

ART IS THE NEW INK



*Dedicated Simply to my wife—
Angie.*

DEATH IS THE NEW PINK

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Death is the New Pink uses the awesome Into the Odd rules written by Chris McDowall and published by Lost Pages (Paolo Greco)

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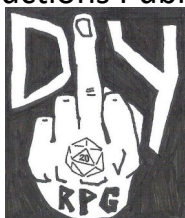


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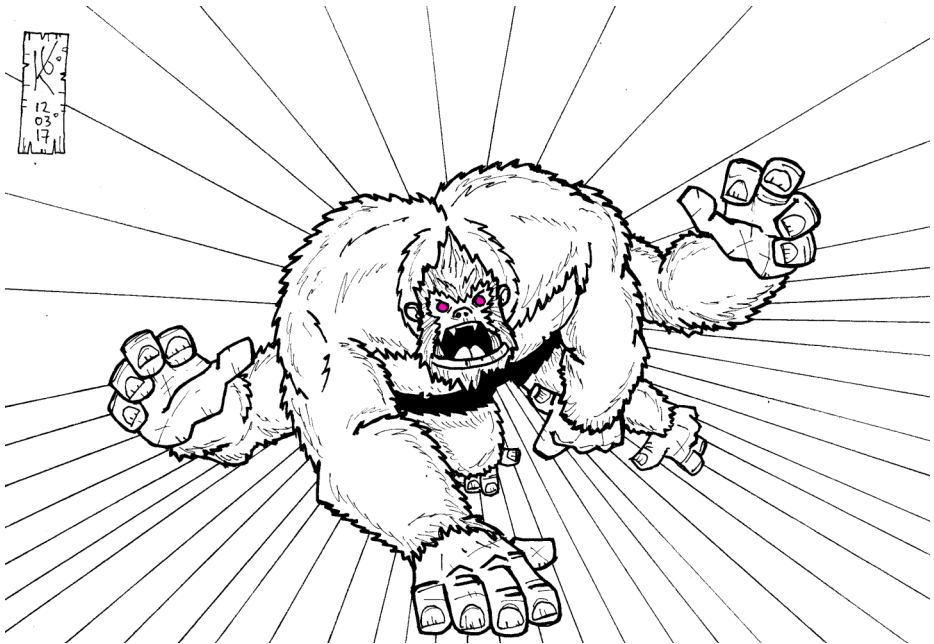
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WHAT IS DEATH IS THE NEW PINK

This bizarre, crazed, post-apocalyptic setting uses the fun *Into the Odd* rules by Chris McDowall and is inspired by *Tank Girl*, *Judge Dredd*, the *Fallout* and *Borderlands* video game series, and *Mad Max*.

Players take on the roles of Meat Bags that wander the packed and filthy streets of Scratchtown, or buzz through the wasteland on souped-up hot rods. Their goal: to find Doodads, obtain materials for trade, or to cause mayhem, death and destruction just for the sake of it. Meat Bags feel they've seen and done it all, so the prospect of death is one of the only exciting "unknown" things left in the world. Death is the New Pink is brutal, bloody, and chaotic. Things should be kept fast-paced and it's more than fine if it doesn't make sense! Character death is fairly common and should be embraced; a particularly blood death should be applauded and celebrated! Enjoy spreading chaos in the Wasted World!

Grab some friends. Grab some dice. Keep rollin'!



HOW'D THE WORLD FALL?

No one gives a fuck!! Bombs, disease, aliens, mutants, zombies, killer robot overlords wearing bad toupees: it doesn't matter. This craptastic Wasted World is filled with raiders, mutants, scumbags, and giant creatures that want to kill you and lay eggs in your chest cavity; it's kill or be killed. Who cares about the little details like how it got this way?! Just enjoy it!

MAKING YOUR MEAT BAG

To create your character (your Meat Bag, who will attempt to survive in this bizarre and dangerous world), roll 3d6 for each **ability score** (see below). You may swap any two of your scores. Consider 10 as an average score.

ABILITIES

Badassery (BAD): Fighting, fortitude, intimidation, and toughness.

Dodging Some Shit (DSS): Stealth, athletics, and reflexes.

Moxy (MOXY): Confidence, psychic powers, discipline, and charisma.

Your Meat Bag starts with 1d6 Hit Points. This is how much damage they can endure and still survive.

STARTER PACKAGE

To figure out your starting gear, consult the Starting Package Table on page 4. This will give your character a weapon, an item, a characteristic, and either a Muscle UP! or a Doodad. As well as individual equipment, a Meat Bag always has a flashlight, camping equipment, matches, a flare, and rations.

SACRIFICIAL LAMBS... ERR... COMPANIONS

For smaller groups, or those who want starting companions, each player can create a secondary companion. Roll this secondary Meat Bag's ability scores with no swapping of scores and give them 1 HP and a pistol or shotgun.

EQUIPMENT

Characters start with $2d100+25$ GB (gold bits). This is not intended for the purchasing of additional equipment during character creation (unless the GM allows this), but should be used later in the game. The GM is also within their right to start Meat Bags off with ZERO money.

STARTING PACKAGE

It's time to figure out what gear you'll start with to help you survive in this horrible world, Meat Bag! Your equipment is important as it will help you when your situation is dire (not to mention it's what your comrades will loot off your body when you die). You match your highest ability score against your Hit Points to find your starting package. Weapons have their damage roll listed (see page 6). Doodads are rolled randomly (see page 9), and Muscle UP! are described on page 14. If two Meat Bags would have the same equipment, one of the Meat Bags must take their starting gear from the column on the left (players can sort out who). If that is taken as well, move to the right.



STARTING PACKAGES

	1 HP	2 HP	3 HP	4 HP	5 HP	6 HP
3-9	Pistol; Duster Jacket; Badass Mowhawk; On Tippy Toes (Muscle UP!)	Motorized Saw-Knife; Flashbang Grenade; Cybernetic Arm; Doodad	Rifle; Mutt; Winning Smile; Doodad	Sword; Medi-pak and Radiation Rub; Scar on Face; Bonesaw (Muscle UP!)	Revolver; Raider Armor; Constant Scraggly Hair; I'm Healthy (Muscle UP!)	Mace; Roid Rage (drug); Broken Radio; Cool Tattoos; Doodad
10	Dagger; Peener Shield; Skull Tattoo on Face; Mechanic (Muscle UP!)	Rifle; Cooking Pot Helmet; Simpering Demeanor; Doodad	Shotgun; Radiation Suit; Medi-pak; Heavy Metal Attitude; I Am the Grim Reaper (Muscle UP!)	Spear; Motorcycle; Parrot; Long-flowing, Gorgeous, Healthy, and Amazing Hair	Staff; Collapsible Suitcase; Salesman Can-do Attitude; Try to Hit Me (Muscle UP!)	Machine Gun; Metal Armor; Well-practiced Sheer; Commande (Muscle UP!)
11	Sniper Rifle; Hockey Mask; Light Leather Armor; Creepy Glass Eye; More Human Than Human (Muscle UP!)	Two Pistols; Car Door Shield; Double Rainbow Mowhawk; Doodad	Submachine Gun; Duster Jacket; Sexual Magnetism; Psyche (Muscle UP!)	Hand Cannon; Radiation Suit; Rations; Cybernetic Leg; Iron Stomach (Muscle UP!)	Shotgun; Frag Grenade; Acid; Nasty Burns; Explosives Go Boom! (Muscle UP!)	Rifle; Hawk; Rations; Innocent Demeanor; Killer (Muscle UP!)
12	Club; Vulture; Whistles Show Tunes; Energy Weapons (Muscle UP!)	Shotgun; Toolkit; Welding Mask; Likes the Smell of Burnt Meat; I Like Machines (Muscle UP!)	Axe; Car Door Shield; Epic Mirror Shades; Snarmy; Doodad	Rifle; Binoculars; Acid; Outfit Made of Bottle Caps; Ninja (Muscle UP!)	Rail Spike Shooter; Knife; Motorcycle; Intimidating Demeanor	Motorized Saw-Knife; Acid x2; Peg Leg; Doodad;
13	Rusty Crowbar; Metal Armor; Maniacal Laughter; Doodad	Shotgun; Flashbang Grenade; Frag Grenade; Wears Ragged Dresses; Size Matters (Muscle UP!)	Sword; Flashlight Boy; Total Team Player; Scrounger (Muscle UP!)	Pistol; Roid Rage (drug); Antitoxin; Double Mowhawk; Doodad	Shotgun; Night Vision Goggles; Giggles Like a School Girl; Luck Be a Lady (Muscle UP!)	Spiked Chain; Raider Armor; Toothless Smile; Doodad
14	Two Pistols; Mercenary Follower; Likes Gaudy Clothing; Friend to Beasts (Muscle UP!)	Rapier; Peener Shield; Baseball Catcher's Mask; Afraid of Giant Insects; Doodad	Machine Gun; Box of Board Games; Totally Bland Features; I Have a Friend (Muscle UP!)	Pistol; Super Speed (drug); Juggling Balls; Tactless Approach; One Tough Mother (Muscle UP!)	Finely-Made Sword; Flashlight Boy; Constant Optimist; Fists of Fury (Muscle UP!)	Motorized Hydraulic Maul; Tricked-out Shopping Cart; Competitive Attitude; Doodad

15	Brass Knuckles; Expert Follower; Gorgious Tan; Scoundrel (Muscle UP!)	Gatling Gun; Metal Armor; Constantly Breaks Out in Hives; Radiation Resistance (Muscle UP!)	Pistol and Dagger; Poison x2; Wicked Eye Patch; Doodad	Spiked Chain; Parrot and Mutt; Constantly Filthy; Doodad	Club; Endless Supply of Sweet Cakes; Epic Handlebar Mus- tache; Doodad	Dagger; Super Speed (drug); Ether; Twitchy Eye; Killer (Muscle UP!)
16	Rusty Crowbar; Crazy Jester Hat; Acid; Motorcycle	Revolver; Hands-free Drinking Hard Hat; Strikes Intimidating Poses; Doodad	Motorized Saw-Knife; Frag Grenade x2 Molotov Cocktail; Stabbin' Things (Muscle UP!)	Submachine Gun; Radiation Rub; Medi-pak; Paranoid of Alien Invaders; Sneaky (Muscle UP!)	Pistol; Raider Armor; "Wham!" and "Bam!" Tattoos on Biceps; Doodad	Sniper Rifle; Thick Woolen Blanket; Child's Meal Toy Collection; Unsettling Amount of Piercings; I Like to Shoot Things (Muscle UP!)
17	Sword; Peener Shield; Gas Mask; Constantly Chipper; Doodad	Flame Thrower; Bag of Food (10 various bits); Waterskin; Covered in Tattoos; Epic Training (Muscle UP!)	Submachine Gun; Flashbang Grenade; Daddy Didn't Love Me Issues; Shotgun Wedding (Muscle UP!)	Missile Launcher; Hound; Collection of Rare Fish Hooks; Smells like Cotton Candy; Doodad	Dagger and Sword; Duster Jacket; Medi-pak; Constantly Frowns; Doodad	Hand Cannon; Viking Helmet; Pack of Bubble Gum; Likes to Sing; I Got Schoolin' (Muscle UP!)
18	Flame Thrower; Hyperactive Cat; Purple Sun Hat; Does Stretches Before Physical Activity; Doodad	Rifle; Comfy Sleeping Bag; Rations x2; Deep-thinking Philoso- pher; Fast Metabolism (Muscle UP!)	Sniper Rifle; Tent; Water; Backpack; Smug and Self-assured; Doodad	Grenade Launcher; Basketball Hoop; Neck- lace and Earrings Made of Shower Curtain Rings; Chip on Shoulder; Show Me the Money (Muscle UP!)	Shotgun; Spiked Football Helmet; Annoying Extrovert; Junker Car	Pistol; Metal Armor; Excited to Die (Weird Religious Beliefs About It All); Psychic (Muscle UP!)

EQUIPMENT

Here is a list of various weapons, armor, and equipment a Meat Bag will find in the Wasted World. A GM is encouraged to create their own gear should they feel so inclined.

MELEE WEAPONS

Hand Weapon (25 GB, one hand):

1d6 damage. Knife, pistol-whipped, rusty crowbar, jagged sword, club, etc.

Two-handed Weapons (50 GB, two hands):

1d8 damage. Rifle/machine gun butt, sword and knife, spear, etc.

Well-Crafted Weapon (75 GB, one hand):

1d8 damage. Finely-made sword, rapier, spiked chain, etc.

Badass Weapons (150 GB, one hand):

1d10 damage. Motorized Saw-knife, motorized hydraulic maul

FIREARMS

Light (110 GB, one hand):

1d6 damage. Pistol, etc.

Ammo (5 GB)

Heavy (250 GB, two hands):

1d8 damage. Flame thrower** (ignites target, d6 damage each round until extinguished), revolver, rail spike shooter** (shoots spikes, ignores armor), rifle, shotgun, two light pistols, etc.

Ammo (10 GB)

** Ammo for these costs 15 GB.

High-powered (500 GB, two hands):

1d10 damage. Machine gun, submachine gun, sniper rifle, etc.

AmmoΔ (15 GB)

Badass Firearms (1000 GB, two hands, can't move and shoot):

1d12 damage. Gatling gun, grenade launcher, hand cannon, missile launcher.

Ammo (20 GB)

All guns must have ammo purchased individually. Ammo lasts for one adventure. If the gun is not used during an adventure, the ammo rolls over until the next romp.

ARMOR

Light Leather Armor/Duster Jacket (200 GB):

You look rugged and somewhat like a badass 1 Armor

Raider Armor/Leather Armor (400 GB):

Spikes, heavy shoulder pads, intimidating helmet! This is a don't fuck with me outfit! 2 Armor

Metal Armor (600 GB):

A bit clumsy and cumbersome, but you can take a beating in this! 3 Armor

Teeny Tiny Itty Bitty Shield (50 GB, one hand):

Rickety shield that is falling apart at the seams. Size, in this case, clearly matters. Absorbs 2 point of damage before being rendered useless.

Shield (75 GB, one hand):

Decent looking piece of metal or wood that can take a few blows. Absorbs 4 points of damage before being rendered useless.

Car Door Shield (100 GB, one hand):

It's the door from a car strapped to your arm! Badass! Absorbs 6 points of damage before being rendered useless.

VARIOUS ITEMS

Tools (10 GB each):

Backpack, Bedroll, Crowbar, Flashlight, Lunch Pail, Saw, Glue, Magnifying Glass, Manacles, Animal Trap, Lockpicks, Mirror, Writing Set, Fishing Pole, Shovel, Grappling Hook, Collapsible Pole, 20ft Rope, Spikes, etc.

Luxuries (50 GB):

Elaborate Clothes, Jewelry, Ornaments, Binoculars, Good or Fetish Prostitute, etc. *Cut the price in half for not-so-good luxuries and beat-up items.*

Flashbang Grenade (10 GB):

Momentarily blinds anyone that fails DSS save.

Frag Grenade (50 GB):

1d12 damage in 10' blast radius.

Pop Grenade on a Stick (50 GB):

1d8 damage in 5' blast radius. Can be used as a melee weapon.

Mine (50 GB):

1d12 damage when stepped on. Can be avoided by walking carefully and being mindful of surroundings.

Molotov Cocktail (10 GB):

Sets an area alight. All inside take 1d6 damage each round until extinguished.

Smoke-bomb (25 GB):

Fills a room with smoke when lit. Attacks through the smoke are impaired.

Poison (100 GB):

Lose 1d20 BAD if consumed.

Ether (20 GB):

Inhaled, BAD save or pass out for an hour.

Acid (50 GB):

1d6 damage, burns through most materials.

Antitoxin (20 GB):

Neutralizes most toxins.

Super Speed (25 GB, drug):

Inhaled, gain extra action for two turns. Pass out after for 1d3 hours.

Roid Rage (50 GB, drug):

Injected, ignore all damage from 1d3 attacks. After drug wears off suffer 2d4 damage to MOXY.

Radiation Rub (20 GB):

Heals 1d6 BAD damage caused by radiation damage.

Medi-pak (20 GB):

Heals 1d6 BAD damage (not permanent loss).

Rations (10 GB):

Bits of insect and meat mix packed into bar form with some stale bread, honey, granola and beans. Tastes like hell, but keeps you alive. Each ration lasts for 1 day.

Radiation Suit (200 GB):

Grants 1 armor and immunity to radiation damage up to High. Treat Toxic radiation as Low. Suit is ruined after being in High or Toxic levels.

Board (per week):

Sleeping bag under a tarp propped on sticks (*Free to 25 GB*), Room in a Boarding House (*50 GB*), Motel Room (*75 GB*), Hotel Room (*150 GB*), Fancy-shmancy Hotel Room (*250 GB*).

Food and Drink:

Crispy Rodent Nuggets (*5 GB*), Stale Bread and Meat Mix (*5 GB*), Insect Meat (*4 GB*), Actual Moo Cow Meat (*20 GB*), Pork N' Beans (*5 GB*), Beer (*2 GB*), Dirty Water (*10 GB*), Clean Water (*20 GB*), Whisky (*10 GB*), Rum (*10 GB*), etc.

Beasts:

Moo cow (*250 GB*). From Mutts (*10 GB*) to Hounds (*100 GB*, *BAD d10*, *d6 Bite*). Mutated Cat or Dog (*150 GB*, *BAD d12*, *d8 bite*).

Birds:

From crows and ravens (*25 GB*, *BAD d6*, *d4 claws*) to vultures and hawks (*150 GB*, *BAD d8*, *d6 claws*).

HIRELINGS

(cost per day, d6HP and ability scores 10 unless noted)

Flashlight Boy (5 GB):

BAD 1d4, HP 3, flashlight, knife. *Cries at the first sign of a freaky creature; may wet pants. Whines about going home to mommy.*

Mercenary (25 GB):

MOXY 14, 2d6 HP, light pistol, rifle, knife, leather armor. *Confident. Used to trouble. Full of Moxy and quick one-liners.*

Expert (100 GB):

Heavy pistol, shotgun, knife, leather armor, expertise in a specific area. *Slightly annoying due to belief in their superiority in specific area. Brags about it.*

Robot (300 GB):

BAD 15, 3d4 HP, laser pistol, claw hand, metal armor. *Constantly calls you ugly Meat Bag and desires to hurt fleshy things. Never gets lost.*

DOODADS

Doodads are pieces of fantastic technology either made before the fall of the world or afterward by mad scientists in the Wasted World. They are capable of crazy effects, such as vaporizing a target, creating clean water, absorbing damage, causing a target to shrink or grow in size, read minds, etc. Doodads are a major reason why Meat Bags go exploring into the wastes.



If a Meat Bag starts with a Doodad, roll 1d12 and consult pg 10 to determine what it is:

DOODADS

1) Cryo Grenade/Mine: This grenade releases a blast of cold that freezes targets in the radius. Target must make a BAD save or become frozen for 2d6 turns. If the target is at 0 HP and fails their save, they are frozen permanently.

2) Plasma Grenade/Mine: This grenade (1d12 damage) releases waves of hot plasma. Targets that take critical damage are melted into goo.

3) Pulse Grenade/Mine: This grenade (1d12 damage) releases an electrical charge. Targets that take critical damage die as the charge stops their heart. Robots must make a BAD save or be deactivated until repaired.

4) Personal Shield: This shield shimmers and encases the user in a force field. While active they are unable to interact with objects or attack. The shield absorbs the damage of two attacks (not radiation) before shutting down. Needs 24 hours to recharge.

5) Stealth Cloak: This device bends light and renders you invisible. It even masks your sound. The device can be active for 10 minutes before being drained. Takes 24 hours to recharge.

6) Four-barreled Shotgun: Four powerful blasts at once (1d12 damage)! Targets that take critical damage are blown apart in an explosion of blood and bone.

7) Spiked Aluminum Foil Hat: This protects from psychic attacks on the mind. Wearer is immune to any psychic ability that directly affects the brain (GM has final call).

8) Energy Pistol: This weapon shoots lasers (1d6 damage)! This weapon ignores armor. Targets that take critical damage are vaporized.

9) Friendly Nanites: These little buggers like you. Inject them into yourself. Once per day they will heal you of 1d6 BAD or DSS damage. If you ever take electrical damage they are all killed. Oh and they talk to you in your dreams... something about preparing for the coming overlord and enslaving humanity.

10) Energy Sniper Rifle: This weapon shoots lasers (1d10 damage)! This weapon ignores armor. Targets that take critical damage are vaporized.

11) Plasma Pistol: This weapon shoots hot plasma (1d6 damage)! Targets that take critical damage are melted into goo.

12) Mohawk Goop: Sticky hair product that keeps your mohawk looking awesomely exceptional and hardcore! When applied, it will dye your mohawk the color of your choosing. You have 10 applications of this stuff!

POWERFUL DOODADS

Powerful Doodads are rare and highly sought after! Powerful Doodads can be the major source of power of a raider leader or the goal of a long, difficult and dangerous adventure! A GM is free to sprinkle these in as liberally or sparingly as they desire.

POWERFUL DOODADS

Acidic Bubble Blower: Blows acidic bubbles in fun and exciting shapes! Hours of fun for the whole family! Comes in six exciting varieties; can YOU collect them all?! (1d8 damage. Target that takes critical damage must make a BAD save or suffer -1 to MOXY as their face is partially melted). For bubble shape, roll 1d6: 1) square; 2) triangle; 3) star; 4) male symbol; 5) female symbol; 6) cylindrical. Don't forget to stand upwind of your target!

Badass Juice: Drink it and watch your muscles grow! Increase your BAD by 2, but decrease your DSS by 2 due to it makes you big and burly and shrivels your tomatoes.

Christmas Lights and Steel Armor: You bring cheer and happiness as you bring death. 3 Armor. The lights let you see in the dark, but unfortunately your enemies can see your jolly ass too.

Clean Water-o-Matic: Every morning flip the switch on the side of this metal rectangular box to start the Clean Water-o-Matic to gathering moisture from the air. After 24 hours, simply hand crank the winch on the back for a mere hour to process the collected water! Once the cranking is done you have enough clean water for a 32oz jug! Huzzah!

Clone Tank: Dunk your ass in this tank of sickly-sweet tasting water and sleep for 8 hours. Come back in a month and a clone of you is ready to go! Complete the neural link and when you die your consciousness will be transferred into this bad boy. Clone Tank fluid is expended once used. The new you must find more fluid for your next clone.

Cybernetic Eye: You can see heat signatures with this device, and even see through thin walls. You can also fire a laser beam from it (1d6 damage).

Dehydrated Meat Powder: Add to water and drink. Feels like you've had a full meal and aren't hungry for 1 week. Tastes like "meat."

Energy Rifle: This weapon shoots lasers (1d8 damage)! This weapon ignores armor. Targets that take critical damage are vaporized.

Flesh Sack: Sack made of genetically-altered flesh. Soft as a baby's bottom and reduces weight of carried items by half.

Flesh Bomb/Mine: Made of genetically-altered flesh. Throw at target. Must succeed at a DSS save or become encased in flesh. The target must be cut out of it or will suffocate and die.

Fleshy Sleeping Bag: Made of genetically-altered flesh. Snuggly and warm. Can't freeze to death when sleeping in it. You look so snug sleeping in a giant sphincter tube.

Gatling Laser: This heavy weapon shoots lasers (1d12 damage)! This weapon ignores armor. Targets that take critical damage are vaporized. Can't move and shoot unless Meat Bag has the Size Matters Muscle UP!

Hatred Beam: Fire a purple laser at up to 2d6 targets in a 50' radius who must make a MOXY save or be filled with a seething hatred and begin attacking everything in sight. Lasts for 1 hour. Once the beam has been fired it needs 24 hours to recharge.

Jar of Flesh-Eating Flies: Filled with metal robotic flies that eat meat! Throw at a target and it will be consumed in a manner of minutes (no save). The little bastards remain in an area for 1 hour before flying off.

Jet Boots: You can fly! With rocket boots! They can be used for an hour before needing to recharge for 8 hours.

Kick-ass Bubble Gum: Look menacing when chewing this gum. Exude sense of awesome. Always succeed on Intimidation checks when chewing this gum. Gum goes stale after 1 hour of chewing. 10 sticks in a pack.

Laptop: A rare device from the old world. Can be used to hack into systems and keep an electronic journal of your feelings. Loaded with epic American Hardcore music and porn!

Mind Reader: When these two helmets are worn by two people, it allows the master wearer to ask questions and read the thoughts of the other (who can make a MOXY save to resist each question asked).

Monster Deodorant: Spray it on yourself and mask your scent from the horrors that wander the world. Feel fresh all day long!

Plasma Shotgun: This weapon shoots hot plasma (1d8 damage)! Targets that take critical damage are melted into goo.

Projector: Worn on belt. When activated 2 additional images of the wearer appear. Others cannot determine which is real or fake. When the wearer is attacked, an image is attacked first and destroyed. Must recharge for 24 hours to be reused.

Robot Dog: (BAD 12; DSS 16; MOXY 10; d8 HP; 1d6 damage; Armor 2) This robot dog may have an independent personality or be programmed. Used as loyal companions or vicious guards.

Shriveled Psychic Head: Still has consciousness. Great conversationalist (but all telepathically in your head). Grants ability to speak mentally with another person (they'll interject when they damned well want!). Additionally, make a MOXY check to use one psychic power of head per day. Has 1d3 psychic powers.

Spiked Collar of DOMINANCE: Make the wearer your little bitch! They are submissive to you and must make a MOXY save to go against your wishes.

Spiked Electric Gauntlet: Epic spikes with wires attached to electric nodes (1d8 damage). Can be supercharged once per day and increase damage to 1d12. Targets that take critical damage are blown apart in an explosion of blood and bone. Supercharged attack also can punch through walls. After a supercharged attack, the gauntlet is useless and needs to be recharged for 24 hours.

Tesla Rifle: This rifle (1d8 damage) sends an arc of electricity that hits any target in a cluster (say in a 15' radius). Robots that take critical damage short out and are destroyed. The Tesla Rifle can be fired twice before needing to recharge for 24 hours.

Tri-beam Laser Rifle: This weapon shoots lasers (1d8 damage)! A tri-beam Laser rifle shoots up to three targets. This weapon ignores armor. Targets that take critical damage are vaporized.

Vacuum Pack: This weapon is strapped to your back and uses a handheld vacuum wand!! Point the wand at a target within 5' and it sucks the oxygen out of their lungs (1d6 damage, ignores armor). A target that takes critical damage must succeed at a BAD save or die from their lungs collapsing! This thing really does suck!

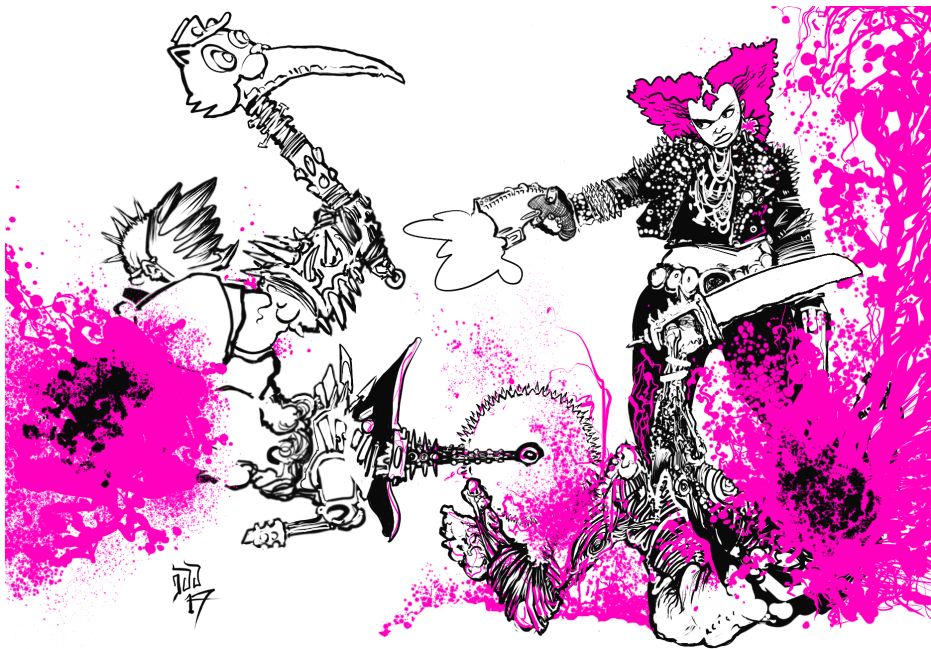
Vomit Bomb: Targets in a 30' area must succeed a BAD save or begin throwing up, unable to act for 3 rounds. Vomit piles congeals in the next round and attack all creatures in the area (BAD 1d4, HP 3, 1d4 acid damage- ignores armor). Vomit creature remains until slain.

Windup Doll: This doll is a wrecking house of death (BAD 10; DSS 16; MOXY 9; 1d12 HP, 1d10 damage; Armor 2). Once wound up the doll will attack all creatures within its sight for 1 turn before winding down.

X-Ray Specs: See through walls, people (gross), and objects! No midnight rendezvous is safe from your peeping eyes!

MUSCLE UP!

A Meat Bag may gain a Muscle UP! at character creation if described in their starter package. Otherwise a Meat Bag gains a Muscle UP! ability at Quarter Pounder With Cheese and Grand Poobah Meat Bag levels (pg 27).



MUSCLE UP!

Bonesaw: Once per session you are able to forage for supplies to heal 1d3 ability damage, or you can cure a person of a poison or disease even without meds.

Commando: Increase rifle and machine gun damage by 1 die (i.e., a d6 is now a d8, a d10 becomes 1d6+1d4).

Energy Weapons: Increase energy weapon damage by 1 die (i.e., a d6 is now a d8, a d10 becomes 1d6+1d4).

Epic Training: Increase all three ability scores by 1 (i.e., up to a max of 19).

Explosives go BOOM!: Increase damage die with explosives by 1 (i.e., a d6 is now a d8, a d10 becomes 1d6+1d4).

Fast Metabolism: You recover lost BAD damage twice as fast as normal.

Fists of Fury: Your fists do 1d6 damage.

Friend to Beasts: Make a Luck roll; if it favors you the animal won't attack you. If you roll a 6, the animal will aid you in combat. It may even join you and become your companion.

I Am the Grim Reaper: When your attack kills a target, you can attack another target in range.

I Got Schoolin': You know how machines work. When repairing a piece of tech or hacking into a computer, you automatically succeed.

I Have a Friend!: You've attracted the attention of someone. When you are drop to 5 or fewer HP, make a Luck roll. If it favors you, this friend shows up, fully loaded with a .44 Magnum and a kick-ass attitude, to save your sorry butt. Roll Friend's ability scores. They start at level 2, give them a Muscle UP! (only has one ever), starting package except substitute one weapon for Revolver. The Friend levels when player's Meat Bag does. If your Friend dies, you attract another after one month (they start at level 2). It's because you are THAT cool.

I Like Machines: You know what makes robots tick. You automatically succeed when attempting to repair robotics (you heal 1d4 to a robot's BAD and DSS and 2d4 HP in 1d4 hours). Likewise, your first attack against a robot deals maximum damage.

I Like to Shoot Things: Increase pistol damage by 1 die (i.e., a d6 is now a d8, a d10 becomes 1d6+1d4).

I'm Healthy: Gain an additional 2d4 HP immediately.

Iron Stomach: You can eat things that would normally make a person ill.

Killer: Targets die in bloody, horrible fashion when you kill them. Once per session you deal max damage with an attack.

Luck Be a Lady: Your Luck range is now increased to 3-6 to favor you.

Mechanic: You're a regular grease monkey! When repairing a car, it only takes half the time rolled to fix (pg 33). Once per session you can give a car more juice by kicking the dashboard, hitting the steering wheel, slapping the door, etc. jarring something loose and keeps it running! You instantly heal the car for 1d6 HP.

More Human Than Human: You have made alterations to your body. You are more machine than man. You are immune to poisons and diseases. You can be in a radiated area for 1d3 turns before suffering radiation effects.

Ninja: You can hide in shadows that normal people could not.

On Tippy Toes: You never set off enemy traps or mines, even when being stupid and running right over them. Luck is on your side. The person running stupidly behind you won't be so lucky though.

One Tough Mother: Once per combat, if an attack drops you to 0 HP there is a 50% chance you remain at 1HP.

Psychic: You can use psychic abilities. You know three powers (roll randomly, pg 17). These are all you'll ever know unless you spend later Muscle UPs! gained later to learn an additional 2 abilities. You can use your psychic ability three times per day before needing to rest.

Radiation Resistance: You can be in a radiated area double the duration listed (pg 35) before suffering radiation effects. Once per session you automatically succeed on a BAD save to avoid radiation damage.

Scoundrel: You know how to schmooze. When bartering or shooting the shit, people start off liking you.

Scrounger: You know how to find stuff. In a room, roll a Luck check, if it favors you, you discover something interesting. Name what it is, but GM has final decision.

Shotgun Wedding: Increase shotgun damage by 1 die (i.e., a d6 is now a d8, a d10 becomes 1d6+1d4).

Show Me the Money: When you find Gold Bits, double the amount you find.

Size Matters: You're a huge person, you freak of nature, you! You can move and attack with heavy weapons.

Sneaky: When sneaking you automatically succeed if there is a need to roll.

Stabbin' Things: Increase damage die with melee weapons (i.e., a d6 is now a d8, a d10 becomes 1d6+1d4).

Try to Hit Me: You are hard to hit! Once per combat you can state you managed to dodge out of harm's way of an attack and take no damage.

PSYCHIC POWERS

Each time you choose to use a psychic power you must succeed on a MOXY save. Failure means that you are unable to muster the mental strength to perform the task, you weak-willed Meat Bag... I'll bet your team hates you! When you first obtain the Psychic Muscle Up! ability, roll 1d20 three times to determine your powers. If you roll the same result, reroll.

PSYCHIC POWERS

1) Befuddle: 2d4 targets must succeed on a MOXY save or immediately become confused and can't act as long as the Psychic concentrates.

2) Brain Dead: A target must succeed at on a MOXY save or have their MOXY reduced to zero. Lost MOXY returns at a regular rate (pg 24).

3) Brain 'Splode: Cause a target's brain to burn, dealing 1d6 MOXY damage. If the target takes critical damage they must make on a MOXY save or have their brain explode out the back of their head.

4) Clairvoyance: Able to see up to three miles away for up to 1 hour.

5) Detect Thoughts: Detect surface thoughts (GM's decision) of 2d6 targets within a 60 feet for one hour.

6) Ethereal and Shit!: You can cause your body to have no substance and can pass through a wall! Spooky!

7) Invisibility: You turn yourself invisible until you attack or cancel the effect. Your first attack made on an unaware target is enhanced.

8) Levitate: You can cause yourself or another target to float up to 6 feet from the ground. Must concentrate and lasts up to 1 hour.

9) Mind Bullets: You fire energy bullets at up to 1d6 targets within 60' for 1d4 damage (ignores armor). Mind bullets can be fired at one target or broken up between multiple targets.

10) Mind Control: A target within 30' must succeed on a MOXY save or will obey all your commands, even if it is against their character or brings them harm. Make a new MOXY save each round to see if the effect lasts.

11) Paralyze: Up to 1d6 targets within 30' must succeed on a MOXY save or be unable to move or act. Each round the target(s) receive a new save to break the effect.

12) Precognition: You see glimpses of the future for the next 24 hours. Mechanically this means you are able to turn two failed saves into a successes.

13) See in the Dark: You can see in absolute darkness for 10 minutes.

14) Psi-Shield: Bring forth a shield that causes all damage directed at a target to be impaired. Lasts 1d4 rounds.

15) Silence: Eerie silence covering everything in a 30' radius of the point of origin. Lasts for 10 minutes.

16) Sleep: 2d4 targets within a 60' radius must succeed on a MOXY save or be put to sleep for 8 hours. Can be woken up normally.

17) Telekinesis: Move an object that is located up to 100' away in line of site. Must maintain concentration to move objects. Can use this ability for 1 hour.

18) Telepathy: Able to use direct mind-to-mind communication with one target per level regardless of language.

19) Terrify: 1d6 targets within line of sight must make a MOXY save or become rattled, fleeing the area for 2d4 rounds.

20) Thought Blocker: Block/mask the thoughts of a touched target from other Psychics. Lasts 24 hours.

MUTATIONS

When rolling through the Wasted World and messing with devices and creatures that one shouldn't, this sometimes results in a Meat Bag's body becoming contaminated and mutated. One sure way to gain a mutation is messing with radiation (pg 35); that shit will fuck you up, man.

If you gain a mutation, roll 1d8 for the location then roll 3d10 for the effect. The GM will decide whether mutations have a mechanical benefit or are just cosmetic.

Each time a mutation is gained, a Meat Bag's MOXY is reduced by 1d4. When a Meat Bag is reduced to 0 MOXY, they become a mindless creature! Wheeeeeeeee!

MUTATION GENERATOR

LOCATION			
Roll 1d8	Result	Roll 1d8	Result
1	Eyes	5	Head
2	Mouth	6	Torso
3	Arm(s)	7	Tongue
4	Leg(s)	8	Whole Body

MUTATION DESCRIPTION			
Roll 3d10	Result	Roll 3d10	Result
3	Changed color- Roll 1d6: 1) pink; 2) black; 3) orange; 4) alabaster; 5) green; 6) yellow	17	Metallic- Roll 1d4: 1) gold; 2) silver; 3) copper; 4) bronze
4	Conjoined	18	Poisonous
5	Ribbed	19	Animalistic
6	Scaled	20	Doubled
7	Bleeding	21	Biting orifices
8	Tumorous	22	Melted
9	Chitin-like	23	Radioactive
10	Furry	24	Metamorph
11	Bone-spurred	25	Energy
12	Slinky	26	Exaggerated
13	Slimy	27	Tissue exposed
14	Insectoid	28	Tentacled
15	Extra eyes	29	Blobby
16	Winged	30	Mechanical



Example 1: Nitpick Filcher was knocked unconscious by an asshole raider and laid slumped against a barrel of ancient radioactive waste for several hours. When he came to, he found that his body had changed. Nitpick's player rolled an 8 for location, resulting in a whole body mutation, and rolled 20 for mutation. Nitpick's body had taken on a waxy, melted appearance. As a result, Nitpick's MOXY is reduced by 4 (rolling 4 on the 1d4). The GM determines that this mutation has no mechanical benefit.

Example 2: Iron Jaw McGraw was bit by a mutated hamster (that little jerk!) and failed his BAD test to resist gaining a mutation. Iron Jaw's player rolled a 3 for location, resulting in it occurring in his arm(s), and rolled a 15 for mutation. Iron Jaw's arms (and hands) are now poisonous. The GM decides that any living creature that Iron Jaw touches without gloves must succeed on a BAD save or take 1d3 points of BAD damage, becoming unable to act for 1 round.

**CONGRATS! YOU'VE MADE A MEAT BAG.
NOW LET'S PLAY THE GAME**

TESTS

Meat Bags and Nefarios (that's enemies that want to murder your face) must make tests to avoid acquiring nasty effects from damage or from dangerous situations. To do this, you must roll a d20. If you roll under the appropriate ability score you pass. A roll of 1 is always an epic success of badassery while a roll of 20 always a sorry, pitiful excuse of a failure... prepare for mocking!

INITIATIVE

Roll a DSS test. If you succeed you get to go before the Nefarios! If you fail, you have to go after the Nefarios. Think of the battlefield as a tennis game where the Nefarios are the net and instead of lobbing tennis balls back and forth it's bullets!

TURNS

When it is your turn during initiative you are able to move and perform an action. Unless there is something preventing you from performing mentioned actions (i.e., a Meat Bag is stuck to the floor due to a glue bomb and cannot move. However, they can still shoot!).

ACTIONS

Actions are activities that Meat Bags and Nefarios engage in. These are things like fleeing, drinking, attacking, talking, etc.

For other actions the GM may call for the character to roll a save. For example, an attempt to slam an opponent's head into the side of a door might require them to pass a DSS save in order to roll out of the way. An attempt to intimidate an opponent into believing they are surrounded by a pack of ravenous mutated wolves would allow the opponent a MOXY save to know it's a bullshit lie.

ATTACKS

Ok, Meat Bag, now we can get in to the nitty gritty of going out into this shit show of a world so you can find Doodads and riches to eke out a living. First off, there is no rolling for attacks. Attacks hit automatically. Each attacker in combat rolls damage indicated by the weapon, Doodad, Psychic power, or Muscle UP! they are using and subtracts the opponent's armor score. The remaining number is the amount of damage done to their soft, squishy body. If you attempt to shoot an opponent through cover, this is considered

impaired, and deals d4 damage regardless of weapon. An attack against an enemy that is helpless, asleep, unawares, etc. is considered **enhanced** and deals d12 damage. Also, damage can become enhanced by the attacker attempting something risky, such as jumping over a small canyon to stab the target in the face. The Meat Bag would need to succeed a DSS save or falling into the canyon.

DAMAGE

When a Meat Bag or Nefarios takes damage, it hurts doesn't it? When damage is dealt, subtract that amount from Hit Points (HP), indicated on the Meat Bag's character sheet. If the character has no remaining HP, they are hurtin', and any remaining damage is removed from their BAD score. The character must then pass a BAD test to avoid **critical damage**.

CRITICAL DAMAGE

A Meat Bag or Nefarios that takes critical damage is in severe need of help and unable to take further action until they are tended to by an ally and have a short rest. If no one comes to aid and gives help in an hour, the character dies.

DOODADS

These crazy devices have been created by eccentric minds! Read the description of the Doodad (pg 9-14) to get a feel for how it works, Meat Bag! Usually an ability save is not required for these items, but there are exceptions. Also, if a Doodad is used in a way it wasn't intended then the GM may require a save or Luck roll to see if some crazy/bad stuff happens.

ABILITY SCORE LOSS

If a Meat Bag or Nefarios have their BAD score reduced to zero they are a bloody dead smear on the ground (or maybe worse, but whatever-- dead is dead). If their DSS is reduced to zero the character is paralyzed and unable to do anything. If their MOXY is reduced to

zero their mind snaps and they are reduced to a blithering idiot. The target must be tended to and carried to safety. Only after a full rest do they return to normal.

DEATH

When a Meat Bag dies the player creates a new one (think of this brand new special unique snowflake as Meat Bag 2.0) and the GM then inserts them into the game as soon as possible. Doing so doesn't need to make sense, and to be honest, probably shouldn't. The point of this is to keep the game and fun flowing rather than to maintain realism. Alternatively, the player may take control of a Hireling or other ally instead. When a player's Meat Bag dies, the new character they create begins with one Luck Point that allows them to turn one failed save into a success. Once this Luck Point is used, it doesn't refresh; it is gone. So have a good cry and move on with your very Meat Baggy life. If a player loses two Meat Bags in one session (and they didn't get to use their Luck Point) they don't start with two; however, they do get to wear a Big Sausage Link Weenie Hat.

REACTION

All Meat Bags and Nefarios that a group or person encounters have their own desires, quirks, and needs which could affect how they deal with the group. If an encounter is at risk of turning nasty due to a character's bullshit meter getting full, the Meat Bag who's been stirring the pot the most must succeed on a MOXY test to keep things from going to hell in a handbasket.

Need a quick motivation/reaction table? Use this Quick Reaction Table on page 25.

QUICK REACTION TABLE

Roll 1d20	Reaction
1-4	Friendly
5-12	Indifferent
13	Angry
14	Sarcastic
15	Really Just a Dick
16	Wants to Trick the PCs
17	Hopes to Sell Them Something
18	Will Betray at First Chance
19	Feels Beholden to Group
20	Idolizes Group

MORALE

Nefarios and Hirelings must make a MOXY save when they lose half their total number to avoid becoming dejected and fleeing into the night. A group of Nefarios with a badass leader can use the leader's MOXY score in place of their own. Solo Nefarios or Hirelings must pass a MOXY test when they are reduced to 0 hp. This applies to opponents and allies, but not player characters. Fleeing to safety under pursuit requires a DSS test. Failure means damage is enhanced due to them dropping their guard and running away like a lily-livered coward.

SHORT REST

After taking a few minutes of rest and a swig of water, or a shot of hard liquor, all of a Meat Bag's lost Hit Points are recovered, but not ability scores. When taking a short rest roll 1d6; if the result is a 1-2 you have attracted the attention of something. Good luck with that...

FULL REST

A full rest requires a week of rest and relaxation at a comfortable location as well as intense drinking and blowing off of steam. This restores all ability scores and cures any other ailments.

GAINING EXPERIENCE

When a Meat Bag (or a group of them) decides to venture into the wastes of the world, the goal of the adventure is to find out about a strange or new area or environment, avoid or conquer a powerful foe or force, or seek awesome and radical Doodads. A successful adventure is simply one that returns the Meat Bags to headquarters alive and with something to brag about to others. This could be a forgotten technology or Doodad, a terrible secret, the head of the leader of a band of raiders, or a fucking epic story.

EXPERIENCE LEVELS

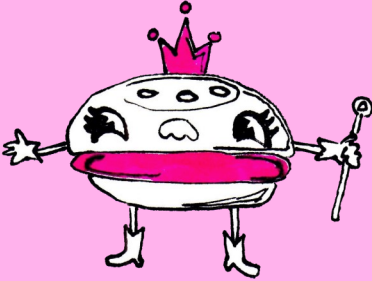
When a Meat Bag has completed the necessary requirements, they gain a level... Good for them.

Each time Meat Bags gain a level, they add 1d6 HP to their total and roll 1d20 for each of their ability scores. If the roll is higher than the score it is increased by 1.

I DON'T CARE ABOUT MY BAD REPUTATION...

As Meat Bags gain levels, cause mayhem, or engage in acts of badassery, other characters may treat them differently. This could be with an epic bro (or chick) hug, satisfying fist bump, fanboy gushing, trepidation, or a shotgun to the face... really the sky's the limit!

THE ULTIMATE MENU FOR LEVELS



WEENIE

You are ready to venture out into the wasteland for the first time...

LEAN BACON SAMMICH

You have survived at least one adventure into the wastes.

QUARTER POUNDER

You have survived at least three dangerous adventures since reaching Lean Bacon Sammich Level. Gain a Muscle UP! ability of your choice.

QUARTER POUNDER WITH CHEESE

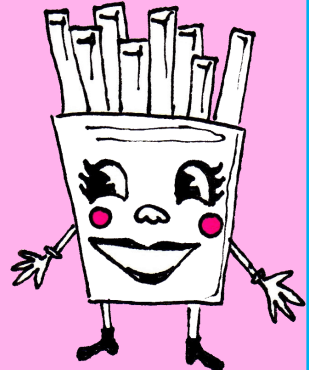
You have survived at least five epic adventures since reaching Quarter Pounder, and have taken on a sniveling Meat Bag (NPC) of your very own.

GRAND POOBAH MEAT BAG

You have a sniveling Meat Bag of at least Lean Bacon Sammich Level (NPC), and have survived a dangerous adventure with them since reaching Quarter Pounder with Cheese Level. Gain a Muscle UP! ability of your choice.

FULL POUND MEAT BAG

Even upon reaching Grand Poobah Meat Bag Level, a character may have greater machinations. This could be a desire for an epic heavy metal legacy, an immaculate teddy bear collection, a massive Doodad arsenal, starting your own mystery meat packing company, starting a gang of thugs and bandits, utterly destroying a settlement, and beyond!!



***All level gains come with a chance of pain and suffering, whining, dismemberment, mutation, and/or death. No substitutions, alterations, or refunds.*

RUNNING A GAME

Death is the New Pink is set in a horrid twisted wasteland, the Wasted World. No one is sure what or who killed the world exactly, but it just is. How long ago did it happen? Is it important to your game? If it is, pick a date that fits with your timeline and ideas. If not, just handwave it away as occurring long before living memory.

The point of this game is to enjoy crazy antics while exterminating horrid mutated creatures, crazed bandits, and playing with bizarre and powerful Doodads. All the while trying to die a gloriously epic death!

UNDERSTANDING THE INNERWORKINGS OF A MEAT BAG...

Meat Bags have ability scores between 3 and 18. Scores of 1 and 20 represent the far extremes of super gimpy to epically badass (*obtaining an ability score of 1 or 2 is usually caused by creatures, drugs, or injuries, while gaining a score of 19 or 20 is usually through drugs and enhancements*). When no ability score is listed, assume a score of 10.

UNDERSTANDING WHAT KEEPS A MEAT BAG ALIVE...

Sometimes a Meat Bag needs to make a save to dodge out of harm's way (for example, to avoid becoming bacon grease after being zapped by a laser). Characters only need to make a save to avoid nasty, bad things as a result of a decision made or an action. Saves are used to stave off starvation, avoid radiation poisoning, overthrow a Psychic's control, etc. **BAD Save:** This is to avoid physical harm. **DSS Save:** This is to avoid stuff like explosions, falling debris or other things that would leave a Meat Bag a bloody smear on the ground. **MOXY Save:** This is to avoid a Psychic's abilities, shake off a mind control device, overcome anxiety, etc.

UNDERSTANDING THE OTHER BITS AND BAUBLES

LUCK ROLLS

Sometimes there is a degree of randomness or chance that falls outside of a save or is something (an action) that is governed by luck (such as, does the hot rod found in an abandoned warehouse still work?). When these situations occur, roll 1d6. A roll of 4-6 favors the players, a roll of 1-3 is not so good for the players. The GM has final arbitration on what a die roll and its result mean for the players.

DAMAGE

Damage from falling debris, explosions, toxic waste, and other sources that don't fit into combat averages between d4 and d12, with d20 being the far extreme. Meat Bags are squishy and can be hurt quite easily. Getting thrown from a moving vehicle would hurt, probably dealing 1d8 damage, where being crushed by a falling car would do 1d20. It is up to the GM to determine damage caused by these situations. Things like poisons should cause ability score loss or other horrible things like becoming blind, developing leprosy, or a mutation.

DOING STUFF ONCE PEOPLE THROW DOWN

Each round of combat is enough time for a Meat Bag to move and perform a single action. A Meat Bag can also do minor actions like switching out weapons, retrieving something from a backpack, dropping prone, etc., instead of moving. A round length isn't really important, however IF it is important to the GM or the players, treat a round as 6 seconds.

TREASURES

Treasures in a ruined world can range from ancient technology, pieces of art, food, herd animals, clean water, clothing, raw materials, bullets, currency bits, and awesome, powerful Doodads.

All currency is divided up into Copper Bits, Silver Bits, and Gold Bits.

Copper Bits are the lowest currency and won't get you much for your trouble.

Silver Bits are worth ten Copper Bits and people are more keen to see those in their hands than dinky copper.

Gold Bits are worth ten Silver Bits or one hundred Copper Bits and are what makes the world turn round! You start flashing around large quantities of gold and everyone will want to be your friend. Oh, and they'll wait in the nearest alley to thank you and rob your corpse... friends are SO nice, aren't they?!

And then there is always the dubious IOU, which can be issued by anyone as a promise of payment for a deed, favor, action, etc. Now whether they actually *have* the money when all is said and done is a whole other story.

MOVIN' ON UP TO THE EAST SIDE

When Meat Bags aren't out raising hell, killing people, or venturing out into the wasteland, they can attempt to try their hand at forming a business (hell maybe even a legitimate one) or forming a band of thugs, thieves, and raiders. Groups of foot soldiers (or bullet catchers) are called **Bundles o' Meat** while business ventures are called **Back Alley Dealings**. Each of these cost 25GB to establish.

GETTIN' PAID

CASH FLOW

New Back Alley Dealings generate 1d4 GB of income each month. They also face threats from thugs, competition, damages, etc. that cause 1d4 GB in losses unless dealt with. If a Back Alley Dealings goes broke, it is bust and shuts down. Meat Bags can feel free to dump their own cashflow into a Back Alley Dealings to prevent it from shutting down.

MORE MONEY. MORE TROUBLES

If a Back Alley Dealings ends a month in profit, it's income moves up to the next type of die, to a maximum of 1d12. Sadly, this means you attract more troubles and threats, increasing the die size for that as well.

FRIENDS IN LOW PLACES

MO' MONEY. MO' MONEY... AW FUCK IT

Bundles o' Meat don't really care to see Gold Bits. They want to be paid in drugs, food, hookers, and booze each month or they mutiny. Each month they require varying amounts of lovin' in their numerous indulgences and vices. To see how much this will cost the Meat Bags, roll 1d6- **1)** Taking it Easy- 1d4 in GB; **2-4)** Getting' Tuned- 1d6 in GB; **5)** Hitting the Sauce- 1d8 in GB; **6)** Train Wreck!- 1d10 in GB

BULLETS. BLOOD. AND BRAINS

Bundles o' Meat attack with enthusiasm and reckless abandon! When attacking against individuals, damage is enhanced. Bundles o' Meat consist of many bullet catchers and are not harmed by attacks by individuals unless they are explosive or suitably epic. Risky gambits may require a MOXY save from the leader of the group.

DEAD BODIES EVERYWHERE!

When Bundles o' Meat take critical damage they are broken and cannot act until rallied. At zero BAD, Bundles o' Meat are exterminated in a beautifully brutal fashion. When half of a group is down, the remaining bullet catchers must pass a MOXY save or flee like sniveling cowards. Hit Points and ability scores are recovered with short and full rests just as with individuals.

GEARIN' UP

Equipping a Bundle o' Meat isn't cheap and costs twenty times the individual item cost. Bundles o' Meat roll their stats in order and start with 1d6hp and advance in experience levels just as individual Meat Bags do.

EXAMPLES LEADERS OF OTHER ORGANIZATIONS

Sergeant Pepperoni

Mutated and scarred ex-wastelander, Leader of the Lonely Artichoke Hearts Club Band

Driven to cut out a territory and profit in Scratchtown

Bundle o' Meat: Lonely Artichoke Hearts Club Band (9 HP), sub-machine guns (1d8 damage), raider armor (2 armor)

Bundle o' Meat: Rat Pack Informants (4 HP), knives and pistols (1d6 damage)

Back Alley Dealings: Hessen's Bath House (1d4GB income)

Back Alley Dealings: Ramshackle Scrap Shop (1d10GB income)

Flim-Flam Felicia

Gold-toothed, shrewd cutthroat business woman.

Driven to defend her interests. Organized crime, but only what she sanctions, others are punished harshly.

Bundle o' Meat: Bad Boys (7 HP), sub-machine guns (1d8 damage) or pistols (1d6 damage), armored suits (1 armor)

Back Alley Dealings: The Cat's Meow Club (1d10GB income)

Back Alley Dealings: The Meatery (1d6GB income)

OTHER RULES

VEHICLES

Vehicles can be reduced to 1 HP from melee and firearms, but cannot be taken down to 0 HP except by explosives (mines, grenades, C4, etc.) and heavy weapons. Oh, and being stupid and driving your car into a wall or another vehicle or off a cliff.

When a vehicle is reduced to zero HP it stalls and stops working. Make a Luck roll. If it favors the player, the vehicle is salvageable and can be repaired (taking 2d8 hours, restoring the vehicle to full HP and costing 1 Silver Bit for each HP restored). If the Luck roll fails the vehicle is damaged beyond repair, but you can salvage parts. If the result is a 1, the vehicle explodes. The driver/characters must make a DSS test to get out of the vehicle safely, otherwise they blow up with it and die.

Doing tricky maneuvers with a vehicle requires a DSS test.

WHAT ABOUT FUEL?

A GM is within their right to handwave away the need for fuel if they'd rather get the group to killing raiders and burning down buildings. However, if a GM desires to add that level of complexity to their game, Meat Bags can either go out and find it in the Wasted World or buy it from Gas Guzzlers for 10 GB per day of travel.

CAR CHASES

Alright, Meat Bag! You want to get in your bad-ass souped-up car and chase after someone to give them a glorious death with a shotgun blast to the dome, eh?! Car chases are handled pretty much like normal combat. The driver(s) rolls initiative as normal, as does any target that is attacking. If successful, the characters go before their opponents, those that fail go after.

When a chase starts between two or more vehicles, the GM determines the length between the cars (roughly 5 spaces). The character (driver) must succeed a DSS test, if successful they gain one number in distance, either moving farther away from the opponent (if they are being chased) or one number closer (if they are chasing). If the driver fails the roll, they lose one number in distance, allowing their opponent to gain on them or move further away in the chase. When the counter is at 0, the cars have caught up and the chase is over. If the counter reaches 10, that means the car being chased has escaped.

SAMPLE VEHICLES

Motorcycle (150 GB): 4 HP, Armor 1 (to driver only). Driver can attack with one-hand firearms and bombs. Can add a sidecar. Sidecar can have mounted machine gun installed. Ramming damage 0 (come on, you're really gonna try to ram a car in this?!). Holds up to 2 people (three with sidecar).

Junker Car (500 GB): 6 HP, Armor 1. Ramming damage 1d4. Holds up to 4 people.

Raider Car (1,000 GB): 15 HP, Armor 2, cannon attachment (1d12 damage). Ramming damage 1d6. Holds up to 5 people.

Armored Van/Ice Cream Truck (2,000 GB): 25 HP, Armor 2, two canon attachment (1d12 damage), mounted machine gun on top (1d10 damage). Ramming damage 1d8. Holds up to eight people.

Modded Semi Truck (8,000 GB): 50 HP, Armor 3, two cannon attachment (1d12 damage), two mounted machine guns on sides (1d10 damage). Ramming damage 1d12. Holds up to six people, more if there is a trailer attached.

Gyrocopter (6,000 GB): 6 HP, Armor 1. Driver can attack with one-hand firearms and bombs. Holds up to 2 people.

BUILDINGS

Buildings, even shanty towns, are made of sturdier stuff than your squishy Meat Bag body, so they ignore attacks from anything less than a cannon or an explosion. Buildings are destroyed at 0 HP. Regaining lost HP takes a day of repairs. For a building's HP: Shanty/Shack: 1d3; Poor structure: 1d6; Average structure: 1d6+5; Great structure: 2d6+5; Rock or steel structure: 2d6+15; Strange and mysterious materials: 3d6+15.

RADIATION

The world's a disgusting shit hole full of disease, death, and chaos! Why shouldn't there be radiation as well?! At each time duration listed, make a BAD save to avoid radiation damage.

Background: *No adverse effects. Just there.*

Low: *You suffer -1 to BAD (permanent) each hour you're in the area.*

Medium: *You suffer -1d4 to BAD (permanent) each hour you're in the area.*

High: *You suffer -1d6 to BAD (permanent) each turn you're in the area.*

Toxic: *You suffer -2d4 to BAD (permanent) each turn you're in the area.*

When a target loses over half of their Badassery to radiation damage they gain a mutation. See Mutations on page 18.

RULES FOR HAZARDS

SPOTTING HAZARDS

If a player is taking their time and being alert, they will always notice a trap or hazard. However, if they are driving a vehicle, running, blinded, or distracted, they will most likely run into the trap. If the trap is sprung, characters may be seriously injured or incapacitated due to their lack of attention.

As a rule of thumb, most hazards should allow a DSS save to avoid danger at the last second.

GETTING PAST THINGS THAT WILL HURT X OU AND MAKE YOU BLEED

Meat Bags should be encouraged to come up with creative and awesome solutions to avoiding hazards or disarming them. If Meat Bags attempt something risky, the GM may call for an ability save or a Luck roll and, for example, rule that an ancient mine trap from the old world explodes and only blows off a leg on a low Luck roll, even if the Meat Bag stumbles right on it...

LOCKED DOORS

Doors that are locked by old style lock and key can be picked, given there is time to do so. A GM should only require a DSS test if there is urgency to the situation (i.e., triggering a trap, alerting a person, etc.). This is also true for doors that are locked via keypad and encryption codes; a person can fiddle with the panel and bypass the minimal security measures. Breaking down a door should only require a BAD test if there are risks or urgency; it should be said that busting down a door always causes lots of noise and can take a long time.

WANDERING ENCOUNTERS

GMs should roll a 1d6 every time the group explores a new area, is dilly dallying, making loud noises, or generally being stupid. A roll of 1 means the Meat Bags encounter something, a roll of 2 means something is coming their way or somewhere nearby, and 3–6 means there is no encounter. If the GM wants a higher encounter rate increase it to 1-2 meaning that the party comes across something, a 3 means something is coming their way, and a 4-6 means there is no encounter.

SAMPLE HAZARDS

AUTO-TURRET

This is usually set up at the end of a bottleneck and is sprung by a motion sensor or a trip wire, releasing a spray of bullets and ripping anything to shreds at the other end of the area. Targets must figure out how to get past this thing by using cover, dodging techniques, or they can wait for it to run out of bullets. Targets take 1d8 damage per round in the area.

BLUE MOSS

Blue moss grows in areas with little light and a nice damp climate. A target that touches the stuff has spores penetrate their skin. Target must make a BAD save or have the blue moss grow and cover their skin. While in sunlight all damage is treated as enhanced. Blue Moss can be burned away with flames; careful not to get too high off the fumes.

BRAIN BULLET

This bullet fires from a cylindrical tube hidden in a wall, peep hole, painting, etc. It's programmed to zoom towards a target's brain. The target must make a DSS test or die as a portion of their brain is blown out the back of their head.

DAMNED DAMAGING SUBWOOFER

This insidious device is usually hidden in rubble, behind a door, or other area and is triggered by a trip wire. All targets within 200' of the Damned Damaging Subwoofer must succeed on a BAD save or become deafened for 1d4 days. The subwoofer also it alerts any Nefarios that someone is meddlin' around the area.

ELECTRIC FIELD

These electrodes usually are hidden in a doorway and will zap anyone who enters without powering them down. The target must make a DSS save or be reduced to a pile of dust. Attempting to cut the power, hacking the circuitry, or sending a cute kitten in to the field are all viable ways to disable it (hope you brought BBQ sauce).

MELTING FACE SLUDGE

Sludge falls from a bucket that is put over a door. Dumps on any target that is foolish enough to burst through a door without checking. Target suffers 1d8 damage and permanently loses 1d4 MOXY as the sludge melts their beautiful meaty face.

WALL OOZING GREEN SLIME

This radioactive slime is hungry for warmth and will reach out to touch any living creature that comes into the area. It typically grows in basements, dark alleyways, and in abandoned nuclear power plants. A target that touches the slime must make a BAD test or have their life leached away, suffering 1d10 damage and gaining a mutation. If the target suffers critical damage, they die a horribly messy death as they melt into a pile of goo.

THE BAD GUYS WHO WANT TO FUCK YOUR FACE WITH BULLETS! A.K.A NEFARIOS

NEFARIOS

The Wasted World is a terrible, screwed up place filled with terrible, screwed up creatures. There are normal animals and people that get by out in the wastes, but there are also horrors that can steal the breath out of even the most badass bandit. Many Nefarios have powers and special abilities that lie outside the scope of their ability scores and rely on these to win battles and carry out their objectives. Feel free to create awesome and unique powers. A few examples of Nefarios are on page 39-54.

DRIVE

People and critters of the Wasted World should all have some goal, object, or person that they desire and are actively working towards obtaining. This helps the GM guide how the person or critter behaves and will react to the PCs.

HIT POINTS

Nefarios can have up to 30 HP. This represents not only their ability to take damage, but their ability to dodge bullets and get out of harm's way.

KILLING THEM

Nefarios die the same way PCs do unless something is mentioned in their description.

DOODADS

While some Nefarios use Doodads, some have innate abilities similar to Doodads. Remember that life ain't fair, and Nefarios prefer it that way!

ARMOR

Nefarios can have armor to help soak up damage. Regular Joe Nefarios or critters tend to have 1 point of armor, while large critters with armor or kickass Nefarios have 2 points of armor, and finally only the most badass Nefarios or the most insidious critters have 3 points of armor. Epic badass Nefarios or genetically mutated motherfuckers may cause certain attacks directed at them to be enhanced or impaired, or, hell, they might just be completely immune; sucks to be you in that case, right?

DAMAGE

Rule of thumb is that attacks cause 1d6 damage if nothing else is mentioned, otherwise the amount is determined by the weapon the bastards are wielding. Some Nefarios can attack for extra damage, using a Doodad, acidic vomit, psychic mind bullets, or other such abilities, with a maximum of 1d20 for the most extreme cases.

ABILITY SCORE LOSS AND DEATH ATTACKS

Some Nefarios are so badass and epic that they have special powers that can cause horrible effects to a person when they score critical damage. These powers can cause substantial ability score loss leading to a horrific, gruesome, painful, bed-wetting death.

ABILITY SCORES

Nefarios can have a maximum ability score of 20.

COLOSSAL NEFARIOS

These big bads are nasty to deal with and cannot be harmed by peener weapons and lone attackers. Treat them as Bundles o' Meat (pg 30).

EXAMPLE NEFARIOS

BADASS PSYCHIC

BAD 10, DSS 10, MOXY 15, HP 8

DRIVEN TO READ MINDS AND PONDER THE UNIVERSE.

These people have a heightened awareness of the world and the psychic powers within it. Badass Psychics can use all psychic powers and can cast three per day easily. After the three are cast, roll 1d6. If the result is 1-3, the power can work. If the result is 4-6, they are unable to draw forth the energies needed to use the ability. Badass psychics also will have guns and standard equipment.

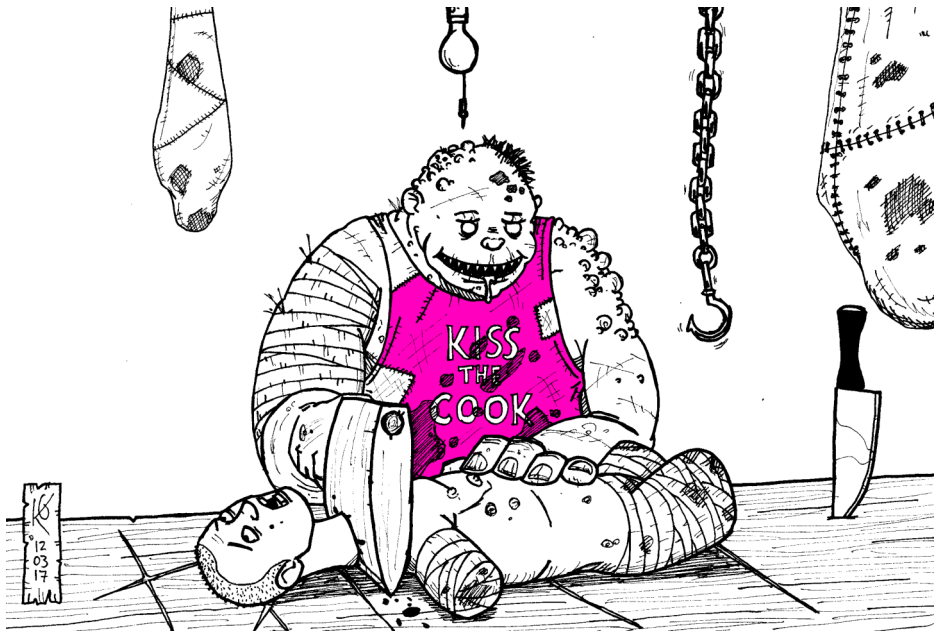
BOMBER SLUGS

BAD 7, DSS 6, MOXY 6, HP 5

DRIVEN TO BLOW STUFF UP; LIKE A MOTH TO A FLAME.

When agitated, Bomber Slugs will approach a target and explode for 1d12 damage in a 5' radius. Raiders like to raise the slugs like herd animals and throw them at enemies. Raiders also like to play a game where they throw the slugs at each other. The one who catches the slug when it becomes agitated and goes off is the winner, but somehow, they still lose...





BUTCHER

BAD 18, DSS 8, MOXY 8, HP 20, AP 3

DRIVEN TO CUT PEOPLE INTO TINY PIECES.

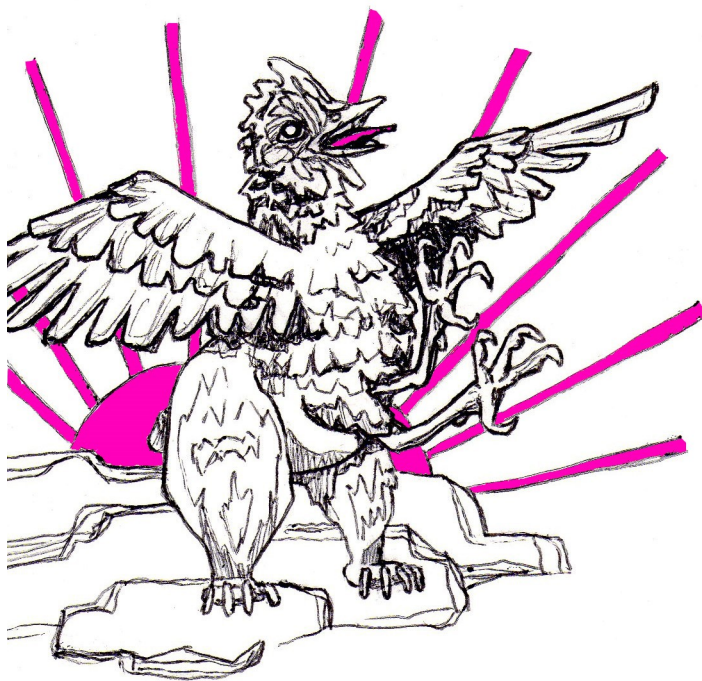
He is a thing of myth and legend; his booming, eager laugh echoes across the wasteland, causing even the bravest raider to shit their pants. This behemoth is said to have drunk from a radioactive river which caused him to grow in size and strength. He carries a huge cleaver (1d10 damage) around, which he uses to rend flesh and meat from bone. Damage is enhanced against unarmored targets. If a target takes critical damage from the cleaver they lose a body part: **Roll 1d8**- 1) left foot; 2) right foot; 3) left leg; 4) right leg; 5) left hand; 6) right hand; 7) left arm; 8) right arm.

CHICKEN BEAR

BAD 15, DSS 10, MOXY 10, HP 18

DRIVEN TO PROTECT SELF AND HATCHLINGS, AND FEED.

Terrifying abomination with the body and hind legs of a bear and the front legs, wings, and head of a chicken. Wanders the wastes in search of food, clucking as it goes. Usually shies away from humanoids, but will become enraged when protecting young (gaining 3 AP). Can attack with beak and front talons (1d6 damage).

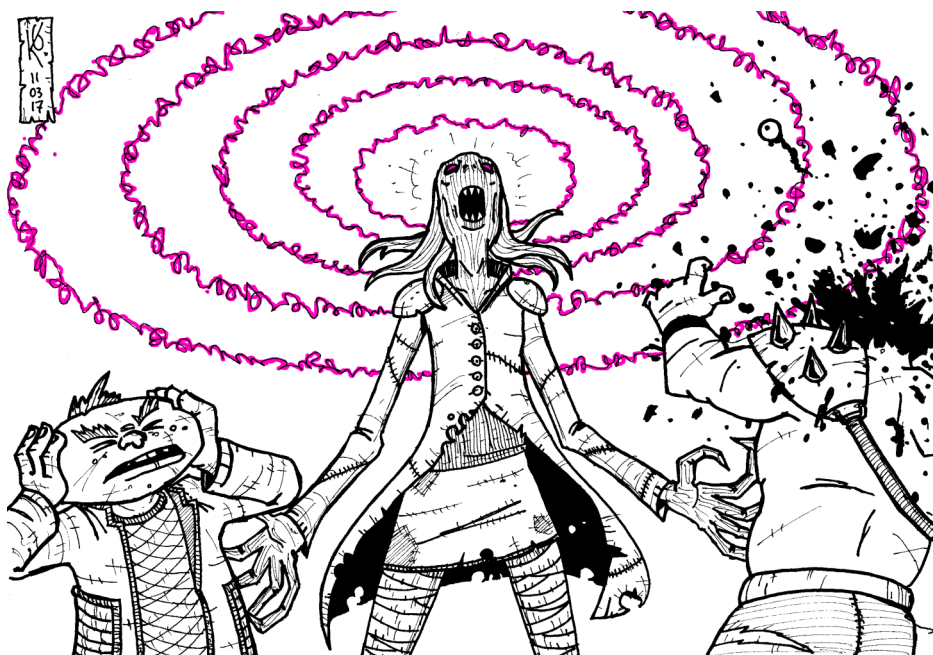


THE EMACIATED LADY

BAD 9, DSS 15, MOXY 16, HP 10

DRIVEN TO SPREAD LAMENT AND PAIN.

The Emaciated Lady is a gaunt hellion with large claws (1d8 damage), and chipped, needle-like teeth (1d6 damage). The Emaciated Lady usually lurks in the remains of a village she has just killed, sobbing and weeping hysterically. When attacked, the Emaciated Lady lets out a wail that rattles all in a 25' radius. Targets must succeed a MOXY test or suffer 1d4 MOXY damage. If MOXY is reduced to zero, the Meat Bag's head explodes. Regardless of successful test or not, all that hear the wail are stunned for one round. The Emaciated Lady always opens with this attack and can do it again every three rounds.



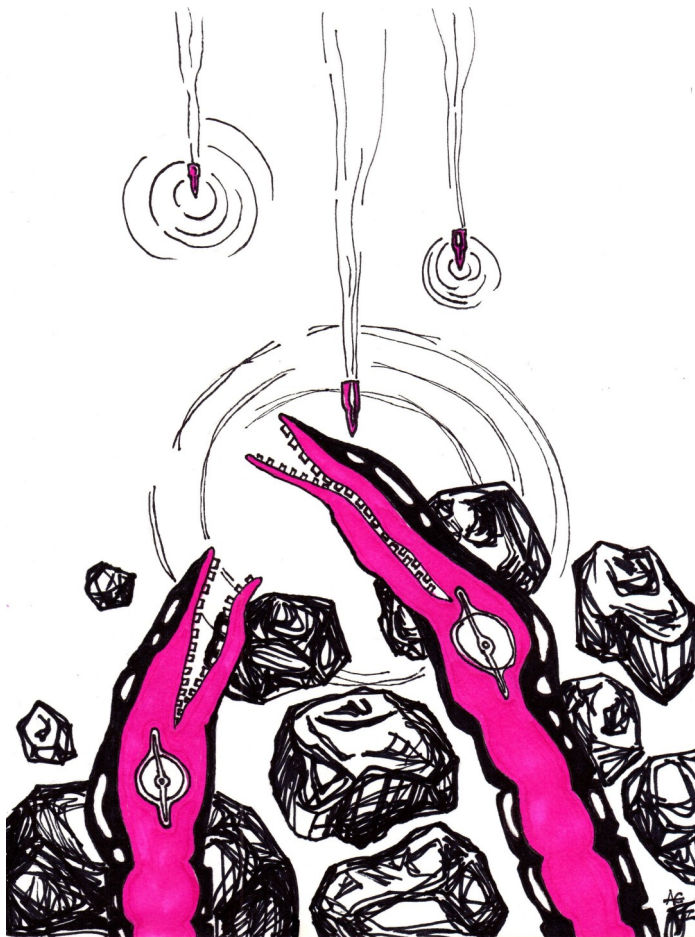
FOUR ARMED. KNUCKLE-POUNDING APE

BAD 12, DSS 12, MOXY 6, HP 7, AP 1

DRIVEN TO CRACK KNUCKLES AND POUND FLESH.

Highly aggressive creature that lurks in abandoned buildings, lush overgrowth, etc. Attacks with four fists, 1d6 damage each. If a target takes critical damage from an attack they must succeed a DSS test or be thrown to the ground and struck repeatedly and viciously until they are a bloody pulp. Careful, this ape throws poo!





FUCK YOU WORM

BAD 16, DSS 12, MOXY 4, HP 12, AP 2

DRIVEN TO EAT, EAT, EAT!

The Fuck You Worm got its name because this is what is most frequently heard from raiders screaming as they shoot at these big bastards. These massive worms burrow beneath the earth and sense the vibrations of cars and footfalls. Treat these creatures as Bundles o' Meat (pg 30). Worms thrash and bash (1d12 damage). Anyone that takes critical damage is swallowed whole, suffering 1d6 BAD damage per round from stomach acids until they are pulled or cut out.

MOTHER PUSS BUCKET

BAD 15, DSS 10, MOXY 15, HP 30, AP 3

DRIVEN TO DO WHATEVER THE FUCK IT WANTS! CONVERSE, CORRUPT THINGS, BE AN OVERLORD, WHATEVER.

Some call them gods of the wasteland; others terrifying monstrosities. Mother Puss Buckets are horrible pulsating mounds of flesh that are found throughout the ruined world. They are super intelligent (usually) and patient. They like to snack on humans or mutated cows, but sometimes like to use humans as pawns in grander schemes. There are always 2d4 Flesh Vines that the Mother Puss Bucket uses in combat as well as their psychic abilities. Mother Puss Buckets know the following abilities (see page 17-18 for descriptions): Brain Dead, Brain 'Splode, Mind Control, Mind Bullets, Psi-Shield, Telekinesis. They can use their powers seven times per day before needing to rest.

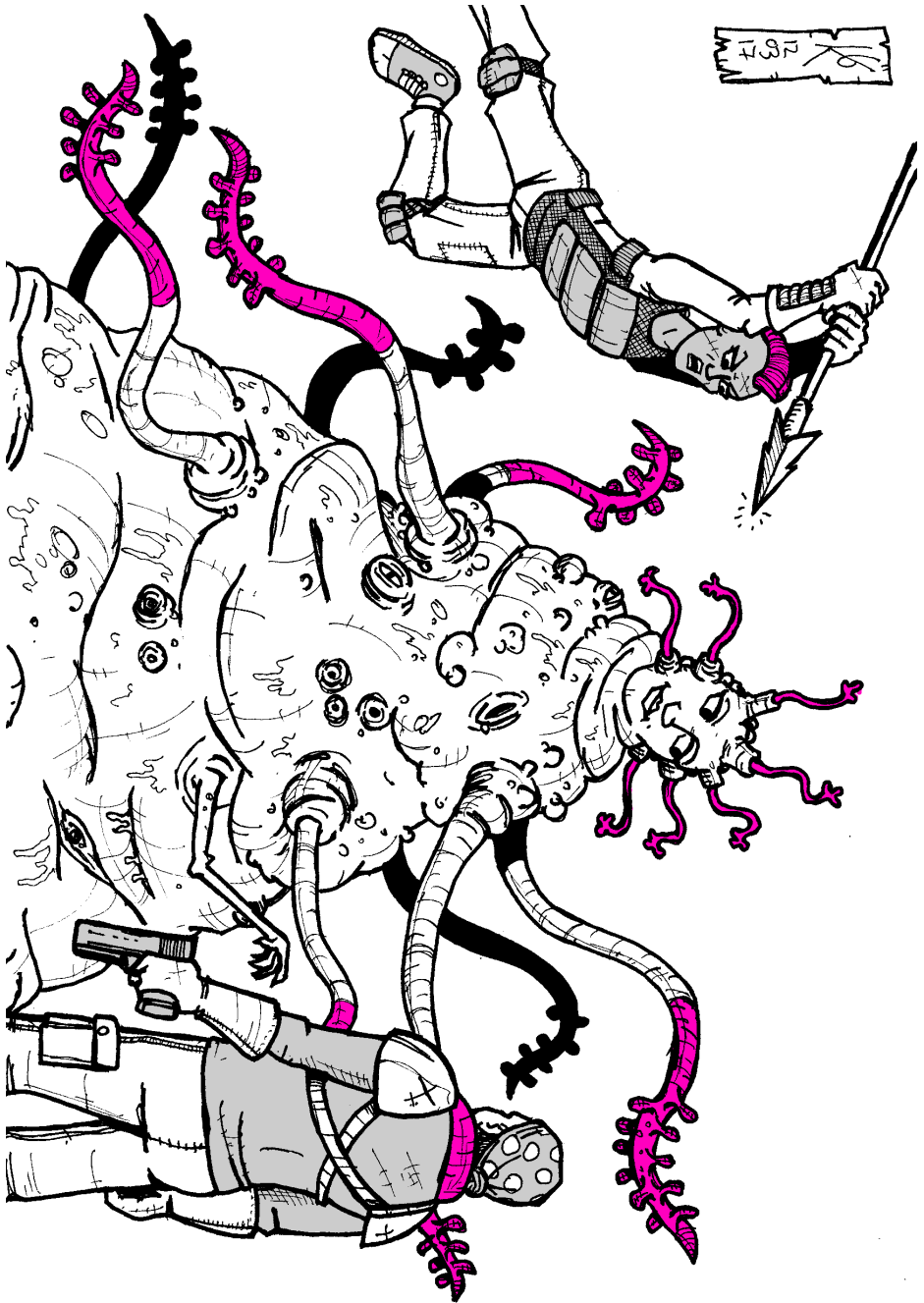
Strange Mother Puss Bucket Feature- Roll 1d6: 1) Head of a beautiful woman attached to flesh mound; 2) Head that looks exactly like one of the characters attached to flesh mound; 3) Giant brain on a sick-looking stem attached to flesh mound; 4) Mound covered in thousands of eyes; 5) Massive single eye and mouth in center of flesh mound; 6) Bodies of dead humans form mouth, nose, and eyes.

FLESH VINES

BAD 10, DSS 7, MOXY NA, HP 3

DRIVEN TO SNATCH THINGS AND TAKE THEM BACK TO THE MOTHER PUSS BUCKET.

Tendrils of pulpy, pulsating flesh that snag victims and drag them back to the main body, the horrible Mother Puss Bucket. Targets take 1d6 damage from the tendrils and must succeed on a DSS test to avoid becoming snagged.



MUTANT

BAD 12, DSS 10, MOXY 7, HP 5, AP 1

DRIVEN TO BE BITTER AND MISUNDERSTOOD.

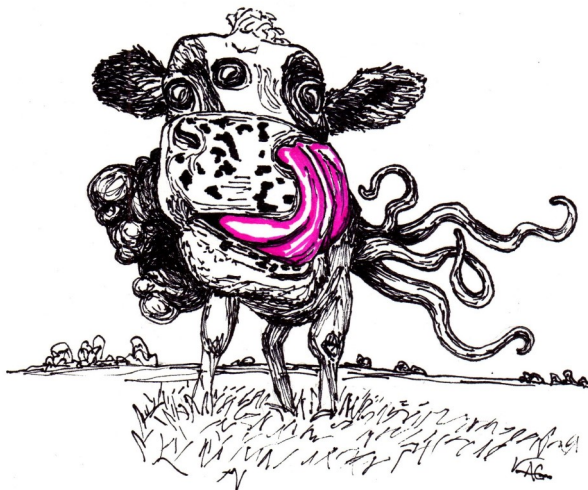
Mutants can be found in nearly every corner of the wastes; from ruins to a village, and even in Scratchtown. Mutants will carry most standard equipment. Roll for mutation on page 19. If they have a mutation that provides them an attack it deals 1d6 damage.

MUTATED COW

BAD 10, DSS, 8, MOXY 7, HP 6

DRIVEN TO DELIVER TASTY MILK TO THOSE WHO WANT IT.

Mutated Cows are found in the ramshackle villages around the wastes, including the Dairy Farms of Scartchtown. Their milk is damned tasty, and glows in the dark (an aid to midnight snacking, to be sure), but some batches can cause mutations in those who drink it. Roll for the cow's mutation on page 19. If they have a mutation that provides them an attack, it deals 1d6 damage.



RAIDER

BAD 10, DSS 10, MOXY 12, HP 4, AP 2

DRIVEN TO BE BADASSES.

Spiked armor, shaved heads, stupid tattoos, and a supremely chaotic, bad attitude. Raiders wander the wastes in souped-up cars or on bizarre mounts causing havoc to caravans, Meat Bags, and settlements. Raiders have an assortment of normal weapons, armor, and grenades.

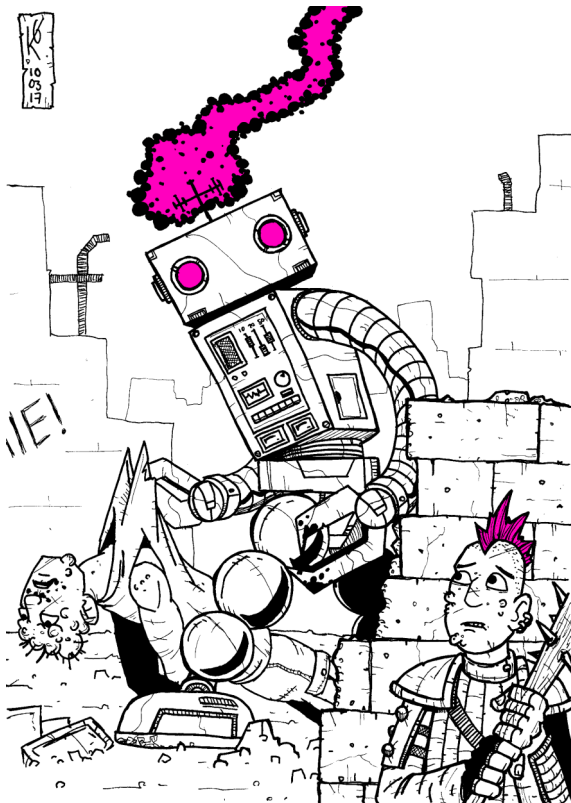
ROBO-KILLER

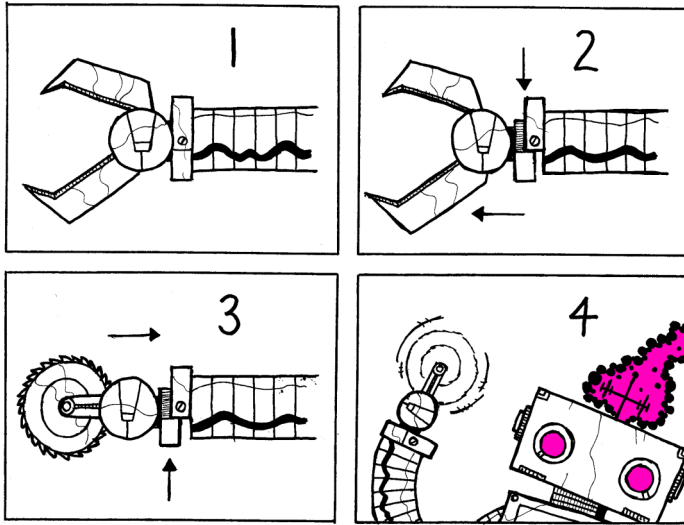
BAD 10, DSS 12, MOXY 14, HP 14, AP 2

DRIVEN TO MAKE FLESHY THINGS SCREAM AND BLEED.

Robo-killers were designed to be assassins and murder machines (duh). A Robo-killer can sneak up on unaware targets. Make a Luck roll; if the result is 1-4 the robot has successfully snuck up on a target and damage with the first attack is enhanced.

Robo-killers have laser beam eyes that deal 1d8 damage and ignores armor). Targets that take critical damage are vaporized. Motorized saw-hands deal 1d10 damage.





ROID RAGER

BAD 14, DSS 10, MOXY 8, HP 10, AP 2

DRIVEN TO BE TOUGH ENOUGH!

Roid Ragers are raiders who have hit the gym and the “juice.” They have ham-sized fists (1d6 damage) and can carry huge guns and move at the same time.

SHADE WOLF

BAD 14, DSS 14, MOXY 10, HP 10

DRIVEN TO HUNT SHADOWS.

Created after being blasted with negative light, the Shade Wolf is stuck as a shadow on the wall. The creature attacks other creatures’ shadows and deals 1d8 damage with its bite. A target that takes critical damage must make a BAD save or have their shadow ripped away, reducing the target to a comatose state. Shade Wolves can only be harmed by bright lights such as flashlights (which deal 1d6 damage) or floodlights (which deal 1d10 damage). A weak source of light such as a dim flashlight or torch can stun a shade wolf or keep them at bay for a few minutes, but dealing no damage. A shade wolf exposed to sunlight is killed instantly.



SQUID MEN

BAD 7, DSS 10, MOXY 18, HP 10, AP 1

DRIVEN TO ENSLAVE PEOPLE AND EAT BRAINS.

Squid Men are hideous, devious, and ugly. These creatures can use all psychic powers and can cast 5 per day easily. After the five are cast, roll 1d6; if the result is 1-3 the power can work. If the result is 4-6 they are unable to draw forth the energies needed to use the ability. Squid Men enjoy enslaving humanity and using them as pawns in devious plots. They have claws and beaks (1d6 damage each). Squid Men enjoy stunning targets with Befuddle, Brain Dead, or Mind Control abilities and then gripping the target with their four tentacles to use their beak to crack open the target's skull and suck out their brains.

SUICIDE SLEEZOID

BAD 10, DSS 10, MOXY 6, HP 4

DRIVEN TO BLOW THEMSELVES UP, TAKING OTHER PEOPLE WITH THEM.

These fucked up assholes run at targets with bombs, grenades, or Molotov cocktails strapped to themselves. The moment they get within range of the targets, they blow themselves up, causing 3d6 damage to all in a 10' radius. Raiders like to use Suicide Slezoids to take out vehicles that are attempting to escape.

SUPER SCIENTIST!

BAD 8, DSS 10, MOXY 16, HP 7, AP 1

DRIVEN TO PUSH THE BOUNDRIES OF SCIENCE!

Super Scientists love Doodads, mutations, and gizmos! They scour the wastes to find new bits and baubles to use for new inventions. Oftentimes they'll have a mutant as an assistant. A Super Scientist will have 1d3 Doodads on them at any given time. They also will have a number of common items and weapons.

YAM YAM (FIST-SIZED ACID-SPITTING FLY)

BAD 10, DSS 15, MOXY 10, HP 3

DRIVEN TO EAT DEAD THINGS AND TO SHIT ON THINGS.

Giant, annoying flies that infest and blot the wasted landscape.

Attracted to stinky smells, like Meat Bags. Yam Yams will spit globs of acid (1d6 damage, target taking critical damage must pass DSS test or suffer 1 MOXY damage as face is partially melted) at targets and



THE WIDE AND WILD WASTED WORLD

SCRATCHTOWN

You live in Scratchtown. Many say it is the last safe bastion of humanity in the blasted wasteland of earth. You know it's bullshit; the streets stink and are filled with garbage, blood, excrement, drugs, and people; so many people. Humans breed like fucking rats. Filthy beggar brats and ruffian child gangs harass and pester all who wander the alleys of this stinking city. The breeding farms don't help either; no one knows what goes on there, but they pump out kids at an alarming rate. The quicker we die, the tighter humanity holds on and fights the inevitable.



Scratchtown is steel girders stretching towards the sky, building resting upon building, perched precariously, leaning, twisting, jagged and ominous. It is canyons of metal, sludge, and grime. It is racer gangs, petty thugs, addicts, and begging hands. It is oppression, hopelessness, flashing lights, dizzying sounds, distractions of flesh and the bizarre, and the broken. It is a city without a night sky. It is fetid, crazed, and hungry. And it is home.

IN SCRATCHTOWN

Scratchtown stretches on for miles and miles and reaches up to dizzying heights in the sky. Pollution, chemicals and human waste waft upon the stagnant, humid air. Grime, scrap, and other hazards lie in piles on the streets. Dilapidated cars and trucks putter on streets and byways while the buzzer trains rattle around the city, taking people to their destinations. Drugs, chop shops, slave trade, and other illicit activities are made in back alley dealings. There are no politicians or government; the law of the district is dictated by the strongest, most cunning gang, crime lord or corporation.

Tinkerers and collectors hunger for lost technology from ancient eras, called Doodads, hoping it will make life easier, make them powerful, or nab them a hefty sum of gold bits.

Cults, gangs, ravagers, psychos, Nefarios and mundane folks make up the population of Scratchtown; all trying to pull one over on someone else, eke out a living, and get some fun in before they say fuck it and sail into the oblivion of a glorious death.



PEOPLE OF SCRATCHTOWN

People who live in Scratchtown are crazy assholes, 'nuff said. Roll 2d12 for each column to generate a NPC's name, their description, and their Drive.

PEOPLE OF SCRATCHTOWN			
Roll 2d12	Name	Description	Drive
2	Cyber	Too cool for school attitude.	Wants to rise to power and money.
3	Razor	Ghastly body odor. Lazy eye.	Desires respect and to obtain a powerful Doodad that can stop time.
4	Tibbles	Hiccups. Has an extensive bottle cap collection. Smells like wet cat food.	Wants to intimidate others and amass wealth.
5	Mr. Bad	Wears a beat-up sombrero. Thinning hair.	Finding missing sister who ventured into the wastes.
6	Cray ZEE	Muscular, sensitive, fairy tattooed on chest.	Avenge the death of love at the hands of bandits.
7	Four Fingers	Aggressive and short tempered. Quick to defend their "bros"!	Learn to juggle and never drop a ball.
8	Blue Tint	Likes playing with fire. Burns all over body.	Establish a merchant caravan business.
9	Zaps McGraw	Has 1d3 mutations, not bothered by them.	Drink as much as possible with what short time is left.
10	Mean Maggie	Gregarious and kick ass. Liked by everyone.	To win big at gambling.
11	Chuckles	Has an aerial antenna sticking out of head. Claims a robot out in the wastes put it there.	Is extremely lazy. Likes to bully or hire others to do work.
12	Ol' Ben	Afraid of the dark after a venture in the wastes went WAY south.	Gain access to factory ruins found in the wastes.
13	Captain Beefcake	Inquisitive and ambitious. Beefy.	Wants to venture down into the Catacombs and map it.

14	Meemee	Hardcore punk rock attitude! Wants to go out in a flash of glory!	Protect family from thugs at all costs.
15	Dr. Tom	Was once an explorer who spent years in the Catacombs.	Get over fear of mutants.
16	Constance	Owner of Nacks Meats. Shrewd businessperson.	Build an advanced AI robot.
17	Badass Bonnie	Fears water. Believes mind-controlling parasites lurk beneath the surface of the water.	Always ready to kick ass and take names!
18	Dour John	Sweaty and twitchy. Has mouth full of gold teeth.	Build a hot rod desert cruiser.
19	Rusted Tina	Cybernetic eye and arm. Badass purple mohawk.	Eventually build their own settlement away from Scratchtown.
20	40 oz. Jake	Philosophical and pondering. Patient and calculating.	Discover what really is going on in the Breeding Farms.
21	Vappin' Francis	Cocky, gorgeous smile, quick thinker.	Learn to read.
22	Grimes	Missing an arm. Feels cheated by life.	To not live in a garbage can any longer.
23	The Judge	Has a mechanical lower body. Great with Doodads.	To be truthful and honest, no matter who it hurts.
24	Throat-Punch Heidi	Loves coffee. Confesses love for coffee. Writes poetry about coffee. Oh, and has a laser Doodad that melts faces off.	Pay off debts to a vicious loan shark.

AN ITCH TO SCRATCH (THINGS TO DO IN SCRATCHTOWN)

Scratchtown never sleeps. There is always some act to be done, some gold bits to be made. Whether it's making deliveries, stealing from a boss's rival, killing people, venturing into the Catacombs, or going out into the wastes to find Doodads, materials, or kill raiders, there is always something to do before you finally get perished by some fool with an itchy trigger finger.

The following tables are used to generate a quick framework. First roll on Table 1 to generate the person that is doing the hiring. Next roll on Table 2 to find out what the goal of the job is. Then roll on the indicated Table for the details of that goal. Finally roll on Table 3 for a reward. Then flush out the details and there's your mission. Two examples are given on page 62.

WHO'S DOING THE HIRING— TABLE 1

Roll 1d8	Result
1	Named NPC (roll on People of Scratchtown, pg 57)
2	Raider
3	Merchant
4	Mutant
5	Scoundrel
6	Respectable Figure
7	Super Scientist
8	Gear Head

GOAL— TABLE 2

Roll 1d4	Result
1	Desire- Roll on Table 2A
2	Action- Roll on Table 2B
3	Escort- Roll on Table 2C then 2D
4	Attack! - Roll on Table 2E

GOAL: DESIRE— TABLE 2A

Roll 1d12	Result
1	Powerful Doodad
2	Ancient artifact
3	Schematics for a new Doodad
4	Medical supplies
5	Mechanical parts
6	Badass raider car
7	A rare plant found in the wilderness
8	A priceless piece of artwork from the Old World
9	A talkative and sexy pleasure robot
10	A super cute robot baby
11	A deed to a location in Scratchtown
12	A puppy

GOAL: ACTION— TABLE 2B

Roll 1d6	Result
1	Kidnap
2	Save/Rescue
3	Murder
4	Blackmail
5	Harass
6	Protect

Now roll on Table 2B* to determine target of Action.

GOAL: ACTION OBJECT— TABLE 2B*

Roll 1d10	Result
1	A teenager
2	A gang leader
3	A snot-nosed brat
4	A jeweler
5	A mutant
6	A respected figure
7	A merchant
8	A lover
9	A scientist
10	A corporate leader

GOAL: ESCORT— TABLE 2C

Roll 1d8	Result
1	Named NPC (roll on Table 1, pg 59)
2	Raider
3	Merchant
4	Mutant
5	Scoundrel
6	Respectable Figure
7	Super Scientist
8	Gear Head

GOAL: ESCORT LOCATION- TABLE 2D

Roll 1d8	Result
1	Through Scratchtown (pg 55-56)
2	Catacombs
3	Sniffleberg (pg 84)
4	Ancient power station ruin
5	Ancient laboratory ruins
6	To a forest with bizarre growths
7	Massive outcropping of crystalline rocks
8	Ancient, beached tanker from the Old World

GOAL: ATTACK!- TABLE 2E

Roll 1d20	Result
1	Caravan
2-3	Raiders in Scratchtown
4-7	Raider stronghold in the Wastes
8	Hive of semi-intelligent molepeople
9-11	Hive of large insects
12-14	Group of motor raiders
15-16	Pack of carnivorous mutated beasts
17	A malfunctioning robot
18	A back alley dealing (pg 30-31)
19	A thuggish gang in Scratchtown
20	Psychotic mutated cultist raiders

REWARD— TABLE 3

Roll 1d20	Result
1	A cool Doodad
2-4	A personal favor from someone influential
5	A new car
6-7	Access to a cache of weapons
8-11	Bit of money: roll 3d20+10 GB, 3d10 SB, and 3d10 CB
12-13	Access to a hideout
14	Knowledge of the location of a powerful Doodad
15-16	A fan! You have a follower!
17	A rocket launcher painted pink covered with decals of cute little skulls wearing hair bowties and blowing kisses
18	A robot assistant
19	Piece of valuable art
20	An experimental Doodad (be careful now!)

Example 1

Who's Doing the Hiring: Named NPC; **Goal:** Attack!; **Attacking:** Hive of large insects; **Reward:** A rocket launcher painted pink with decals of cute little skulls wearing hair bowties and blowing kisses on it.

Fleshed-Out Job: Meemee (has ghastly body odor and a lazy eye. Drive: Always ready to kick ass and take names) lost her sister recently. Her sister was attacked by a hive of Yam Yams (pg 54, there are always 2d6 present at the hive). She wants revenge on those acid-spitting buggers! If the Meat Bags help Meemee kill all the Yam Yams and destroy the hive, she's willing to part with her prized possession, Pink Thunder- a rocket launcher painted pink covered with decals of cute little skulls wearing hair bowties and blowing kisses.

Example 2

Who's Doing the Hiring: Respectable Figure; **Goal:** Action; **Type of Action:** Protect; **Protecting:** Respectable Figure; **Reward:** Bit of money- 48 GB, 14 SB, and 19 CB.

Fleshed-Out Job: Paco, a respectable figure in Scratchtown, has received several death threats against himself and his wife, Glamorous Gilda. He is seeking protection from an imminent attack and is willing to pay handsomely for it.

THE CATACOMBS

The Catacombs lie beneath Scratchtown; a bizarre twisting labyrinth of concrete, pipes, and wires that extends far into the depths of the earth. No one knows who constructed this massive network of tunnels, how far they spread out or how far down they descend. Were they built by aliens, are they an ancient government complex, or do they serve a more sinister purpose? Bandits, mutants, creatures, and mechanical monstrosities all wander the halls of the Catacombs. Strange devices, riches, and powerful Doodads have all be found by Meat Bags brave enough to venture through this concrete maze of death.

INTO THE WASTES

The Wasted World is a blighted desolate wasteland filled with raiders, mutated humans and beasts, souped-up monster trucks, killer robots, ruins, and devious contraptions. Meat Bags do runs into the wastes to find supplies, take caravans to trade with other settlements, engage in epic battles with raiders just for the thrill of killing, or scour ruins of the Old World for Doodads they can use or sell for some Gold Bits. Thug life ain't easy and they gotz to get paid!

NAMES FOR BAND OF RAIDERS

**Roll
1d12**

Result

- | | |
|----|----------------------|
| 1 | The Fender Benders |
| 2 | The Crimson Carnival |
| 3 | The Bloody Bastards |
| 4 | The Sewer Rats |
| 5 | The Tunnelers |
| 6 | The Killers |
| 7 | The Clowns |
| 8 | Meat Wagons |
| 9 | Fraggers |
| 10 | The Happy Meals |
| 11 | The Wastelanders |
| 12 | Mister Z's Big Kids |

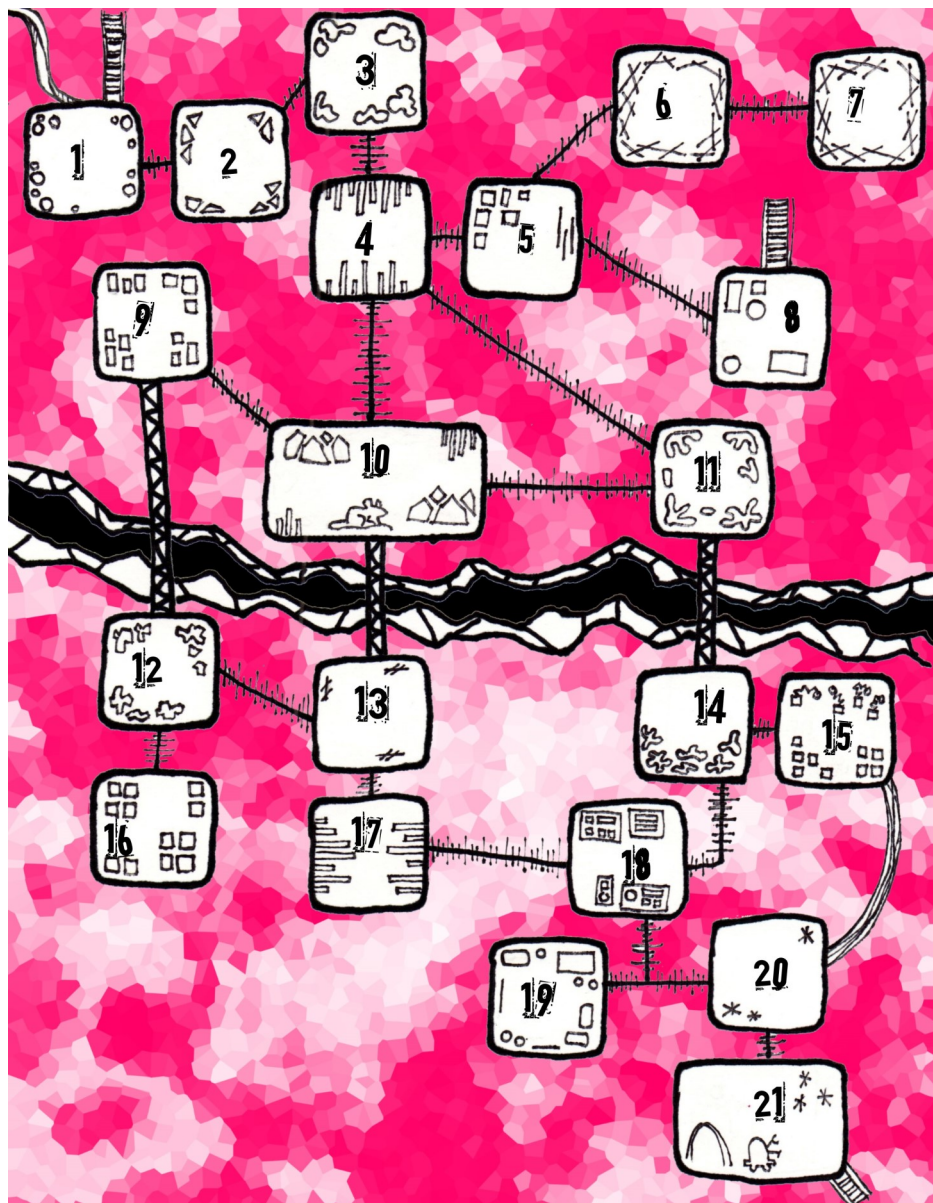
FAR THE FUCK AWAY

THE GREEN LANDS

Far, far away, in whatever fucking direction it happens to be, there is said to be a land of lush plants, clean water, plentiful food, and gorgeous mountains. A few Meat Bags claim to have made it there, but came back because they were bored and hadn't killed anything in oh so long! Or maybe they were delirious and making shit up after drinking too much hooch and getting lost. Others speak of strange metallic structures, creepy statues, and crazed midgets with spears and shotguns and the possible riches to be gained. Either way, hop on a caravan to strike it rich or get eaten by fucked-up midgets, O Crazy One; you are Green Lands bound!

THE OSHAN

Crazed Old Codgers tell tall tales of a massive body of water that stretches as far as the eye can see. They call it the "OSHAN" and claim it is far away from the pile of shit that is the Wasted World. Tales even go as far as to say there are other lands beyond the "OSHAN" teeming with life, Doodads, and riches. Probably bullshit.



ADVENTURE TIME!!

A BLOODY ROMP THROUGH THE CATACOMBS

Catacomb Entrance- A Super Fun Murder Slide: BRIGHT YELLOW, SMOOTH, TWISTING, FUN; PUT YOUR HANDS IN THE AIR! *Pissed-off, giant rats jump at the characters as they whiz down the slide. Each round make a Luck roll for each character. If it favors them, no rat attempts to hump their face; if the result is low, a rodent of unusual size drops down and lunges at them, is on a steel beam coming at them, etc. All damage while on the slide is impaired due to the speed/inaccuracy. It takes four rounds to get to the bottom of the slide (roughly 30' below the basement level of Scratchtown).*

Pissed Off Giant Rat: *Driven to dry-hump and kill things; HP 2, MOXY 4. Claws and bite attack each round (1d4 damage).*

Room 1- Entrance Room: LADDER LEADING TO TOP OF SLIDE; SMELL OF ROT AND DUST; FLICKERING HALOGEN LIGHTS OVERHEAD. *Slime drips from the walls, as does lichen, which can be taken and later dried and used. A skinny hallway is the only way to go deeper into the catacombs.*

Lichen properties: Roll 1d6- 1) Red- sleeping powder; 2) Grey- highly toxic (BAD save or suffer 1d20 BAD damage; 3) Brown- relaxing tea; 4) Orange- potent laxative; 5) Black- healing draught (restores 1d4 BAD); 6) Blue- potent hallucinogen.

Note: If you are running a convention or one shot session- have the lichen be dry and ready to use already.

Room 2- Squatter Den: SMELLS OF ROT, REFUSE, AND SWEAT; LIGHTS ARE BURNT OUT; FIRE IN A BARREL. *Two filthy bums are huddled around a fire (4 HP, shiv or pipe, 1d6 damage). One has a collection of tiny ceramic circus animals that he cherishes (worth 30 CB). The other mutters old movie quotes to himself.*

Random Movie Quotes: *"I am your father"; "Frankly my dear, I don't give a darn"; "All we are is shadows and dust"; "STELLA! (Will shout this if attacked)"; "Forget it Jake; it's Chinatown." Etc.*

Room 3- Refuse Room: SMELLS LIKE SHIT; LIGHTS BURNT OUT. *The room is filled with excrement; the bums probably use it as a bathroom (or something else does). If one pays closer attention, looking around the room they'll discover small tread marks heading south towards room 4. If someone digs around in the excrement they DESERVE a reward.*

Excrement reward: An uneaten candy bar, 3d6 SB and 1d10 GB.

Room 4- Room of Pipes: HUMID; HALOGEN LIGHTS BUZZ; PIPES HISS AND ISSUE STEAM OCCASSIONALLY. PIPES DISAPPEAR INTO THE CEILING. *Several of the pipes are dripping water (30% chance this is clean water). A creature is fixing the pipes. The creature has a human head in a domed container. The base of the creature is a boom box on tank tracks. It has four arms: two pincer arms, a buzz saw arm, and a laser welder (8 HP, 12 BAD, 4 DSS, four attacks, 1d6 damage each). The creature is not hostile and will only attack if provoked. After three points of damage, it will attempt to run to room 5 and then 8. If the group is friendly, eventually it will invite the group to follow it and meet its friend, Sir Grumblepump.*

Room 5- Access Point: HALOGEN LIGHTS HUM; BOXES STACKED IN LEFT-HAND CORNER BLOCK HALLWAY; DOOR TO RIGHT IS COVERED WITH A FILTHY CANVAS. *If chasing the creature from room 4, it zips through the canvas cover to room 8 and is heard crying, "Sir Grumblepump!"*

Room 6- Blank Room: MOST OF THE LIGHTS ARE BURNT OUT; PUNGENT SMELL FILLS NOSTRILS. *The walls are covered in veiny growths. They hiss and pop if exposed to flame for over 10 seconds.*

Room 7- Mutated Room: COMPLETELY DARK; A GRUMBLING, ALMOST METALLIC GRINDING IS HEARD ECHOING IN THE LARGE ROOM. *The thick veiny growths that were seen in room 6 are more prevalent here. If group asks which way they grow, they seem to be coming from the ceiling, which is extremely high up. Against the back wall is a small pedestal with a glowing cube hovering slightly above it (the Hypno-Cube Doodad). Lurking on the ceiling is the mutated abomination, El Fucko, who will descend from the ceiling and attempt to ensnare targets to eat them. El Fucko spouts out crazy gibberish and speaks of "his master's wishes."*

El Fucko: *Driven to ruin someone's day; HP 15, BAD 10, DSS 9, MOXY 8. Tendrils will trap target, unless DSS test is passed. Touch drains 1 BAD each round. Claws (1d8 damage). At the end of the fight, each Meat Bag that was attacked must make a Luck roll. If it favors El Fucko, one of their items (chosen randomly, and can be a Doodad), becomes covered in thick tendrils and is destroyed.*

Hypno-Cube Doodad: Point it at a target to blast them with light. They must test MOXY or fall under your control permanently. Cube can be used to control a number of targets equal to half your MOXY. Each time the device is used, test BAD or gain a mutation (see Mutations, pg 19).

Room 8- The Comfortable Home of Sir Grumblepump: HALOGEN LIGHTS ARE COVERED WITH CLOTH TO MUTE THE BRIGHTNESS; ROOM IS FILLED WITH JUNK, ALBEIT CLEAN AND ARRANGED; A BED AND DRESSER ARE IN THE CORNER; A SMALL TEA TABLE AND RICKETY CHAIRS ARE IN THE CENTER. *If the group was mean to the little creature in room 4, Sir Grumblepump is hiding behind the dresser and begins shooting at the characters with an energy pistol that he obtained during his adventuring days, as he shouts “Why do you chase poor Horatio?” If they are friendly when the group wanders in, Sir Grumblepump is eccentric but excited for company (as he doesn’t get many visitors). He warns of the mad creature in room 7, who used to be his partner, but went crazy and became a mess. There is a ladder that leads to the surface if the party wishes to bug out.*

Grumblepump will give the following info:

- *Room 10 is home to mutated rodentpeople, “call them Roadies.” You must offer them a prize or they will kill you outright. What they want depends on the day. If pressed, Grumblepump will say “I believe today is Tuesday, so I think that means they want pizza. Extra sausage and cheese. About 6 pies, guys.*
- *The Roadies have contraptions that allow you to cross the Great Suicide Gorge with no risk. Otherwise, it’s at your own risk.*
- *When he was younger he stored treasures over on the other side of the gorge. He is willing to give them the key and allow them to have some of his stuff, if they would bring him back his Golden Box of Sound and the stack of Holy Black Plates (this is actually an old gramophone and several vinyl records).*

Energy Pistol: This weapon shoots lasers (1d6 damage)! This weapon ignores armor. Targets that take critical damage are vaporized.

Room 9- Storage Room: RICKETY CRATES STACKED HAPHAZARDLY; HALOGEN LIGHTS HUM LOUDLY. *The boxes contain various things like clothes, rations, water (15% chance clean water). Sifting through the boxes will reveal an object each round. First round: two healing potions (1d6 STR); Second round: Raider Armor (AP 2); Third round: Heat Whip Doodad. There are two giant rodents guarding the boxes. Each round looking through the boxes will bring 1d2 more rodents.*

Giant Rodent: *Driven to eat and spread disease; HP 4, MOXY 4. Claws and bite attack each round (1d4 damage). When bitten, roll under BAD: failure means rodent fever (suffer -1 to BAD).*

Heat Whip: Extremely hot curling iron coils have been linked together to a blow dryer handle. When turned on the coils glow red hot and can cause normal things to catch on fire. Targets that take critical damage are made extra crispy and must make succeed on a BAD test or suffer enhanced damage.

Room 10- Kingdom of the Rodentpeople: MASSIVE ROOM FILLED WITH TENTS; PIPES DRIP WATER FROM ABOVE; ELECTRICAL WIRES AND HALOGEN LIGHTS SIZZLE, POP, AND HUM. *There are only a few Roadies out in the room center (roll 1d4). They are armed with claws, daggers, and gas-powered saw spears. The rest are hiding in pipes or in the tent houses (for the total number present, roll 2d6+5). If the group brings the pizza (or another suitable prize) the Roadies are excited and pleasant and willing to welcome the group in. If they bring nothing, the Roadies will ask what they have brought, and then attack full force, gladly making the group the next meal.*

If the group brings pizza, as they are milling about they will see Sir Grumblepump walking around with two slices of pizza.

For bringing the pizza, the group is given harnesses that they can fasten to the wires that cross the Great Suicide Gorge and can pull themselves across. If violence was used, the group will have to find the harnesses in the aftermath.

Rodentpeople: *Driven to be left alone, except when presented with pizza; HP 4, DSS 13. Claws and dagger (1d6 damage), gas-powered saw spears (1d8 damage), leather armor (AP 2).*

Room 11- Room of Reanimated Body Parts: LIGHTS BURNT OUT; WET, SLAPPING SOUND ISSUES FROM ROOM. *Putting light on situation shows a ball of arms, hands, legs and feet sewn together around a giant grey box with wires and blinking lights.*

Gross Body Thing! *Driven to give people the willies and touch them in inappropriate places; HP 16, BAD 14; DSS 6; MOXY NA. Bitch slap, groin kick, or cheap shot (1d6 damage). Will give creepy back rubs. Make a MOXY save or become extremely uncomfortable and unable to act for 1d3 rounds.*

The Great Suicide Gorge: BLACK; BOTTOMLESS; OPPRESSIVE; SMELLS OF DEATH AND SORROW. *If the group has obtained the harnesses from the Roadies, they can connect them and pull themselves across with no peril. If not, they can either tightrope walk, or pull themselves across as if wearing a harness, but there is no safety net here.*

Tightrope Walk: Takes ten rounds to make it across. Roll a DSS test each round to not fall. If target fails, they can make a BAD test to catch themselves on the wire. Failure means they fall to their death. If successful they can continue by pulling themselves across. If a Meat Bag takes their time tightrope walking, roll the DSS test twice and take the better of the two as the result.

Pulling Oneself Across: Takes eight rounds to make it across. Roll a BAD test each round to not lose grip and fall. If target fails, make a DSS test to catch the wire. Failure means they fall to their death.

On the Other Side: *Things become stranger still, more horrific, and bizarre. Death, mutilation, and hijinks abound!*

RANDOM ENCOUNTERS

Roll 1d12	Result
1	Lost Roadie (pg 71)
2	Injured adventurer
3	Mad hermit
4	2d4 Teethlings (pg 74)
5	Slimy Thing With Claws and Teeth (pg 74)
6	A still-functioning cotton candy machine
7	Chocking smell of methane
8	Barrel-fisted Slimy Thing With Teeth (see below)
9	A wandering junk dealer
10	Steam blasts from a pipe
11	Electricity pops from a wire or halogen light
12	Mutated Roadie (pg 71- has spiked tail attack as well and normal bullets/melee weapons damage is impaired against Mutated Roadie)

Barrel-fisted Slimy Thing With Teeth: *Driven to deliver fist-bumps... to the FACE!;* HP 10, BAD 14, AP 2. Huge fists (1d10 damage). If max damage is rolled, the creature punches the Meat Bag in the face, smashing it in. Permanently reduce MOXY by 1d6.

Room 12- Grime-filled Room: NO LIGHT; GROUND IS SQUISHY; SMELLS LIKE PUTRID GARBAGE. *All the walls are covered by thick, putrid-smelling grime. A person must get on their belly to crawl towards room 16. The first person in attracts the attention of a Giant One-eyed Hook Worm. The target takes enhanced damage (no test). If the damage is Critical, the worm pierces through the victim's heart, latches onto their spine and pulls them into the grime and disappears (the sound of bones snapping, popping, and squishy noises echo). If combat is engaged the worm retreats if it suffers more than 2 points of damage.*

Giant One-eyed Hook Worm: *Driven to eat your heart and lay eggs on your face; 6 HP; Nasty bite (1d6 damage). Covered in thick slime and has a bloodshot eye, and three hooks for a mouth. Smells like fried chicken.*

Room 13- Stark Room: HALOGEN LIGHTS FLICKER AND FIZZ. *Walls are clean, several gouge marks nick the walls. Metal door must be opened to proceed to Room 17. When door is opened a MOXY test must be made to avoid being surprised by Slimey Thing With Claws and Teeth.*

Slimy Thing With Claws and Teeth: *Driven to be mean. Is a Badass Motherfucker card-carrying member; HP 9, BAD 14, AP 2. Huge teeth and claws (1d10 damage). If max damage is rolled, roll again and add it to amount. Doesn't show fear.*

Room 14- Room of Splat: HALOGENS GIVE OF RED AND BROWN-HUED LIGHT; DIM; DANK; DISGUSTING. *This room is at a lower level than room 11 on the other side of the gorge. The cable descends steeply into this room. There are flattened bodies smashed into the walls from adventurers and Roadies that were going too fast on the cable across the Great Suicide Gorge, causing them to slam into the wall going splat. However, the dried blood, skin flaps, and bits of hair and nails caught on the wire slow the Meat Bag player's speed, so*

there is no danger. However, they hover about 3 feet from the floor, so they have to pull themselves across, getting to touch all the wonderful bits of grossness on the wire.

Room 15- Home of the Jack in the Boxes: BRIGHT HALOGEN LIGHTS. ROOM FILLED WITH HUNDREDS AND HUNDREDS OF JACK-IN-THE-BOXES. *On the left side of the room, these toys have all been sprung and are flung across the room. The right side has Jack-in-the-Boxes that have yet to be sprung. There is a skeleton leaning against the right pile, a Jack-in-the-Box resting in his lap, his hand on the crank. The players may be apprehensive, thinking the boxes are cursed, but they aren't. This was just a screwed-up person with OCD. Turning the Jack-in-the-Boxes do nothing. There is a doorway that leads to the Curvy Tunnel of Death at the east wall.*

Curved Tunnel of Death: DARK; SLIMY; MOIST AND HUMID; CHITTERING, SLURPING NOISES ECHO. *The tunnel is slick with some gross blackened moss-like substance. This tunnel is a nursery for a Slimy Thing With Claws and Teeth. After the mother is killed, little Teethlings (the babies) crawl out of the muck and hop at the characters. If the Meat Bags run towards the exit (room 20), it takes 6 rounds to get to the other side.*

Slimy Thing With Claws and Teeth: *Driven to be mean. Is a Badass Motherfucker card-carrying member; HP 9, BAD 14, AP 2. Huge teeth and claws (1d10 damage). If max damage is rolled, roll again and add it to amount. Doesn't show fear.*

Teethlings: *Driven to grow up and be like mommy; HP 1, BAD 4, DSS 14, MOXY 5. Explode on target (1d6 damage). If damage is critical the target must pass a DSS save or explode in a spray of bone and meat.*

Room 16- Sir Grumblepump's Secret Stash: DOOR LOCKED; UNLOCKS IF HAVE KEY FROM SIR GRUMBLEPUMP, MUST BE BUSTED DOWN IF NOT; BRIGHT LIGHTS; SEVERAL BOXES AND BAGS ARE STACKED IN THE ROOM. *The boxes all contain various things, some of which are worth something, others not so much. On a table is the Golden Box of Sound and a crate of vinyl records that Sir Grumblepump desires.*

In the crates: spoiled rations, 400 GB, 200 SB, 500 CB, one Cryo Grenade Doodad (pg 10), a handheld mirror, a case of designer cosmetics, a box full of rubber duckies, two sawed-off shotguns, three pistols, dirty underwear, a box of fuses, a collection of ruined, dented and battered Old World license plates, an empty backpack, and the Clean Water-o-Matic Doodad (pg 11).

Room 17- Pipe Room: PIPES HISS AND SPOUT STEAM; MILDEW AND MOISTURE COLLECTS ON HALOGEN LIGHTS ABOVE, MANY ARE GRIMY AND BURNT OUT. *The room smells of mold and an acidic aroma. There is another creature similar to the one located in Room 4. This one has a female head in a container of green liquid and snail eye stalks coming out of the eye sockets. She sees the characters, has a stupid, shocked look and moves towards room 18.*

Room 18- Old Radio Room: HALOGEN LIGHTS HUM; STATIC NOISE COMES FROM OLD WORLD WAR II-STYLE RADIO EQUIPMENT. *Sitting in a rickety wooden chair is a short, pudgy mutated human. He has a blue mohawk, leather pants, nipple piercings, a shotgun strapped to his side, a claw for his left hand, a pig snout, and spines on his spinal cord. He is asleep.*

Pudgy Mutant Man: *Driven to have a great time and drink some beer;* HP 4, DSS 8. Shotgun (1d8 damage), pistol (1d6 damage). When struck with any attack, make a Luck roll. If it favors the Pudgy Mutant Man (low roll), he splits into two. The new copy looks exactly like him, but has a different personality (and possibly skillset). For ease,

use same stats. However, if Meat Bags use a Pudgy Mutant Man to refill their ranks, roll everything individually.

Additional Info: *Pudgy Mutant Man has been listening to old radio signals and if the group leaves him alone and kills Robo-Septic 3000 he is willing to share two bits of information with the group: 1) He has been hearing chatter of a band of raiders that have taken refuge in an abandoned Old World factory that they've gotten working- seems they have guns and some working automobiles. 2) He has been picking up weird screeching chatter and can't pinpoint the signal, but he believes, based on his limited triangulations, that it's a few days north of Scratchtown. He believes that this is from Alien Overlords that have landed a ship on earth.*

Room 19- Pudgy Mutant Hideout: THIS ROOM IS DECORATED LIKE A COLLEGE DORM BACHELOR PAD; NUDIE POSTERS, GRUNGY BEER BOTTLES, AND RUSTY CANS OF PROCESSED MEAT BYPRODUCT LINE THE ROOM. *Four copies of the Pudgy Mutant Man are lounging around the room on ripped-up sofas or piles of rags. They all have different colored mohawks from the original Pudgy Mutant Man (if he even IS the original). They have some canned meat rations (if the group is desperate) and some questionable beer they brew themselves. They are frustrated because one of their older copies activated Robo-Septic 3000 (the copy is dead now; he was scrubbed to death) and that damned robot is blocking access to further tunnels of the Catacombs AND a ladder up to Scratchtown.*

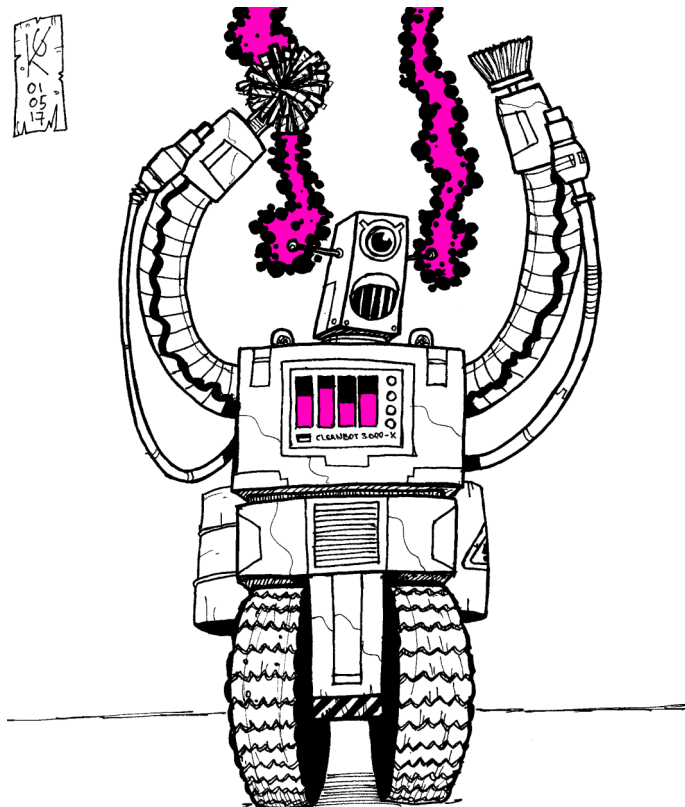
The hallway leading to room 20 has been blocked by heavy wooden boxes. The boxes have drying, congealing soap bubbles oozing from between the cracks.

Room 20- Clean Room: ROOM IS INCREDIBLY CLEAN; EPICALLY CLEAN; SO CLEAN IT GLEAMS! *The room has been rigorously cleaned. Cleaner than anything the party of Meat Bags have ever seen!*

Room 21- Lair of Robo-Septic 3000: HALOGEN LIGHTS ARE ALL OPERATIONAL AND BRIGHT; ROOM GLEAMS IT IS SO CLEAN. There is a ladder in the SE corner and a large dark archway to the south. When the Meat Bags walk into the room, a pattering noise is heard. A 10' tall robot on two wheels comes through the archway. It shouts in a robotic voice, "It's time to scour with power!"

Robo-Septic 3000: *Driven to epically clean your fucking face off;* HP 14, BAD 15, DSS 10, MOXY 8. **Right Arm:** Mop Attachment (0 damage)- DSS save or blinded for 1d3 rounds from the suds; Hot Wax Gun- (1d6 damage)- on hit will use Air Vent Breath next round on target. **Left Arm:** Scrubber Attachment (1d8 damage)- if critical damage is dealt by scrubber, target is smashed into floor and bursts into a bloody smear (Robo-Septic then says, "Oh dear- look at the mess you've made- I'll have to clean that later!"). Next round will use Water Hose Gun on smear; Water Hose Gun (1d4 damage)- DSS save or be knocked prone; Air Vent Mouth (1 damage from heat)- targets that have been doused in hot wax are hardened and cannot get free until someone breaks them out or they pass a BAD test.

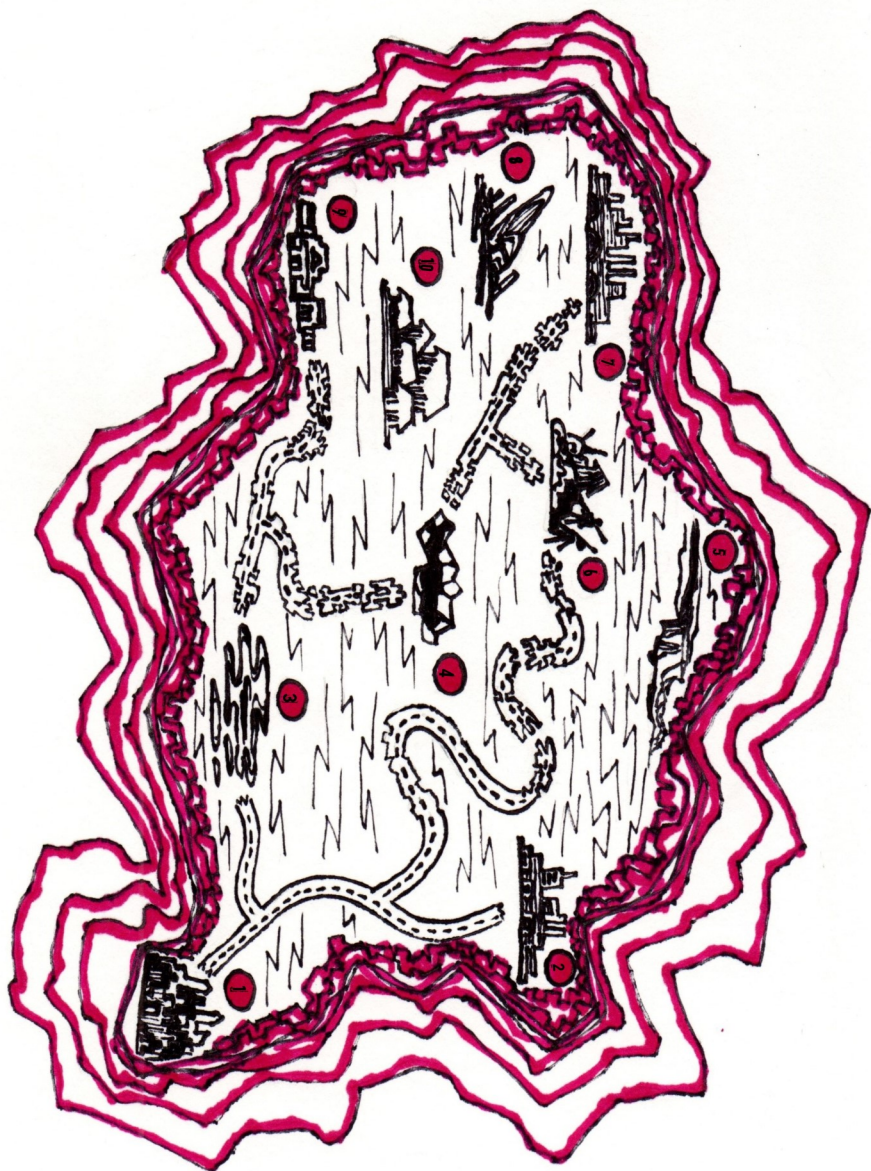
Robo-Septic 3000 gets two attacks per round, one each with its right arm and left arm. Air Vent Mouth counts as an attack with Right Arm.



BEYOND! *There is a ladder in room 21 for the Meat Bags to go back up to Scratchtown and lick their wounds, resupply, booze up, etc. The archway leads further into the Catacombs. As the GM, you can decide whether this leads further down, to a second level, or further on the same level. Remember that the Catacombs stretch into the earth and outward for miles.*

EXPLORING THE WASTELAND

A POINT CRAWL ADVENTURE



The Wasted World is a dangerous pile of shit teeming with raiders, mutated people with horrific pig faces, killer robots, giant insects, and even worse... salesmen! Meat Bags will rev up their cars and hit the road fighting their way through these assholes to discover goods for trade, Doodads, or just the fun of killing stuff!

A Piece of the Wasted World:

This stretch of wasteland is just outside of Scratchtown and gives the GM a starting place for running a Death is the New Pink campaign.

WEATHER OF THE WASTES

To generate the weather of the wastes, roll 1d8. If you only marginally care about the weather, roll once in the morning. If you want more detail, roll this morning, afternoon, and evening.

Roll 1d8	Result
1-3	Weather Worsens: treat weather one step worse than previous roll. If this is the first result, treat as rain. If the previous result was Storm, treat as epic storm! Flooding, tornadoes, fist-sized hail, etc.
4	Storm: Traveling the wastes takes three times as long. Can't sleep unless under a structure like a building, cave, etc. This can be something like a hail, snowstorm, or a brutal heat wave.
5	Rain: Vision is impaired and the ground is slick, flooded, and muddy. Travel takes twice as long.
6	Fog: Vision impaired. You can only see 10' in front of you. Car lights (especially brights) reduce this to 5'.
7	Cloudy: Life is depressing when the clouds are in the sky. But you are excited if a rainbow comes out. This can be chilly and damp, or hot and muggy.
8	The Perfect Temperature: A perfect day for Meat Bags to go to the beach and work on their tans.

RANDOM ENCOUNTERS

Roll 1d20	Result
1	Raiders - HP 4, raider armor AP 2, shotguns (1d8 damage), pistols (1d6 damage), baseball bats with nails (1d6 damage). <i>Driven to be a badass!</i>
2	Mutated Dog - HP 9, BAD 9, DSS 13, MOXY 5, spiked tongue (1d6 damage, enhanced damage against unarmored Meat Bags). Can turn into goo and sink into cracks, etc. <i>Driven to feast.</i>
3	Mutated Man - HP 6, rifle (1d8 damage), insectoid legs (cricket legs), four arms (1d6 damage with each, four attacks, can shoot rifle and flail fists). Has a Doodad. <i>Driven to be a salesman.</i>
4	Radio Tower - Can be made to work again with proper love and care. 15% chance a mad hermit sniper is on top of the thing.
5	Two Hunters - 10 HP, rifle (1d8 damage), knife (1d6 damage). <i>Driven to find food and kill varmints.</i>
6	Caravan Wandering Wasteland - Has goods for sale. Leader is Hollow Point Cassidy. 10% chance has a Doodad for sale. <i>Driven to make money.</i>
7	Killer Robot - HP 12, BAD 15, AP 2. Laser beam eyes (1d8 damage, this weapon ignores armor. Targets that take critical damage are vaporized). Parts can be used in contraptions. <i>Driven to collect input and KILL.</i>
8	Old World Convenience Store - Butler Packaged Cream-filled Cakes still in store and still good. Annoying children have taken up refuge here (<i>Driven to annoy adults and be sponges</i>).
9	Sentient Suped-up Hot Rod - Badass looking, sexy sleek car. <i>Driven to find a driver who can handle the epic ride.</i>
10	Swarm of Fist-sized Bees - HP 2, DSS 15, stinger (1d6 damage). 2d6 bees at hive. <i>Driven to buzz and be angry.</i>
11	Killer Clowns - HP 8, MOXY 12, mallet (1d8 damage), sawed-off shotgun (1d8 damage). Rides on unicycles, juggles knives, honks horns. <i>Driven to get some yucks before they kill you.</i>
12	Robotic Salesmen - HP 12, BAD 15, AP 2. Laser beam eyes (1d8 damage- this weapon ignores armor. Targets that take critical damage are vaporized). <i>Driven to give everyone the right price!</i>

- 13 **Yam Yam (Fist-sized Acid-Spitting Fly)**
BAD 10, DSS 15, MOXY 10, HP 3 Giant, annoying flies that infest and blot the wasted landscape. Attracted to stinky smells, like Meat Bags. Yam Yams will spit globs of acid (1d6 damage, target taking critical damage must pass DSS test or suffer 1 MOXY damage as face is partially melted) at targets and attempt to suck up all the melted goo. *Driven to eat dead things and shit on things.*
- 14 **Strange Piece of Sculpture Art-** Interesting, evocative art. Warrants a moment of consideration.
- 15 **Mastiff-sized Glowing Maggots-** HP 2, BAD 5, DSS 5, MOXY 5, explode upon attack or being attack (1d6 to all within 5'). *Driven to blow shit up and go out like all the other cool kids.*
- 16 **Angry Hermit Spouting Crazy Government Conspiracy Propaganda:** HP 7, MOXY 4, pistol (1d6 damage), stylish tinfoil hat. Spouts shit like, "The wall they build around us cannot keep us contained forever!" or "The watching robotic eyes of the government shall not see our every move!" and "Our apathy makes us prisoners! Rise up! RISE UP!" *Driven to open the eyes of everyone and damn the Man!*
- 17 **Dilapidated Old World Gym-** Time to pump some weights! Don't forget to work your glutes! Here's where a Meat Bag can buy tickets to the "gun show!"
- 18 **Mutated Raiders-** Some have full metallic bodies, others are fully animalistic with pig or bat faces, and have whole bodies covered in eyes (ewww). HP 8, BAD 12, MOXY 7, Raider armor AP 2, machine gun (1d10 damage), motorized saw-knife (1d10 damage). *Driven to be pains in the ass.*
- 19 **Car-sized Praying Mantis-** HP 8, BAD 11, DSS 8, MOXY 8, two claws (1d10 damage), bite (1d8 damage), AP 1, can fly. *Driven to eat, find a mate and bite its head off.*
- 20 **Aliens!!!-** 7 HP, DSS 11, MOXY 15, laser pistols (1d8 damage- this weapon ignores armor. Targets that take critical damage are vaporized). *Driven to find test subjects and dissect them.*

LOCATIONS

1- Scratchtown

- POLLUTED; FESTERING; TEEMING WITH PEOPLE.
- *Raiders circle the outskirts of the walls looking for easy prey.*
- *Giant rodents and insects lurk in the dark corners, eating the flesh of the fallen or vulnerable.*

2- Metalworking factory

- DILAPIDATED; RUSTED; OVERGROWN WITH VEGETATION
- *Sunshine Raiders base- Big Bad Juicy John leads group.*
- *Secret basement houses 1d3 Doodads from ancient weapons tests of the Wasted World.*

3- Acid Pool

- STINKS OF MELTED FLESH; SULFURIC; BUBBLES AND BLOOPS.
- *Giant acid-spitting beetles lurk around.*
- *Dilapidated cars nearby for the taking.*

4- Sink Pit

- CRUMBLING; BOTTEMLESS VOID.
- *Getting too near requires DSS test to avoid slipping and falling in.*
- *Decent place to set a trap.*

5- Canyon to Whatever

- CRAGGY; PITTED; ROCKY.
- *Carnivorous, mutated birds lurk here.*
- *Leads to wherever the hell the GM wants.*

6- Raider Village w/ Impaled People

- BODIES IMPALED ON POLES; BUILDINGS OF TANNED HIDE AND WOOD.

- *Rail Spike Raiders call this shithole home. Lead by Staple Gun Sally.*
- *Decent supply of guns, ammo, and armor here.*

7- Sniffleberg

- HOME TO THE WHINING AND INSUFFERABLE; ABANDONED SHOPPING MALL.
- *Trades with Scratchtown, jealousy at Scratchtown's awesomeness and whines about it.*
- *New drug market sprung up, magic drug called OHNO in high demand.*

8- Crashed UFO

- MYSTERIOUS; BEEPS AND BOOPS; SLEEK METAL; SUPER SEXY.
- *Half buried in rubble. Ground is hot. Strange green ooze leaks from burst tubes.*
- *Aliens, cute little green men with one eye and laser beam guns, are hiding around the vessel. They are waiting for the mothership to pick them up.*

9- Ancient Beer Factory, WITH ALIENS!

- HOME OF THE DUD-LITE; SMOKESTACKS, CROOKED AND CRUMBLLED; GREEN OOZE SPLATTERED ON BUILDING.
- *Aliens from crashed UFO (#8) have taken up residence here.*
- *Basement has access to ancient subway tunnels which are home to the Rat-Fuckers Gang.*

10- Mutant Village

- SMELLS LIKE... SOMETHING WEIRD; FREAKS ABOUND; BITTERNESS.
- *Village of mutants, "Normies" aren't warmly welcomed.*
- *Rigs pump up oil. Mutants trade it for guns, ammo, and drugs with raiders, Scratchtown, Sniffleberg, etc.*

APPENDIX N

Borderlands 1 and 2 (video game)
Death Trash (unreleased video game)
Dredd (movie)
Fallout Series (video game)
Heavy Metal (magazine and movies)
Judge Dredd (comic book)
Junkhead (animated short movie)
KMFDM (music)
Mad Max series (movies)
Tank Girl (comic book)
Thundarr the Barbarian (animated series)
White Zombie (music)



Bloodads, mutants, bullets, dead bodies, and some booze and pizza are all in a day's adventure in the Wasted World.

Stray on your ass-kicking boots and grab your big guns, Meat Bag!

It's time to get your killin' (or dyin') on!

Burn rubber in this scrappy RPG:

Death is the New Pink!

