



EARTHAD.2

ENHANCEMENT PACK

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Welcome to the **EarthAD 2: Enhancement Pack**. This book contains new material for use with EarthAD 2, as well as two connected scenarios, new templates, random tables, and an additional reference page. If you would like to contribute your own story ideas, templates, or gimmicks, feel free to join our Collaborative or let us know what is on your mind on our message boards.



ADDENDUM ONE

CHARACTERS

A new character stock, set of skills, and gimmicks are introduced here to complement the new regions provided in the next chapter. A selection of new transport gimmicks have also been included as a bonus.

NEW CHARACTER STOCK

The following new type of Reject originates from the Demon Pits, described in the next chapter.

- **Demonic Rejects**

These characters were infected with a demonic curse, but their spirits were able to resist the changes, leaving them only partially changed. Demonic Rejects possess the *claws*, *infectious (demonic curse)*, *sleeplessness*, *regeneration*, and *resistant (6)* gimmicks.

NEW CHARACTER SKILLS

The following new awareness-based skills are primarily found among the demonic rejects. They can only be used by characters who possess the *welding* gimmick.

Welding Arc

the practical experience required to project an arc of electrical energy at a target up to a distance equal to the character's skill rating in meters; the fatigue inflicted is equal to half the character's skill rating (rounding down, for a minimum of 1FAT); because of the inherent power requirements, this skill can only be attempted a number of times per day equal to the character's fitness rating

Welding Capacitor

the practical experience required to absorb and store electrical energy from active technological devices, such as those from Old Earth; each successful attempt to draw energy increases the number of times any one welding skill may be used in a day, but the character sustains 1FAT (whether successful or not) by the shear will required; the difficulty is dependent on the amount of energy present in a device

DEVICE POWER

powerplant	trivial
generator	routine
combustible engine	complex
computer or appliance	challenging
handheld device	impossible

DIFFICULTY

Welding Burst

the practical experience required to cause a massive release of electrical energy, projecting multiple arcs at all characters and conductive objects within a radius equal to the character's skill rating in meters; the fatigue inflicted to each target is equal to half the character's skill rating (rounding down, for a minimum of 1FAT), but the welding character also sustains 2FAT; because of the inherent power requirements, this skill can only be attempted once per day

Welding Weapon

the practical experience required to power a welding weapon (see next chapter); because of the inherent power requirements, this skill can only be attempted a number of times per day equal to the character's fitness rating

Welding Armor

the practical experience required to power a welding armor component (see next chapter); because of the inherent power requirements, this skill can only be attempted a number of times per day equal to the character's fitness rating

Welding Technology

technical knowledge and repair of welding-powered weapons and armor components

NEW CHARACTER GIMMICKS

These new gimmicks are only available to select roles as noted below (see New Character Roles).

Holy Fire	the Holy Man character restores one grade of fatigue for each hour of rest within a holy circle; he can also instantly recognize another Holy Man as being such
Martial Fire	the Martist character is immune to acid rain, and all radiation levels are considered three less when determining their effects on him; he can also instantly recognize another Martist as being such

NEW TRANSPORT GIMMICKS

Caltrops	the land-based transport can drop a number of small, spiked jacks (up to two times per session); the driver of any transport following behind must make a handling task to avoid them or receive 3STR as a called strike to the tires/tracks
Flak	the air-based transport can launch up to five explosive devices immediately behind it that detonate, leaving a cloud of debris primarily designed to injure passengers; the driver of any transport following behind must make a handling task to avoid these areas or 5INJ is equally distributed among the passengers (make a damage roll to penetrate cover first and then apply normally to characters)
Mines	the sea-based transport can drop up to ten explosive mines in the water; the driver of any transport following behind or traversing the area must make a handling task to avoid them or receive 5STR; the difficulty is determined by the number of mines in the area

NUMBER OF MINES

NUMBER OF MINES	DIFFICULTY
1	trivial
2 to 3	routine
4 to 6	complex
7 to 10	challenging
11 or more	impossible

Padded Interior

the transport's interior is specially lined to protect the occupants in case of collisions; the characters receive a bonus to their armor rating of 2 when applying damage from collisions and crashes

NEW CHARACTER ROLES

A few sample roles are provided for the new regions introduced in the next chapter.

Holy Man

The character presides over a flock followers and ceremonies held at Holy Rounds, protecting the purity of his dogma, and spreading the faith. Recommended skills for this role include ancient languages, Old Earth legends, and performance.

Martist

The character believes that the saviors of mankind are the lost gods, and that his duty is to search for any of these gods wherever possible, no matter the risks. Recommended skills for this role include investigation, scavenging, Old Earth legends, survival, and performance.

Pathist

The character is a firm believer in the power of the true gods of Earth, and maintains his faith in order to survive life in the Demon Pits. He is likely to despise all forms of rejects, as well as those with apparent mutations, since the faith of a Pathist requires spiritual and physical purity. Recommended skills for this role include stealth, tracking, survival, and composure. Pathist mutants who possess the wielding gimmick should also possess wielding skills.

Infiltrator

The character is good at traversing the narrow passages of the Demon Pits, allowing him to spy on the minions of darkness. Recommended skills for this role include finesse, stealth, tracking, and survival.

STOCK

REQUIRED GIMMICKS

OPTIONAL GIMMICKS

REJECTED HUMAN CARRIER

Demonic Reject

infectious (demonic curse)
resistant (6)
claws
sleeplessness
regeneration

night vision
empathy
acid touch (globulous acid)
skeletal enhancement
wielding

RANDOM TABLES

Random tables have been provided so that players or the gamemaster can leave the choice of cybernetic, beneficial mutation, detrimental mutation, and remnant gimmicks to chance. Three dice are rolled for each table. The first is used

RANDOM CYBERNETICS

ROLL	ODD	EVEN
2	battle saw	inexhaustible energy
3	camera eye	jet pack
4	cybergun	motion detector
5	cybersenses	muscle enhancements
6	cyberspurs	nanocomputer
7	dermal plating	optic screen
8	enhanced lungs	psionic dampers
9	bacterial filtration	skill soft
10	bodycomp	static overload
11	grappler	thermal imager
12	hydrappendages	tool hands
13	vocal modulator	wired reflexes

RANDOM BENEFICIAL MUTATIONS 1

(1 - 3)

ROLL	ODD	EVEN
2	acid touch	adaptation
3	additional arms	aggressive immune system
4	battle sense	body warp
5	carapace	carnivorous teeth
6	chameleon hide	clairaudience
7	clairvoyance	confusion
8	cryokinesis	death field
9	devolution	dual brain
10	elasticity	empathy
11	esp	force field
12	illusion	ganglion
13	gills	heightened metabolism
14	heightened senses	inflict paralysis
15	internal compass	levitation

RANDOM BENEFICIAL MUTATIONS 2

(4 - 6)

ROLL	ODD	EVEN
2	life sense	luminescence
3	magnetic control	mental control
4	mental blast	molecular disruption
5	multiple stomachs	mutagen emission
6	napalm breath	nauseous spray
7	night vision	object read
8	photosynthetic skin	powerful pheromones
9	pyrokinesis	resistant
10	radar	radio hearing
11	regeneration	skeletal enhancement
12	sonic scream	sleeplessness
13	sound imitation	telekinesis
14	toughness	vampiric attack
15	weather manipulation	welding

to determine whether the odd or even column is consulted (depending on whether an odd or even number is rolled). The other two dice are then added together, referencing the sum with the appropriate column (odd or even) on the desired table. Each table has other specific needs as described below.

Cybernetics

If the current day of the month is an even number, add one to the sum of the two dice.

Beneficial Mutations

If the current day of the month is an even number, add three to the sum of the two dice. A fourth die is rolled—on a result of 1 to 3, consult the Random Beneficial Mutations 1 Table; on a result of 4 to 6, consult the Random Beneficial Mutations 2 Table.

Detrimental Mutations

If the current day of the month is an even number, add two to the sum of the two dice.

Remnants

If the current day of the month is an even number, add one to the sum of the two dice.

RANDOM DETRIMENTAL MUTATIONS

ROLL	ODD	EVEN
2	armless	bacteria susceptibility
3	crude appendages	diminished taction
4	diminished talent	diminished vision
5	distinctive odor	dual defective brain
6	fat cell accumulation	fear response
7	fragile	heightened pain
8	hemophilia	hostility field
9	light sensitivity	monomania
10	narcolepsy	paranoia
11	periodic amnesia	poor respiration
12	reduced stamina	restrictive movement
13	seizures	vestigial ganglion
14	waterskin	distinctive odor

RANDOM REMNANTS

ROLL	ODD	EVEN
2	amphibious	armored shell
3	bestial grip	carnivorous teeth
4	claws	climber
5	echolocation	fins
6	fur	gills
7	gliding	horns
8	jaws	jumping
9	multidextrous	night vision
10	predatory appearance	predatory tracking
11	scales	spines
12	tail	tunneling
13	webbed digits	fur

ADDENDUM TWO

EARTH IS NOT DEAD

There is more to the living world than just the Wastes, Wilds, and Roads. A new underground region is described below, along with the new beasts and infections that inhabit it. Also included is a smaller, but somewhat frequent landmark within the Wastes that can be used in a variety of ways, from an oasis to a rallying point, or even as an enigma.

WHERE ELSE DOES MAN LIVE?

THE DEMON PITS

When the cataclysms struck, some regions of the Earth sunk deep underground. The land and rock fell in such large portions that many say the Earth wanted to hide from the carnage above. These collapses formed not only the Lazar Pits and Undervalleys, but also Regions of Earth now called the Demon Pits. As these natural caverns were discovered, they became home to refugees from all over the world.

The people of some caverns saw a life of devotion to their divine beings as the only way to survive in such a barren place. As time passed, their religion, called *the Path*, governed much of their lives, but it was equally despised by some. A small minority was born out of the Path, seeking to gain freedoms not tolerated by society. This need for liberation eventually evolved into the *Akhetonic Movement*, so named after its leader, Jonas Akheton, the sixth son born on the sixth day of the year to the sixth generation of Akhetons.

The movement travelled deeper into the Earth with the intent to find a legendary being at the heart of the planet. Even those with some doubt were convinced of the legend upon discovering a rounded, steel portal. This opened to what the ancient stories called the nether-realms. According to the Akhetonic Movement, the other side of the portal was to bring liberation and rebirth to the desperate masses of Earth. Instead, it doomed most of the Pathists and Akhetonics to servitude.

The first thing that happened upon breaking the seal of the portal was for all electromagnetic devices to cease functioning. The lack of scientists in the caverns prevented any real hope of understanding this phenomenon, but some still believe that there is a machine on the other side of the portal that absorbs all power within the caverns. It is doubtful that even proper Old Earth technology exists to analyze this occurrence. Many talk about venturing through the portal to destroy the machine, but none who have tried ever returned.

People had to adapt to their new environment, and some even evolved to channel and amplify their own bio-electric power in the form of wielding. Special weapons were even built to focus this energy, but then man was to change yet again.

Through the portal came a new threat—an unseen presence that infected and mutated man beyond his wildest thoughts. The demonic curse befell the peoples of the caverns. It spread among them, and they began to act with a new carnal purpose—contaminating as many people as possible, and building a new society of, for lack of a better word, demons. And that they did, preparing for the coming of the elder minions, those who have evolved from beyond the portal.

A new threat emerged to rule over the people. Strange and twisted, they now rule the Demon Pits. Although a few humans still survive in this hell, it is mostly populated by vicious creatures of hate. The *Freemen*, fighters comprised of Pathists and mutants alike, seek to become powerful enough to take back their world, but given the lack of technology and manpower, that dream may be unattainable. To make matters worse, any conflict has the potential to not only result in the loss of human life, but also the addition of new demons.

Note: Roms and Rippers cannot survive in the Demon Pits due to their cyborg natures. Aliens with similar issues would also be putting their lives in jeopardy. Surviving natives of the Pits (mostly Pathists) are Pures, although a few Mutts with no exterior signs of change are also present. The Demonic Rejects are not considered clean, and are not permitted to remain with the Pathists, although some do assist the Freemen.

THE HOLY ROUNDS

Throughout the Wastes, and even tamed patches of the Wilds, stand rings of tall monuments that give tribute to the gods of Old Earth. These monuments are erected from whatever materials were found at the time—old train cars, buses, telephone poles, and even oil drums. The early worshippers used a range of items, making these religious centers look like a junk yard version of Stonehenge.

Early post-cataclysm worshippers gave tribute to any power that seemed magical or incomprehensible to them. This included Old Earth technology like computers, mechanical beings like Rippers and the inhabitants of the Metal Cities, and mutants that exhibited super-human powers. While the worshippers were wholly unorganized, they shared the common threads of idolizing that which they did not understand and seeking the one all-powerful god that would re-unify the Earth and put an end to suffering.

Wanderers who stumbled upon the rings were educated in the ways of *One True Thought and Purpose*, the dogma that described the destiny of the gods and man's purpose to seek the truth of their power. As the wanderers came and went, their own beliefs colored the dogma, retelling it to others ever so differently. A number of factions were born of this migration, but the most powerful to date is that of the Martists.

The dogma of the Martists is simple—the gods were nearly destroyed by man's hands, but redemption can be found by seeking out one of the few remaining gods that are merely asleep. Various signs suggest how the gods may be awakened and where they can be found, but no one has ever succeeded (some rumors suggest otherwise in a place deep underground). In order to complete their mission, generations of Martists have trained themselves to resist the more severe conditions of the Wastes in order to trek wherever needed to locate the gods.

The Holy Rings today are primarily populated with followers during their sacred meetings. These gatherings mark special days designated as either *holy*, *times of change*, or *times of need* (an exchange of supplies). Some Holy Rings are littered with followers at all times. These are used more as tribal villages rather than holy sites, their meanings lost to the inhabitants over time.

WHAT ELSE DOES MAN FEAR?

NEW INFECTION: THE DEMONIC CURSE

Unknown to the outside world, this mutagenic virus is carried by the demon minions from the Pits. Even though some enjoy limited immunity, there is no hope in curing those already affected. They are destined to serve their primordial urges until finally rewarded with death. Fortunately, the body's immune system has adapted, slowing the transformation process. The first stages of transformation include reduced need for sleep and the toughening of the nails, followed by the body's ability to regenerate wounds. The final stages alter the character's appearance quite drastically until it becomes a full minion.

Each time a character sustains at least 1INJ by a demonic beast's natural weapons (like a claw), he gains one grade of infection. Once infected, there is no cure, and the character not only begins to show physical symptoms, he also loses control over his reasoning ability—a penalty is applied to all reasoning-based tasks depending on the severity of the infection. When

a character sustains five grades of infection, he turns into a demonic minion and is controlled by the gamemaster—the player should create a new character.

GRADE	SYMPTOMS	REASONING
1	gains <i>infectious (demonic curse)</i> gimmick	-
2	gains <i>sleeplessness</i> gimmick	+1DIFF
3	gains <i>claws</i> gimmick	+2DIFF
4	gains <i>regeneration</i> gimmick	+3DIFF
5	—	—

THE DEMONIC BEASTS

Creatures that can be found in the Demon Pits are described below. A few new gimmicks also accompany them.

Musclebound	this is the same as Muscle Enhancements (a <i>Cybernetic Gimmick</i>), but as a mutation
Sensory Gestalt	the creature's awareness rating is two (2) greater when others of his kind are near
Vulnerability	the creature is extremely sensitive to a specific substance—damage due to injury from this substance is doubled, while fatigue is converted to injury (but not doubled)

MINIONS

Minions were once human, but succumbed to the demonic curse, now appearing as exaggerations of their original forms. The transformation of one's skin and hair is the most conspicuous—dark skin becomes almost like coal, while skin on the light side turns to a marble-like finish. Hair thickens like fur, sometimes even knotting like twine. Those with longer frames tend to hunch over, while shorter bodies get very stocky. All minions share the same instinctive goals of infection and extermination, although some are more capable of behaving rationally. These are typically the older generations, who originate from beyond the portal.

Serving Minions

As first-generation minions, those who serve the cause seek to destroy mankind any way they can.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	3	1	2	1
Skills: <i>athletics 4, brawling 4, stealth 3, tracking 5, composure 5, others as per characters</i>				
Gimmicks: <i>infectious (demonic curse), musclebound, claws, night vision, distinctive odor, regeneration</i>				

Wielding Minions

Mortals who possessed the *wielding* gimmick retain this mystical power as minions.

FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

4 4 1 2 1

Skills: athletics 4, brawling 4, stealth 3, tracking 5, composure 5, various wielding skills

Gimmicks: infectious (demonic curse), night vision, musclebound, claws, distinctive odor, wielding, regeneration

Overseen

The more intelligent minions are made to supervise the less-capable masses. They hold no real authority other than directing subordinates, as they report directly to killiaks and possibly even draconians.

FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

3 3 3 3 3

Skills: athletics 3, brawling 4, melee 3, tracking 4, investigation 5, composure 7, others as per characters

Gimmicks: infectious (demonic curse), night vision, musclebound, claws, distinctive odor

REKS

These beasts from beyond the portal are reptilian in nature, appearing as upright lizards with humanoid features. They are stronger, more agile, and more perceptive than typical minions, but much less intelligent. Reks take orders from the higher minions, yielding to their own instincts when searching for sustenance—flesh.

Common Reks

FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

5 5 2 0 1

Skills: athletics 5, brawling 6, melee 3, survival 5, tracking 5, composure 4

Gimmicks: infectious (demonic curse), night vision, musclebound, sensory gestalt, life sense, distinctive odor, vulnerability (globulous acid), special weapon (claws: +2INU), toughness (4)

Kellamine Reks

Kellamine reks are huge beasts that resemble the mythological dragons. While stupid and clueless, the sheer size and strength of these reks can easily demolish most resistance. Because of their size, however, these behemoths can traverse only the very large caverns.

FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

5 5 1 0 0

Skills: athletics 5, brawling 7, survival 5, tracking 6, composure 6

Gimmicks: infectious (demonic curse), night vision, musclebound, life sense, oversized, jaws, tail,

extra tough, toughness (4), inflict paralysis, special weapon (claws: +4INU)

Brooding Reks

Thought to be the queens of the reks, these creatures carry large chitinous-like sacks along the sides of their ribs, widening their torsos up to two feet on each side. The sacks carry hundreds of larvae. When released, the larvae feed upon flesh until strong enough to enter a pupal stage. At this point, they begin their growth and transformation into full-size reks. This process typically takes up to one month's time.

FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

4 4 1 1 0

Skills: athletics 3, brawling 3, survival 7, tracking 2, composure 4

Gimmicks: infectious (demonic curse), oversized, sensory gestalt, night vision, life sense, distinctive odor, vulnerability (globulous acid), special weapon (claws: +2INU), toughness (4)

Killiaks

Sometimes considered to be second-generation minions, killiaks are a cross between first-generation minions and reks. Their general appearance is that of a man with thick, dark hair that continues to grow at an extremely fast place, but their skin is scaly like a lizard. Killiaks take pride in their long manes, knotting or wrapping them around their bodies to indicate status among their kind. While not very powerful physically, these minions are often seen giving orders and organizing the legions of the pits.

FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

3 3 3 4 3

Skills: athletics 4, brawling 4, survival 5, scavenging 4, interrogation 5, composure 4

Gimmicks: infectious (demonic curse), night vision, distinctive odor, vulnerability (globulous acid)

DRACONIANS

Draconians are the most “evolved” of the minions and are likely to be the oldest. Because of this, draconians see themselves as superior to everything. Draconians are human in stature with black, flowing hair. Their onyx-like, reflective skin and glowing, red eyes impart a sense of true demonic power. They even communicate with others of their kind telepathically, since they cannot speak more than a growl. These beings are also immune to the infection, since their bodies have evolved into what they believe to be the ultimate form.



Draconians have learned to cultivate nutritious fungi in their underground lairs, eliminating their need and hunger for flesh entirely. While capable of higher reasoning, they lack the experience and history to develop that which humans do so easily—machines, science, and historical perspectives. As a result, they are highly competitive and far from civilized.

Draconian Pleb

The typical draconian is free, but his obedience is maintained through faith and social pressure.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	3	2	2	1

Skills: *as per characters (no reasoning-based skills, except for survival)*

Gimmicks: *night vision, toughness (2), resistant (6), esp, sensory gestalt*

Draconian Priests

The draconian elders are appointed to rule based on the potency of their mental powers.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	3	2	2	3

Skills: *as per characters (no reasoning-based skills, except for survival)*

Gimmicks: *night vision, toughness (2), resistant (6), esp, mental blast, telekinesis, sensory gestalt*

OTHER CREATURES

Rapting Beasts

The Demon Pits are not only home to humanoid beasts. Infected animals are also present, mostly taking the form of rapting beasts. These creatures are reptilian in appearance, with straw-like legs ending in talons that make them look like large birds at certain angles.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	2	0	0	0

Skills: *athletics 5, brawling 4, survival 6, tracking 4*

Gimmicks: *infectious (demonic curse), night vision, carnivorous teeth, bestial grip, sensory gestalt, special weapon (talons: +1INJ), toughness (1)*

Foot Spiders

Another infected creature of the Pits, foot spiders are everywhere. They are mostly harmless, but are very annoying, often getting into equipment, food, and supplies. They are infectious only when their blood comes into direct contact with a character.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	4	0	0	0

Skills: *athletics 3, survival 4, stealth 6*

Gimmicks: *infectious (demonic curse), night vision*

NEW GEAR

Globguns

These weapons are similar to powderguns except that they launch flimsy balls containing globulous acid. The balls break apart upon impact, spraying the target with the acid. While this is mostly harmless to man, causing only fatigue, the acid can be deadly to certain types of minions.

Rotarygun

This version of the powdergun has the advantage of pre-loaded multiple barrels. Each turn of the crank not only ignites the powder to launch a ball, it also rotates a new barrel, ready to fire, into position. While this weapon is prone to jams, it means not having to load after every shot.

Wielding Blasters

Those who possess the wielding gimmick can shoot focused beams of energy at their opponents with this weapon and a wielding weapon task. This weapon has a maximum range equal to five times the character's skill rating in meters. The amount of injury inflicted is equal to half the character's skill rating (rounding down, for a minimum of 1INJ).

Wielding Slicers

Those who possess the wielding gimmick can launch high-energy sonic waves in wide arcs with this weapon and a wielding weapon task. This weapon has a maximum range equal to twice the character's skill rating in meters. The amount of fatigue inflicted is equal to half the character's skill rating (rounding down, for a minimum of 1FAT).

Wielding Cannons

This weapon is like a wielding blaster, except that it can be powered by more than one character at a time and inflict massive damage. The cannon inflicts 1STR for each successful wielding task by an assisting character beyond the first, whose task is made to aim it (damage requires at least two successful tasks).

Glob Grenades

Based on the globguns, these grenades are designed to spray acid into confined areas.

Wielding Shields

Those who possess the wielding gimmick can use this small handheld device and a wielding armor task to create a flat energy barrier directly in front of them. The shield's armor rating is equal to half the character's skill rating (rounding down). The shield only remains in effect for one turn at a time.

Wielding Cloaks

Rather than using a device to protect oneself, those who possess the wielding gimmick can power this cloak directly

with a wielding armor task. The cloak's armor rating against injury (but not fatigue) is equal to half the character's skill rating (rounding down). Each time the number of dice rolled for damage is greater than the character's fitness rating when using the cloak, he receives one grade of fatigue. The cloak's protection only remains in effect for one turn at a time.

NEW WEAPONS ACCURACY AND RANGE

WEAPON	ACCURACY	RANGE
globgun	-	20m
rotarygun	+3DIFF	50m
wielding blaster	-	5m x skill rating
wielding slicer	-	2m x skill rating
wielding cannon	-	50m

NEW WEAPONS DAMAGE AND COVERAGE

WEAPON	DAMAGE	EFFECT RADIUS
globgun	2FAT	1m
rotarygun	1INJ	*
wielding blaster	½ skill rating as INJ	-
wielding slicer	½ skill rating as FAT	3m
wielding cannon	**	-
glob grenade	3FAT	5m

* 5INJ is divided among all targets within a sweeping distance of 5m at the expense of all the weapon's maximum ammunition.

** 1STR per number of successful characters beyond the first.

NEW WEAPONS AMMUNITION AND RELOADING

WEAPON	AMMO TYPE	SHOTS/USES	RELOAD TIME
globgun	acid/ball	3	1 turn
rotarygun	gunpowder/ball	5	8 turns
wielding blaster	none	*	24 hours
wielding slicer	none	*	24 hours
wielding cannon	none	*	*

* equal to the character's fitness rating.

NEW ARMOR

ARMOR	RATING	PROTECTION	COVERAGE
wielding shield	½ skill rating	FAT/INJ	all directly in front of body
wielding cloak*	½ skill rating	FAT	all but front of head

* character receives 1FAT if the number of dice rolled for damage is greater than his fitness rating.

RANDOM ENCOUNTERS

The tables on the next page can be used to randomly determine encounters with others. Roll two dice—the first indicates whether the encounter is with a beast (an odd number) or a pack (an even number). The second determines the actual being encountered and how many of them.

DISTILLATES

Living among roots has forced the communities of the Demon Pits to utilize vegetation as a way to cure and supplement essential vitamins and minerals. They use a brewing process to combine ingredients into a usable form called distillates.

Energy Boosters

This type of distillate boosts a character's vigor for up to four hours. During this period, he can ignore all penalties due to fatigue. Once it wears off, however, all penalties from fatigue are doubled for up to an hour. Each time the character takes another dose while the effects are present or during recovery, he gains 1FAT.

Reaction Boosters

This distillate increases the character's awareness ability by two (2) for a number of turns equal to twice his fitness rating. Additional doses within a twenty-four hour period have no effect.

Wielding Boosters

This distillate boosts conductivity in the body, temporarily increases the character's awareness ability by two (2) for all wielding-related tasks. The effects last for a number of turns equal to twice the character's fitness rating. Additional doses within a twenty-four hour period have no effect.

Pain Blockers

This form of distillate decreases all penalties due to fatigue and injury by two (2) for up to one hour (+3DIFF becomes +1DIFF, for example). The character's body can only tolerate a number of doses up to his fitness rating per day. If given more doses than he can handle, each one inflicts 1INJ.

Toxin Blockers

These distillates prevent all forms of poisons and venoms from harming the character for up to one day. If more than twenty doses are taken in the character's lifetime, they no longer have any effect.

Wielding Blockers

This distillate impedes conductivity in the body, temporarily decreasing the character's awareness ability by two (2) for all wielding-related tasks (a minimum of zero). The effects last for a number of turns equal to twelve minus double the character's fitness rating (12 - rating x 2). Additional doses increase this penalty, although the rating may not be reduced below zero.

Sacrificial Wine

This distillate kills a character almost immediately. If he possesses the wielding gimmick, however, it is transferred to the first person who touches him within a ten-minute period. This distillate is used by Pathists who are near-death, so that their powers can continue in others.

EARTHAD.2

THE WASTES	BEAST (ODD)	NUMBER	PACK (EVEN)	NUMBER
1	crater cats	1 - 3	mutt hunters	1 - 6
2	giant roaches	3 - 6	ripper seers	1 - 2
3	fire worms	1 - 6	mutt raiders	3 - 8
4	waste scavenger	1	mutt slavers	3 - 12
5	sand dragon	1	rom assassins	1 - 3
6	glow bees	100 - 600	pure explorer	1 - 2
THE ROADS	BEAST (ODD)	NUMBER	PACK (EVEN)	NUMBER
1	hunting dogs	4 - 6	mutt raiders	5 - 10 transports
2	hawking beasts	1 - 3	mutt sprawlers	3 - 12
3	furrow moose	1 - 24	mutt caravan	10 - 20 transports
4	horned six-tails	1	mutt fugitives	6 - 24
5	red rats	3 - 6 dozen	ripper seers	1 - 3
6	night movers	hundreds	reject wanderers	1 - 3
THE WILDS	BEAST (ODD)	NUMBER	PACK (EVEN)	NUMBER
1	screechers	2 - 3	scamp lions	1 - 6
2	bone crushers	2 - 6	scamp apes	1 - 6
3	winding willows	1 - 2	scamp gators	1 - 3
4	tooth pines	5 - 30	scamp rodents	3 - 12
5	blackshade	1	scamp bears	3 - 6
6	taga hawks	1 - 3	mutt slaves	1 - 6
THE ICY WASTES	BEAST (ODD)	NUMBER	PACK (EVEN)	NUMBER
1	white deer	1 - 6 dozen	mutt hunters	3 - 6
2	ice bears	1 - 3	mutt fishers	1 - 3
3	mammoths	4 - 12	mutt warriors	3 - 6
4	shaggy wolves	1 - 6	mutt cannibals	3 - 6
5	snow cats	2 - 6	scamp ice bears	1 - 3
6	charmer	1	reject wanderers	1 - 3
THE SWAYING CITIES	BEAST (ODD)	NUMBER	PACK (EVEN)	NUMBER
1	piranha	1 - 3 dozen	mutt stalkers	1 - 3 dozen
2	octopods	6 - 18	mutt architects	1 - 3
3	sharks	1 - 12	mutt warlords	1 - 3
4	cannibal whales	1 - 3	mutt mariners	3 - 12
5	giant gulls	1 - 3 dozen	pure mariners	1 - 6
6	man of war	1 - 6	seabots	1 - 3
THE METAL CITIES	BEAST (ODD)	NUMBER	PACK (EVEN)	NUMBER
1	giant roaches	3 - 6	manbots	1 - 6
2	waste scavengers	1 - 3	skybots	1 - 3
3	red rats	1 - 3 dozen	demobots	1 - 3
4	taga hawk	1	minibots	3 - 12
5	hunting dogs	1 - 3	ripper infiltrator	1 - 3
6	horned six-tails	1	ripper collaborator	1
THE WILD ISLANDS	BEAST (ODD)	NUMBER	PACK (EVEN)	NUMBER
1	flying fire	1 - 2 dozen	mutt mariners	1 - 6
2	calling birds	2 - 6	pure mariners	1 - 6
3	razor monkeys	3 - 8	scamp mariners	1 - 3
4	swimming dinosaur	1	lost mutt stalkers	3 - 12
5	walking dinosaurs	1 - 3	damaged skybot	1
6	flying dinosaur	1	abandoned sea transport	1
THE LAZAR PITS	BEAST (ODD)	NUMBER	PACK (EVEN)	NUMBER
1	—	—	reject ghouls	1 - 6
2	—	—	reject wasters	1 - 6
3	—	—	mutt mistakes	1 - 3 dozen
4	—	—	rom overseers	1 - 3
5	—	—	reject gangers	1 - 6 dozen
6	bacterium ghouls	1 - 12	demonic rejects	1
THE DEMON PITS	BEAST (ODD)	NUMBER	PACK (EVEN)	NUMBER
1	rapting beasts	2 - 6	serving minions	1 - 3 dozen
2	foot spiders	1 - 3	wielding minions	1 - 6
3	common reks	3 - 12	overseers	1 - 3
4	kellamine reks	1 - 2	pathist refugees	2 - 12
5	killiaks	3 - 6	demonic rejects	1 - 3
6	draconian plebs	1 - 6	draconian plebs	1 - 6

ADDENDUM THREE SCENARIOS

Two ready-to-run scenarios are provided to supplement those in the core book. These scenarios are suitable for packs of three to six characters, and can be tied together as a complete story.

6. FALSE HOPE

The characters are at their favorite watering hole or other public meeting place. A scavenger enters. He is a man who makes his living traveling the Wastes and selling anything of value. He scans the room and walks over to the pack. The man introduces himself simply as Skinny, and tells them that he has information that they might value. It seems that Skinny has stumbled across a surviving vault with inhabitants who are actually friendly towards surface-dwellers. More importantly, the vault contains intact Old Earth technology and is home to roughly one hundred scientists, scholars, and engineers. He explains how the vaulters have offered him a substantial reward to escort them to civilization, Because Skinny cannot do it alone, he seeks willing volunteers to assist him in this task. He offers to pay them in Old Earth technology.

The pack would do well to be skeptical. If they seem to doubt Skinny, he produces the evidence supposedly given to him by the vaulters—a compact communications device similar in appearance to a cellular phone. Not only is the device in working order, it also looks brand new without even a single scratch. It is worthless without a second one, of course, but it displays the time, glows faintly in the dark, and even beeps. At this point, every person in the establishment has their eyes on the pack, amazed at this piece of Old Earth technology.

Skinny can guide the pack back to the vault, agreeing to set out with them first thing in the morning if they so wish. The battery in the communications device only has a small charge remaining, and is depleted overnight. Upon learning of its failure, Skinny may begin to express a sense of urgency if the characters do not seem all that rushed.

All of this is a lie, of course. Skinny only wants the pack to protect him on the long journey back to the vault, and then have them break into it. When Skinny first discovered the entrance to the vault, he was unable to gain access. His hope is that the characters can gain entry.

Skinny

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	3	2	3	3
Skills: <i>athletics 4, brawling 3, melee 3, stealth 3, investigation 5, survival 4, Old Earth Technology 4, negotiation 6</i>				FAT INJ <input type="checkbox"/> <input type="checkbox"/> - <input type="checkbox"/> <input type="checkbox"/> +1DIFF <input type="checkbox"/> <input type="checkbox"/> +2DIFF <input type="checkbox"/> <input type="checkbox"/> +3DIFF <input type="checkbox"/> <input type="checkbox"/> —
Gimmicks: <i>none</i>				

THE FIRST LEG

The vault is located roughly fifty miles from the pack's current location in an area known as the Doaba Badlands. This region is known for its ability to kill swiftly with its desert-like conditions. The vault is located in an Undervalley near the center of the Doaba Badlands. The journey through the Wastes should be fraught with peril. Dangerous beasts plague the land, while nomadic tribes roam the badlands in search of travelers to raid and kill (use the random encounter tables). Leaving the camp may also be problematic as the gamemaster can send a bunch of thugs to attempt to steal the device.

THE AMBUSH

Back at the watering hole, a bandit overheard Skinny talking with the pack, and informed his compatriots of the valuable find. They decided to ambush the pack and kidnap Skinny. The bandits (twice the number of characters in the pack) set an ambush a few kilometers into their journey.

The bandits are more interested in kidnapping Skinny than they are in killing the characters. Since only the bandit from the watering hole knows which one is Skinny, they use non-lethal force to incapacitate the characters, ensuring that Skinny is not accidentally killed. They are equipped with clubs, a total of five smoke grenades, and a few shock sticks that they have saved for just such an occasion.

The Bandits

Roll two dice for each bandit (or, for every two or four to make it less cumbersome); one die determines a beneficial mutation and the other determines a detrimental mutation at random on the table below.

ROLL	BENEFICIAL	DETRIMENTAL
1	adaptation	diminished taction
2	battle sense	hemophilia
3	force field	hostility field
4	inflict paralysis	paranoia
5	skeletal enhancement	paranoia
6	wielding	distinctive odor

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	3	1	2	2
Skills: <i>athletics 5, brawling 5, melee 6, stealth 4, driving 5, tracking 4, survival 4, intimidation 5, composure 4</i>				
Gimmicks: <i>technological ignorance, criminally insane</i>				
FAT INJ <input type="checkbox"/> <input type="checkbox"/> - <input type="checkbox"/> <input type="checkbox"/> +1DIFF <input type="checkbox"/> <input type="checkbox"/> +2DIFF <input type="checkbox"/> <input type="checkbox"/> +3DIFF <input type="checkbox"/> <input type="checkbox"/> —				

The Bandit's Transport

These specially-modified scavengers seat two—there is one for every two bandits. Make sure there is an extra one (with a driver), however, to transport Skinny.

SPEED	HANDLING	COVER	FRAME	MEC STR
+2	+3	0	1	<input type="checkbox"/> <input type="checkbox"/> -
Gimmicks: <i>multidrive, passenger space (1)</i>				
Weapons: <i>none</i>				
<input type="checkbox"/> <input type="checkbox"/> +1DIFF <input type="checkbox"/> <input type="checkbox"/> +2DIFF <input type="checkbox"/> <input type="checkbox"/> +3DIFF <input type="checkbox"/> <input type="checkbox"/> —				

The bandits should be allowed to succeed, although the gamemaster should not arbitrarily hand Skinny to the bandits. They are simply better prepared than the characters, and if the characters manage to escape with Skinny, let them do so. Skinny does not have to be with the bandits, although the rest of this scenarios assumes that he is (the gamemaster will have to adjust accordingly).

Rather than torture Skinny for the information they seek, the bandits offer him an equal share of the loot from the vault. Skinny is no fool and happily takes the deal. The pack must move quickly to catch up to Skinny and the bandits. Fortunately, they leave a trail that can be followed (requiring a complex tracking task).

The trip to the Badlands takes several days, and the pack should catch the bandits before reaching the entrance to the Undervalley. The characters can also capture Skinny, who shrugs at his change of fate, leading them to the vault. If any bandits survive (at least a few should escape if the characters take revenge on them), the tables are turned as they track the pack to the vault.

THE SECOND LEG

Once the pack reaches the Badlands, searching for the vault proves difficult as danger abounds at every step. The pack eventually discovers the Undervalley after a day or two upon reaching the Badlands. Hiking down its sheer, cliff-side path is slow-going, taking a few weeks to reach bottom. A few nights' rest along the side of the Undervalley is enough to unnerve anyone, especially with strange animals sounds and the occasional glowing eyes peering at the pack. A few weeks may even drive them mad. A few animal and plant encounters at this point may just get the characters thinking about turning back for home.

The entrance to the vault is partially buried under dead leaves and a flurry of insect life, but is easily accessible and just where Skinny said it would be. A challenging finesse or mechanics task can open the hatch to the vault. Beneath it is a tunnel that leads to a locked gate barring the way. Unfortunately, this is as far as the characters can go. Their entry is hampered by a locking mechanism far beyond their technological grasp, even if they are experts with Old Earth technology. Grisly skeletal remains litter the area. These are presumably others who have sought to gain entry but died, most likely by animal attacks.

THE FINAL STRAW

The characters now face two problems. They must return home empty-handed, wasting much of their time and resources. And if that were not bad enough, the bandits are descending the Undervalley in search of the vault. Returning to the surface means running into the bandits. The characters can explore or hide out in the Undervalley, however, waiting for the bandits to give up and leave. All the while, the characters must fend off the carnivorous plants and animals that prey in the Undervalley.

CONTINUING THE ADVENTURE

The pack's journey back to their camp can lead to other scenarios devised by the gamemaster. Here is one suggestion:

The pack discovers an abandoned transport in the Wastes. It is of a design unknown to them, but with a little work, they can make it functional and bring it back with them. After a brief rest, the transport begins to act strangely, moving from its parked position, changing speeds and directions on its own, and even trying to ram people. The transport is actually a living machine the left a Metal City ages back, but succumbed to the harsh climate of the Wastes and low power-levels. Now that it has been restored, it slowly re-boots its autonomous programming, and creates havoc for the pack.

7. DEAD GODS

This scenario picks up shortly after the preceding one concludes. The pack is likely to be upset and weary from the fruitless trek across the Wastes and Undervalley, not to mention the ordeal with the bandits. Just as they try to forget what happened, a new hope appears, one that could actually get them through that locked portal and gain them access to a huge cache of Old Earth technology.

THE SAVIOR

Yasir was a Mutt no different from any other, the subject of scorn and abuse all his life. Yasir's scholarly attitude has exposed him to countless tales and rumors about an ancient mummified corpse deep underground. It is said that this corpse is none other than one of man's earliest gods. Yasir suspects that the deity was called *Dracon*, although this is merely conjecture based on a number of overlapping yet different stories. It is Yasir's firm belief that by awakening this sleeping corpse, new life can be breathed into the peoples of the Earth. Such is the thinking of the Martists.

Growing resentful of the way others treated him, especially the holier-than-thou Pures, Yasir now seeks to harness the entity's power and become the undisputed ruler of the Wastes (and perhaps beyond). Yasir has disguised his thirst for power behind the Martist faith, recruiting other like-minded Mutts who are tired of their pathetic lives, wanting nothing more than to live like kings. His army of hundreds is now spread out through the Wastes, hidden from obvious view, but awaiting the signal to take their rightful places.

Yasir

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	3	2	4	5
Skills: <i>athletics 4, brawling 5, driving 4, interrogation 5, investigation 6, literacy 6, ancient languages 5, general knowledge 5, Old Earth legends 7, field cred 4, performance 7, composure 6</i>				FAT INJ <input type="checkbox"/> <input type="checkbox"/> - <input type="checkbox"/> <input type="checkbox"/> +1DIFF <input type="checkbox"/> <input type="checkbox"/> +2DIFF <input type="checkbox"/> <input type="checkbox"/> +3DIFF <input type="checkbox"/> <input type="checkbox"/> —
Gimmicks: <i>martial fire</i>				

CONTACT

After hearing about the pack's adventure from his contacts, Yasir seeks to talk with them. The location in which they make contact is likely to be a watering hole or a small community in the Wastes, perhaps even an oasis in the form of a Holy Circle. Acting the scholarly role, Yasir approaches the characters as they relax, discussing their recent failures. He apologizes for overhearing their conversation, but explains that the place about which they are describing sounds almost exactly like the

entrance to the mythological Last City. He describes how the city fell into the Earth and that it housed one of the greatest sources of Old Earth technology the world has ever seen. If they could get inside, it would feed everyone in the Wastes for decades.

Whether the characters believe Yasir or not is immaterial. The fact is that Yasir is convinced that he can get them inside. Yasir tells the characters anything they want to hear in order to convince them of that. Yasir explains that as a scholar, he is not concerned with material wealth. He simply seeks to make everyone's life better, and that the characters can have the bulk of whatever they find inside. Yasir is very convincing. If the characters ask Yasir to sell them the information, he confides in them that he is not sure how it is done, but is positive that he will be able to find a way once he has had time to study it in person.

THE JOURNEY

Assuming the characters agree to this partnership, they must prepare for a return trip. The trek across the Wastes to the Undervalley is even more dangerous this time as the seasonal storms are approaching, as are even deadlier beasts (the gamemaster should throw some vicious creatures at the pack). Yasir's followers quietly trail the pack as soon as they leave the settlement. The trip down the side of the Undervalley is likely to be a little less worrying, since the pack have undertaken it before, but it is still very dangerous. This fact should be illustrated by example.

ENTRY

Yasir can indeed open the entryway to the structure. As he does so, his followers strike, forcing the characters inside. The followers should outnumber the pack by two to one, making resistance unlikely. Characters with electrical-powered weapons, like blasters, or other Old Earth technology are out of luck as they cease to function past this point. Yasir reveals his true plan for world domination, and leads them deeper underground. Yasir seals the door behind them.

Yasir's Followers

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	4	1	1	2
Skills: <i>athletics 7, brawling 6, melee 6, stealth 7, tracking 5, survival 6, intimidation 4, composure 5</i>				FAT INJ <input type="checkbox"/> <input type="checkbox"/> - <input type="checkbox"/> <input type="checkbox"/> +1DIFF <input type="checkbox"/> <input type="checkbox"/> +2DIFF <input type="checkbox"/> <input type="checkbox"/> +3DIFF <input type="checkbox"/> <input type="checkbox"/> —
Gimmicks: <i>martial fire, various mutations</i>				

As they descend the levels, countless Freeman pour out of the cracks of stone, surrounding not only Yasir and

his followers, but also the characters. The Freeman merely assume that these intruders are from another tribe on the run from the minions, and give the following options—join their struggle or die. The Freeman know only too well that allowing these men to come into contact with minions means only more demonic soldiers.

Yasir's followers are not suicidal or necessarily brave, so they accept the terms, but Yasir is on a mission, and agrees to join them only until an opportunity presents itself. The pack is free to make their own decision, but their only chance of survival should they refuse to join the Freeman is escaping back to the surface.

The Freeman do not believe in life above the Pits, so unless the pack has any Old Earth technology that can project images of the surface, the Freeman do not entertain any of their wild ideas. That could change, however, if the characters prove their worth to the Freeman.

Freemen Guards*

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE		
5	4	1	2	1		
					FAT	INJ
Skills: <i>athletics 6, brawling 6, melee 6,</i>					<input type="checkbox"/>	<input type="checkbox"/> -
<i>stealth 6, tracking 5, survival 5, composure 6</i>					<input type="checkbox"/>	<input type="checkbox"/> +1DIFF
Gimmicks: <i>technological ignorance</i>					<input type="checkbox"/>	<input type="checkbox"/> +2DIFF
					<input type="checkbox"/>	<input type="checkbox"/> +3DIFF
* <i>some possess the wielding gimmick, as well as</i>					<input type="checkbox"/>	<input type="checkbox"/> —
<i>the wielding weapon and wielding armor skills (the</i>						
<i>ratings can vary); a few may also possess mutations, although they</i>						
<i>are likely not to be too apparent.</i>						

THE PLAN

As the prisoners are taken back to the hidden Freeman base, a plan for attack is in final preparations. The Freeman wish to destroy a band of minions that have been terrorizing a nearby group of allies. They have been able to hold back the minions thus far, but it is only a matter of time before the allies become minions themselves or are forced to kill themselves to prevent that from happening. By eliminating these minions, the two groups of Freeman can begin moving through the immediate tunnels easier and performing raids in unison.

The Freeman assume that their prisoners (now members of the Freeman if they join) already know about the situation of the Demon Pits. After all, no life is possible on the surface, and the demonic curse has affected all known caverns. No matter what the characters or Yasir's followers claim, the Freeman cannot accept their ignorance of the situation. The freeman are sure to mention things that start confusing and even scaring the characters. Yasir's followers simply accept the stories as part of their faith—strange mutants protect the mighty one as he rests, waiting for the true deliverers to come and free them from their burdens. Yasir's goal to awaken the sleeping god is still alive.

THERE IS NO TIME REMAINING

The time has come for the Freeman to make their desperate stand against the minions. The characters are not only witnesses to a mighty force of Pures and Mutts, but they also experience their first look at Demonic Rejects, something akin to mutants, but much more terrifying. Another new sight for the pack is the variety of firearms employed by many of the Freeman—wielding weapons. They are like nothing before seen on the surface, and are sure to dumbfound the characters when their use is first witnessed. No one in the pack is capable of using these weapons (unless they spend a few years with the Freeman).

Those capable of using wielding weapons are placed in the front of the army, while the rest of the force is split into left, right, and middle columns. The outer columns can protect against ambush from the numerous side caverns, while the middle column is designed to spread out in front of the wielding troops once their power has been drained.

From this moment on, the outcome is up to the gamemaster and the players. A successful resolution means that the Freeman have gained a little time and freedom of movement in the Pits, but this is not permanent. More minions will eventually reinforce their grip on this area, with Reks and Killiaks emerging in greater numbers.

Should the Freeman fail and the characters escape, they must find a way out of the Pits or spend the rest of their lives in the caverns. Without the aid of the Freeman, it is a struggle to survive one day to the next. Food is scarce and the constant threat of minion attack will loom over them. To make matters worse, only Yasir knows the codes that unlock the portal leading out of the Demon Pits. Because of this, it is imperative that Yasir remain alive if the characters are to escape.

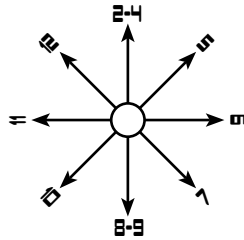
THE SAVIOR BECOMES

Yasir survives the battle, but is still obsessed with his quest for power. Rather than help the characters escape to the outside world, he devises a plan to journey deeper into the Pits in search of his mighty Dracon. By this time, Yasir has also managed to convert a number of Freeman, especially those with the gift of wielding, who are desperate for a better way of life. As the Savior's army grows, the characters must find a way to escape, with or without his help. Since he is the only one capable of opening the door to the outside world, the characters should convince him to help, even by force. Once he ventures into the deep and dark unknown regions of the Demon Pits, this secret may be lost forever.

SUPPLEMENTAL REFERENCE

GRENADES/THROWN ITEMS SCATTER DIAGRAM

Upon failing an athletics task to throw something, roll two dice and consult the diagram at right to determine the direction in which it scatters. Then roll one die and multiply the result by the task's difficulty value to determine how many meters the object travels in that direction.



CHARACTER IMPROVEMENT

raise an ability by one level	20 points
raise a skill by one level (ability: 1-2)	10 points
raise a skill by one level (ability: 3-5)	5 points
gain a new skill (ability: 1-2)	10 points
gain a new skill (ability: 3-5)	5 points

TRANSPORT IMPROVEMENT

raise speed or handling ability by one level	30 points
gain a new special gimmick	40 points
gain a new gimmick	75 points
mount a new transport weapon	20 points
mount a new turreted weapon	30 points

EXTENDED DIFFICULTIES

RATING	DESCRIPTION	OBTAINING/NEGOTIATING (COMMODITIES/NEGOTIATION)	INFLUENCE/FIELD-CRED	KNOWLEDGE
-2 to -1	trivial	ubiquitous items	slave/low-life	ingrained information
0 to 1	routine	common items/open markets	timid/weak-willed	common information
2 to 3	complex	perishables/specialized markets	easy-going/tolerant	available information
4 to 5	challenging	special requests/hunted/unearthed	resolute/guarded	specialized information
6 to 7	impossible	valuables (gems/jewelry)/ancient discoveries	paranoid/arrogant	rare and valuable information

NEW WEAPONS

WEAPON	ACCURACY	DAMAGE	EFFECT	RADIUS	RANGE	AMMO	SHOTS/USES	RELOAD TIME
globgun	-	2FAT		1m	20m	acid/ball	3	1 turn
rotarygun	+3DIFF	1INJ	*		50m	gunpowder/ball	5	8 turns
wielding blaster	-	1/2 skill rating as INJ	-		5m x skill rating	-	**	24 hours
wielding slicer	-	1/2 skill rating as FAT		3m	2m x skill rating	-	**	24 hours
wielding cannon	-	***	-		50m	-	**	**
glob grenade	-	3FAT		5m	thrown	-	-	-

* 5INJ is divided among all targets within a sweeping distance of 5m at the expense of all the weapon's maximum ammunition.

** equal to the character's fitness rating.


*** 1STR per number of successful characters beyond the first.

NEW ARMOR

ARMOR	RATING	PROTECTION	COVERAGE
wielding shield	1/2 skill rating	FAT/INJ	all directly in front of body
wielding cloak*	1/2 skill rating	FAT	all but front of head

* character receives 1FAT if the number of dice rolled for damage is greater than his fitness rating.

PURE HOLY MAN

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
1					

1	2	3	4
<input type="checkbox"/> DAZED <input type="checkbox"/> STRESSED <input type="checkbox"/> STRAINED <input type="checkbox"/> EXHAUSTED <input type="checkbox"/> UNCONSCIOUS	<input type="checkbox"/> BRUISED <input type="checkbox"/> SPANED <input type="checkbox"/> WOUNDED <input type="checkbox"/> MAIMED <input type="checkbox"/> INCAPACITATED	<input type="checkbox"/> +DUFF <input type="checkbox"/> +DUFF <input type="checkbox"/> +DUFF <input type="checkbox"/> +DUFF <input type="checkbox"/> -	FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

athletics 3	brawling 2
literacy 3	ancient languages 4
Old Earth legends 6	survival 5
performance 7	

GIMMICKS & GEAR

mutant discrimination technological affinity

ROLEPLAYING AFTER THE CATAclysm

MUTANT MARTIST REAVER

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	3	3	1	2	

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

athletics	5	firearms	4
driving	4	investigation	4
scavenging	3	field cred	3
survival	4		

GIMMICKS & GEAR

marital fire	technological ignorance
confusion	clairvoyance
vestibial ganglion	monomania

ROLEPLAYING AFTER THE CATAclysm

DEMONIC REJECT WELDER

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	4	2	2	1

1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
INFLUENCE	REASONING	CREATIVITY	AWARENESS	ADAPTABILITY	EMOTIONAL STABILITY	CONSCIENTIOUSNESS	EXTRAVERTEDNESS	OPENNESS TO EXPERIENCE	AGREEMENT

brawling 4	wielding weapon 5
wielding capacitor 5	wielding armor 5
survival 4	stealth 4

GIMMICKS & GEAR

infectious (demonic curse)	resistant (6)
claws	sleeplessness
regeneration	wielding

carries various wielding weapons and one type of armor

ROLEPLAYING AFTER THE CATAclysm

EARTHAD.3

MUTT HOLY DISCIPLE

Just when you thought your life couldn't get any worse, it got better thanks to a man who came to your village with the promise of a renewed Earth. Now you follow that man and also perform missions to distant regions of the Wastes, spreading the dogma.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	1	2	3	4

FATIGUE	INJURY
<input type="checkbox"/> DAZED	<input type="checkbox"/> BRUISED
<input type="checkbox"/> STRESSED	<input type="checkbox"/> SPRAINED
<input type="checkbox"/> STRAINED	<input type="checkbox"/> WOUNDED
<input type="checkbox"/> EXHAUSTED	<input type="checkbox"/> MAIMED
<input type="checkbox"/> UNCONSCIOUS	<input type="checkbox"/> INCAPACITATED
	<div><div>+1DIFF</div><div>+2DIFF</div><div>+3DIFF</div><div>-</div></div>

SKILLS

driving 3	melee 3
literacy 5	general knowledge 3
field cred 4	performance 6

GIMMICKS & GEAR

technological ignorance	mental control
fear response	hemophilia

ROLEPLAYING AFTER THE CATAclysm

EARTHAD.3

ROM REBORN SOUL

You thought you were reborn when you escaped the control of the Pures, but then you met the Holy Men and you found a new outlook on life. How fortunate you were to be reborn twice. Now you wander the Wastes, hoping to make life better for others in much the same way.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	4	1	1	2

FATIGUE	INJURY
<input type="checkbox"/> DAZED	<input type="checkbox"/> BRUISED
<input type="checkbox"/> STRESSED	<input type="checkbox"/> SPRAINED
<input type="checkbox"/> STRAINED	<input type="checkbox"/> WOUNDED
<input type="checkbox"/> EXHAUSTED	<input type="checkbox"/> MAIMED
<input type="checkbox"/> UNCONSCIOUS	<input type="checkbox"/> INCAPACITATED
	<div><div>+1DIFF</div><div>+2DIFF</div><div>+3DIFF</div><div>-</div></div>

SKILLS

athletics 5	brawling 5
firearms 6	interrogation 4
tracking 5	composure 5

GIMMICKS & GEAR

muticidal appetite	mutant bias
wired reflexes	
skill soft (Old Earth technology)	
skill soft (medicine)	

ROLEPLAYING AFTER THE CATAclysm

EARTHAD.3

PURE EXCAVATOR

Your brethren think you are crazy to wander the Wastes, but they don't understand that you are driven to make life better for not only yourself, but also those who remain in the vaults. You seek out that which is buried and the prizes they hide.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	5	1	2	1

FATIGUE	INJURY
<input type="checkbox"/> DAZED	<input type="checkbox"/> BRUISED
<input type="checkbox"/> STRESSED	<input type="checkbox"/> SPRAINED
<input type="checkbox"/> STRAINED	<input type="checkbox"/> WOUNDED
<input type="checkbox"/> EXHAUSTED	<input type="checkbox"/> MAIMED
<input type="checkbox"/> UNCONSCIOUS	<input type="checkbox"/> INCAPACITATED
	<div><div>+1DIFF</div><div>+2DIFF</div><div>+3DIFF</div><div>-</div></div>

SKILLS

athletics 4	firearms 4
driving 4	investigation 5
ancient languages 4	mechanics 4
survival 5	

GIMMICKS & GEAR

mutant discrimination	technological affinity
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ROLEPLAYING AFTER THE CATAclysm