out, but may attempt to cut its way out. This is done by using claws or a Small or Tiny-slashing weapon to deal 25 points of damage to the creature (defense 20). Once the creature exits, fluid action closes the hole; another swallowed opponent must cut its own way out.

Blindsight (Ex): An amoeba's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Sensitivity (Ex): A giant amoeba suffers 25 points of damage each round from exposure to ultraviolet light.

Giant Amoeba: CR 12; Gargantuan Ooze; HD 16d10+128; HP 214; Mas -; Init -2 Spd 10 ft, swim 10 ft; Defense 4, touch 4, flatfooted 4 (-4 size, -2 Dex); BAB +12; Grap +37; Atk +21 melee (2d8+13, pseudopod); Atk +21 melee (2d8+13, 3 pseudopod3); FS 20 ft by 20 ft; Reach 15 ft; SQ improved grab, swallow whole, blindsight, sensitivity; AL neutral; SV Fort +11, Ref +3, Will +0; AP 0; Rep +0; Str 36, Dex 6, Con 22, Int -, Wis 1, Cha 1.

Skills: None.

Feats: None.

Advancement: 17-30 HD (Gargantuan)

BLINDWORM

The blindworm is a giant mutated creature known to infest dark, polluted, and watery haunts. Resembling a huge bloated worm with a thick leathery hide, mottled gray and brown and lacking any eyes whatsoever, the creature writhes through heaps of floating trash searching for rats and other prey to feed upon. Its coloration also helps the creature blend perfectly with the rotted refuse of its usual environment.

The blindworm prefers watery locales due to its clumsy body shape, which is more adept at swimming through water. However, the giant ringed maw of the blindworm also permits it to burrow through loose soil and, to some extent even hard rock.

Blindworms are particularly common among waterlogged tunnels and flooded sewers, where they can grow large without competition. Blindworms sense movement through even the slightest vibrations in the air. When ready to strike, the blindworm rises from hiding (usually underwater or among heaps of like-colored garbage/rotted vegetation), plunging down with full force onto its prey.

SPECIES TRAITS

Blindworms have the following Traits:

Blindsight (Ex): A blindworm can see by non-visual means by sensing vibrations in the ground, water, and even air within 60 feet.

Skill Bonus: The coloration of the blindworm affords the creature a +8 racial bonus to Hide checks when in watery or junk-strewn areas.



Blind Worm: CR 2; Large Mutant Beast; HD 4d10+16; HP 38; Mas 18; Init +1; Spd 10 ft, swim 15 ft, burrow 5 ft; Defense 19, touch 10, flatfooted 18 (-1 size, +1 Dex, +9 natural); BAB +4; Grap +13; Atk +9 melee (2d6+7, bite); Full Atk +9 melee (2d6+7, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ blindsight; AL none; SV Fort +8, Ref +5, Will +0; AP 0; Rep +0; Str 20, Dex 12, Con 18, Int 3, Wis 8, Cha 3.

Skills: Hide +1 (+9 in water of junk), Listen +3, Spot +3.

Feats: Alertness.

Advancement: 5-8 HD (Large); 9-12 HD (Huge).

Advanced Blind Worm: CR 2; Huge Mutant Beast; HD 10d10+60; HP 115; Mas 22; Init +0; Spd 10 ft, swim 15 ft, burrow 5 ft; Defense 20, touch 8, flatfooted 20 (-2 size, +12 natural); BAB +10; Grap +27; Atk +17 melee (2d8+13, bite); Full Atk +17 melee (2d8+13, bite); FS 15 ft by 15 ft; Reach 10 ft; SQ blindsight; AL none; SV Fort +13, Ref +7, Will +2; AP 0; Rep +0; Str 28, Dex 10, Con 22, Int 3, Wis 8, Cha 3.

Skills: Hide +1 (+9 in water of junk), Listen +4, Spot +4.

Feats: Alertness, Power Attack, Snatch.

BLOB

The blob is the product of man's nuclear wars, the animation of refuse and radioactive sludge by unknown contaminants that would be lethal to even the hardest of pre-war life. The blob is an insidious form of life driven only by a primitive hunger to eat, grow, and continue to consume everything around it.

The blob is a bizarre form of life created no doubt by the massive chemical, biological, and nuclear poisoning of the world from the Fall. Part chemical sludge, part disease, and given abnormal life and size by radiation, it is truly a horror of the post-apocalyptic world.

A typical blob is a huge morass of soupy brown ooze, a slimy mass given shape and weight by garbage, refuse, and unknown toxic substances from decades past. The thing behaves much like an amoeba or similar simple life form, seeking only to consume and spread, growing as it does with each new meal, until it has devoured all that it can

reach, before dying and slowly decomposing.

Blobs are found only in the most chemically defiled and contaminated areas, such as lakes near ancient industrial centers, flooded sewer systems, underground dump sites for radioactive materials, etc.

In combat, blobs attack by forming masses of pseudopod-like ooze to lash out, engulf, or overrun fleeing prey. A powerful mix of acid and radiation kills next to everything it meets, the jellified essence of which gives strength and life to the creature.

SPECIES TRAITS

Blobs have the following Traits:

Ooze: A blob has the traits and immunities common to ooze.

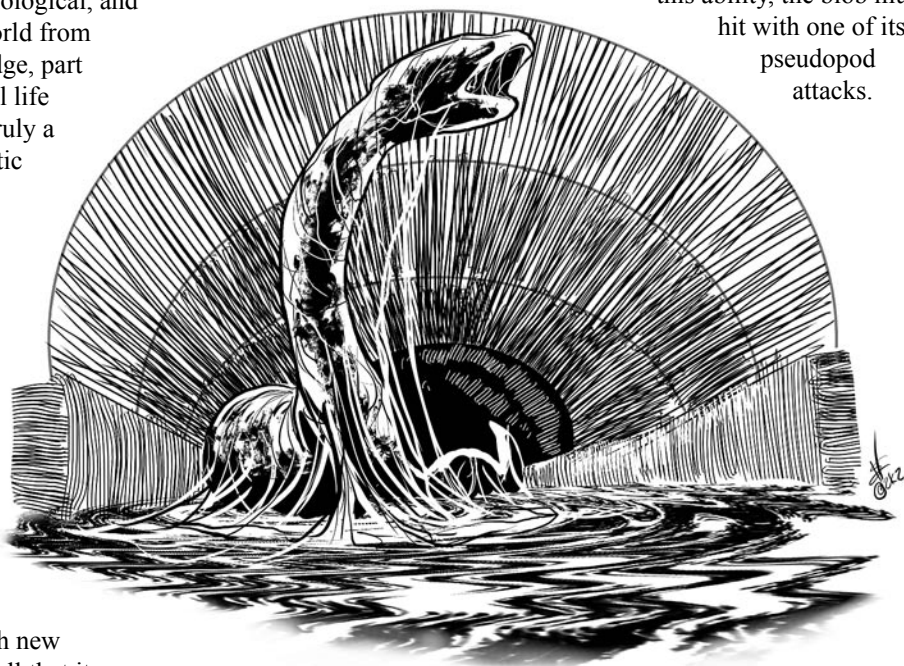
Acid (Ex): The melee touch attack of a blob is acidic and dissolves organic material and metal. Any successful melee hit deals acid damage. Armor and clothing dissolves immediately unless a Reflex save (DC 19) is made. A weapon that strikes a blob, after doing damage, will dissolve unless the wielder makes a Reflex save (DC 19).

The blob's acidic touch deals 50 points of damage per round to wooden or metal objects, but the blob must remain in contact with the object for 1 full round to deal this damage. 20 points of damage is dealt against stone per round of contact.

Blindsight (Ex): A blob's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Camouflage (Ex): Creatures of this type blend perfectly in with rubbish heaps, trash pits, polluted lakes, etc. So long as the creature does not move, it is considered to have total concealment. While moving, it is considered to have one half concealment.

Improved Grab (Ex): To use this ability, the blob must hit with one of its pseudopod attacks.



Immunities:

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

Protoplasmic

Growth (Ex): Each time a blob injures an organic opponent, it receives hit points equal to one half the damage it inflicted in that attack. For every forty hit points gained from its melee attacks, the creature permanently gains +4 Strength and Constitution, and increases in size by one category (maximum of +8 at Colossal size).

Irradiated (Ex): A blob infers *moderate* radiation upon any victim it hits with a pseudopod.

Resistant (Ex): Due to its protoplasmic makeup, a blob only suffers half damage from piercing and ballistic attacks.

Semi-Dormancy (Ex): In full daylight, blobs become semi-dormant; sluggish and slow. In these conditions they can move or attack, but not both. This dormancy isn't apparent during dusk or dawn, or while the creature remains submerged under water.

Swallow Whole (Ex): A blob can swallow a grabbed opponent two size categories smaller than itself by making a successful grapple check. Once inside, the opponent takes 1d6 points of crushing damage plus the normal acid damage from being in contact with the creature, per round. In addition, the radioactivity of the creature infers *severe* radiation.

A swallowed creature cannot climb out, but may attempt to cut its way out. A swallowed creature can only attempt to cut its way out of the blob, since it quickly engulfs the prey in its shapeless matter. This is done by using claws or a Small or Tiny-slashing weapon to deal 25 points of damage to the creature (defense 20). Once the creature exits, fluid action closes the hole; another swallowed opponent must cut its own way out.

Blob: CR 7; Huge Ooze; HD 8d10+52; HP 96; Mas -; Init -2; Spd 10 ft, swim 10 ft; Defense 6, touch 6, flatfooted 6 (-2 size, +2 Dex); BAB +6; Grap +23; Atk +13 melee (2d6+9 plus acid 2d6, slam); Full Atk +13 melee (2d6+9 plus acid 2d6, slam); FS 15 ft by 15 ft;



Reach 10 ft; SQ ooze, acid, blindsight, camouflage, improved grab, immunities, protoplasmic growth, irradiated, resistant, semi-dormancy, swallow whole; AL none; SV Fort +6, Ref +0, Will -3; AP 0; Rep +0; Str 29, Dex 6, Con 19, Int -, Wis 1, Cha 1.

Skills: None.

Feats: None.

Advancement: 9-15 HD (Huge); 16-28 HD (Gargantuan).

Advanced Blob: CR 12; Gargantuan Ooze; HD 22d10+162; HP 283; Mas -; Init -2; Spd 10 ft, swim 10 ft; Defense 6, touch 6, flatfooted 6 (-2 size, +2 Dex); BAB +16; Grap +41; Atk +25 melee (2d8+13 plus acid 2d6, slam); Full Atk +25 melee (2d8+13 plus acid 2d6, slam); FS 20 ft by 20 ft; Reach 15 ft; SQ ooze, acid, blindsight, camouflage, improved grab, immunities, protoplasmic growth, irradiated, resistant, semi-dormancy, swallow whole; AL none; SV Fort +13, Ref +5, Will +2; AP 0; Rep +0; Str 37, Dex 6, Con 23, Int -, Wis 1, Cha 1.

Skills: None.

Feats: None.

CARRION RAPTOR

These large flightless birds are fast, vicious predators that roam the wasteland seeking prey, stopping only to nest temporarily. They are a particularly feared enemy on the fringes of the Burning Lands region, where they are known to gather in packs to attack small caravans and even tribal villages.



A large feathered body rises from thickly armored legs, ending with strong talons that grip well. A long bald neck rises from the body, ending in a small featherless head with cruel eyes and sharp curved beak. The body of the bird is a dark brown, but the head and neck are a bright red.

Carrion raptors are cunning pack hunters that use their numbers and speed to their advantage, darting in at their prey and then drawing back. These tactics ensure the birds' safety and make it hard for prey to resist.

SPECIES TRAITS

Carrion raptors have the following Traits:

Tearing Beak (Ex): Carrion raptors dart in and tear at prey with their jagged beaks. In addition to normal damage, a beak wound bleeds for 1 point of damage per round thereafter. Multiple wounds from the beak cause cumulative bleeding damage. The bleeding can be stopped by a successful Heal check (DC 15) or the application of appropriate medicine.

Skill Bonus: *Carrion raptors gain a +8 racial bonus to Spot checks in daylight.

Carrion Raptors: CR 2; Large Animal; HD 3d8+9; HP 23; Mas 16; Init +4; Spd 45 ft; Defense 19, touch 13, flatfooted 15 (-1 size, +4 Dex, +6 natural); BAB +2; Grap +8; Atk +5 melee (1d10+3/19-20, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ tearing beak; AL neutral; SV Fort +6, Ref +7, Will +4; AP 0; Rep +0; Str 14, Dex 19, Con 16, Int 2, Wis 16, Cha 6.

Skills: Jump +7, Listen +8, Spot +8 (+16 daylight).

Feats: Weapon Finesse (bite).

Advancement: 4-7 HD (Large).

CH'KIT

The ch'kit are a race of oversized mutant insects, similar to the more generic race known as "mutant bugs", but different in a number of ways. The ch'kit are a single society of insectoids made up of two main "castes" (drones and warriors), and live in self-imposed isolation in deep desert cavern systems beneath the Forbidden Lands and the foothills of the Big Rocks. Expert cultivators, the insect-like ch'kit are knowledgeable in growing fungus for consumption as well as medicine to treat their ill.

A typical ch'kit looks very much like a huge mantis-like bug, with a small head atop a thin neck, attached to a large segmented body. Coloration of the eyes is usually a striking leaf green, while the body is orange or dun in color, with vestigial horn protrusions breaking through the carapace at various spots. The typical specimen from the warrior caste, however, is far larger than the common drone, possessing a deeper black chitin and terrible eyes of a chromatic, opal color. Both castes possess large insect wings that enable them to fly at tremendous speeds through their underground passages, while the warrior caste also has an additional pair of legs to maintain balance while fighting.

Despite their large size, however, the ch'kit are a peaceful race that wishes to dwell in relative isolation, only making contact with other communities on rare occasions to trade. Recluses, these rather benevolent "bug-people" are often tempted to share their knowledge of fungus and subterranean plants with outsiders when word of plagues or epidemics reaches their corner of the world. Possessing unusual sympathy even for outsiders, they are often motivated to make contact to help – a fact that often leads them into danger.

In combat, the ch'kit usually employ their physical appendages to do harm. The few ch'kit who leave their communities to "see the world" sometimes take up the arms of outsiders to either fit in, or complement their own strengths.

SPECIES TRAITS

Ch'kit have the following Traits:

Acid Spittle (Ex): Warrior ch'kit have the ability to generate a stream of acidic spittle as a ranged touch attack of up to 15 feet away. On a successful hit, this attack form inflicts 2d6+1 points of acid damage. This ability can be used twice per day. See the *Acid Excretion Glands* mutation for more details on this ability.

Blindsight (Ex): Warrior ch'kit are naturally blind, but their lack of vision is remedied by their Blindsight abilities.

Regeneration (Ex): Ch'kit of both breeds have the ability to regenerate injuries and lost limbs. For drones, this ability is 2 hit points per round; for warriors, 5 hit points per round. They can also reattach severed limbs in the manner of a troll.

Resistances (Ex): All ch'kit have natural resistances. All ch'kit suffer only ½ damage from acid-based attacks, including their own acid attacks. In addition, it takes twice the level of radiation to affect a ch'kit as it does a human or mutant (thus, their Rad thresholds are twice normal).

Skill Bonus: Ch'kit drones gain a +4 racial bonus to Knowledge (natural sciences) checks concerning fungus, mushrooms, and underground agriculture.

Spiky Hide (Ex): Anyone coming into physical contact with a ch'kit (either grappling or engaging in unarmed combat) takes 1d6 points of piercing damage from its spiky hide.

Ch'kit Drone: CR 2; Large Mutant Beast; HD 3d10+9; HP 25; Mas 15; Init +0; Spd 30 ft, fly 45 ft (good); Defense 14, touch 9, flatfooted 14 (-1 size, +5 natural); BAB +3; Grap +10; Atk +5 melee (1d6+3, claw); Full Atk +5 melee (1d6+3, 2 claws); FS 10 ft by 10 ft; Reach 10 ft; SQ regeneration 2, resistances, spiky hide; AL Ch'kit; SV Fort +5, Ref +3, Will +2; AP 0; Rep +0; Str 16, Dex 11, Con 15, Int 12, Wis 12, Cha 12.

Skills: Climb +7, Craft (any) +5, Jump +7, Knowledge (natural sciences) +5 (+9 underground), Listen +5, Perform +4, Spot +4.

Feats: Toughness, Endurance.

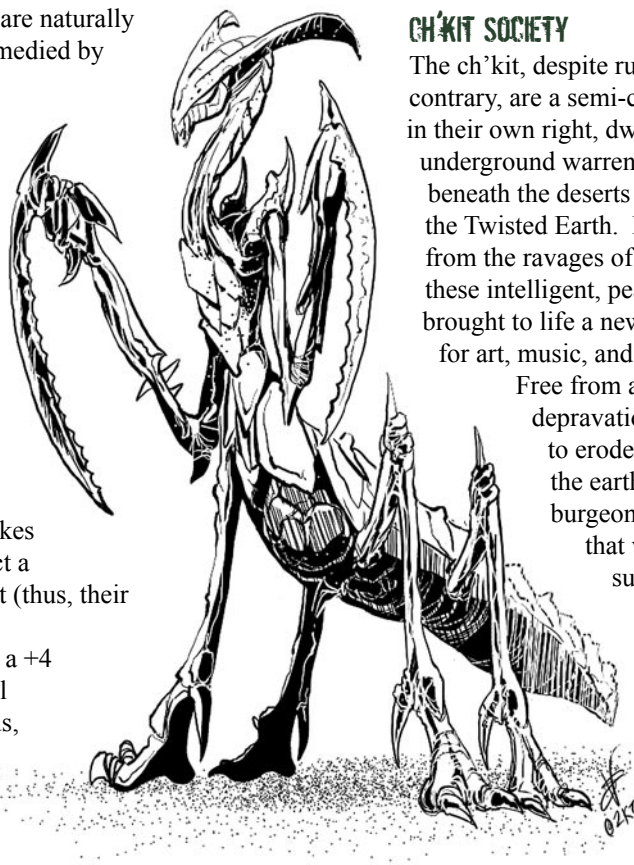
Advancement: 4-5 HD (Large), 5-7 (Large)

Ch'kit Warrior: CR 4; Large Mutant Beast; HD 4d10+16; HP 38; Mas 18; Init +0; Spd 30 ft, fly 45 ft (good); Defense 16, touch 9, flatfooted 16 (-1 size, +7 natural); BAB +4; Grap +14; Atk +8 melee (1d8+5, claw); Full Atk +8 melee (1d8+5, 2 claws); FS 10 ft by 10 ft; Reach 10 ft; SQ acid spittle, blindsight, regeneration 5, resistances, spiky hide; AL Ch'kit; SV Fort +8, Ref +4, Will +1; AP 0; Rep +0; Str 20, Dex 10, Con 18, Int 8, Wis 10, Cha 10.

Skills: Climb +11, Jump +11, Listen +6.

Feats: Cleave, Power Attack.

Advancement: 4-5 HD (Large), 5-7 (Large)



CH'KIT SOCIETY

The ch'kit, despite rumors to the contrary, are a semi-civilized culture in their own right, dwelling in complex underground warrens and caverns beneath the deserts and mountains of the Twisted Earth. Here, far removed from the ravages of the surface world, these intelligent, peaceful insects have brought to life a new, alien appreciation for art, music, and other pursuits.

Free from attack and the depravations that continue to erode civilization above the earth, the ch'kit have a burgeoning "civilization" that would surprise most surface-dwellers.

Due to their two very different "breeds", the ch'kit have, over the generations, organized into two separate "castes". The majority of the ch'kit are drones,

workers and laborers, who see to the maintenance of ch'kit caves and communities. Protecting them are the larger and more formidable warriors.

Every once in a great while, a ch'kit who hears stories of the great deserts and open spaces, will leave home to "see the world". Most are motivated by a compassion and sympathy for the stories they hear. Almost like "knights errant", these ch'kit often wander for years seeking to learn of the surface people and help them in some way, before returning home as heroes.

CRAWLER

No one knows exactly what these things are or if they are intelligent in any capacity, but it is certain they were once humans. Horribly mutated by radiation and altered by troglodilian life far underground in lightless caverns, they have changed into grotesque killing machines.

Crawlers are an awful, viscid white (some are even semi-translucent) in color, and resemble humanoids crawling on their scaly bellies. Their "legs" have atrophied over time leaving only stubby limbs with which to feebly push them along. Their arms, thin and humanoid, either help them in their ground movements or allow them to climb, claw, or grasp nearby objects. In particular they seem most capable swinging on pipes or using overhanging debris to brachiate.

The head of the crawler is its most frightening aspect – a bald human head lacking eyes, nose, or ears, with only a gaping maw filled with needle-sharp fangs and an inky black toxic saliva. This saliva is a potent haemotoxin, which prevents bite wounds inflicted by the creature from healing normally.

In combat, crawlers attack in overwhelming numbers, scuttling from the darkness from any nearby cover, or even swinging down from concealment overhead. They attack ruthlessly with their venomous, razor-sharp maws.

CRAWLER CHARACTERS

Crawler characters start with no background or occupation. They start with no Technology feat (similar to Feral) but gain Hide and Move Silently as permanent class skills. In addition, they have the following racial ability modifiers: +2 Str, +6 Dex, +2 Con, -6 Int, -4 Wis, -1 Cha.

SPECIES TRAITS

Crawlers have the following Traits:

Wounding (Ex): A successful bite from a crawler forces the victim to make a Fortitude check (DC 22) or suffer from its cell-disrupting toxin - this means the wound will continue bleeding at a rate of one hit point per round for ten rounds. Multiple bite wounds induce multiple bleeding sores. Such wounds will not heal naturally through rest, though healing medicines will do the job.

Photosensitive (Ex): Crawlers are susceptible to bright lights and strong illumination (including torches), and must make a Will save (DC 13) or be

forced to flee from the light source. A crawler suffers from complete blindness in natural or bright light. A direct flash against a crawler (e.g. from a dazzle rifle) will effectively blind the creature for 2d4 rounds.

Keen Sight (Ex): Crawlers have darkvision with a range of 60 feet and low-light vision.

Bonus Feats: Crawlers receive Troglodyte and Weapon Finesse as bonus feats.

Crawler: CR 1; Small Humanoid; HD 2d8+2; HP 11; Mas 13; Init +3; Spd 15 ft, climb 40 ft; Defense 14, touch 14, flatfooted 11 (+1 size, +3 Dex); BAB +1; Grap -2; Atk +5 melee (2d4+1, bite); Full Atk +5 melee (2d4+1, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ wounding, photosensitive, keen sight; AL none; SV Fort +1, Ref +6, Will -2; AP 0; Rep +0; Str 13, Dex 17, Con 13, Int 4, Wis 6, Cha 9.

Skills: Hide +4, Listen +1, Move Silently +4, Navigate -3 (-1 underground), Spot -2 (+0 underground), Survival -2 (+0 underground).

Feats: Improved Initiative, Troglodyte, Weapon Finesse (bite).

Advancement: By character class.

Level Adjustment: +1.

Crawler Fast Hero 3: CR 4; Small Humanoid; HD 5d8+10; HP 33; Mas 15; Init +5; Spd 15 ft, climb 40 ft; Defense 20, touch 20, flatfooted 20 (+1 size, +5 Dex, +4 class); BAB +3; Grap +0; Atk +9 melee (2d4+4, bite); Full Atk +9 melee (2d4+4, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ wounding, photosensitive, keen sight, evasion, uncanny dodge; AL none; SV Fort +3, Ref +10, Will +0; AP 2; Rep +1; Str 16, Dex 21, Con 15, Int 4, Wis 8, Cha 7.

Skills: Hide +7, Listen +3, Move Silently +7, Navigate -2 (+0 underground), Spot +0 (+2 underground), Survival +0 (+2 underground).

Feats: Dodge, Improved Initiative, Mobility, Troglodyte, Weapon Finesse (bite).



CYCLAT

The cyclat is a kind of subterranean dwelling avian that outwardly bears traits similar to frogs, roaches, and bats. Covered in a thick skin that is almost pitch black in color, with hairy insect legs and a pair of bat-wings, its only offsetting feature is a single, bright yellow eye. Capable of echolocation like a bat, it is a nearly perfect flyer even in the most lightless of conditions.

Cyclats feed primarily on small underground vermin or rodents, though they have been known to gather in large flapping packs to attack even larger prey. Four or more cyclats can simultaneously grab hold with their razor fangs onto a prey and lift it into the air, either to let it drop from a fatal height or simply to cocoon it for later consumption. To weaken such

prey prior to an attack, one or more cyclats will emit powerful ionizing beams from their cyclopean eye to injure their potential prey.

Cyclats prowl the unlighted air of great caverns in darkness, attacking either with their vicious bite or burning with their eye-beams.

SPECIES TRAITS

Cyclat have the following Traits:

Keen Sight (Ex): Cyclats have darkvision with a range of 60 feet and low-light vision.

Eye-Beams (Ex): The cyclat can generate a pulse of searing light from its single, cyclopean eye to hit a target up to 120 ft away as a ranged touch attack. A target hit by the eyebeam suffers 2d6 points of heat damage. Once used, the creature cannot generate another beam for 1d4 rounds.

Cyclat: CR 1; Small Aberration; HD 1d8+1; HP 6; Mas 12; Init +3; Spd fly 40 ft (perfect); Defense 12, touch 12, flatfooted 9 (+1 size, +10 Dex); BAB +0; Grap -6; Atk +0 melee (1d10, bite); Full Atk +0 melee (1d10, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ keen sight, eye-beams; AL none; SV Fort +1, Ref +10, Will +3; AP 0; Rep +0; Str 8, Dex 30, Con 12, Int 4, Wis 10, Cha 6.

Skills: Listen +8, Spot +2.

Feats: None.

Advancement: 2-6 HD (Small).

CYNEMIE

A favorite food source of many tribal communities in the Deserts of Nowhere region, cynemies are a race of diminutive furry creatures descended from the prairie dogs of the American desert.

Possessed of an unusual level of intelligence, as well as some modest degree of psychic ability, cynemies live in abundance in the wilder areas of the Twisted Earth. In specific, they create vast networks of small underground tunnels (and caves), into which they retreat to store food, feed, breed, and raise their young.

A typical cynemie burrow (or “town”) can cover anywhere from two to five miles in area, with numerous tight tunnels and warrens connecting various chambers and sub-chambers. A typical town will have four to five funnel-shaped holes leading to the surface, where a single cynemie will be stationed, keeping an eye out for danger.

Cynemies look something like prairie dogs, but with thin, ferret-like bodies covered in patchy auburn fur, and narrow black eyes. Cynemies have unusually long claws, long sharp teeth, and an enormously aggressive temper that is “triggered” when danger threatens their community.

If a single cynemie detects a threat to the community, it will send out a neural “beacon” to

alert the entire nest to danger. When this “beacon” is activated, it has the effect of sending the entire colony into a kind of aggressive rage that is necessary to fight off attacking predators.

SPECIES TRAITS

Cynemie have the following Traits:

Telepathic Link (Ex): Cynemie colonies are united by a special telepathic link. When one cynemie senses danger, it alerts the entire colony through a mental “warning alarm” as a free action. All cynemies within 1 mile will be instantly alerted to the call and know the precise direction from which it came.

Panicked Rage (Ex): When the cynemie telepathic link raises the attack warning, all cynemies that hear the alarm instantly enter into a panic induced rage. Enraged cynemies temporarily gain +4 Strength, +4 Constitution, and a +2 morale bonus on Will saves, with a -2 penalty to AC. Like the normal rage ability, this raises the cynemie’s hit points by 2 for the duration. In addition, a raged cynemie makes two claw attacks per round, instead of one, at their regular attack bonus.

The panicked rage of a colony will continue until the threat is defeated.

Skill Bonuses: Cynemies receive a +4 species bonus on Hide and Move Silently checks.

Bonus Feat: Cynemies gain the bonus feat Weapon Finesse (claws).

Cynemie: CR ½; Tiny Animal; HD ½ d8; HP 2; Mas 10; Init +4; Spd 20 ft, burrow 5 ft; Defense 16, touch 16, flatfooted 16 (+2 size, +4 Dex); BAB +0; Grap -9; Atk +6 melee (1d3-1 claw); Full Atk +6 melee (1d3-1, 2 claws); FS 2 ½ ft by 2 ½ ft; Reach 0 ft; SQ telepathic link, panicked rage; AL none; SV Fort +2, Ref +6, Will -3; AP 0; Rep +0; Str 8, Dex 18, Con 10, Int 2, Wis 5, Cha 2.

Skills: Hide +19, Listen +1, Move Silently +12, Spot +1.

Feats: Weapon Finesse (claws).

Advancement: None.

CYNEMIE SOCIETY

Cynemie towns usually consist of numerous chambers that are regimented to serve the entire colony (“coterie”), either as breeding chambers, sleeping areas, food storage, etc. Activity within the town is often regular, with cynemies moving through the burrows with great frequency.

In addition to more frequently used entrances and exits, a typical cynemie mound will also have two to three secret, concealed tunnel exits. These exits are spread far and wide, radiating out from the central mound complex, through which the entire population can escape in case of flood, smoke (a common trick used by tribals to drive them out and find their secret exits), or rally to attack.



An attack on a cynemie town will be met with a mustering of the entire population for “battle”. Having developed a limited form of telepathy, cynemies will emerge en masse from all available exits to attack those who would otherwise prey on them. Tribal peoples have a method of countering this unusual organization and aggression, by using a chemical smoke (from certain burned plastics) that dulls the cynemies’ mental capacities and confuses the entire pack, slowing their response time.

DEATH SENTINEL

This horrible jellyfish-like creature, actually composed of millions of symbiotic organisms, is one of the most frightening monsters known to inhabit the mutated wastelands of the Twisted Earth. Typically found only in the most radiated or desolate stretches of unbroken and radiated deserts, the death sentinel explodes from beneath the surface to attack unwitting prey with vicious cunning and relentless aggression, moved by the hunger of its millions of cooperative cells.

The death sentinel appears to be a towering column of tentacle polyps, atop which stands a fleshy “trunk” fourteen to twenty feet in diameter. This giant trunk is marked by four huge fanged mouths (one in each cardinal direction away from the center of the thing), and a ring above this of multiple black eyes (each roughly the size of a man’s head). Atop the thing sprouts another column of tentacles, though these lash about and writhe, acting as the primary senses of the death sentinel, sensing motion in the air. Numerous

smaller tentacles sprout from beneath this upper forest of features like a moving “beard”, lined with microscopic nematocysts that stun prey as they are brought to the mouth for consumption.

This most ferocious of desert mutations is a virtual killing machine, with numerous tentacles lined with stunning stingers, and the ability to sense movement even while buried underground.

SPECIES TRAITS

Death sentinels have the following Traits:

Improved Grab (Ex): To use this ability, the death sentinel must hit with at least one tentacle attack. If it gets a hold, it automatically deals bite damage.

Immunities: Having adapted to life in a harsh radiated environment, the death sentinel is immune to *severe* radiation (as well as heat generated by radiation).

Stun (Ex): A hit by one of the sentinel’s tentacles forces the victim to make a Fortitude check (DC 18) or be stunned for 1d4 rounds.

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

Skill Bonus: A sentinel has a +2 racial bonus to Hide and Move Silently.

Death Sentinel: CR 14; Gargantuan Aberration; HD 22d8+198; HP 297; Mas 19; Init +4; Spd 10 ft, burrow 20 ft; Defense 17, touch 7, flatfooted 16 (-4 size, +1 Dex, +10 natural); BAB +16; Grap +40; Atk +25 melee (2d6+12, tentacle); Full Atk +25 melee (2d6+12, 5 tentacles), +22 melee (4d6+12, bite); FS 20 ft by 20 ft; Reach 15 ft; SQ improved grab, immunities, stun, tremorsense; AL none; SV Fort +16, Ref +8, Will +13; AP 0; Rep +0; Str 34, Dex 12, Con 29, Int 2, Wis 10, Cha 6.

Skills: Hide +16, Listen +6, Move Silently +16, Spot +6.

Feats: Alertness, Combat Reflexes, Improved Initiative, Stealthy, Weapon Focus (tentacle).

Advancement: 23-32 HD (Gargantuan)

DESERT ANEMONE

The desert anemone is a well-known danger to traders, merchants, and wanderers of the wasteland. Often clustered in small “forests” or “groves”, these anemone have become a particular threat to travelers because they are quite common around the few precious desert oases. Their presence along the trade routes appears to be increasing, suggesting that the movement of merchants may have brought anemone seedlings mistakenly (or perhaps deliberately) with them in their migrations.

The anemone looks remarkably similar to a sea

anemone, but often more than 12 or 15 feet high, its coloration ranging from plain dun to lime green or even a vibrant lemon. A “collar” of bristly white spines grows about the top of its tubular “mouth”. Hidden within its mouth is an elongated “tongue”. It has a huge root-like trunk that disappears into the sand below it.

The anemone only attacks when it senses a victim is within the range of its extendable tongue. The anemone conceals two or three tentacles beneath the collar of spines that can dart out and help grasp a creature already in its tongue, aiding the main appendage in drawing it up and into the circular mouth at the beast’s top. A creature dragged in this manner is drawn through the spiny collar, being jabbed by the spines. The spines themselves are simply a cellulose sheath containing potent neurotoxins that act to paralyze the victim as he is drawn in – hopefully preventing a struggle. Once the victim reaches the mouth he is dropped into the large vase-shaped interior, which contains numerous cavities along the fleshy walls that emit a constant stream of acids - literally dissolving the victim as he struggles to get free.

These creatures are especially feared because once a victim is drawn into its maw, it is next to impossible to get him out before it is too late.

SPECIES TRAITS

Desert anemones have the following Traits:

Blindsight (Ex): Desert anemones have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Improved Grab (Ex): To use this ability, the desert anemone must hit with its tongue lash attack.

Plant: Desert anemones have the traits and immunities common to plants.

Stun (Ex): A creature brought to the anemone’s mouth is affected by its stunning quills, forcing the victim to make a Fortitude check (DC 15) or be stunned for 1d4 rounds.

Swallow Whole (Ex): A desert anemone can swallow a grabbed opponent two size categories smaller than it by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of acid damage per round from the anemone’s digestive juices. A swallowed creature can climb out with a successful grapple check. This returns it to the lip of the anemone’s maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (defense 20).

Bonus Feat: The desert anemone receives the bonus feat Improved Initiative.



Desert Anemone: CR 6; Huge Plant; HD 8d8+40; HP 76; Mas -; Init +4; Spd immobile; Defense 7, touch 7, flatfooted 7 (-2 size, -1 Dex); BAB +6; Grap +23; Atk +13 melee (2d4+13, tongue lash); Full Atk +13 melee (2d4+13, tongue lash); FS 15 ft by 15 ft; Reach 10 ft; SQ blindsight, improved grab, stun, swallow whole, plant; AL none; SV Fort +11, Ref +1, Will +3; AP 0; Rep +0; Str 28, Dex 8, Con 20, Int -, Wis 13, Cha 9.

Skills: None.

Feats: Improved Initiative.

Advancement: 9-15 HD (Huge)

DESERT HORSE

The desert horse resembles the common horse in most respects, but the harsh environment of the Twisted Earth has forced it to evolve to survive.

The familiarity of the beast has diminished somewhat over time, with the development of slitted nostrils to filter out sand particles in high winds, and the transformation of the hooves to pads for steadier footing on sand. The eyes have changed as well, growing in size and bulging from the head, protected by thick eyelids with sweeping camel-like lashes to shield from the biting wind. The size and slow repositioning of these dome-shaped eyes permits the creature to detect the slightest shift or movement in the sand around it, warning it against subterranean attack from burrowing creatures that move beneath



the surface of the desert in the manner of aquatic predators.

Desert horses are among the more common steeds of primitive peoples, being relatively abundant in the wasteland. Tribal folk, as well as certain merchant groups, use them exclusively as mounts and beasts of burden.

A desert horse will attack furiously to free itself from an unexpected attack; they otherwise prefer to flee.

SPECIES TRAITS

Desert horses have the following Traits:

Scent (Ex): This ability allows a desert horse to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Padded Feet (Ex): Desert horses have developed special padded feet to permit easy travel over sandy and unstable ground. A desert horse receives a +2 racial bonus to all Balance, Jump, and Move Silently checks on sandy terrain.

Stampede (Ex): If alarmed, desert horses flee in a random direction (but always away from a perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d12 points of damage for each five horses in the herd. A successful Reflex save (DC 16) halves the damage.

Tremorsense (Ex): When in a sandy, desert environment, a desert horse can automatically sense the location of anything within 60 feet that is in contact with the ground.

Carrying Capacity: A light load for a desert horse is up to 230 pounds; a medium load, 231-460 pounds; a heavy load, 461-690 pounds. A desert horse can drag 3,450 pounds.

Desert Horse: CR 1; Large Animal; HD 3d8+9; HP 22; Mas 10; Init +1; Spd 60 ft; Defense 14, touch 14, flatfooted 14(-1 size, +1 Dex, +4 natural); BAB +2; Grap +9; Atk +4 melee (1d4+3, hoof); Full Atk +4 melee (1d4+3, 2 hooves), +2 melee (1d3+3, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ scent, padded feet, stampede, tremorsense; AL none; SV Fort +6, Ref +4, Will +2; AP 0; Rep +0; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills: Listen +4, Spot +10.

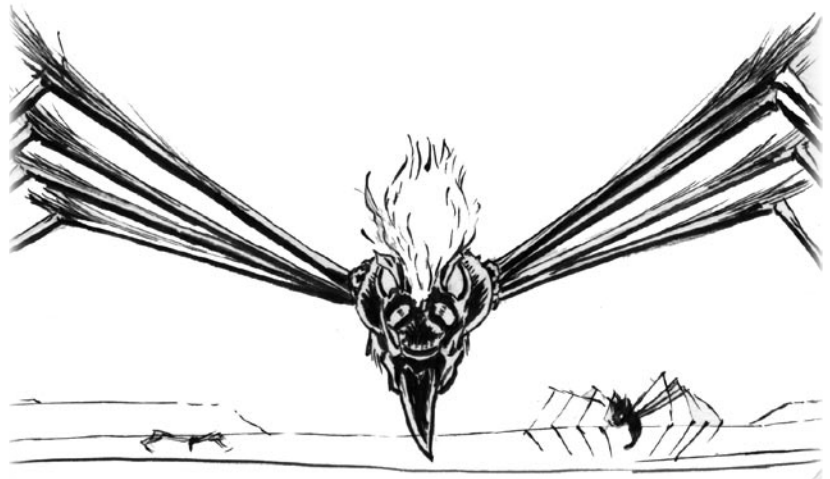
Feats: None.

Advancement: None.

DOOM HARVESTER

The “doom harvester” is a species of nightmarish mutant arachnid that is feared by all who know their name – or have seen them scrambling across the plains or dunes in their hungry, scampering packs.

The doom harvester is some perverse mutation of the diminutive harvest spider (the so-called “daddy-long-legs”), grown to gigantic proportions (standing some five feet off the ground and having a leg-span of twelve to fifteen feet) as a result of the world’s poisonous radiation. The central body of the creature is also vastly changed, bearing a tremendous maw complete with rows of diamond-shaped teeth, two large eyes, and numerous whip-like polyps running the length of the back which shiver and shift like reeds in the wind. This bizarre body extends down in the rear, curving back towards its front, ending in a wicked horn-like spike.



Doom harvesters always travel in large packs. They attack anything on sight, moving swiftly in a large pack towards the creature(s) with mouths open, almost as if trawling the desert for prey to snatch up in their maws. Being drawn into the mouth of one of these creatures is almost always fatal, for the prey is dragged up, minced by the piranha-like mouth, or pinned by its pincer and drawn back into the pack to be shared by the group - certain to be torn from limb to limb.

SPECIES TRAITS

Doom harvesters have the following Traits:

Improved Grab (Ex): To use this ability, the doom harvester must hit with its pincer attack. If it gets a hold, it automatically deals bite damage.

Vermin: Immune to mind-influencing effects.

Doom Harvester: CR 2; Large Vermin; HD 5d8+15; HP 37; Mas 16; Init +2; Spd 60 ft; Defense 14, touch 11, flatfooted 12 (-1 size, +2 Dex, +3 natural); BAB +3; Grap +11; Atk +6 melee (2d4+4, pincer); Full Atk +6 melee (2d4+8, pincer), +1 melee (2d6+4, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ improved grab, vermin; AL None; SV Fort +7, Ref +3, Will +1; AP 0; Rep +0; Str 19, Dex 14, Con 16, Int -, Wis 10, Cha 2.

Skills: Listen +5, Spot +5.

Feats: None.

Advancement: 6-8 (Large), 9-12 HD (Huge).

Advanced Doom Harvester: CR 5; Huge Vermin; HD 10d8+50; HP 95; Mas 20; Init +1; Spd 60 ft; Defense 15, touch 9, flatfooted 14 (-2 size, +1 Dex, +6 natural); BAB +7; Grap +23; Atk +13 melee (2d4+8, pincer); Full Atk +13 melee (2d4+8, pincer), +8 melee (2d6+8, bite); FS 15 ft by 15 ft; Reach 10 ft; SQ improved grab, vermin; AL None; SV Fort +12, Ref +4, Will +3; AP 0; Rep +0; Str 27, Dex 12, Con 20, Int -, Wis 10, Cha 2.

Skills: Listen +5, Spot +5.

Feats: None.

lamprey-like mouth cavity, surrounded by a sensitive mane of bristles that monitor air temperature, pressure, and current - vital to its ability to glide. From this spiral, numerous thin writhing tentacles, the tips of which glow like dancing fireflies (these are used to attract bugs and small flying creatures to the oncoming maw of the flyer; they cannot themselves attack). The actual body, roughly vase-shaped, trails behind it, pulsing and contracting with each movement.

The spine of the creature forms the vase shape, but is kept fluid, only becoming rigid to force hydrogen (drawn in through the mouth and extracted by a diaphragm behind the mouth) from a special "colon". Rigidity is maintained because the spine/ribs are really veins, the high pressure of the blood keeping them rigid. By controlling the pressure, the spines become fluid once more until more hydrogen is expelled, acting to channel the force in the needed direction, keeping the thing eternally afloat in the air.

Ethereal flyers typically only hunt for creatures their size or smaller, such as bugs, birds, etc. On rare occasions, however, flyers have been known to opportunistically feed on the weak or wounded, especially if present in large numbers (where they congregate in a whirling spiral to feed en masse off a single large subject).

Some primitive desert inhabitants who have seen ethereal flyers believe they are the spirits of the Ancients, and give them a respectful berth.

SPECIES TRAITS

Ethereal flyers have the following Traits:

Invisibility (Ex): Instead of illuminating itself to attract prey, the flyer can purge itself of all photo luminescence to appear completely invisible. It can do this at will as a move action.

Blindsight (Ex): An ethereal flyer can ascertain creatures by nonvisual means (mostly hearing

ETHEREAL FLYER

The "ethereal flyer" is a beautiful, if horrific, example of the extent to which mutated life has become in the wasteland in its hottest spots of radiation. A unique species, this beast floats about on the slightest of winds, preying on small flying creatures and, if exceptionally hungry, larger land-borne prey like a leech.

The ethereal flyer looks like an elongated translucent "trumpet" that soars gracefully and silently through the air. At one end is the vicious circular





and scent, but also by noticing vibration and other environmental clues) with a range of 100 feet.

Immunities: Having adapted to life in a harsh radiated environment, the flyer is immune to *severe* radiation (as well as heat generated by radiation).

Ethereal Flyer: CR ½; Tiny Aberration; HD ½ d8; HP 4; Mas 11; Init +10; Spd fly 40 ft (perfect); Defense 22, touch 22, flatfooted 12 (+2 size, +10 Dex); BAB +0; Grap -9; Atk +1 melee (1d4-1, bite); Full Atk +1 melee (1d4-1, bite); FS 2 ½ ft by 2 ½ ft; Reach 0 ft; SQ immunities, invisibility, blindsight; AL none; SV Fort +0, Ref +10, Will +2; AP 0; Rep +0; Str 8, Dex 30, Con 11, Int 2, Wis 10, Cha 5.

Skills: Move Silently +12, Spot +2

Feats: None.

Advancement: 1-2 HD (Small)

FRAXX STEED

The fraxx steed is a common sight on the Twisted Earth. A tall and curious creature that, despite its bizarre appearance, is actually quite manageable, and frequently used by primitive peoples as a trustworthy (if flighty) mount.

The fraxx looks something like a tall white or pink ostrich; its legs ending in large black taloned feet. A bumpy crest, spaced widely apart between bumps, runs down its back and down a whipping lizard-like tail. Its neck, several feet in length, is shaggy with white

fur, beginning in a thick collar at the base and ending in a curious spider-like head at the top. Two large mandibles (for rending the flesh of rabbits and other small prey, not humanoids), six large black eyes, and two sensory antennae sprout from this final appendage.

Mutant communities commonly domesticate the fraxx as a steed, for it can reach tremendous speeds and can carry a lightly armored man on its back with little difficulty. Although carnivorous, it seldom attacks humanoid prey, preferring the taste of rabbits or similar mutated versions to form the majority of its diet. Fraxx steeds are popular as mounts, due to the lure of their soft fuzzy fur (which is more comfortable to ride on than a horse), and the soft bleating “squibble-dee” sound they make when mounted.

Fraxx steeds are not violent creatures, and like horses, will generally flee if threatened.

SPECIES TRAITS

Fraxx steeds have the following Traits:

Sensitive (Ex): A fraxx steed has an innate precognitive ability to sense life-threatening danger; this can take the form of coming enemies, a sandstorm, radiated areas, or a poisoned water source (just examples). A fraxx steed will become noticeably uneasy and (if not controlled by a rider) flee the area if it makes a Sense Motive check (DC determined by the GM).

Bonus Feats: A fraxx gains the bonus feats Alertness and Lightning Reflexes.

Carrying Capacity: A light load for a fraxx steed is up to 150 pounds; a medium load, 151-300 pounds; a heavy load 301-450 pounds. A fraxx can drag 2,250 pounds.

Fraxx Steed: CR 1; Large Beast; HD 3d10+9; HP 25; Mas 17; Init +1; Spd 35 ft; Defense 12, touch 10, flatfooted 11 (-1 size, +1 Dex, +2 natural); BAB +3; Grap +11; Atk +6 melee (1d6+6, claw); Full Atk +6 melee (1d6+6, 2 claws); FS 10 ft by 10 ft; Reach 10 ft; SQ sensitive; AL none; SV Fort +6, Ref +6, Will +1; AP 0; Rep +0; Str 18, Dex 12, Con 17, Int 2, Wis 10, Cha 5.

Skills: Listen +2, Sense Motive +2, Spot +2.

Feats: Alertness, Lightning Reflexes, Run.

Advancement: None.

GRONT

The gront is a somewhat common war beast used by primitive peoples across the wasteland, in a manner not unlike war or hunting dogs.

The origins of this well-known mutant beast are not really known, but it is generally believed they were some kind of amphibious animal which was forced to evolve to life on land to survive the great drying up of the world after the Fall. The gront is a large dog-

like thing (generally the size of a large stocky horse), naked of fur and possessing thick fatty flesh almost identical to a warthog. Its head is remarkably ugly; an extended vicious snout kept constantly drooling by seemingly over-active saliva glands. Huge jagged tusks and gnashing molars sprout from the gront's mouth; its eyes are curiously pink and red. It has a short naked tail, but its sturdy horse-like legs end in hirsute pads that spread out to displace the beast's weight on unsteady surfaces - such as sand. This gives the gront much better traction and control when running over sand dunes.

The gront is a notoriously ornery creature that attacks furiously even at the mere approach of other creatures. Gronts even attack other gronts if their personal bubble is invaded. Despite this, the gront is sought after by the people of the wasteland as a war creature, as these vicious things can be tamed with some rigorous training to act as guard animals, hunting beasts, and even light riding mounts. Their toughness, aggressiveness, and ability to walk sure-footed on even the most uneven terrain actually makes them ideal in these roles.

SPECIES TRAITS

Gronts have the following Traits:

Padded Feet (Ex): Gronts have developed special padded feet to permit easy travel of sandy and unstable ground. A gront receives a +8 racial bonus to all Balance, Jump, and Move Silently checks on all terrain types.

Carrying Capacity: Though seldom used as steeds, a gront may be ridden. A light load for a gront is up to 75 pounds; a medium load, 76-50 pounds; and a heavy load, 151-225 pounds. A gront can drag 1,125 pounds.

Gront: CR 4 Large Beast; HD 4d10+28; HP 50; Mas 25; Init +4; Spd 30 ft; Defense 16, touch 9, flatfooted 16 (-1 size, +7 natural); BAB +4; Grap +15; Atk +10 melee (1d8+10, bite); Full Atk +10 melee (1d8+10, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ padded feat; AL None; SV Fort +11, Ref +4, Will +1; AP 0; Rep +0; Str 25, Dex 11, Con 25, Int 2, Wis 10, Cha 2.

Skills: Balance +10, Climb +9, Jump +10, Move Silently +10, Spot +2.

Feats: Improved Initiative, Iron Will.

Advancement: 5-8 HD (Large)

HELIOGRYPH

The heliogryph is among the most unique life forms of the Twisted Earth.

The "heliogryph" is an awful thing that is known to exist in the most radiated places of the world, in areas utterly devastated by the wars of the Ancients. Some legends describe them as a particular danger to corium miners, for they are said to dwell in the radiated ruins



of old molten reactors as well.

The heliogryph looks like a mass of grayish flesh pulsing with animate life, huge chunky purple veins and twitching arteries running beneath the clear film of translucent mucus covering the entire form. This mass has a collection of writhing fat tentacle growths sprouting from the body almost like legs, rising up to form a "trunk" pierced with three cyclopean eyes that blink and narrow with random purpose. The "head" is a great "flowering" mass of tissue, like a gigantic mushroom-shaped brain. Two appendages stretch from this like fleshy tubes, at the end of which hang pulsing bubbles of flesh that resemble giant balloons. At the beast's rear are a pair of broad fluttering insect wings that propel it along.

A special gland in the head (the "flower") generates helium, filling this round cavity allowing it to hover. The two rear wings flutter like propellers, pushing the creature along as it moves. The tentacles, which at first seem like legs, merely hang down a few inches above the earth, groping for prey that unfortunately passes beneath the creature.

The two balloon-like organs at the end of the creature's "arms" are in fact fleshy air bladders, which are inflated by a gland similar to the helium organ in the thing's brain. Here chunks of special cartilage (grown inside the creature much like a pearl) are spewed, coated in the thing's gross acidic innards, which are propelled out of the air bladder and at prey, much like a dart fired from an air gun. The cartilage darts are composed of a hard chitinous organic matter that is highly corrosive in nature, eating through flesh and tissue in seconds.

The heliogryph is a totally mindless thing, seeking



only to prey on what it can dissolve; floating over to suck it up through its many tentacles. These voracious tentacles attack creatures drawn underneath the heliogryph, though the thin straw-like openings are only mildly serrated (they mainly suck, not bite). The heliogryph attacks by firing volleys of corrosive gelatin cartilage, in the form of small organic “projectiles”. The heliogryph can generate up to forty darts every 24 hours.

SPECIES TRAITS

Heliogryph have the following Traits:

Acid Darts (Ex): Once a heliogryph’s acid darts have struck a target, they continue to eat away at the wounds they inflict. A target so hit suffers one point of damage per hit, per round, for six consecutive rounds. A victim killed by multiple acid wounds is dissolved, and likely to be sucked up by the creature’s tentacles.

Blindsight (Ex): A heliogryph can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 100 feet.

Rapid Shot (Ex): A heliogryph gains a bonus attack with its acid darts during a full round attack action. The attack is made at its highest base attack.

Immunities: Having adapted to life in a harsh radiated environment, the heliogryph is immune to *severe* radiation (as well as heat generated by radiation).

Heliogryph: CR 3; Large Aberration; HD 4d8+12; HP 30; Mas 16; Init +3; Spd fly 30 ft (good); Defense 12, touch 12, flatfooted 9 (-1 size, +3 Dex); BAB +3; Grap +9; Atk +5 ranged touch (2d6, acid dart); Full Atk +5 ranged touch (2d6, 2 acid darts); FS 10 ft by 10 ft; Reach 10 ft; SQ acid darts, blindsight, rapid shot, immunities; AL none; SV Fort +7, Ref +7, Will +1; AP 0; Rep +0; Str 15, Dex 16, Con 16, Int 2, Wis 10, Cha 5.

Skills: Listen +5, Move Silently +8.

Feats: Point Blank Shot.

Advancement: 5-7 HD (Large); 8-10 HD (Huge)

Advanced Heliogryph: CR 4; Huge Aberration; HD 9d8+45; HP 86; Mas 20; Init +2; Spd fly 30 ft (good); Defense 10, touch 10, flatfooted 8 (-2 size, +2 Dex); BAB +6; Grap +20; Atk +6 ranged touch (2d6, acid dart); Full Atk +6 ranged touch (2d6, 2 acid darts); FS 15 ft by 15 ft; Reach 10 ft; SQ acid darts, blindsight, rapid shot, immunities; AL none; SV Fort +11, Ref +8, Will +3; AP 0; Rep +0; Str 23, Dex 14, Con 20, Int 2, Wis 10, Cha 5.

Skills: Listen +10, Move Silently +12.

Feats: Dead Aim, Far Shot, Point Blank Shot.

HEAP TURTLE

On the surface the “heap turtle” looks like any ubiquitous pile of scrap and garbage, typical of junk heaps that litter the ancient cities and ruins of the Twisted Earth.

When prey comes close enough for the creature to spot it, the heap turtle reveals itself for what it really is – a gigantic shelled beast covered in a layer of refuse that conceals its awful appearance. The creature attacks by thrusting its hideous mutated head outwards in a flash, to take an immense bite out of unsuspecting prey.

Underneath the trash and debris that covers the creature’s shell, the heap turtle resembles a humongous hard-shelled monster, ranging from light dun to brown in color. The creature excretes a natural gluey substance with which it camouflages itself by rubbing against trash, collecting all sorts of detritus to cleverly cover its gargantuan form.

SPECIES TRAITS

Heap turtles have the following Traits:

Burst of Speed (Ex): The heap turtle can act with a tremendous burst of speed 3/day. This gives the creature +4 Initiative and double movement for three rounds.

Debris (Ex): The debris on the heap turtle helps conceal it as well as providing armor against attacks. Roll 1d10 at the beginning of the encounter to determine the amount of junk that is covering the shell

at that time. This number serves as an enhancement bonus to the creature's Hide skill, as well as an additional armor bonus to its defense.

Sharp Beak (Ex): The sharp beak of the heap turtle increases the critical threat range of the bite attack to 19-20.

Skill Bonus: The coloration of the heap turtle affords the creature a +8 racial bonus to Hide checks when in watery or junk-strewn areas.

Treasure: Heap turtles do not normally collect treasure, but some items of use may still be found scattered about or stuck to its shell as part of its camouflage.



Heap Turtle: CR 9; Huge Animal; HD 16d8+112; HP 152; Mas 21; Init +0; Spd 20 ft, swim 20 ft; Defense 20, touch 8, flatfooted 20 (-2 size, +12 natural); BAB +12; Grap +28; Atk +18 melee (4d6+12/19-20, bite); Full Atk +18 melee (4d6+12/19-20, bite); FS 15 ft by 15 ft; Reach 10 ft; SQ burst of speed, debris, sharp beak; AL none; SV Fort +15, Ref +10, Will +5; AP 0; Rep +0; Str 27, Dex 10, Con 21, Int 2, Wis 10, Cha 4.

Skills: Hide +0 (+8 water or junk), Listen +2, Spot +2.

Feats: None.

Advancement: 17-30 HD (Gargantuan)

Advanced Heap Turtle: CR 14; Gargantuan Animal; HD 24d8+168; HP 276; Mas 25; Init +0; Spd 20 ft, swim 20 ft; Defense 22, touch 6, flatfooted 22 (-4 size, +16 natural); BAB +18; Grap +42; Atk +26 melee (4d8+18/19-20, bite); Full Atk +26 melee (4d8+18/19-20, bite), +15; FS 20 ft by 20 ft; Reach 15 ft; SQ burst of speed, debris, sharp beak; AL none; SV Fort +21, Ref +14, Will +7; AP 0; Rep +0; Str 35, Dex 10, Con 25, Int 2, Wis 10, Cha 4.

Skills: Hide -4 (+4 in water or junk), Listen +2, Spot +2.

Feats: None.

LIFE LAMPREY

These hideous aquatic creatures look like giant bloated lamprey eels or sleek finned "leeches", but give off a distinctive glow as they swim (or soar) through the water, their movements resembling a quick flash of "light".

Such creatures have a sucker-like mouth with rings of needle-like teeth, allowing it to attach itself

to victims and inject a potent radiated substance into their bloodstream - causing death (or at least extreme sickness) over a period of time. This method of attack is usually reserved for large water creatures (who cannot easily tear the thing from their backs); for smaller foes, the lamprey typically only bites.

SPECIES TRAITS

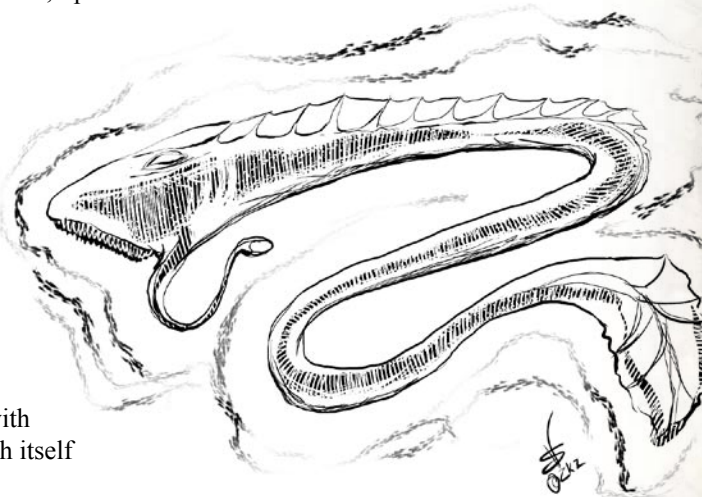
Life Lampreys have the following Traits:

Attach (Ex): A life lamprey that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached life lamprey loses its Dex bonus to AC while attached. A life lamprey must be attached to use its radioactive venom.

Radioactive Venom (Sp): Once it has a hold, a life lamprey can inject its prey with a lethal dosage of radiation. Each round that it attempts this, the life lamprey afflicts such a victim with *moderate* radiation.

Bonus Feat: Life lampreys gain the bonus feat Weapon Finesse (bite).

Immunities: Having adapted to life in a harsh radiated environment, the lamprey is immune to *severe* radiation (as well as heat generated by radiation).



Life Lamprey: CR 1; Small Aberration; HD 2d8; HP 9; Mas 11; Init +3; Spd swim 40 ft; Defense 15, touch 14, flatfooted 12 (+1 size, +3 Dex, +1 natural); BAB +1; Grap -3; Atk +4 melee (2d4, bite); Full Atk +4 melee (2d4, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ attach, immunities, radioactive venom; AL none; SV Fort +0, Ref +3, Will +3; AP 0; Rep +0; Str 10, Dex 17, Con 11, Int 2, Wis 10, Cha 2.

Skills: Listen +3, Spot +3.

Feats: Weapon Finesse (bite).

Advancement: 3-4 HD (Small); 5-6 HD (Medium)

Advanced Life Lamprey: CR 1; Medium Aberration; HD 5d8+5; HP 28; Mas 13; Init +2; Spd swim 40 ft; Defense 13, touch 12, flatfooted 11 (+2 Dex, +1 natural); BAB +3; Grap +5; Atk +6 melee (2d6+2, bite); Full Atk +6 melee (2d6+2, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ attach, immunities, radioactive venom; AL none; SV Fort +2, Ref +3, Will +4; AP 0; Rep +0; Str 14, Dex 15, Con 13, Int 2, Wis 10, Cha 2.

Skills: Listen +8, Spot +8.

Feats: Alertness, Weapon Focus (bite).

LURKING PANTHER

Descended from the mountain lions and puma of the old American wilderness, the lurking panther has had to evolve certain features to compete with the more dangerous predators of the Twisted Earth.

The lurking panther's long spindly neck allows it to observe its prey's movements by placing the head high above, often among a tree's branches or poking through thick underbrush or sand; in addition, its eyes sit on the end of pliable stalks, which further allow it to conceal its body behind cover and still observe unseen.



Lurking panthers use the same methods as their feline ancestors to hunt – hiding, watching, and waiting. Only when it is sure it has surprise will the lurking panther pounce. It uses its considerable body size to overpower its prey, tearing at it with its claws, keeping its head back until the opponent is pinned - at which time its mouth descends and begins to feed, whether the prey is dead or still living, but pinned.

The body of the lurking panther looks like a largish black cat, with somewhat of a pronounced “hump” (like a buffalo). Its rear paws are particularly strong, allowing it to pounce on prey. The front paws are equipped with ripping claws.

SPECIES TRAITS

Lurking panthers have the following Traits:

Improved Grab (Ex): To use this ability, the lurking panther must hit with its bite attack. If it gets a hold, it can rake with its rear claws.

Pounce (Ex): If a lurking panther leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A lurking panther that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d6+4 damage each. If the panther pounces on an opponent, it can also rake.

Scent (Ex): This ability allows a lurking panther to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonuses: A lurking panther's elongated neck permits it to hide perfectly and still watch its opponents. This gives it a +4 racial bonus on Spot and Hide checks.

Lurking Panther: CR 2; Medium-Size Animal; HD 3d8+6; HP 19; Mas 15; Init +4; Spd 40 ft, climb 20 ft; Defense 17, touch 14, flatfooted 13 (+4 Dex, +3 natural); BAB +2; Grap +6; Atk +6 melee (1d6+4, claw); Full Atk +6 melee (1d6+4, 2 claws), +1 melee (1d3+2, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ pounce, improved grab, scent, rake 1d6+2; AL None; SV Fort +5, Ref +7, Will +2; AP 0; Rep +0; Str 18, Dex 19, Con 15, Int 2, Wis 12, Cha 6.

Skills: Balance +7, Hide +11, Listen +4, Move Silently +7, Spot +8.

Feats: None.

Advancement: 4-5 HD (Medium).

MARIONETTE WORM

The “marionette worm” is actually a parasitic infestation bio-engineered during the time of the Ancients, designed to infest food source animals and livestock. Due to mutation, the marionette worm was able to pass to humans and other creatures, and is now a widespread danger.

In its natural, mature state, the marionette worm is merely a mass of rubbery, worm-like tentacle growths, seemingly having no real “core” or “body”. These mutable extensions, which end in lamprey-like mouths, infest the stomach of an infected host; slowly consuming its genetic material and taking total control over the body of its host. Like a puppet, the host creature soon becomes merely a vehicle for the marionette worm to get around and find new prey to transfer itself into.

Typical prey for the marionette worm includes wild dogs, coyotes, ravaging hounds, and other small forest and wilderness animals – creatures that can often cover a good amount of territory in a short time (allowing the creature to cross the wide deserted spaces of the wasteland to find new hosts). Raccoons, badgers, and even rats often fall prey to these creatures as well, allowing the worm to slip into humanoid settlements unnoticed.

Fortunately the marionette worm can only maintain its control over a dead victim’s corpse for a few days, at which time it must emerge and find a new host.

The marionette worm attacks by lashing with its tooth-ringed tentacles. Once a victim is killed (or knocked unconscious), the marionette worm slides down the victim’s throat and enters the stomach cavity where it begins to consume the host’s genetic material and take complete control of its motor functions.

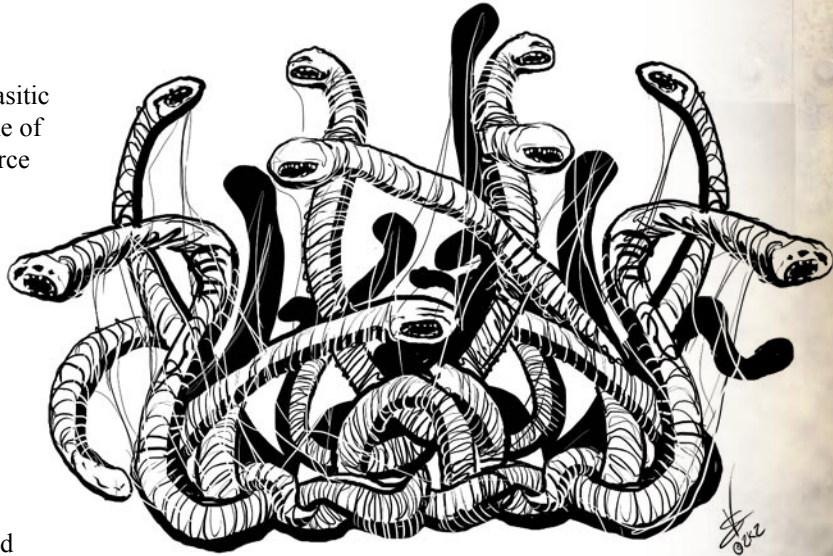
SPECIES TRAITS

Marionette worms have the following Traits:

Extension (Ex): The marionette worm can absorb some of the extra tentacle mass to create one long tentacle with a reach of 10 feet. This allows it to attack over obstacles or at a distance, if needed. Creating the elongated tentacle is a move action.

Frightful Sight (Ex): By taking a full round action, the marionette worm splits open the body of its host and throws out a number of tentacles which lash angrily at the air. All creatures within 30 feet must make a Will save (DC 13) or become *panicked* for 1d6+1 rounds. Creatures that succeed their saves are still *shaken* for the same duration.

Host (Ex): This ability allows the marionette worm to inhabit and physically control, like an automaton, the body of a Tiny, Small, or Medium-size victim it



has killed. When a marionette worm assumes a new form, the new form is often either seemingly rabid and voracious (in the case of smaller hosts), or zombie-like (in man-sized forms, as these are harder for the creature to maintain and control). The marionette worm assumes all of the physical characteristics of the host creature (but not memories, skills, special abilities, or feats) as long as it remains in control. The marionette worm can only maintain control over a host for a number of days equal to half the host’s Constitution score.

Regeneration (Ex): A marionette worm has the ability to regenerate 5 hit points per round but cannot regenerate fire or acid damage. It can also reattach severed tentacles in the normal manner.

Marionette Worm: CR 3; Tiny Aberration; HD 4d8+8; HP 26; Mas 14; Init +2; Spd 5 ft; Defense 17, touch 14, flatfooted 15 (+2 size, +2 Dex, +3 natural); BAB +3; Grap -4; Atk +6 melee (1d6+1, tentacle); Full Atk +6 melee (1d6+1, 3 tentacles); FS 2 ½ ft by 2 ½ ft; Reach 5 ft; SQ extension, frightful sight, regeneration, host; AL none; SV Fort +3, Ref +3, Will +5; AP 0; Rep +0; Str 12, Dex 14, Con 14, Int 2, Wis 12, Cha 12.

Skills: Move Silently +7, Spot +6.

Feats: None.

Advancement: 5-8 HD (Tiny).

MONGOLIANT

“Mongoliant” are giant mutants. These deformed creatures are typically underground dwellers, but sometimes they have been known to inhabit old areas of strong radioactive concentration (including waste dumps, sewers, etc).

Mongoliant generally shun light but are not actually



adversely affected by it (unlike many subterranean creatures).

Mongoliant were once humans, but have now become the most heinous of mutants - their gigantic deformed bodies are covered in patches of loose stringy hair; their skin hangs in loose folds and seas of gross, unsightly bumps. Eyes are located randomly about the face in each individual; knobby teeth sprout abruptly from chins, jaws and even foreheads, breaking painfully through the leathery, tumored hide. Warts are abundant on most mongoliant, and multitudes of writhing fingers and toes sprout from their malformed human hands and feet. No two mongoliant look alike, though their general hunched-over figures and deformed appearance is universal. They are truly hideous beings.

Mongoliant are, generally speaking, quite stupid, making use of only the most primitive tools. They are cannibalistic in nature. Some few mongoliant groups have managed to figure out more advanced technology, however, and use this newfound knowledge (and new-found egotism) to conquer other, meeker races for consumption or booty. No groups of mongoliant are known to foster kindness or respect for other communities.

Mongoliant prefer to fight through brute force, utilizing strength and numbers to win the day.

MONGOLIANT CHARACTERS

Mongoliant characters start with no background or occupation. They start with the Primitive Technology feat as a bonus feat and Intimidate as a permanent class skill. In addition, they have the following racial ability modifiers: +10 Str, -2 Dex, +4 Con, -2 Int, -4 Cha.

SPECIES TRAITS

Mongoliant have the following Traits:

Keen Sight (Ex): Mongoliant have darkvision with a range of 60 feet and low-light vision.

Mutant Body (Ex): Because mongoliant have eyes and ears all over their deformed bodies, they cannot be flanked, or affected by sneak attacks, and gain a +10 racial bonus to Spot and Listen checks.

Mongoliant: CR 4; Large Giant; HD 5d8+15; HP 38; Mas 15; Init -1; Spd 30 ft; Defense 13, touch 8, flatfooted 13 (-1 size, -1 Dex, +3 natural, +2 equipment); BAB +3; Grap +12; Atk +7 melee (1d4+5, slam), or +8 melee (1d12+7, greataxe); Full Atk +7 melee (1d4+5, slam), or +8 melee (1d12+7, greataxe); FS 10 ft by 10 ft; Reach 10 ft; SQ keen sight, mutant body; AL none; SV Fort +8, Ref +0, Will +1; AP 0; Rep +0; Str 21, Dex 8, Con 15, Int 8, Wis 11, Cha 6.

Skills: Climb +7, Intimidate +4, Listen +2, Spot +2, Survival +3.

Feats: Archaic Weapons Proficiency, Armor Proficiency Light, Great Fortitude, Primitive Technology, Weapon Focus (greataxe).

Possessions: Leather Armor, Greataxe.

Advancement: By character class.

Level Adjustment: +3.

Mongoliant Raider 3: CR 7; Large Giant; HD 5d8+3d10+40; HP 79; Mas 25; Init -1; Spd 30 ft; Defense 17, touch 11, flatfooted 17 (-1 size, +2 class, +3 natural, +3 equipment); BAB +6; Grap +17; Atk +12 melee (1d4+7, slam), or +13 melee (1d12+10, greataxe); Atk +12/+7 melee (1d4+7, slam), or +13/+8 melee (1d12+10, greataxe); FS 10 ft by 10 ft; Reach 10 ft; SQ keen sight, mutant body, chaps and chains +1, blood thirsty cry; AL none; SV Fort +12, Ref +3, Will +3; AP 0; Rep +0; Str 25, Dex 11, Con 18, Int 8, Wis 12, Cha 4.

Skills: Climb +9, Intimidate +15, Listen +4, Spot +4, Survival +6.

Feats: Archaic Weapons Proficiency, Armor Proficiency Light, Intimidating Strength, Great Fortitude, Primitive Technology, Power Attack, Weapon Focus (greataxe).

Possessions: Leather Armor, Greataxe.

MONSTROUS COCKROACH

The Ancients once said that after a nuclear war, the only thing left would be the cockroaches. While this was not completely accurate, cockroaches did survive in far more vast numbers than any other form of life on the planet.

And now they've mutated.

Though one might not expect it, cockroaches are among nature's most fantastic creations. Prolific, robust, and survivable in even the most extreme conditions, they are true survivors. Adaptable like no other species, they can survive tremendous climatic changes, disasters, and upheavals of the food chain.

On the Twisted Earth, man's disgust of cockroaches has given way to a palpable fear of much larger and more dangerous specimens said to dwell in the old city ruins throughout the wasteland. Travelers to these forbidden graveyards speak of mutant aberrations that grow to be as large as dogs or even people, living alongside countless millions of their smaller brethren in places no longer visited by man. In some areas, it is said; the cockroaches are so numerous that they create a seething, hissing, black carpet that can stretch for a full city block or more.

Though these creatures tend to feed off of insects and other smaller creatures, their unchallenged authority in many urban areas often causes them to become bold – and an attack by these hideous things is not an unknown occurrence. Giant mutant cockroaches attack in massed numbers whenever possible, skittering towards and all over their prey with amazing speed and ferocity.

No giant cockroach has been reported to be any larger than a pony or man.

SPECIES TRAITS

Monstrous cockroaches have the following Traits:

Malleable (Ex): Cockroaches of all sizes are able to fit into and move through spaces not normally suited for their bodies. A cockroach may squeeze its form to pass through an area one-half its actual size without penalty.

Scent (Ex): This ability allows a monstrous cockroach to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Vermin: Monstrous cockroaches are immune to mind influencing effects and have dark vision with a range of 60 feet.

Resistance to Massive Damage: Monstrous cockroaches gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Skill Bonuses: Monstrous cockroaches receive a +4 species bonus on Hide and Move Silently checks and a +8 species bonus on Spot checks.

Medium Monstrous Cockroach: CR 1; Medium Vermin; HD 2d8+4; HP 13; Mas 14; Init +2; Spd 40 ft; Defense 15, touch 12, flatfooted 13 (+2 Dex, +3 natural); BAB +1; Grap +2; Atk +2 melee (1d6+1, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ malleable, scent, darkvision 60 ft, immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +5, Ref +2, Will +0; AP 0; Rep +0; Str 13, Dex 15, Con 14, Int -, Wis 10, Cha 2.

Skills: Climb +4, Hide +9, Move Silently +9, Spot +11.

Feats: None.

Advancement: None.

Large Monstrous Cockroach: CR 2; Large Vermin; HD 4d8+8; HP 26; Mas 14; Init +2; Spd 40 ft; Defense 16, touch 12, flatfooted 14 (-1 size, +2 Dex, +5 natural); BAB +3; Grap +9; Atk +5 melee (1d8+5, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ malleable, scent, darkvision 60 ft, immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +6, Ref +3, Will +1; AP 0; Rep +0; Str 17, Dex 15, Con 14, Int -, Wis 10, Cha 2.

Skills: Climb +6, Hide +5, Move Silently +9, Spot +11.

Feats: None.

Advancement: None.

Huge Monstrous Cockroach: CR 4; Huge Vermin; HD 10d8+20; HP 65; Mas 14; Init +2; Spd 40 ft; Defense 17, touch 12, flatfooted 15 (-2 size, +2 Dex, +7 natural); BAB +7; Grap +20; Atk +10 melee (2d6+7, bite); Full Atk +10 melee (2d6+7, bite); FS 15 ft by 15 ft; Reach 10 ft; SQ malleable, scent, darkvision 60 ft, immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +9, Ref +5, Will +3; AP 0; Rep +0; Str 21, Dex 15, Con 14, Int -, Wis 10, Cha 2.

Skills: Climb +8, Hide +1, Move Silently +9, Spot +11.

Feats: None.

Advancement: None.

Gargantuan Monstrous Cockroach: CR 7; Gargantuan Vermin; HD 24d8+48; HP 173; Mas 14; Init +2; Spd 40 ft; Defense 18, touch 12, flatfooted 16 (-4 size, +2 Dex, +10 natural); BAB +18; Grap +37; Atk +21 melee (2d8+10, bite); Full Atk +21 melee (2d8+10, bite); FS 20 ft by 20 ft; Reach 15 ft; SQ malleable, scent, darkvision 60 ft, immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +16, Ref +10, Will +8; AP 0; Rep +0; Str 25, Dex 15, Con 14, Int -, Wis 10, Cha 2.

Skills: Climb +10, Hide -3, Move Silently +9, Spot +11.

Feats: None.

Advancement: None.

Colossal Monstrous Cockroach: CR 10; Colossal Vermin; HD 48d8+96; HP 389; Mas 14; Init +2; Spd 40 ft; Defense 20, touch 12, flatfooted 18 (-8 size, +2 Dex, +16 natural); BAB +36; Grap +61; Atk +37 melee (4d6+13, bite); Full Atk +37 melee (4d6+13, bite); FS 20 ft by 20 ft; Reach 15 ft; SQ malleable, scent, darkvision 60 ft, immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +28, Ref +18, Will +16; AP 0; Rep +0; Str 29, Dex 15, Con 14, Int -, Wis 10, Cha 2.

Skills: Climb +12, Hide -7, Move Silently +9, Spot +11.

Feats: None.

Advancement: None.

MUTAGON

The fabled mutagon is a notorious dinosaur-like mutant reptile that reigns supreme over most other life forms on the Twisted Earth.

A purely predatory eating machine, the mutagon looks like a humongous cross between a crocodile and hippopotamus. It is, however, far more complex and fascinating than a mere crossbreed. The mutagon's large blubbery body is covered in fine black scales that generate protein when subjected to natural light, giving the creature near-constant energy throughout the day. Long horn-like spikes run the length of its curved spiny back, and even jut from the creature's face to impale prey (as if to prevent escape from its massive maw). The head itself is the most horrendous part of the mutagon, a giant engine of destruction. Huge crunching jaws complete with rows of curved teeth form the main weapon of the creature, capable of rending horses in a single bite. Two pale baleful eyes sit on either side of the head, but these seem almost vestigial when the entire face is taken in at a first glance.

As if its appearance weren't enough,

chlorophyll in the creature's exterior scales also produces oxygen, which is channeled through sub dermal arteries to an interior oxygen organ in the neck. This neck fuels a magnificent fire-breathing organ in the beast's throat, which is ignited by the clacking of the thing's mighty jaw bone. When it grinds its movable jaw, the oxygen being forced through the throat ignites and shoots out in a brief jet of flame.

It is no doubt that the mutagon is at the top of the food chain, being larger than most other creatures and certainly a voracious hunter. It is widely feared by humanoids in the wasteland for its tremendous size and strength.

The mutagon has a shrew-like appetite that forces it to continuously hunt; luckily for it, its energy-generating scales permit it to be active throughout daylight hours. Its prey is mainly beasts such as othydont, fraxx steeds, and gronts, though it will certainly devour horses and mutant humanoids if given the chance.

The mutagon is an almost invincible machine of destruction, for its maw is capable not only of a lethal bite, but also of swallowing smaller prey whole and generating a breath weapon of burning heat.

SPECIES TRAITS

Mutagons have the following Traits:

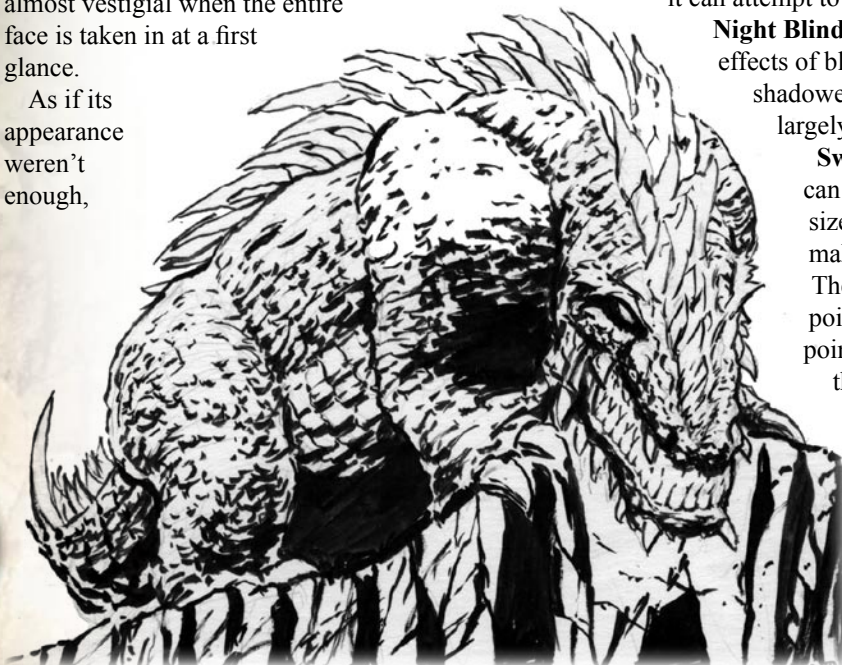
Breath Weapon (Su): A mutagon can breath a 30 ft cone of fire. A mutagon's breath inflicts 8d8 points of fire damage. Creatures caught in the area can attempt Reflex saves to take half damage (DC 24). Once used, a mutagon cannot breathe fire again for 2d4 rounds.

Burst Of Speed (Ex): Once every ten rounds the mutagon can generate a tremendous burst of speed, increasing its ground movement to 60 ft (base).

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

Night Blindness (Ex): A mutagon suffers the effects of blindness in any poorly lit or deeply shadowed environment. Mutagons remain largely inactive at night.

Swallow Whole (Ex): A mutagon can swallow a grabbed opponent two size categories smaller than it by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage plus 8 points of acid damage per round from the mutagon's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut



its own way out. While the mutagon has an opponent in its gizzard, it cannot use its breath weapon.

Mutagon: CR 12; Huge Mutant Beast; HD 16d10+80; HP 168; Mas 21; Init +1; Spd 30 ft; Defense 30, touch 9, flatfooted 29 (-2 size, +1 Dex, +21 natural); BAB +12; Grap +28; Atk +19 melee (5d6+12, bite); Full Atk +19 melee (5d6+12, bite); FS 15 ft by 15 ft; Reach 10 ft; SQ breath weapon, improved grab, swallow hole, burst of speed, night blindness; AL none; SV Fort +15, Ref +11, Will +7; AP 0; Rep +0; Str 26, Dex 13, Con 21, Int 2, Wis 15, Cha 10.

Skills: Listen +10, Spot +10.

Feats: Alertness, Cleave, Power Attack, Weapon Focus (bite).

Advancement: 17-22 HD (Huge)

MUTANT BUG

“Mutant bugs” resemble man-sized giant ants, roaches, mantis, or locusts, but with some obvious changes such as an enlarged insect head and an advanced development of the front limbs (into manipulative digits), both indicative of the growing intelligence in these once-typical bugs.

All true mutant bugs have a centaur-like appearance, with a head and torso, two upper arms with opposable digits, and two to three pairs of legs on the lower thorax. Their color is as varied as human coloration, but greens, browns, and blacks are by far the most common hues.

Though often viewed as little more than gigantic mutant aberrations when encountered by man and mutant humanoids, mutant bugs are actually highly intelligent creatures, albeit of a kind not readily acceptable to common sentiment and morality. In the ruins of the Necropolis (old Los Angeles), it is said they even possess a thriving “hive” numbering nearly a thousand or more.

In addition to being uncanny “mimics” of existing technology (making exact replicas and working copies), mutant bugs are also said to be masters of biogenetic development – breeding newer, tougher species of giant insects as servitors and laborers, or developing weapons and artifacts from living tissue and organisms. Examples include living body armor that regenerates to heal wounds, weapons that fire parasitic projectiles, etc.

Mutant bugs use the live bodies of captured creatures to incubate their young, who after hatching devour the incapacitated victim from the inside-out while still in the larval stage. This fact, combined with their alien intelligence and pseudo-culture, makes them an enemy to nearly all warm-blooded creatures.

In combat, mutant bugs are often armed with primitive weapons, even muskets, or even more advanced articles of a perverse biological creation.



MUTANT BUG SOCIETY

Mutant bugs are a threat to all the races of mutantkind, for they alone appear truly prepared for the grim tasks of reforming the world in their chosen way. Quick learners, in only a few generations, they have proven able to not only unlock, but also reinvent, the technologies of the Ancients. But instead of dreaming of some lost way of life or lamenting their mutated forms, they are driven by a coldly efficient hive mentality to dominate not only the entire world, but all the creatures in it. To this end they willingly accept their own individual deaths if it serves the race, and genetically breed monstrous creations to better serve the hive.

Of all the races bred by these creatures, mutant bugs themselves are the least specialized, instead being equipped to deal with a wide variety of tasks. Mutant bugs bear the duty of scientific development, examination, and advancement. Others, such as giant mutant beetles, are used as heavy soldiers in war with the more intelligent bugs in support.

MUTANT BUG CHARACTERS

Mutant bugs are tinkers, but they also have entire castes of aristocrats and experts as well. Small numbers also serve as guardians, but the task of warfare and defense is usually relegated to slave and servitor species (all manner of monstrous vermin). Mutant bug characters start with no background or

occupation. They receive the Advanced Technology feat as a bonus feat (see below) and Knowledge (technology) as a permanent class skill. In addition, they have the following racial ability modifiers: +1 Dex, +1 Con, +2 Int, -2 Cha.

SPECIES TRAITS

Mutant bugs have the following Traits:

Keen Sight (Ex): Mutant bugs have darkvision with a range of 60 feet and low-light vision.

Hive Mind (Ex): Mutant bugs share a “hive mind” with members of the same species, as well as certain other mutant bugs employed as laborers, servants, or soldiers. If one is aware of danger, they all are. If one of them is not flat-footed, none of them are.

Poison (Ex): A mutant bug injects poison into its victim with a successful bite. The victim must succeed on a Fortitude save (DC 14) or take the initial damage (1d4 Dex); a second Fortitude save must be made 1 minute later to negate the poison’s secondary damage (1d4 Dex).

Tremorsense (Ex): A mutant bug can automatically sense the location of anything within 60 feet that is in contact with the ground or water.

Bonus Feats: Mutant bugs receive the bonus feat: Advanced Technology.

Mutant Bug: CR 1; Medium-Size Monstrous Humanoid; HD 3d8+3; HP 17; Mas 12; Init +0; Spd 30 ft, swim 10 ft, burrow 5 feet; Defense 16, touch 11, flatfooted 15 (+1 Dex, +5 natural); BAB +3; Grap +3; Atk +3 melee (1d6, bite), or Atk +4 ranged (2d12, acid rifle); Atk +3 melee (1d6, bite), or Atk +4 ranged (2d12, acid rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ keen sight, hive mind, poison, tremorsense; AL hive; SV Fort +2, Ref +4, Will +3; AP 0; Rep +0; Str 10, Dex 12, Con 12, Int 13, Wis 10, Cha 9.

Skills: Climb +2, Computer Use +3, Craft (mechanical) +2, Craft (electrical) +2, Decipher Script +3, Disable Device +2, Hide +3, Knowledge (natural sciences) +2, Knowledge (technology) +2, Listen +4, Move Silently +4, Navigate +3, Repair +3, Research +3, Search +2, Spot +4, Survival +3.

Feats: Advanced Technology, Alertness, Archaic Weapons Proficiency, Futuristic Firearms Proficiency.

Possessions: Multi Purpose

Tool, Acid Rifle (same stats as sonic rifle), Power Clip, (2) Juju Potions (1d4+5).

Advancement: By character class.

Level Adjustment: +3.

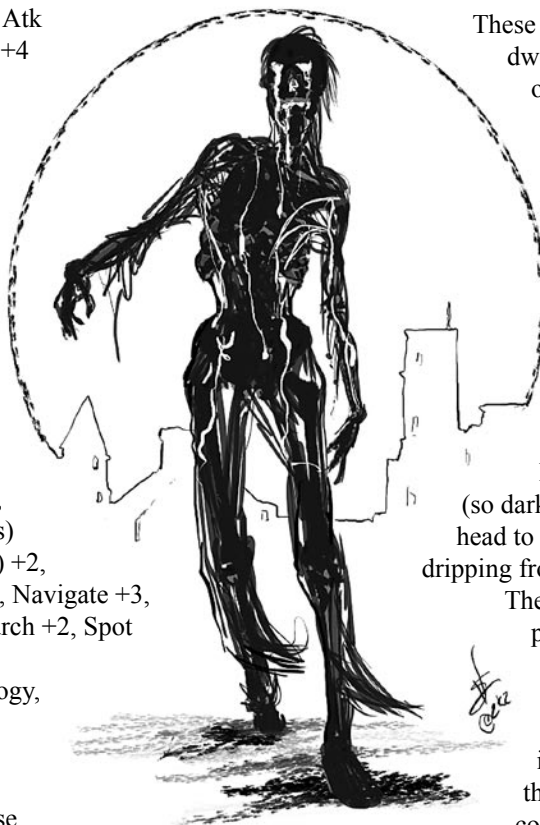
Mutant Bug Tinker 3: CR 4; Medium-Size Monstrous Humanoid; HD 3d8+3d6+12; HP 36; Mas 14; Init +0; Spd 30 ft, swim 10 ft, burrow 5 feet; Defense 19, touch 14, flatfooted 17 (+2 Dex, +2 class, +5 natural); BAB +4; Grap +4; Atk +4 melee (1d6, bite), or Atk +6 ranged (2d12, acid rifle); Atk +4 melee (1d6, bite), or Atk +6 ranged (2d12, acid rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ keen sight, hive mind, poison, tremorsense, Jury-Rig +2, tinkering; AL hive; SV Fort +4, Ref +6, Will +7; AP 0; Rep +0; Str 10, Dex 15, Con 14, Int 17, Wis 12, Cha 6.

Skills: Climb +2, Computer Use +7, Craft (mechanical) +12, Craft (electrical) +12, Decipher Script +6, Disable Device +6, Hide +6, Knowledge (natural sciences) +4, Knowledge (technology) +8, Listen +5, Move Silently +5, Navigate +5, Repair +9, Research +6, Search +4, Spot +5, Survival +6.

Feats: Advanced Technology, Alertness, Archaic Weapons Proficiency, Builder, Futuristic Firearms Proficiency, Modern Firearms Discipline.

Possessions: Acid Rifle (same stats as sonic rifle), Power Clip, (2) Juju Potions (1d4+5), Basic Mechanical Toolkit, Basic Electronic Tool Kit.

NIGHT TERROR



These frightening mutant humanoids dwell underground during the day, only emerging under the cover of night. They exist only among the ruins of cities, apparently due to their supposed origins among people who fled to the urban sewers during the Fall to escape death by fire – only to succumb to degeneration and mutation over the generations.

Whatever the truth, in appearance a night terror appears to be an almost skeletal humanoid form, jet-black in color (so dark as to look like it’s glistening from head to toe in oil), with awful green slime dripping from its mouth, nostrils, and eyes.

The touch of these creatures transmits part of their slimy form to the unwilling host, eating him alive with fiendishly acidic properties.

In fact, the night terror’s body is essentially just a vehicle for the semi-intelligent slime that has consumed it within.

During the day, these creatures become weaker, losing much of their bodily consistency in direct sunlight, slowly becoming thinner and thinner due to some extreme photosensitivity in their cellular structure. Night terrors will attempt to flee to the cover of darkness if at all possible, and if prevented will slowly wither and die.

A night terror attacks by touching its opponent, transmitting ooze-like slime from its interior. This slime is reconstituted once the victim is slain and devoured.

SPECIES TRAITS

Night terrors have the following Traits:

Acid (Ex): The melee touch attack of a night terror secretes a digestive acid that dissolves organic material and even metal. Any successful melee hit deals acid damage. Armor and clothing dissolves immediately unless a Reflex save (DC 19) is made. A weapon that strikes a night terror, after doing damage, will dissolve unless the wielder makes a Reflex save (DC 19).

The night terror's acidic touch deals 50 points of damage per round to wooden or metal objects, but the night terror must remain in contact with the object for 1 full round to deal this damage. 20 points of damage is dealt against stone per round of contact.

Blindsight (Ex): A night terror's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Night terrors have the traits and immunities common to ooze.

Regeneration (Ex): A night terror has the ability to regenerate 3 hit points per round but cannot regenerate fire damage. If a night terror loses a limb or body part, the lost portion can be re-attached instantly or regrows in 4d6 minutes.

Resistant (Ex): Due to its mostly liquid interior, a night terror only suffers half damage from piercing or ballistic attacks.

Sensitivity (Ex): A night terror suffers damage from exposure to natural light. The creature must make a Fortitude save (DC 15) or suffer 1d4 points of damage per round of exposure; even if it saves successfully, the creature suffers 1 point of damage and will attempt to flee and hide from the light to prevent further deterioration of its form.

Night Terror: CR 3; Medium-Size Ooze; HD 2d10+10; HP 21; Mas -; Init +0; Spd 30 ft; Defense 16, touch 10, flatfooted 16 (+6 natural); BAB +1; Grap +2; Atk +2 melee (2d6, acid touch); FS 5 ft by 5 ft; Reach 5 ft; SQ acid, blindsight, regeneration 3, resistant, sensitivity; AL none; SV Fort +0, Ref +0, Will -3; AP 0; Rep +0; Str 12, Dex 10, Con 10, Int 4, Wis 4, Cha 6.

Skills: None.

Feats: None.

Advancement: None

OTHYDOG

Rumored to be related to the awful plains-ranging othydont, the smaller, more active "othydog" shares a number of bizarre mutated traits – hunched over canine form, flabby bulldog-like flesh, and a massive fanged maw capable of gulping whole large portions of prey.

Othydogs are roughly 3' tall, covered in a rubbery, naked hide that absorbs most animal bites and blows. They are typically colored anywhere from a bare pinkish to an albino white, with a smattering of others dappled like plains horses (chestnut, brown, or piebald).

Terribly aggressive, only brutal training from birth has any chance of domesticating these animals as trackers, hunters, and guard animals. The othydog is a vicious, enthusiastic hunter and tracker.

SPECIES TRAITS

Othydogs have the following Traits:

Improved Grab (Ex): To use this ability, the othydog must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it automatically inflicts bite damage on the pinned target until it relinquishes its hold.

Scent (Ex): This ability allows an othydog to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Othydog: CR 1; Small Mutant Beast; HD 1d10+3; HP 9; Mas 16; Init +3; Spd 30 ft; Defense 22, touch 14, flatfooted 19 (+1 size, +3 Dex, +8 natural); BAB +1; Grap +0; Atk +5 melee (1d8+4, bite); Full Atk +5 melee (1d8+4, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ improved grab, scent; AL none; SV Fort +6, Ref +6, Will +0; AP 0; Rep +0; Str 16, Dex 16, Con 16, Int 4, Wis 10, Cha 4.

Skills: Listen +6, Spot +6.

Feats: Alertness.

Advancement: 2-6 HD (Small)

OTHYDONT

Certainly one of the most aberrant mutant life forms in the wasteland, the othydont is a large bison-like monster, naked except for a long bustling tail trailing behind it almost like a raccoon. Though unprotected by thick fur, shaggy flabs of fat and tough flesh hang from the creature's exterior, protecting it from those quicker creatures that might maneuver to its sides.

The othydont's head is a ghastly contraption designed for death - a giant vertical maw lined with sharp ripping fangs that can tear a man's arm off with a single, powerful bite. Its small yellowish eyes are protected in a peculiar manner - they are suspended

in the fatty tissue, and thus sink in as if on a rubbery tether if gouged or clawed. Two huge flabs of flesh act as primitive ears as well.

The othydont also has one other defense, one that makes the creature particularly unappealing to other predators. Huge pimple-like growths burst through the shabby layer of flesh on the creature's hide, turning into enormous domed cysts that constantly leak an acidic puss. Though certainly painful for the beast, when attacked these huge growths explode if punctured, ejecting a nauseating fluid into the mouths and eyes of predators.

The othydont is a relatively calm creature, but when disturbed, proves to be enormously powerful. The othydont usually attacks in a very simple manner, by locating a single target and rushing it. It will bypass other potential prey while it seeks this target out, even to the point of ignoring direct attacks against it (its fleshy hide and pus defense make it very capable of doing this without worry). It will bite the prey and clamp on, slowly moving its twin jaws up and down to shred the prey to pieces.

The jawbones of the othydont are prized by the savages of the Deserts of Nowhere region who use them as serrated "swords" in ritual combats to the death. These same tribals are said to cultivate othydont fluid for a kind of body paint, to protect their warriors in battle against the desert's other predatory beasts.

Othydonts are most common in this region, their numbers drastically reduced in other areas.

SPECIES TRAITS

Othydonts have the following Traits:

Improved Grab (Ex): To use this ability, the othydont must hit with its bite attack. If it gets a hold, it automatically inflicts bite damage on the pinned target until it relinquishes its hold.

Reactive Hide (Ex): Any hit against an othydont has a 1 in 4 chance of rupturing a pustule on its hide, which emits a stream of nauseating fluid on all creatures within a 15 ft. cone emanating from the side struck. All opponents within the area must make a Fortitude save (DC 15) or become nauseated for 1d4 hours.

Stampede (Ex): If alarmed, othydonts flee in a random direction (but always away from a perceived source of danger). They literally run over anything of size Medium or smaller that gets in their way, dealing 1d12 points of damage for each five othydonts in the herd. A successful Reflex save (DC 16) halves the damage.

Scent (Ex): This ability allows an othydont to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Othydont: CR 4; Large Mutant Beast; HD 5d10+35; HP 63; Mas 24; Init +1; Spd 40 ft; Defense 20, touch 10, flatfooted 19 (-1 size, +1 Dex, +10 natural); BAB +5; Grap +16; Atk +11 melee (4d6+10, bite); Full Atk +11 melee (4d6+10, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ improved grab, stampede, reactive hide, scent; AL none; SV Fort +11, Ref +5, Will +1; AP 0; Rep +0; Str 24, Dex 12, Con 24, Int 2, Wis 11, Cha 4.

Skills: Listen +8, Spot +6.

Feats: Alertness, Run.

Advancement: 6-10 HD (Large)

PIT CREATURE

These creatures are exceedingly rare, living only in subterranean areas of intense radiation - underground waste dumps, contaminated nuclear silos, and sewers flooded with radiated pollutants.

The pit creature appears to be a radiated, large mutated canine-creature, though its fur has all but sloughed-off revealing wet translucent skin beneath - like the thin transparent flesh of a grape. Black veins and greenish muscles pulse and contort beneath this oozing epidermis, creating a nauseating fluidity. It stands two to four meters tall, with a vaguely crocodilian head terminating in an oozing snout.

It lives primarily in dark deep places, scavenging dead bodies and anything else that wanders into its lair.

Covered in oozing, melting flesh, its very body is impregnated with massive radiation; it favors polluted and radiated areas (such as silos or nuclear waste dumps) to dwell in.

The creature is a voracious killer and predatory hunter, stalking its prey silently or ambushing from the heaps of radioactive rubble it often hides in.



SPECIES TRAITS

Pit creatures have the following Traits:

Keen Sight (Ex): Pit creatures have darkvision with a range of 60 feet and low-light vision.

Immunities: Having adapted to life in a harsh radiated environment, the pit creature is immune to *severe* radiation (as well as heat generated by radiation).

Pit Creature: CR 5; Huge Mutant Beast; HD 7d10+35; HP 73; Mas 21; Init +5; Spd 30 ft; Defense 13, touch 9, flatfooted 12 (-2 size, +1 Dex, +4 natural); BAB +7; Grap +22; Atk +12 melee (2d6+7, bite); Full Atk +12 melee (2d6+7, bite), +10 melee (2d4+4, 2 claws); FS 15 ft by 15 ft; Reach 10 ft; SQ keen sight, immunities; AL none; SV Fort +10, Ref +6, Will +1; AP 0; Rep +0; Str 25, Dex 12, Con 21, Int 9, Wis 9, Cha 5.

Skills: Hide +9, Listen +7, Spot +7.

Feats: Improved Initiative, Multiattack.

Advancement: 8-12 HD (Huge)



PLANTMEN

These fascinating life forms are literally piles of living, animate vegetation, composed primarily of what appears to be grass, fungus, and lichen. "Plantmen" are vaguely humanoid-shaped, but have bodies made of shaggy vegetation and fungus instead of flesh and blood, with long strands of loose "grass" comprising their outer hide. A withered, turnip-shaped head with wide greenish or orange eyes and a stand of weed-like "hair" sit atop the head. Irregular patches of chlorophyll on their bodies give them an overall greenish coloration.

It is unknown how such creatures came to be, or how they can even exist in their current state, but it is likely they are a direct product of the same radiation that affects mutant animal life to the extremes seen throughout the Twisted Earth. Even stranger is the fact that they possess a rudimentary form of primitive intelligence that allows them to manipulate items such as spears, axes, and basic objects. A plantman has yet to be seen with (or at least reported as having) weapons more advanced than the simplest stone axes and javelins.

All plantmen are capable of emitting streams of alkaline-based paste to burn the flesh of organic enemies.

PLANTMEN SOCIETY

Xenophobic and afraid of the influence of outsiders, Plantmen generally congregate in insular "tribes" in moist and misty forest areas (or in hot moist underground caverns, ancient garbage dumps, etc),

set
centers

far from
of other habitation and
generally secluded from sight. Alien in mentality and motivations, it is apparent they are very isolationistic as well.

Larger and more intelligent plantmen are said to possess the ability to emit special spores, but there will seldom be more than one or two of these "enhanced" plantmen in a given community. Plantmen with these special spores often occupy revered positions in plantman society, as "shamen" or "chiefs". It is not uncommon to find a tribe of these folk who cultivate other forms of vegetable/fungus life to act as guardians, pets, or surrogates for certain roles. Examples include oozes for war animals, or shriekers/violet fungi to guard certain approaches to their lairs.

PLANTMAN CHARACTERS

Plantmen characters start with no background or occupation. They start with no Technology feat (similar to Feral) but gain hide as a permanent class skill. In addition, they have the following racial ability modifiers: +1 Str, +1 Dex, +2 Con, -2 Int, -2 Cha.

Plantmen characters may gain access to Symbiote advanced class, ignoring the skill and feat requirements. However, the Plantman gains an ooze or plant as its Symbiote Partner not an animal.



SPECIES TRAITS

Plantmen have the following Traits:

Alkaline Spittle (Ex): A plantman can spit a corrosive stream of alkaline at one target as a ranged touch attack of up to 15 feet away. On a successful hit, this attack form inflicts 2d6+1 points of corrosive damage. This ability can be used once per day. See the *Acid Excretion Glands* mutation for more details on this ability.

Mind-Affecting Spores (Ex): Some special plantmen, usually one per tribe, can emit powerful spores to affect the minds of living creatures that pose a threat. The spores affect 2d4 HD of creatures within a 15' distance. Affected creatures must make a Fortitude save (DC 15) or be *hypnotized* for 2d4 rounds. Emitting spores is an attack action. See the *Fragrance Development* mutation for more details on this ability.

Low Light Vision: Plantmen have low light vision and can see twice as far as normal in poor lighting conditions.

Skill Bonuses: Plantmen have a +4 racial bonus to Hide and Move Silently. The coloration of a plantman affords the creature a +12 racial bonus to Hide checks when in vegetated or overgrown surroundings.

Bonus Feat: Plantmen receive Simple Weapon Proficiency as a bonus feat.

Plant: Plantmen have the traits and immunities common to plants.

Plantman: CR 1 or 2; Medium Size Humanoid; HD 1d8+1; HP 6; Mas -; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 class); BAB +0; Grap +1; Atk +1 melee (1d8+1, shortspear), or +1 ranged (1d6+1, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ Plant, Alkaline spittle, mind-affecting spores; AL xenophobic; SV Fort +3, Ref +1, Will +1; AP 0; Rep +0; Str 12, Dex 12, Con 13, Int 8, Wis 10, Cha 8.

Occupations and Background: None, Plantman.

Skills: Hide +5*, Move Silently +5.

Feats: Simple Weapon Proficiency.

Possessions: Shortspear, Javelin.

Level Adjustment: +1 (+2 spores).

Plantman (Tough Hero 4): CR 4; Medium Size Humanoid; HD 4d10+12; HP 38; Mas -; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+2 Dex, +3 class); BAB +3; Grap +5; Atk +4 melee (1d8+2, shortspear), or +5 ranged (1d6+2, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ Plant, Alkaline spittle, mind-affecting spores, DR 3/-; AL xenophobic; SV Fort +5, Ref +3, Will +2; AP 0; Rep +0; Str 15, Dex 14, Con 17, Int 8, Wis 12, Cha 6.

Occupations and Background: None, Plantman.

Skills: Climb 3+, Hide +10*, Jump 5+, Listen +3, Move Silently 8+, Spot 4+.

Feats: Alertness, Cleave, Power Attack, Stealthy, Simple Weapon Proficiency.

Possessions: Shortspear, Javelin.

PROBING WADDLER

Probing waddlers are actually a monstrous combination of man and insect.

These grotesque creatures are, thankfully, uncommon though legend has it they dwell in large numbers in great cool caverns and complexes beneath many cities, preying on other subterranean prey.

The creature gets its name from two sources, the first being its waddle. As it walks on four thin legs (ending in child-like hands), the creature waddles about with some difficulty supporting its rather large girth. The second part of the creature's name comes from the long extendable trunk (or proboscis) that emerges from a vagina-like opening in the creature's facial exterior. This "probe" is used to sink into the flesh of unsuspecting or disabled prey and drain its body fluids - on which the probing waddler feeds.

The eyes of the probing waddler, large and insect-like, are valued as priceless jewelry in some communities, for once hollowed out they make perfect spherical adornments of a deep azure or glittering black.

The waddler attacks with its proboscis, which it drives into the skull of its opponent. Once the victim is subdued the probing waddler sucks up its mushy brains through this elongated implement.

SPECIES TRAITS

Probing waddlers have the following Traits:

Keen Sight (Ex): Probing waddlers have darkvision with a range of 60 feet and low-light vision.

Improved Grab: To use this ability, the probing waddler must hit a small to medium creature with its proboscis attack. If it gets a hold, the proboscis is driven into the skull of its target. Opponents grappled by probing waddler are paralyzed until the proboscis is removed. Probing waddlers have a +8 racial bonus to grapple checks (already figured into the Base Attack/Grapple entry below).

Intelligence Drain (Ex): A probing waddler that begins its turn with its proboscis inside an opponent's skull, drains 1d4 points of permanent Intelligence (no save), due to the victim's brain being jellified and sucked out. The waddler is also healed 5 points for each round of draining.

Probing Waddler: CR 4; Small Monstrous Humanoid; HD 5d8+5; HP 28; Mas 12; Init +7; Spd 20 ft; Defense 15, touch 14, flatfooted 12 (+1 size, +3 Dex, +1 natural); BAB +5; Grap +13; Atk +10 melee (1d8+6, probe); Full Atk +10 melee (1d8+6, probe); FS 5 ft by 5 ft; Reach 5 ft; SQ keen sight, improved grab, intelligence drain; AL none; SV Fort +2, Ref +8, Will +5; AP 0; Rep +0; Str 18, Dex 17, Con 12, Int 2, Wis 10, Cha 2.

Skills: Hide +10, Spot +3, Listen +3, Move Silently +5, Swim +5.

Feats: Alertness, Improved Initiative.

Advancement: 6-7 HD (Small sized)

PROX BEAST

The prox beast is a gross combination of hog, horse, and lamprey. They are rare, only seen now and again along the fringes of the Purple Desert.

The prox beast has the slick fleshy body of a gigantic hog, with the hooved legs of a horse (the rear legs look a little more like those of a bull). A ridge of bumpy spinal protrusions run the length of the prox's back, while the head - a giant trunk of thick shaggy muscle - extends out only so far before tapering to a giant lamprey-like fanged maw. A long "organ tongue", oozing with vile saliva, drops from the mouth and hovers in the air, acting as an olfactory probe (i.e. it smells). Antenna with tiny crab-like eyes rise from above the mouth, while an additional pair rises from above the rump. These latter, however, are not eyes, but actually ultra-sensitive hydrogen-filled membranes that detect the slightest vibration.



The prox generally attacks creatures its size or larger with its sucker-like mouth, ripping flesh with each motion of its circular jaws, drinking minced flesh and blood for sustenance. It can also kick powerfully with its forelegs against resisting prey. Smaller creatures may simply be swallowed whole by the voracious beast, and a special segmented rib cage (separated into three separate cavities) allow it to consume a number of creatures at one time in this manner for later digestion.

The prox can sense motion around it through the sensors on its rear quarters, and is a voracious killer.

SPECIES TRAITS

Prox beasts have the following Traits:

Aware (Ex): A prox beast cannot be flanked.

Blindsight (Ex): A prox beast can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 40 feet.

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

Swallow Whole (Ex): A prox beast can swallow a grabbed opponent two size categories smaller than it by making a successful grapple check. The swallowed creature takes 1d8+4 points of crushing damage per round plus 4 points of acid damage from the prox's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal

10 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Prox Beast: CR 2; Large Mutant Beast; HD 2d10+6; HP 17; Mas 17; Init +1; Spd 30 ft; Defense 13, touch 10, flatfooted 12 (-1 size, +1 Dex, +3 natural); BAB +2; Grap +10; Atk +5 melee (1d8+4, bite); Atk +5 melee (1d8+4, bite), +3 melee (1d4+2, 2 hooves); FS 10 ft by 10 ft; Reach 10 ft; SQ aware, blindsight, improved grab, swallow whole; AL none; SV Fort +6, Ref +4, Will -1; AP 0; Rep +0; Str 19, Dex 12, Con 17, Int 3, Wis 8, Cha 10.

Skills: Listen +4, Spot +2.

Feats: Multiattack.

Advancement: 3-5 HD (Large)

PURPLE ANGLER

The hideous “purple angler” gets its name not from its body coloration, but the weirdly mutated desert from which it comes - the infamous Purple Desert (once the industrial heartland of America, now a radiated desert of shifting glowing sands).

The creature looks like a giant fleshy toad, half-immersed in the sand, supporting its huge blubbery girth with four squat legs. The massive head (which makes up more than half the body) is composed entirely of mouth, with rings of needle-sharp teeth. Above this sit trumpet-like nostrils (like a moray), behind these sit two lethargic and near-blind eyes.

The purple angler’s back and long string-like tail (which is always trailing behind it, often buried beneath the sand) are covered in motion sensing polyps, which can detect even the slightest movement in the sand or in the nearby air, allowing it to sense

prey despite its optical disabilities.

Finally, the purple angler has a long limb extending from atop the head to dangle just a few feet in front of its giant maw, which is equipped with a special photo luminescent lure. This lure emits a steady glow that attracts less intelligent creatures and allows the purple angler to draw them towards its deadly jaws.

SPECIES TRAITS

Purple anglers have the following Traits:

Blindsight (Ex): A Purple anglers can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 40 feet.

Improved Grab (Ex): To use this ability, the purple angler must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it can attempt to swallow the foe.

Lure (Ex): The angler has an appendage that it can cause to glow; creatures with an Intelligence of 3 or less that spot the lure must make a Will save (DC 12) or be hypnotically drawn to the angler. The charm is broken only after the angler attacks.

Swallow Whole (Ex): A angler can swallow a grabbed opponent two size categories smaller than it by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage plus 8 points of acid damage per round from the angler’s gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

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

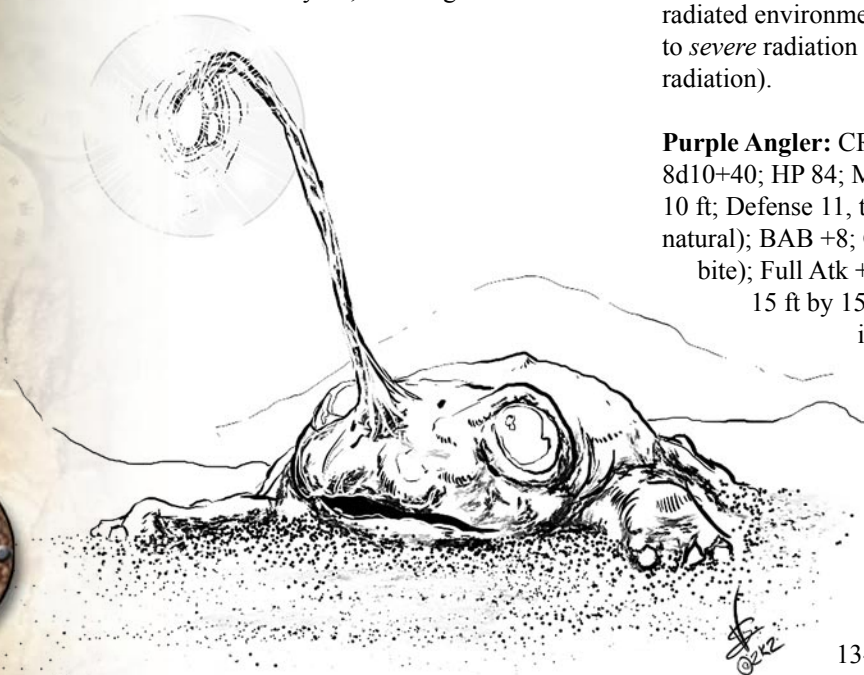
Immunities: Having adapted to life in a harsh radiated environment, the purple angler is immune to *severe* radiation (as well as heat generated by radiation).

Purple Angler: CR 6; Huge Mutant Beast; HD 8d10+40; HP 84; Mas 21; Init +4; Spd 20 ft, burrow 10 ft; Defense 11, touch 8, flatfooted 11 (-2 size, +3 natural); BAB +8; Grap +24; Atk +14 melee (2d6+12, bite); Full Atk +14 melee (2d6+12, bite); FS 15 ft by 15 ft; Reach 10 ft; SQ blindsight, improved grab, lure, swallow hole, immunities, tremorsense; AL none; SV Fort +11, Ref +6, Will +2; AP 0; Rep +0; Str 26, Dex 10, Con 21, Int 2, Wis 10, Cha 5.

Skills: Listen +5, Spot +5.

Feats: Improved Initiative, Power Attack.

Advancement: 9-12 HD (Huge); 13-16 HD (Gargantuan).



Advanced Purple Angler: CR 8; Gargantuan Mutant Beast; HD 14d10+98; HP 175; Mas 25; Init +4; Spd 20 ft, burrow 10 ft; Defense 13, touch 6, flatfooted 13 (-4 size, +7 natural); BAB +14; Grap +38; Atk +22 melee (2d8+18, bite); Full Atk +22 melee (2d8+18, bite); FS 20 ft by 20 ft; Reach 15 ft; SQ blindsight, improved grab, lure, swallow hole, immunities, tremorsense; AL none; SV Fort +16, Ref +9, Will +4; AP 0; Rep +0; Str 34, Dex 10, Con 25, Int 2, Wis 10, Cha 5.

Skills: Listen +7, Spot +7.

Feats: Alertness, Cleave, Improved Initiative, Power Attack.

RAD WOLF

Rad wolves resemble ravaging hounds in many ways, but unlike these pathetic misfits, rad wolves are survivors – hardier specimens of wolf, coyote, or wild dog that have grown strong (and smart) from the effects of their unnatural evolution.

Rad wolves appear to have benefited from radiation where other races weaken, dwindle, or die off altogether. These particularly hardy individuals resemble natural creatures such as wolves (or similar canines), but are marked by an unnatural greenish glow emanating from their milky white eyes and gaping, fanged maws. They are also generally healthier than most desert animals, and possess a modest intelligence that has been described as both cunning and clever.

The Brotherhood of Radiation is known to capture unusually strong and admirable specimens of this race and train them to serve as guard animals and beasts of war (they are seen by the Brotherhood as a superior breed of mutated canine, and to their minds embody the spirit of their Holy Order – that strength comes from mutation). Their own reverence for radiation, and their frequent exposure to it in their bizarre rituals, makes them adapted to life alongside these otherwise deadly wasteland beasts. Rad wolves, for their part, seem to take to such adoption well, and serve as loyal companions in Brotherhood armies and garrisons.

Rad wolves fight with boldness due to their own increased physical stature and their withering, radiated breath.

SPECIES TRAITS

Rad wolves have the following Traits:

Immunities: Having adapted to life in a harsh radiated environment, the rad wolf is immune to *severe* radiation (as well as heat generated by radiation).

Irradiated (Ex): Rad wolves are intensely radiated creatures, and contact with (such as being bitten



by) a rad wolf can be deadly. Each time a rad wolf successfully makes a bite attack its victim accumulates *moderate* Radiation.

Skill Bonuses: Rad wolves receive a +4 bonus to Survival checks when tracking by scent.

Trip (Ex): A rad wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to attempt to trip the rad wolf.

Rad Wolf: CR 3; Medium-Size Animal; HD 4d8+8; HP 26; Mas 15; Init +1; Spd 50 ft; Defense 15, touch 11, flatfooted 14 (+1 Dex, +4 natural); BAB +3; Grap +6; Atk +6 melee (1d6+4, bite); Full Atk +6 melee (1d6+4, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ immunities, irradiated, trip; AL none or owner; SV Fort +6, Ref +5, Will +2; AP 0; Rep +0; Str 16, Dex 12, Con 15, Int 5, Wis 12, Cha 6.

Skills: Listen +5, Move Silently +4, Spot +5, Survival +5 (+9 tracking).

Feats: None.

Advancement: 5-6 HD (Medium); 7-9 HD (Large)

RATBITE

Ratbites are common mutant creatures that dwell primarily in dark subterranean tunnels and caverns beneath the earth, generally wherever refuse and moisture accumulate to make an ideal “atmosphere” for them. Sewers are perfectly suited to their tastes, especially those with labyrinthine passages that allow them to sneak around in relative secrecy.

Ratbites appear to be short (three feet tall at most)



mutant monstrosities, consisting of a fat fleshy central “trunk”, from which sprouts two sinewy human-like “arms”, that support the creature as it hops about. These arms end in three-fingered paws; they have no thumbs, and are thus incapable of keen manipulation. The main trunk itself is composed mainly of the ratbites’ serrated maw, as well as two or three white or yellowish eyes running vertically above the eager, chattering mouth.

Ratbites are highly social creatures that thrive much like ants or other organized life forms, forming communities in their respective niche (in general, damp and refuse-ridden sewers in which they can move about and hide without being noticed by more dominant life forms). They are vicious creatures despite their short size, and very cunning as well. In most ratbite encounters, a single ratbite will be encountered (actually just a forward scout), which will come very near the opponent and examine it, hopping about it and summing it up with a series of curious grunts and chirps. The ratbite then mysteriously pulls away and the encounter apparently ends.

As the opponent moves on, the ratbites return in force (usually their whole number, though young seldom participate) and attack viciously, tearing at the transgressor with their razor-sharp teeth and beating it with their padded legs - one leg supporting it like a flamingo while the other tears at the victim’s flesh. Ratbites are carnivorous, generally hunting true rats and other small prey, but metabolize at a high rate - any large prey being felled would certainly be used as food on the spot.

SPECIES TRAITS

Ratbites have the following Traits:

Keen Sight (Ex): Ratbites have darkvision with a range of 60 feet and low-light vision.

Stampede (Ex): Ratbites can attack by swarming, usually only doing so when in large numbers. They literally run over anything of Medium-size or smaller that gets in their way, dealing 1 point of damage for each five ratbites in the herd. A successful Reflex save (DC 16) negates the damage.

Bonus Feat: Ratbites gain the bonus feats Weapon Finesse (bite) and Run.

Ratbite: CR 1/3; Small Aberration; HD 1d8; HP 4; Mas 11; Init +3; Spd 20 ft; Defense 14, touch 14, flatfooted 11 (+1 size, +3 Dex); BAB +0; Grap -5; Atk +4 melee (1d6-1, bite); Full Atk +4 melee (1d6-1, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ keen sight, stampede; AL none; SV Fort +0, Ref +3, Will +2; AP 0; Rep +0; Str 8, Dex 17, Con 11, Int 2, Wis 10, Cha 5.

Skills: Balance +4, Hide +4, Jump +1, Move Silently +4.

Feats: Run, Weapon Finesse (bite).

Advancement: 2 HD (Small)

RATTLECHARMER

The so-called “rattlecharmer” features prominently in the legends of many of the tribal communities of the wasteland, for reports of this highly-evolved descendant of the desert rattlesnake are not only increasing in frequency, but their seemingly “magical” ability to hypnotize is also the stuff of primitive mythology.

The rattlecharmer resembles a typical desert rattler, but is generally thicker, larger, and healthier. The tail, however, at first seems deformed, but is in fact a highly evolved apparatus used to give the rattlecharmer its edge.

When hunting (or if disturbed), the rattlecharmer coils like a cobra, keeping its head low but raising its tail in the air. By moving its rattle-shaped tail and swirling it clockwise in a slow circular motion, it produces an eerie drone that seems to have a hypnotic effect on creatures that hear it. Tribals (who most often encounter the rattlecharmer in its natural habitat) report that this affects not only the rattlecharmer’s usual prey (rats, jackrabbits, cynemies, etc.), but also hunters and their dogs.

Rattlecharmners will generally use their hypnotic drone to stun prey before striking with their highly venomous bite.

SPECIES TRAITS

Rattlecharmners have the following Traits:

Rattle Charm (Ex): Using their rattle-shaped tails, the Rattlecharmners can produce an eerie, hypnotic drone. All creatures within 60-feet must make a Will save (DC 13) or be dazed for 2d4 rounds.

Poison (Ex): A Rattlecharmer injects venom with a successful bite. The victim must succeed on a Fortitude save or take 1d6 points of temporary Constitution damage; a second Fortitude save must be made 1 minute later to negate the venom's secondary damage (1d6 points of temporary Constitution damage). The save DC is equal to 11 + 1/2 the Rattlecharmer's Hit Dice + its Constitution modifier (DC 12 for a small rattlecharmer).

Scent (Ex): This ability allows a rattlecharmer to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses: Rattlecharmners receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. Rattlecharmners apply either their Strength or Dexterity modifier; whichever is higher, to Climb checks.

Bonus Feat: Rattlecharmners gain the bonus feat Weapon Finesse (bite).

Rattlecharmer: CR 1; Small animal; HD 2d8+2; hp 11; Mas 12; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; Defense 17, touch 14, flat-footed 14 (+1 size, +2 Dex, +3 natural); BAB +1; Grap -3; Atk +4 melee (1d4 plus poison, bite); Full Atk +4 melee (1d3 plus poison, bite); FS 5 ft. by 5 ft. (coiled); Reach 5 ft.; SQ Rattle Charm poison, scent, low-light vision; AL none; SV Fort +4, Ref +6, Will +1; AP 0; Rep +0; Str 10 Dex 16, Con 12, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +14, Listen +8, Spot +8, Swim +11.

Feat: Weapon Finesse (bite).

Advancement: 3-5 HD (Medium-size).

RAVENING HOUND

Sickly, malnourished, and ghastly in appearance, ravening hounds are a well-known danger – and nightmare – in the wasteland.

Ravering hounds are, as best as anyone can tell, the poor cast-out descendants of the dogs, coyotes, and wolves of the Twisted Earth. Like mankind, the canine suffered too from the nuclear wars of the Fall, leaving a legacy of dying, bestial brood known to post-apocalyptic man as “ravering hounds”.

No one is sure if ravering hounds are a breed of their own, or if they are cast-out members of wild packs in the desert wilderness. It is conceivable that, at birth, relatively healthy animals will drive off those



bearing the sickly traits and cannibal hunger of this sub-species, leaving them to fend for themselves – and eventually find others of their kind – on their own.

Ravering hounds are especially dangerous to small parties and lone wanderers in the desert, where they often congregate in violent, savage packs to hunt. They are also known to congregate in city ruins as well, their tortured, pitiful howls calling through the urban ashes for a release from their hell of tormented “half-life”.

Ravering hounds look like dogs, coyotes, or even wolves, but badly mutated. Fur, and even skin, has sloughed off on parts of the body, leaving only wet tumored musculature beneath. Ague in the bones has left huge bumps and misshapen limbs forcing the creature to walk with a pained limp. Eyes have almost universally clouded over with cysts by maturity; yet remarkably glow with a subtle green radiance by night. Their sense of smell is quite keen, permitting them to track prey even from a great distance.

These creatures are known especially for their savage thirst for blood and hunger for flesh. When a pack congregates for the hunt, they become truly relentless pursuers.

In combat, Ravering hounds attack in the manner of dogs, hounding their prey, probing for weakness, before moving in for the kill. Biting is their primary form of attack.

SPECIES TRAITS

Ravening hounds have the following Traits:

Pack Boldness (Ex): In groups of three or more, ravening hounds become immune to fear, even fear created by neural effects.

Pack Mentality (Ex): In groups of three or more, ravening hounds act as one. The highest initiative roll is used for all hounds in a pack.

Scent (Ex): This ability allows a ravening hound to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonuses: Ravening hounds receive a +4 bonus to survival checks when tracking by scent.

Ravening Hound: CR 1; Medium-Size Animal; HD 2d8+4; HP 13; Mas 15; Init +1; Spd 35 ft; Defense 14, touch 11, flatfooted 13 (+1 Dex, +3 natural); BAB +1; Grap +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ pack boldness, pack mentality, scent; AL none; SV Fort +5, Ref +4, Will +1; AP 0; Rep +0; Str 15, Dex 12, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +5, Move Silently +4, Spot +5, Survival +5 (+9 tracking).

Feats: None.

Advancement: 3-5 HD (Medium-size); 6-8 HD (Large)



SANDMAN

This species of mutants (almost legendary in some places as a kind of “boogie-man”) inhabit dark subterranean caves and tunnels beneath the ground. They are called “sandmen” because they are expert burrowers, hollowing out vast lairs beneath the deserts in which they dwell.

Sandmen look something like normal humans, but with long white hair and blue or gray skin. Very primitive (having been cut off from the rest of mutantkind for generations), they are a degenerate race that lives little better than ancient cavemen, using clubs and flint spears rather than firearms and the like. Many consider them an offshoot of ghouls.

Sandmen are photosensitive due to their prolonged existence underground, and shun the surface world - they will never emerge (unless there is virtually no hope of remaining underground), though in some cases they may do so to snatch prey. Sandmen are quite adept at devising special lures or trapdoors (just like a trapdoor spider); when a victim approaches the door, the waiting sandmen lunge out and grab it, dragging it down to be consumed or ravaged.

Sandmen attack in large groups, usually by setting traps in the desert, such as sinkholes to suck the unwary down, which lead to their subterranean lairs.

SANDMEN SOCIETY

To the people of various desert regions, there is no greater fear than the sandmen. While the open desert, with its wide dunes and clear plains, appears to the untrained eye to be safe with plenty of warning, those from the wasteland know better. For beneath the sands potentially lie the burrows and unseen warrens of the sandmen, who work ever-steadily to snatch the people of the surface for their next meal.

Sandmen are known to form large clans and tribes, often dwelling in a central cavern deep beneath the earth where they keep their women and children; these latter often being responsible for preparing food for communal meals. Males busy themselves regularly with excavating new tunnels, maintaining existing passages, scouting out the surface world by night, and luring potential prey into ambushes for the good of the entire sandman community.

SANDMAN CHARACTERS

Sandman characters start with no background or occupation. They start with no Technology feat (similar to Feral) but receive the bonus feats outlined in the sandman Traits below. Sandmen gain Hide, Listen, and Move Silently as permanent class skills. In addition, they have the following racial ability modifiers: +1 Str, +1 Dex, +1 Con, -4 Cha.

SPECIES TRAITS

Sandmen have the following Traits:

Photosensitive (Ex): Sandmen are susceptible to bright lights and strong illumination (including torches), and must make a Will save (DC 12) or be forced to flee from the light source. A direct flash against a sandman (e.g. from a dazzle rifle) will effectively blind the sandman without a save.

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

Bonus Feats: A sandman receives the bonus feats Multiattack and Blind Fighting.

Skill Bonuses: Sandmen have a +2 racial bonus to Hide, Listen, and Spot.

Sandman: CR 1/2; Medium-size Humanoid; HD 1d8+1; HP 6; Mas 12; Init +5; Spd 30 ft, burrow 10 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex); BAB +1; Grap +2; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite), +0 melee (1d3+1, 2 claws); FS 5 ft by 5 ft; Reach 5 ft; SQ photosensitive, tremorsense; AL none; SV Fort +1, Ref +4, Will +0; AP 0; Rep +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 6.

Skills: Climb +3, Hide +5, Listen +4, Move Silently +3, Spot +3.

Feats: Blind-Fight, Improved Initiative, Multiattack.

Advancement: By character class.

Level Adjustment: +0.

Sandman Strong Hero 3: CR 3; Medium-size Humanoid; HD 3d8+6; HP 20; Mas 15; Init +6; Spd 30 ft, burrow 10 ft; Defense 14, touch 14, flatfooted 12 (+2 Dex, +2 class); BAB +3; Grap +6; Atk +6 melee (1d4+5, bite); Full Atk +6 melee (1d4+5, bite), +4 melee (1d3+5, 2 claws); FS 5 ft by 5 ft; Reach 5 ft; SQ photosensitive, tremorsense, melee smash +2; AL none; SV Fort +4, Ref +3, Will +2; AP 0; Rep +0; Str 16, Dex 14, Con 15, Int 10, Wis 12, Cha 4.

Skills: Climb +7, Hide +6, Listen +4, Move Silently +6, Spot +4.

Feats: Blind-Fight, Cleave, Improved Initiative, Multiattack, Power Attack, Simple Weapon Proficiency.

SCREAMER

Screamers are said to be the long-dead corpses of the Ancients, animated by some unknown phenomenon of radiation. The presence of a screamer is always foretold by the telltale green glow surrounding it, and the tortured moans and screams emitted from its gaping mouth. This wail never ceases, and though sometimes mistaken for the wind, most desert wanderers have learned to recognize it for what it is.

These nightmarish creatures are feared throughout the wasteland, though luckily encounters with them



are few and far between. Screamers were once people, horribly mutated and impregnated with massive doses of radiation. Through some unknown process, screamers arise after death to shamle about in the night, in search of living flesh to consume or ravage with their burning, radiated touch. Screamers are incredibly difficult to kill; as to touch them (or to be touched by them) causes terrible burns and certain radiation poisoning.

No one likes to fight screamers. No one.

SPECIES TRAITS

Screamers have the following Traits:

Burns (Ex): Any hit by a screamer's claws causes intense burning and welting due to the creature's abnormal body temperature. In addition to normal damage, a hit will also incur 1d6 points of heat damage on a successful hit.

Frightful Presence (Ex): The glow and wail of a screamer is enough to unsettle the denizens and travelers of the Twisted Earth. Any creature in the presence of a screamer must succeed at a Will save (DC 16) or be shaken during the entire encounter.

Glow (Su): A screamer emits a powerful, telltale glow and moan that automatically alerts opponents whenever the creature comes within 100'.

No Vitals (Ex): Shots against a screamer must do more than hit vital areas, since the creature isn't alive to feel it. As a result, a screamer is immune to critical

hits and sneak attacks. They also have a damage reduction of 5/-.

Irradiated (Ex): On a successful melee hit, in addition to physical damage the screamer impregnates its opponent with *moderate* gamma radiation.

Undead: Screamers are essentially undead, and thus are immune to poison, sleep, paralysis, stunning, disease, death effects, and mind-affecting phenomena. Likewise, screamers are immune to critical hits, nonlethal damage, ability damage/drain, massive damage, or any effect requiring a Fortitude saving throw.

Screamer: CR 4; Medium-size Undead; HD 4d12; HP 26; Mas -; Init -2; Spd 20 ft; Defense 8, touch 8, flatfooted 8 (-2 Dex); BAB +2; Grap +3; Atk +3 melee (1d4+1 plus 1d6 burn, claw); FS 5 ft by 5 ft; Reach 5 ft; SQ burns, irradiated, glow, immunities, no vitals, undead; AL none; SV Fort +1, Ref +4, Will +4; AP 0; Rep +0; Str 12, Dex 6, Con -, Int 2, Wis 2, Cha 2.

Skills: Listen +2, Spot +2.

Feats: Alertness, Blind-Fight.

Advancement: None.

SHADOW PEOPLE

Little is known of these mysterious desert people, known as “shadows” for their uncanny ability to disappear into the terrain of sand dunes, canyon cliffs, and mountains that ring the monumental regions of the Trader Pass and Big Hole.



Shadow people appear to be a separate race of degenerate human, vastly more primitive than even the savage humanoid tribals of the wasteland. Stories say they live in secretive and isolated villages in the mountains, in caves or even among the ruins of old Pueblo dwellings in long forgotten gorge country, but the truth of this cannot be easily discerned. It is known that they travel in small bands wherever they go, seldom making contact with others unless their need is great; raids against small or weakened caravans or lone travelers are rare but not unknown, however. When they attack, shadows appear to want only food, water, and mounts.

Shadows appear as tall lanky humans, almost anemically thin. Skin is dusky, almost sandy in color, mottled with dark freckles. Eyes are a curious pale green, however, flecked white. It is said staring into the haunting mutant eyes of a shadow is sure to bring a quick death in a matter of hours, but this is almost certainly a legend concocted by the tribals of the low country.

Shadows generally wear long cloaks to cover their bodies, with hoods and sinister scarves to draw over their faces to protect against the harsher elements. These long Bedouin-style robes permit them to keep their large primitive weapons concealed until needed. A sureness of stride among the jagged rocks, canyons, and cliff country suggests a familiarity with the treacherous desert environment unlike that seen by even the most backwards tribal. They are truly people of the sands.

Shadows are capable of normal physical attacks, but their true strength lies in their battery of mental mutations.

SHADOW PEOPLE SOCIETY

Obscure legends among the insular Far Traders speak of cautious observations of these mythical people, legends that say they are a race consumed by strange traditions and superstitions, with beliefs in magic and a practice of mentalism among all ranks of their primitive society. More powerful members of their clannish tribes are claimed to have gained greater mastery of the mind, possessing telepathic abilities and even the alleged ability of prophecy.

Shadow people speak no known language (all communication is done through telepathy).

SHADOW PEOPLE CHARACTERS

Shadow people characters start with no background or occupation. They start with the Primitive Technology feat and the bonus feats outlined in the shadow people Traits below. Sandmen gain Hide and Survival as a permanent class skill. In addition, they have the following racial ability modifiers: -1 Str, -1 Con, +2 Cha.

SPECIES TRAITS

Shadow people have the following Traits:

Neural Telepathy (Ex): As the mutation of the same name (with 2 advancements). This grants shadow people a +4 insight bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks. Using this ability is a free action and may be used at will. Telepathy abilities have a range of 110 feet.

Bonus Feat: Shadow people receive the following bonus neural feats: Flight Trigger, Mental Communication, Mind Stun.

Shadow Person: CR 3; Medium-Size Humanoid; HD 3d8; HP 13; Mas 10; Init +4; Spd 30 ft; Defense 11, touch 10, flatfooted 11 (+1 equipment); BAB +2; Grap +1; Atk +1 melee (2d4-1, falchion), or +2 ranged (1d6, javelin); Full Atk +1 melee (2d4-1, falchion), or +2 ranged (1d6, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ neural telepathy; AL none; SV Fort +1, Ref +3, Will +1; AP 0; Rep +0; Str 9, Dex 11, Con 10, Int 10, Wis 10, Cha 13.

Skills: Bluff +1 (+5 telepathy), Diplomacy +1 (+5 telepathy), Gather Information +1 (+5 telepathy), Hide +3, Intimidate +1 (+5 telepathy), Listen +2, Move Silently +2, Sense Motive +1 (+5 telepathy), Spot +2, Survival +3.

Feats: Archaic Weapons Proficiency, Flight Trigger, Improved Initiative, Mental Communication, Mind Stun, Primitive Technology feat.

Neural Mutations: 7 Telepathy uses per day, +3 DC modifier.

Possessions: Falchion, Javelin, Thick Cloak (+1 impromptu).

Advancement: By character class.

Level Adjustment: +2.

Shadow Person Psionic 3: CR 6; Medium-Size Humanoid; HD 6d8; HP 27; Mas 11; Init +6; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+2 Dex, +2 class, +2 equipment); BAB +4; Grap +3; Atk +3 melee (2d4-1, falchion), or +5 ranged (1d6, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ neural telepathy, neural specialization; AL none; SV Fort +2, Ref +6, Will +5; AP 3; Rep +0; Str 9, Dex 14, Con 11, Int 8, Wis 13, Cha 17.

Skills: Bluff +4 (+8 telepathy), Diplomacy +5 (+9 telepathy), Gather Information +5 (+9 telepathy), Hide +6, Intimidate +3 (+7 telepathy), Listen +4, Move Silently +5, Sense Motive +4 (+8 telepathy), Spot +4, Survival +5.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Flight Trigger, Improved Initiative, Mental Communication, Mind Blast, Mind Strike, Mind Stun, Primitive Technology feat.

Neural Mutations: 9 Telepathy uses per day, +6 DC modifier.

Possessions: Falchion, Javelin, Leather Armor.



SLIME MOLE

The “slime mole” is a grotesque creature that dwells in subterranean areas away from the light, for it is sensitive to the sun’s damaging rays. Its naked form is fragile and pink, despite its size, bearing only short tufts of coarse hair and sporting many rubbery warts.

The slime mole gets its name from its mole-like head and the sheen of clear yolk-like ooze that coats its body. Two large white eyes (utterly blind to visual light) are set into the putrid flesh of the face, while two huge “arms” support its weight and drag it along wherever it goes. Behind it twitch and writhe two fat, useless tentacles, while a second pair of undeveloped arms rise from the back, writhing slowly and methodically with some unknown purpose.

Slime moles are carnivorous beasts with a keen sense of smell and the ability to see into the ultraviolet spectrum. Due to their blindness and general sensitivity, however, these large beasts generally shun contact with other creatures unless their dominance is assured - they will generally not attack at once unless they are surprised or directly threatened by a creature’s intrusion. Otherwise the slime mole will retreat and observe the new being before deciding to attack. When it does, its attacks are usually blunt and brutal, as it uses the brunt of its massive girth and its huge jagged teeth to crush and tear. The slime mole generally attempts to attack by surprise, either through hiding and waiting for prey, or burying itself in debris to explode out in a lunge-attack.

SPECIES TRAITS

Slime moles have the following Traits:

Fast Healing (Ex): A Slime mole heals 5 points of damage each round.

Keen Sight (Ex): Slime moles have darkvision with a range of 60 feet and low-light vision.

Stench (Ex): A slime mole generates an awful stench that affects all within 50'. All living creatures (except slime moles) must succeed on a Fortitude save (DC 16) or take a -2 morale penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws for 10 rounds. Characters subjected to stench from multiple slime moles make only one saving throw. Characters affected by a slime mole's stench cannot be affected again by any slime mole's stench until the current effect expires.

Sensitivity (Ex): A slime mole suffers 5 points of damage each round from exposure to ultraviolet light. The slime mole will generally attempt to flee and hide from the light source to prevent further injury.

Slime Mole: CR 4; Large Mutant Beast; HD 6d10+18; HP 51; Mas 16; Init +0; Spd 20 ft; Defense 14, touch 9, flatfooted 14 (-1 size, +5 natural); BAB +6; Grap +14; Atk +9 melee (2d6+6, bite); Full Atk +9 melee (2d6+6, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ fast healing, keen sight, stench, sensitivity; AL none; SV Fort +8, Ref +5, Will +2; AP 0; Rep +0; Str 19, Dex 10, Con 16, Int 6, Wis 11, Cha 11.

Skills: Hide +6, Listen +5, Move Silently +6, Spot +5.

Feats: Alertness, Stealthy.

Advancement: 7-9 HD (Large); 10-14 HD (Huge).

Advanced Slime Mole: CR 7; Huge Mutant Beast; HD 12d10+60; HP 126; Mas 20; Init -1; Spd 20 ft; Defense 15, touch 7, flatfooted 15 (-2 size, -1 Dex, +8 natural); BAB +12; Grap +28; Atk +18 melee (2d8+12, bite); Full Atk +18 melee (2d8+12, bite); FS 15 ft by 15 ft; Reach 10 ft; SQ fast healing, keen sight, stench, sensitivity; AL none; SV Fort +13, Ref +7, Will +4; AP 0; Rep +0; Str 27, Dex 8, Con 20, Int 6, Wis 11, Cha 11.

Skills: Hide +4, Listen +7, Move Silently +7, Spot +6.

Feats: Alertness, Power Attack, Stealthy.

SNOFFLE HOG

The "snuffle hog" is a particularly repugnant beast that dwells in both plains areas and the few remaining dry forests of the land.

The snuffle hog is recognizable by its huge boar-like body, porcupine quills, and quadruple upturned tusks. It is also known for the mass of wrinkled leathery flesh on the nose (which prevents it from being scarred by prey impaled on its tusks), and its tiny little black eyes set in fatty slits well back on the skull.

Snuffle hogs are simple creatures, being vicious, untamable herbivores. While they are generally content to devour dry grasses and even the most prickly desert cactus, they are easily alarmed by the approach of unwanted intruders, and defend their territory viciously. Their typical tactic is to charge and impale with the tusks, or else gore and gore and gore again.

Some communities use snuffle hogs as food, either hunting them in the wild or keeping them in well-fortified pens for regular slaughter.

SPECIES TRAITS

Snuffle hogs have the following Traits:

Quills (Ex): Any unarmed attack (or grapple attempt) made against a snuffle hog causes 1d6 points of piercing damage (x2 crit) to the attacker.

Stubborn (Ex): A snuffle hog continues to fight without penalty even if dying or disabled. Upon reaching -10, however, it is killed.

Scent (Ex): This ability allows a snuffle hog to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Snuffle Hog: CR 2; Medium-size Mutant Beast; HD 3d10+12; HP 28; Mas 18; Init +2; Spd 40 ft; Defense 20, touch 12, flatfooted 18 (+2 Dex, +8 natural); BAB +3; Grap +7; Atk +7 melee (1d6+6, gore); Full Atk +7 melee (1d6+6, gore); FS 5 ft by 5 ft; Reach 5 ft; SQ quills, scent, stubborn; AL none; SV Fort +7, Ref +5, Will +1; AP 0; Rep +0; Str 18, Dex 14, Con 18, Int 4, Wis 10, Cha 4.

Skills: Listen +5, Spot +5.

Feats: Improved Bull Rush.

Advancement: 4-5 HD (Medium-size).



TERMINAL

“Terminal” is a name given to any devolved, corrupted, or deformed mutant whose mental state borders on the edge of a frenzied, mindless, brain-death. Internal corruption and mutation inevitably spells a short, tortured life, hence the name.

Recognized from an early stage as having little or no chance of surviving in their birth community, they are mercilessly cast out to relieve the inevitable strain on resources they would have been. These doomed mutants, often retarded or simply brain damaged beyond a working semblance of human intelligence, seldom live long on their own, but under certain circumstances they indeed do. Little more than idiotic “animals”, they often descend into homicidal violence and even cannibalism to survive. No terminal lives longer than 15-20 years, due to a disastrous combination of defective mutations that only get progressively worse as they grow; cystic fibrosis, ontogenesis imperfecta, leukemia, bone ague, tumors, elephant-man disease, etc.

The actual appearance of a terminal can range from the merely unsettling to the truly ghastly. Bodies outwardly wracked with warped deformities, withered limbs, misplaced features, and even the possibility of an aborted Siamese symbiosis leaves them among the most monstrous creatures alive. Heaving under a body weight poorly supported by their own crippled shape, and gasping huskily due to internal corruptions that will inevitably claim them, they are a nightmarish reminder of the curse mutation brings with it.

Terminals attack by using their immense strength to tear victims literally apart, before degenerating into a slobbering orgy of feasting.

TERMINAL CHARACTERS

Terminal characters start with no background or occupation. They start with no Technology feat (similar to Feral) but receive the bonus feats outlined in the terminal Traits below. Terminals gain Hide, Listen, and Survival as a permanent class skill. In addition, they have the following racial ability modifiers: +3 Str, -1 Dex, -2 Int, -4 Cha.

SPECIES TRAITS

Terminals have the following Traits:

Short Life Span: Due to a wide variety of possible defects, the terminal’s life span is dramatically short. The maximum age of a terminal is 2d10 years with an average of 10.

Homicidal Frenzy: When attacking, the terminals often work themselves into a homicidal frenzy, granting them adrenaline enhanced strength and constitution (same as the *Adrenaline Control* mutation). During the frenzy, the terminal temporarily gains a +4 to Strength and Constitution and a 25% increase to its base speed (40 feet). The frenzy lasts for 5 rounds and cannot be stopped voluntarily. Triggering the frenzy is a free action. After the frenzy, the terminal is fatigued for one hour and suffers a -2 to Strength and Dexterity. A terminal may frenzy only three times per day.

Bonus Feats: A terminal receives the bonus feats Forsaken, Iron Will, Toughness.

Terminal: CR 1/2; Medium-Size Humanoid; HD 2d8+3; HP 12; Mas 11; Init -1; Spd 30 ft; Defense 9, touch 9, flatfooted 9 (-1 Dex); BAB +1; Grap +3; Atk +3 melee (1d4+2, claw); Full Atk +3 melee (1d4+2, 2 claws); FS 5 ft by 5 ft; Reach 5 ft; SQ short life span, homicidal frenzy; AL none; SV Fort +3, Ref -1, Will +2; AP 0; Rep +0; Str 14, Dex 9, Con 11, Int 8, Wis 11, Cha 6.

Skills: Hide +2, Listen +3, Spot +2, Survival +4.

Feats: Forsaken, Iron Will, Power Attack, Simple Weapons Proficiency, Toughness.

Possessions: Shortspear, Javelin.

Advancement: By character class.

Level Adjustment: +0.

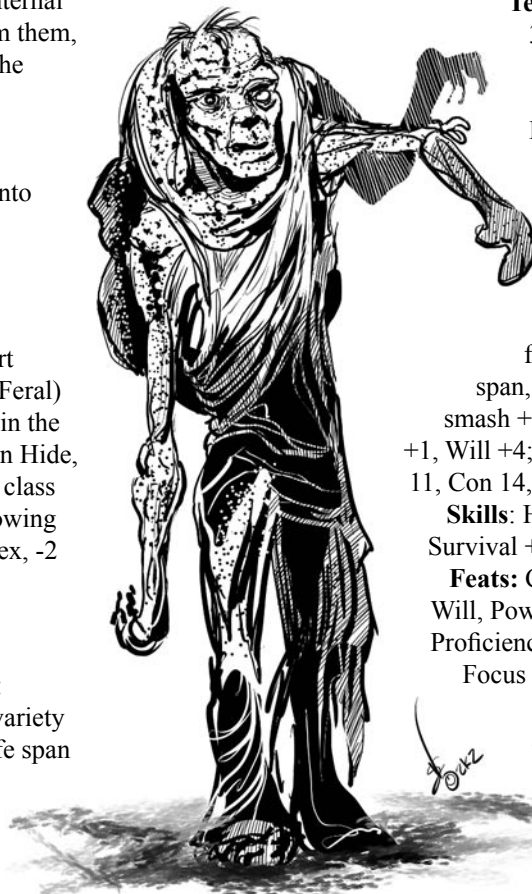
Terminal Strong Hero 3: CR

3; Medium-Size Humanoid; HD 5d8+10; HP 33; Mas 14; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (+0 Dex, +2 class); BAB +4; Grap +8; Atk +9 melee (1d4+6, claw); Full Atk +9 melee (1d4+6, 2 claws); FS 5 ft by 5 ft; Reach 5 ft; SQ short life span, homicidal frenzy, melee smash +2; AL none; SV Fort +7, Ref +1, Will +4; AP 2; Rep +0; Str 18, Dex 11, Con 14, Int 8, Wis 13, Cha 4.

Skills: Hide +5, Listen +5, Spot +4, Survival +7.

Feats: Cleave, Forsaken, Iron Will, Power Attack, Simple Weapons Proficiency, Toughness, Weapon Focus (claws).

Possessions: Shortspear, Javelin.



TERMINAL, ABORTION

One of the more disturbing variations of the “terminal” mutant is the abortion.

Oftentimes the very birth of a mutant child is enough to kill the mother, especially among those communities without access to medicine, but in some extremely rare cases the naturally aborted fetus, possessed of mutant strength and capabilities, still clings to life even after being removed from the womb. The resultant creature, usually deemed “cursed”, is promptly cast out to die. Often the case in the violation of tribal taboos on crossbreeding with unrecognized foreigners and outsiders, the aborted beast does not die as one might expect. Some few manage to survive through pure chance, feeding off of insects, small animals, and anything else that comes their way.

Abortions that somehow survive to maturity are hideous to behold. Though actual body form and appearance can vary widely, most appear like a fetus prematurely discharged from the womb. Generally what at first appears to be a poorly-formed humanoid soon proves to be something far worse; the torso abruptly ends and trails off in a long serpentine mass of fused viscera that lags sluggishly behind it where legs should have been. Abortions of this most common kind must use their arms to drag themselves pitifully along, feeling out for potential prey to feed them.

In combat, abortions attack pitifully and weakly anything that comes within reach.

SPECIES TRAITS

Abortions have the following Traits:

Baleful Cry (Ex): As a standard action, abortions can emit a wail not unlike that of an infant, but so distorted and grotesque as to make even the hardest opponent pause in disgust and disbelief. Those within 50’ of the abortion must succeed at a Will save (DC 15) or be shaken for 1d4 rounds thereafter.

Abortions: CR 1/3; Small-Size Humanoid; HD 1d8-1; HP 4; Mas 10; Init -2; Spd 10 ft; Defense 9, touch 9, flatfooted 9 (+1 size, -2 Dex); BAB +0; Grap +3; Atk +3 melee (1d4+2, claw); Full Atk +3 melee (1d4+2, claw); FS 5 ft by 5 ft; Reach 5 ft; SQ Baleful Cry; AL none; SV Fort +1, Ref -2, Will -1; AP 0; Rep +0; Str 14, Dex 6, Con 8, Int 6, Wis 8, Cha 6.

Skills: Hide +5, Listen +3, Spot +1, Survival +3.

Feats: Forsaken.

Advancement: 2-5 HD (Medium).

TERROLOPS

The terrolops is a nightmarish predator that inhabits the deserts but generally only emerges at night. Some have been known to come out during the daylight hours, but only in areas (such as rocky crags or mountain cliffs) where it can quickly retreat to the cover of darkness for safety.

The terrolops looks like a giant chitinous “torso” mounted on the thorax of a great naked spider. The whole of the thing is taken up by a great circular maw, above which rests its single, terrible eye (usually pink or red in color). Two huge mantis-like appendages come out from the torso, ending in wicked saber-like blades that can rend a man in two with a single motion. Running back along the chitin are spikes, thwarting opponents that might approach from the rear. Though it possesses but two thin spider-like legs, the creature is incredibly fast. It is known to leave a telltale trail of gross yellow slime behind it wherever it goes (this comes from the dormant web-spinning gland of the beast that still generates a non-functional “goo”).

In combat, the terrolops is a vicious, gargantuan creature that attacks using spider-like cunning and stealth. Its twin scythe-like claws permit it to twist, spin, and stun its prey.

SPECIES TRAITS

Terrolops have the following Traits:

Chameleon (Ex): A terrolops is able to blend in with background color and texture. If the terrolops uses a full-round action, it may turn invisible. This invisibility is lost as soon as the creature moves.



Improved Grab (Ex): To use this ability, the terrollops must hit a smaller opponent with both claws. If it gets a hold, it inflicts two claw hits automatically on the following round.

Rend (Ex): If a terrollops hits a single target with both claw attacks on the same round, it automatically rends for an additional 2d6+12 points of damage.

Terrollops: CR 9; Huge Mutant Beast; HD 10d10+50; HP 105; Mas 20; Init +3; Spd 40 ft; Defense 29, touch 11, flatfooted 26 (-2 size, +3 Dex, +18 natural); BAB +10; Grap +26; Atk +16 melee (2d6+8, bite); Full Atk +16 melee (2d6+8, bite), +14 melee (2d4+4, 2 claws); FS 15 ft by 15 ft; Reach 10 ft; SQ chameleon, Improved grab, rend 2d6+12; AL None; SV Fort +12, Ref +10, Will +3; AP 0; Rep +0; Str 26, Dex 16, Con 20, Int 11, Wis 11, Cha 11.

Skills: Climb +10, Hide +3, Jump +10, Listen +3, Move Silently 6+, Spot +3.

Feats: Cleave, Multiattack, Power Attack.

Advancement: 11-12 HD (Huge)

TWO-HEADED MUTANT BEAR

The majestic and magnificent brown bear that once roamed the mountains and forests of the American continent are all but gone now, replaced by diminishing numbers of shattered, mutant descendants that are more a horror than the animal they once were. The mutant bear shares many of the well-known characteristics of its previous incarnation, albeit to a much greater degree. The hunger, ill temper, and territorial nature of the bear is only increased in the mutant, driven as it is by painful mutation and physical deterioration to the verge of cruel insanity.

The most common aberration of the common bear appears to be a two-headed mutant, of which frequent reports have been heard in the foothills of the Big Rocks. These two-headed beasts are a source of great fear among tribal folk in the mountain valleys, who say these beasts are terrifically violent, unafraid of man (or mutant), and almost berserk when filled with a lust for blood.

Like a normal bear, the mutant bear typically barrels straight into combat to bite or claw.

SPECIES TRAITS

2-headed mutant bears have the following Traits:

Fast Healing (Ex): A mutant bear heals 5 points of damage each round.

Bloodlust (Ex): A mutant bear can smell blood and fear. If any still-living creature within 100' has suffered at least one point of hit point damage, the creature will enter a rage, attacking and pursuing madly until either it or the wounded opponent is dead. It gains +4 Strength, +4 Constitution (adds 12 temporary hit points), and -2 AC for the duration.



This rage cannot be ended voluntarily.

Improved Grab (Ex): To use this ability, the mutant bear must hit with a claw attack.

Two-Headed (Ex): A two-headed mutant bear cannot be flanked.

Scent (Ex): This ability allows a mutant bear to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

2-Headed Mutant Bear: CR 5; Large Animal; HD 6d8+24; HP 51; Mas 19; Init +1; Spd 40 ft; Defense 15, touch 10, flatfooted 14 (-1 size, +1 Dex, +5 natural); BAB +4; Grap +16; Atk +11 melee (1d8+8, claw); Atk +11 melee (1d8+8, 2 claws), +6 melee (2d8+4, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ fast healing 5, blood lust, improved grab, two heads, scent; AL none; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Climb 18+, Listen +6, Spot +6.

Feats: None.

Advancement: 7-10 HD (Large)

UNDERLING

These creatures appear like little "men" (usually no more than three-and-a-half feet high), with pasty white skin like softly glowing marble, and lucid blue eyes lacking pupils whatsoever. "Underlings" often have wild heads/beards of wispy white hair, and a mouth filled with ill-kept, ugly yellowish fangs.

Underlings are a race of dwarfed underground men,



who (it is typically speculated) are the descendants of Ancient men and women who retreated to relatively secure caves and cavern systems in the mountains and wilderness to sit out the Fall - but never re-emerged. Having abandoned their former ways and civilization, they degenerated into what they are now, diminutive stumplings driven by cannibal hungers and violent territorial ambition.

Underlings always work in groups, having mastered mass stealth and ambush tactics better than most creatures (they will always attack with numerical superiority if possible). If they ever did have the intelligence of men, they have apparently lost it, now only utilizing the most rudimentary of weapons.

UNDERLING SOCIETY

Like many more primitive mutant races, underlings are no different in their need for community and secure shelter. Dwelling underground, they often choose cave or cavern systems that permit easy egress to other tunnels beneath the earth, or even to the surface, should their existence be found out and they require an escape. Usually a powerful chief will rule an underling group, but sometimes they instead follow the wisest of the group (wisdom meaning an ability to find water, provide food, treat diseases, deliver children, etc).

UNDERLING CHARACTERS

Underling characters start with no background or occupation. They start with the Primitive Technology feat and the bonus feats outlined in the underling's

Traits below. Underlings gain Hide and Move Silently as permanent class skills. In addition, they have the following racial ability modifiers: -1 Str, +2 Dex, -1 Int.

SPECIES TRAITS

Underlings have the following Traits:

Keen Sight (Ex): Underlings have darkvision with a range of 60 feet and low-light vision.

Photosensitive (Ex): Underlings are susceptible to bright lights and strong illumination (including torches), and must make a Will save (DC 12) or be forced to flee from the light source. An underling suffers from complete blindness in natural or bright light. A direct flash against an underling (e.g. from a dazzle rifle) will effectively blind the creature as well for 2d4 rounds.

Skill Bonuses: Underlings have a +2 racial bonus to Hide, Listen, Move Silently.

Bonus Feats: Underlings receive the bonus feat Troglodyte.

Underling: CR ½; Small Size Humanoid; HD 1d8; HP 5; Mas 11; Init +1; Spd 20 ft; Defense 13, touch 12, flatfooted 12 (+1 size, +1 Dex, +1 equipment); BAB +0; Grap -4; Atk +0 melee (1d6, longspear), or +1 ranged (1d4, dart); Full Atk +0 melee (1d6, longspear), or +1 ranged (1d4, dart); FS 5 ft by 5 ft; Reach 5 ft; SQ keen sight, photosensitive; AL none; SV Fort +0, Ref +3, Will +0; AP 0; Rep +0; Str 10, Dex 13, Con 11, Int 9, Wis 10, Cha 10.

Skills: Hide +7, Listen +3, Move Silently +3, Navigate +0 (+2 underground), Search +1, Spot +1 (+3 underground), Survival +1 (+3 underground).

Feats: Simple Weapon Proficiency, Primitive Technology, Troglodyte.

Possessions: Longspear. 4 Darts, Leather Armor.

Advancement: By character class.

Level Adjustment: +0.

Underling Fast Hero 3: CR 3; Small Size Humanoid; HD 3d8+6; HP 20; Mas 14; Init +3; Spd 20 ft; Defense 19, touch 18, flatfooted 19 (+1 size, +3 Dex, +4 class, +1 equipment); BAB +2; Grap -2; Atk +6 melee (1d6, longspear), or +6 ranged (1d4, dart); Full Atk +6 melee (1d6, longspear), or +6 ranged (1d4, dart); FS 5 ft by 5 ft; Reach 5 ft; SQ keen sight, photosensitive, evasion, uncanny dodge 1; AL none; SV Fort +3, Ref +7, Will +2; AP 1; Rep +1; Str 11, Dex 17, Con 14, Int 9, Wis 13, Cha 8.

Skills: Hide +9, Listen +4, Move Silently +9, Navigate +3 (+5 underground), Search +2, Spot +4 (+6 underground), Survival +4 (+6 underground).

Feats: Simple Weapon Proficiency, Primitive Technology, Stealthy, Troglodyte, Weapon Finesse (longspear).

Possessions: Longspear. 4 Darts, Leather Armor.

UTARN

The grotesque creature known as the “utarn” is a creeping, spider-like, hermaphroditic monster that thrives solely on a voracious carnivorous diet. The creature stands on six chitinous legs, scuttling about towards a given prey. Its body is an elongated mass of wrinkles and creased oily fat (much like exposed blubber), at the back of which stands a pair of fat egg sacks, the thin opaque skin over it stretched obscenely tight. When the utarn is pregnant, these celled masses can be seen to pulsate and contort with the movement of the young inside.

The utarn spends most of its entire life consumed with passing on its young. Food and survival seem to be secondary concerns for this monstrous mutant lifeform.

The utarn’s head is protected by a collar of a unique sponge-like tissue that may act like a giant “olfactory sense gland” - it is pierced with numerous holes and porous entrances. At the front of this, an elongated trunk of ribbed flesh may emerge (like a turtle from its shell), at the end of which is a circular lamprey-like maw, oozing slime - this slime is a potent toxin that strangles the nerve system and forces the victim into paralytic shock.

The utarn is a mindless creature that simply feeds and *breeds*. There is a good chance that a given utarn will be pregnant, and thus will seek to excrete its rubbery eggs into the paralyzed body of any victim, letting it live to become a carrier of these eggs. The victim’s body warmth brings them fully to incubation, at which time they hatch inside the body and devour the host from within.

SPECIES TRAITS

Utarns have the following Traits:

Blindsight (Ex): An utarn can ascertain creatures by non-visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 40 feet.

Paralysis (Ex): Those hit by an utarn’s bite must succeed a Fortitude save (DC 13) or be paralyzed for 2d6 minutes.

Impregnation (Ex): Once a victim has been successfully paralyzed, a succeeding hit indicates a transference of eggs to the paralyzed host. The utarn can only lay its eggs in a paralyzed victim, and once inserted, the eggs can only be surgically withdrawn with a Treat Injury check (DC 20). A shot of Filter-Dose will flush the eggs from the body of the victim as well. Otherwise, the victim dies in 2d6 days.

Scent (Ex): This ability allows an utarn to detect approaching enemies, sniff out hidden foes, and track by sense of smell.



Utarn: CR 2; Medium-size Aberration; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 15, touch 12, flatfooted 13 (+2 Dex, +3 natural); BAB +2; Grap +2; Atk +2 melee (1d6, bite); Full Atk +2 melee (1d6, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ blindsight, paralysis, impregnation, scent; AL none; SV Fort +2, Ref +3, Will +3; AP 0; Rep +0; Str 11, Dex 15, Con 13, Int 5, Wis 10, Cha 5.

Skills: Hide +9, Jump +7.

Feats: None.

Advancement: 4-5 HD (Medium-size); 6-8 HD (Large).

Advanced Utarn: CR 4; Large Aberration; HD 7d8+21; HP 53; Mas 17; Init +1; Spd 30 ft; Defense 15, touch 10, flatfooted 14 (-1 size, +1 Dex, +5 natural); BAB +5; Grap +13; Atk +9 melee (1d6+6, bite); Full Atk +9 melee (1d6+6, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ blindsight, paralysis, impregnation, scent; AL none; SV Fort +5, Ref +3, Will +5; AP 0; Rep +0; Str 19, Dex 13, Con 17, Int 5, Wis 10, Cha 5.

Skills: Hide +9, Jump +11.

Feats: Weapon Focus (bite).

WILD MAN

The race of wild men is one that inhabits the old ruins of the Ancients - the blasted cities that are all but forbidden to enter. Wild men appear like skulking men, wild manes of ghostly hair on their heads and twisted faces, their bodies covered only in rags and soiled trappings. They are commonly found scattered throughout urban ruins, emerging only at twilight,

howling and crying out for the blood of those who trespass in the vicinity of their secretive abodes. To many they are perceived as little more than nightmarish boogiemen prowling the darkness of the world's lost cities.

There are many stories that speak of these primitive savages, legends that say they are mentally stunted humans, remarkably close to true purebloods, who survived the Fall in the great cities. Without a civilization to bring them together they degenerated into cowardly shadows that now hide from more powerful mutant beings that sometimes enter the ruins to conquer.

Wild men are totally insane - their human outside is but a mask for the animal nature beneath. Incapable of speaking (beyond guttural grunts and chirps), they only utilize the most primitive of weapons (clubs, javelins) and are generally quite poorly organized. Few people hold wild men in anything but contempt. Some groups have been known to hunt them for cruel and sadistic pleasure, as their ability to scurry, jump, and hide makes them entertaining prey.

Wild men are particularly cowardly, and will seldom engage in a fight unless cornered. Like rats, however, they can be quite difficult to best in a life or death struggle.

WILD MEN SOCIETY

Though rumors speak of wild men congregating among lost ruins for communal gatherings, most dismiss these as pure myth. Most deny the idea of wild men possessing any real intelligence, and as such the idea of a society among these savages is considered almost laughable.

WILD MAN CHARACTERS

Wild man characters start with no background or occupation. They start with no Technology feat (similar to Feral). Wild men gain Hide and Move Silently as a permanent class skill. In addition, they have the following racial ability modifiers: +3 Dex, -2 Int, -2 Cha.

SPECIES TRAITS

Wild men have the following Traits:

Spider Climb (Ex):

Due to a strange evolution of their hands and feet, wild men can literally climb up sheer surfaces, at will, at their ground base speed.

Skills: Wild men receive a +4 racial bonus to Hide and Move Silently while among urban ruins.

Bonus Feat: A wild man receives Duck as a bonus feat and a +4 racial bonus to the Reflex save.

Wild Man: CR ½; Small-Size Humanoid; HD 1d8; HP 5; Mas 10; Init +2; Spd 20 ft, climb 20 ft; Defense 13, touch 13, flatfooted 11 (+1 size, +2 Dex); BAB +0; Grap -4; Atk +1 melee (1d6, club); Atk +3 ranged (1d6, javelin); Full Atk +1 melee (1d6, club); Atk +3 ranged (1d6, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ duck, spider climb; AL none; SV Fort +0, Ref +4, Will +0; AP 0; Rep +0; Str 11, Dex 14, Con 10, Int 8, Wis 11, Cha 8.

Skills: Hide +7 (+11 urban ruins), Jump +1, Listen +3, Move Silently +5 (+9 urban ruins), Spot +3.

Feats: Alertness, Duck.

Possessions: Club, Javelin.

Advancement: By character class.

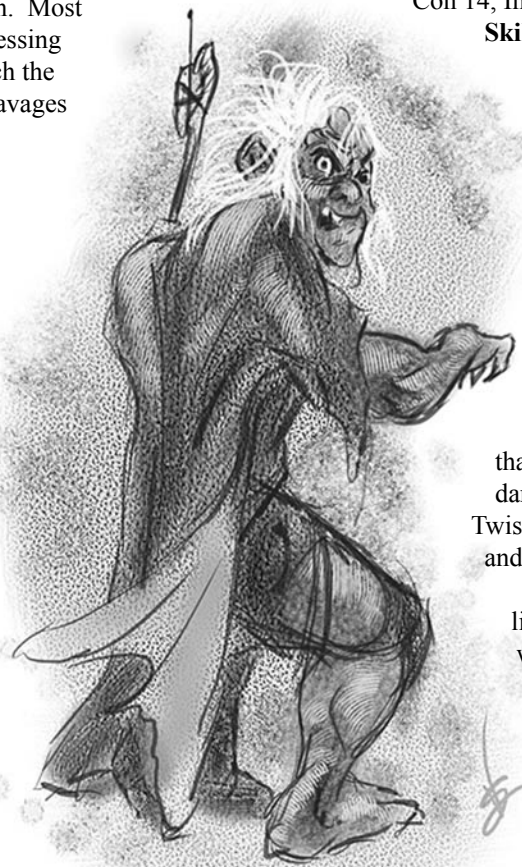
Level Adjustment: +0.

Wild Man Fast Hero 3: CR 3 Small-Size Humanoid; HD 3d8+6; HP 20; Mas 14; Init +4; Spd 20 ft, climb 20 ft; Defense 19, touch 19, flatfooted 19 (+1 size, +4 Dex, +4 class); BAB +2; Grap -1; Atk +4 melee (1d6+1, club); Atk +7 ranged (1d6, javelin); Full Atk +4 melee (1d6+1, club); Full Atk +7 ranged (1d6, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ duck, spider climb, evasion, uncanny dodge 1; AL none; SV Fort +3, Ref +8, Will +2; AP 1; Rep +1; Str 13, Dex 18, Con 14, Int 8, Wis 12, Cha 6.

Skills: Hide +9 (+13 urban ruins), Jump +5, Listen +8, Move Silently +9 (+13 urban ruins), Spot +8.

Feats: Alertness, Dodge, Duck, Mobility.

Possessions: Club, Javelin.



WINGED ONE

Winged ones are the bane of the few tribal communities that have migrated from the deadly, dangerous wastelands of the lower Twisted Earth, to the elevated slopes and high country of the Big Rocks.

Winged ones look roughly like sickly vultures or condors, with knobby misshapen limbs (like most other races, they often suffer from inherited diseases and mutation that are shared by all members of their "clan") and only a patchy covering of broad, sickly feathers to cover their

thin, vaguely humanoid bodies. Arms resemble functioning bird wings, but each also has a hand capable of manipulating weapons and complex objects. Winged ones possess a higher form of intelligence (compared to most airborne creatures), and besides making primitive weapons such as spears to arm themselves, they have been known to figure out rifles, pistols, and other advanced equipment. Winged ones also have legs, similar to a human's, which permit them to walk (and run) if grounded.

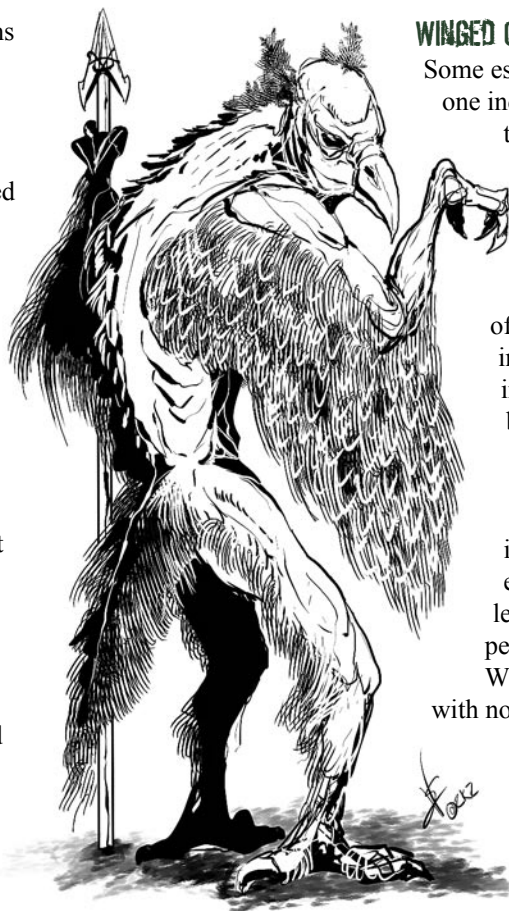
These birdmen usually despise the "petty" creatures and humanoids that live in the valleys and low country of the Twisted Earth, considering them nothing more than food for the taking. Winged ones often take to the air in organized war-parties to raid; favored prey include small herd animals (such as goats and sheep) kept by tribal communities, as well as children, which are carried off to their distant nesting areas to be shared and eaten.

A winged one usually fights by swooping in and using its claws, or using some form of ranged weapon to throw or fire from a height. Though they certainly prefer to stay airborne, a grounded Winged One will usually carry some form of melee weapon to defend itself, to break down a door, or to ensnare prey.

WINGED ONE SOCIETY

These ruthless, carnivorous bird-folk live on majestic mountaintops and on the highest peaks of the Big Rocks, in semi-organized clans and tribes. Winged one clans are exceptionally brutal communities, as members solely respect the virtues of strength and the ability to kill competitors, among their leaders. Regimented with a strict pecking order that places the weakest warriors in subservient roles, and the most skilled as the leaders of the tribe, their way of life is also rich with strange traditions. These traditions (a form of stunted "religion") typically interweave a rudimentary understanding of mankind's ways (and its violent end), with a hatred for the mutant races that have risen to reclaim the earth.

Winged one clans sometimes war with each other when hunting grounds are infringed upon, but otherwise concentrate their efforts instead on preying upon the hapless tribals of the mountains. Unable to fly, these disorganized communities are easy prey for these savage, cunning, and predatory avians.



WINGED ONE CHARACTERS

Some especially ambitious winged one individuals have been known to leave the cloud-laced mountain reaches of their ancestral hunting grounds, to find prey elsewhere. Some, having grasped the basics of technology, roam the deserts in search of weapons and interesting gizmos, either to bring back to their clan to place themselves on top as leaders (a winged one with a laser rifle could certainly intimidate his peers into electing him as leader), or to learn more about "the flightless people" of the low country. Winged one characters start with no background or occupation. They start with the Primitive Technology feat as a bonus feat and Spot as a permanent class skill.

In addition, they have the following racial ability modifiers: +1 Dex, -1 Int.

SPECIES TRAITS

Winged ones have the following Traits:

Piercing Shriek (Ex): A winged one is able to let out a piercing cry that damages creatures around it. All creatures within 20 feet must make a Fortitude save (DC 17) or take 2d4 points of sonic damage and be deafened for 2d4+4 rounds. Those who successfully save are unaffected.

Bonus Feat: A winged one receives Hover as a bonus feat.

Winged One: CR 2; Medium-sized Monstrous Humanoid; HD 3d8; HP 14; Mas 10; Init +1; Spd 30 ft, fly 60 ft (average); Defense 15, touch 13, flatfooted 14 (+1 Dex, +2 natural, +2 equipment); BAB +3; Grap +3; Atk +4 melee (1d4, talon), or +5 ranged (1d8/x3, longbow); FS 5 ft by 5 ft; Reach 5 ft; SQ piercing shriek; AL none; SV Fort +3, Ref +4, Will +1; AP 0; Rep +0; Str 11, Dex 12, Con 10, Int 9, Wis 11, Cha 10.

Skills: Hide +3, Intimidate +4, Navigate +3, Search +3, Spot +4, Survival +4.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Hover, Primitive Technology, Wingover.

Possessions: Longbow, 24 Arrows, Leather Armor.

Advancement: By character class.

Level Adjustment: +3.

Winged One Raider 3: CR 5; Medium-sized Monstrous Humanoid; HD 3d8+3d10+12; HP 42; Mas 14; Init +3; Spd 30 ft, fly 60 ft (average); Defense 20, touch 15, flatfooted 17 (+3 Dex, +2 class, +2 natural, +3 equipment); BAB +6; Grap +6; Atk +6 melee (1d4, talon), or +9 ranged (1d8/x3, longbow); Full Atk +6/+1 melee (1d4, talon), or +9/+4 ranged (2d8, Bushmaster M-17S); FS 5 ft by 5 ft; Reach 5 ft; SQ piercing shriek, chaps and chains +1, bloodthirsty cry; AL none; SV Fort +7, Ref +8, Will +3; AP 3; Rep +1; Str 10, Dex 16, Con 14, Int 7, Wis 13, Cha 12.

Skills: Hide +2, Intimidate +5, Navigate +4, Search +3, Spot +3, Survival +3.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Hover, Personal Firearms Proficiency, Post Apocalyptic Technology, Wingover.

Possessions: Bushmaster M-17S Assault Rifle, (2) Boxes 5.56 Ammunition, Leather Armor.

ZOMBIE, PLAGUE

Plague zombies are horrific undead creatures, re-animated with a shadowy semblance of life by the bizarre and unexplainable effects of a virulent super-disease, the cure for which has long been lost.

The “plague” that causes the animation of plague zombies was originally engineered by the Ancients just prior to the Fall. Though little is known of what the original strain was meant to do on unsuspecting civilian populations, the effects of radiation apparently mutated the disease so that the scientists who originally developed it were helpless to stop its spontaneous spread. Within weeks, the test population (comprised of urban homeless from the escalating world war) first subjected to the disease had spread the plague to others, and an epidemic of ghastly proportions swept across the country. Unable to control the new mutant plague, the scientists who recognized its danger retreated to bunkers beneath the earth to research a cure – but then the holocaust struck the entire world and the zombie threat was forgotten in the years of chaos following.

Plague zombies continue to exist in a mere handful of cities so far in the future – in general, they “live” only in true necropoli, cities where all living things have long perished. The nature of the plague zombie is simple – they know only hunger, and seek only to devour flesh. They have no conscience, intelligence, foresight, or even a drive for self-preservation; nor do they exhibit memory or anything resembling personality. Their drive is their sole motivating factor, and in the absence of living flesh to consume they merely shift about, idiotically and meaninglessly, in large packs throughout the miles of urban ruins.

Plague zombie flesh is kept semi-preserved by the

virus that infests every inch of their rotted being. This permits a plague zombie to literally “live” for decades, even centuries with only a slow deterioration of its form. Most plague zombies still resemble what they were in life; a nurse, a soldier, a member of the urban homeless – but their flesh has turned grayish, greenish, or black over time, with gaping holes showing bone and dried viscera where irregular decay has slowly set in.

As if their appearance alone were not horror enough, plague zombies bear one final and chilling curse – the disease itself. A creature badly injured by a plague zombie inevitably contracts the plague, slowly turning him into a mindless, flesh-eating plague zombie in a matter of days...

Plague zombies are not particularly threatening to a well-prepared individual, but in large packs their sheer numbers can be overwhelming. Without any kind of true sentience (beyond a motivation to overcome and consume living creatures), they move and act stupidly and predictably.

SPECIES TRAITS

Plague zombies have the following Traits:

Contagion (Ex): An opponent struck by a plague zombie bite must succeed at a Fortitude check (DC 20) or contract the plague. The plague remains dormant for 2d6 hours, but after that the victim becomes weak and delirious (and must remain bedridden). After an additional period of 2d6 hours, he becomes a zombie, losing all statistics, skills, feats, and other abilities and instead taking on the characteristics of a plague zombie.

Unlike other diseases, the contagion of the plague zombie cannot be cured by any known drug or device of the Ancients or their survivors. Once infected, there is no cure.

Move or Attack Actions Only: Plague zombies can perform only a move or attack action on its turn.

Undead: Plague zombies are undead, and thus are immune to poison, sleep, paralysis, stunning, disease, death effects, and mind-affecting phenomena. Likewise, plague zombies are immune to critical hits, nonlethal damage, ability damage/drain, massive damage, or any effect requiring a Fortitude saving throw.

Plague Zombie: CR 1; Medium Size Undead; HD 2d12+3; HP 16; Mas -; Init -1; Spd 30 ft; Defense 11, touch 11, flatfooted 9 (-1 Dex, +2 natural); BAB +0; Grap +1; Atk +1 melee (1d6+1, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ undead, move or attack actions only, contagion; AL none; SV Fort +0, Ref -1, Will +3; AP 0; Rep +0; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills: None.

Feats: Toughness.

Advancement: None.