GAMMA WORLD

SCIENCE FANTASY ROLE-PLAYING GAME

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STEP INTO

GAMMA WORLD ®

SCIENCE FANTASY ROLE-PLAYING GAME
from TSR Hobbies, Inc.

GAMMA WORLD® Science Fantasy Role-Playing Game is a complete adventure game for 2 or more players and a Game Master set against the backdrop of an imaginary future America. Based on one of TSR's most popular games, this all-new edition includes expanded mutation, equipment and NPC descriptions, rewritten and reorganized basic rules and a full set of previously-unpublished campaign rules.

Inside this box you'll find:

- A 22" x 34" full-color mapsheet containing three beautiful maps used in play.

- A 64-page Basic Rules Booklet containing everything you need to know to go adventuring in the Gamma World.

- A 32-page Adventure Booklet containing a complete adventure to get you started and step-by-step instructions for designing your own adventures and campaigns.
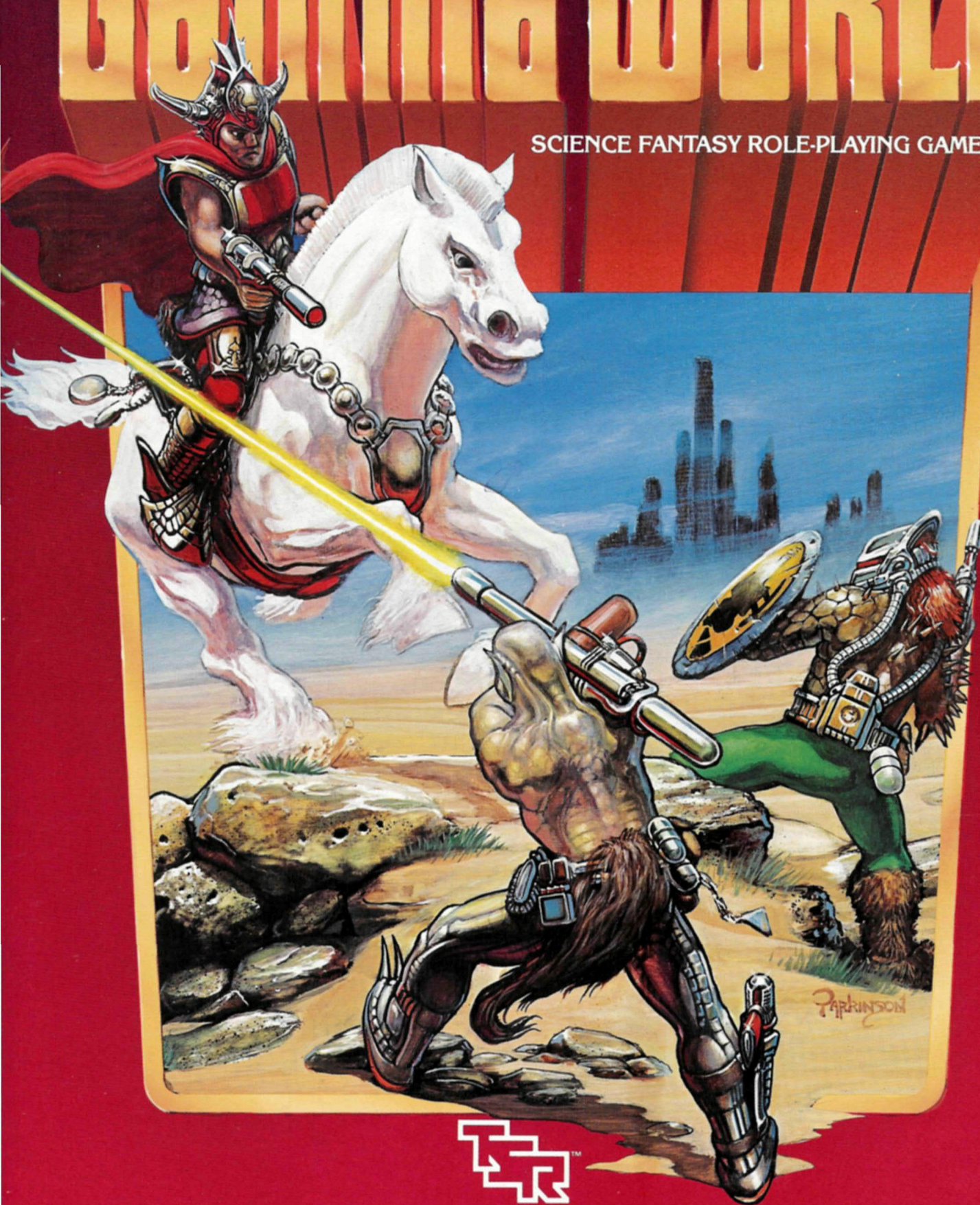
- A set of 6 dice.
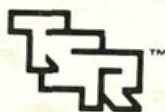
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GAMMA WORLD ®

SCIENCE FANTASY ROLE-PLAYING GAME

PARKINSON

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GAMMA WORLD®

Science Fantasy Role-Playing Game
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THE BASIC RULES BOOKLET CONTAINS THE FIRST FIVE PARTS.

GAMMA WORLD® science fantasy role-playing game is an exciting game of action and adventure set in 25th century America . . . a savage land of radioactive wastes populated by weird and often powerful mutants. As a single adventure, a game can be played in under an hour. It can also be played as a connected series of adventures played over an extended period of time.

The Gamma World is a terrifying place . . . hardly recognizable to those familiar with the America that existed before the "Social Wars" of the early 24th century destroyed world civilization. To the inhabitants of North America in 2450, the time before the "Social Wars" is called the "Shadow Years" since so little is known of it. Even the specific events that destroyed their nation are all but forgotten by these new Americans. Legends persist, of course, but the truth of those legends may never be known. The worldwide holocaust simply wiped out too much. Lasers, atomic warheads, chemical and biological agents and geological weapons all did their terrible work. Oceans boiled. Continents buckled. The skies blazed with the light of unholy energies. By the time the violence subsided, the very face of the earth had changed. Much of North America, including most of Florida and the low-lying Gulf area, California and parts of the Eastern Seaboard were under water. Mountains had fallen. Rivers that had been tamed for 500 years careened wildly through the ruins of broken dams. Not a single city remained intact. The Black Years descended on the Land of the Free.

Less dramatic but more important than the destruction of the continent was the alteration in its surviving inhabitants. Not 1 in 5000 humans lived through the upheaval. Those who survived witnessed a biogenetic revolution. Animals began to repopulate the earth . . . and what animals! Vast herds of jackrabbits the size of horses began to cover the Great Plains. A strain of beetle appeared which grew to a length of 3 meters. A mutated form of shark adapted to life on land began to prowl the desert. But more important than these physical mutations were the mental mutations which began appearing . . . lizards with telepathy and precognition, plants able to disrupt the molecular structure of their victims, a dog-man capable of telekinesis. Nor was man immune to the effects of massive doses of biogenetic chemicals and radiation. All manner of mutations soon entered the gene pool. Most were defects that disappeared. But in the 150 years after the holocaust many became a permanent part of human breeding stock.

This, then, is the Gamma World . . . successor to planet Earth. It is a land of brooding forests, wild unbroken plains and rugged mountains. In places the wilds give way to man-made deserts where cities once stood. Scattered across the continent are a few settlements where the heirs of America's industrial barons force a precarious living from the hostile land. In this place nature is merciless, death is quick and strangers are regarded with suspicion. Faced with a harsh environment, the survivors of the holocaust have joined together for protection in tribes, clans and feudal states. Augmenting these social systems are the so-called Cryptic Alliances . . . secret brotherhoods devoted to the reorganization of society according to their own beliefs. There are many of these, some born long ago in the Shadow Years.

Journey, now, into the far future where life is both dangerous and exciting . . . where those who lived before the 24th century are called "the Ancients" and are regarded with awe for their dimly understood art and science . . . where the wonders of man's highest technology exist side by side with the stone axe and the coat of chainmail . . . where exotic mutations abound and strange new powers of the mind shape human life. Journey now to the Gamma World.

HOW TO PLAY

This game is a role-playing game, an extended form of "make-believe." In a typical game, 2 to 8 players are seated around a large table. They may have a map showing part of a ruined city spread out before them. Perhaps, they are acting out the adventures of a band of explorers. One player might be a mutated human with some awesome special power (telepathy, for example). Two others might be unmutated humans. They may be accompanied by a fourth player who is a highly intelligent mutant bear. Together, they make a formidable team as they search the ruins for a precious artifact said to be in the city. As they enter dark sewers and crumbling buildings, they face such futuristic horrors as the Badder (an evil species of mutant badger), the Cal Then (an intelligent flying insect) and the Kep (a man-eating plant).

The people these players are pretending to be are called Player Characters (abbreviated as PC's). In some cases, players might play more than one character in an adventure. From time to time these Player Characters will meet other people or intelligent animals (or even plants) who aren't being "played" by any player. These other characters are called Non-Player Characters (NPC's). In addition to the Player Characters in the game, one player takes on the special role of the Game Master (GM). The Game Master does not play a character. Instead, he acts as a referee, helps keep the action moving and plays the parts of all the NPC's the Player Characters meet. When a connected series of adventures (called a Campaign) is being played, the GM establishes the setting for those adventures the same way an author sets up a background for the action in a novel. The GM's duties are explained in more detail later in these rules.

HOW TO WIN

There are no "winners" or "losers" in a GAMMA WORLD® game. The object of the game is just to have fun. The Player Characters are, of course, interested in surviving and (in a Campaign) gaining status. But a player whose character is seriously hurt or killed doesn't "lose." He simply creates a new character and keeps playing!

WHAT YOU WILL NEED TO PLAY

In order to play a GAMMA WORLD® game you will need this **BASIC RULES BOOKLET**, the **ADVENTURE BOOKLET**, the dice and map included in this game plus paper, pencils and your imagination! For your first session, you should play the **RITE OF PASSAGE** adventure in this set. When you have played that adventure and are ready to play more games, some sheets of graph paper (for mapping) will come in handy. The use of miniature figures to represent the characters in the game can add to the enjoyment of playing, but is not necessary. Each copy of this game consists of one 64-page **BASIC RULES BOOKLET**,

one 32-page **ADVENTURE BOOKLET**, a 23"x35" map (printed on 2 sides), and a set of 6 different dice.

HOW MANY CAN PLAY

Any number of people can play a GAMMA WORLD® game, but it is usually most fun with a group of 3 to 8 players.
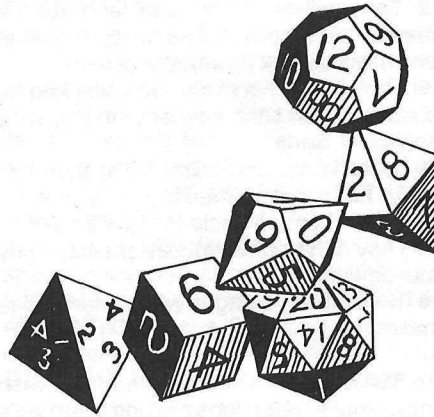
LEARNING TO PLAY

The best way to learn how to play a game is by playing it! This rule book has been designed to make learning quick, fun and easy. The fastest way to learn is to follow these 6 steps:

1. Read **PARTS I, II, III, IV** and **V** of the **BASIC RULES BOOKLET** and skim over **PART IX** of the **ADVENTURE BOOKLET**. As you read, don't try to "memorize" the rules. Just try to become familiar with them, so you know where to find answers to questions that come up during play.

2. Create a character for each player, following the steps in **PART II: CREATING CHARACTERS**.

3. Read **HOW TO USE THIS ADVENTURE** in **PART VI: RITE OF PASSAGE**, and follow the instructions there.

4. Play the adventure, referring to the **BASIC RULES BOOKLET** to answer questions that arise during play.

5. Read **PART VII: CONDUCTING CAMPAIGNS** to learn how to create and run an extended series of adventures.

6. Read **PART VIII: DESIGNING ADVENTURES** to learn how to create and run your own adventures.

HOW TO USE THE DICE

Included in this game set are six special dice needed to give a variety of results. Though they appear strange at first, these dice will quickly become a familiar part of play. The dice in the set include a 4-sided die, a 6-sided die, an 8-sided die, a 10-sided die, a 12-sided die and a 20-sided die. For easy reading, these dice are marked with numbers instead of dots.

When referring to dice, an abbreviation is often used. The first number in the abbreviation is how many times the die is rolled, followed by the letter "d" (short for die or dice), and then a number for the type of dice used. For example, "roll 5d8" means that you roll an 8-sided die 5 times (getting a number between 5 and 40).

The 4-sided die looks like a pyramid. The best way to "roll" or throw this die is to spin it and toss it straight up. It will land on one face (side) with the other three faces showing. The bottom number on each of these three faces is the same; this number is the result of the roll.

The other dice are rolled normally and the top face gives the result. The "0" on the d10 is read as "10." The d10 is often used to get a percentage (a number from 1 to 100). To use the d10 in this way, roll the die twice. The first roll gives the "tens" number and the second roll gives the "ones." For example, a roll of 5 followed by a roll of 3 would be read as 53. If both rolls are "0," the number rolled is read as 100. Rolling a number from 1 to 100 this way will sometimes be called rolling **PERCENTAGE DICE** (or **"d%"**).

IMPORTANT: In some cases, the number and type of dice to be rolled will be followed by a "modifier," a number added to (or subtracted from) the sum of **all** the dice rolled (**not** each die). For example, "roll 2d6+1" means that you roll two 6-sided dice and add 1 to the result (for a possible span to results between 3 and 13). Modifying dice rolls this way allows you to get a variety of results which would not be possible by simply rolling the dice in this set. When indexing a dice roll on one of the tables provided in the game, you should always treat dice rolls higher than those shown on that table as the highest number shown on the table. In such cases, you should also treat numbers less than those shown on the table as the lowest number shown. Except for rolls used in conjunction with the game charts and tables, treat all dice roll results above 1 as the modified number rolled. Treat numbers less than 1 as "1."

HOW TO USE THE RULES

Once you have read these rules and played the adventure included in the game, you will be ready to have more adventures of your own devising. You may even decide to map out an area in detail and use it as a setting for those adventures. The more you use your imagination to create this area, fill it with interesting places and populate it with unique characters, the more it will come to live for you and for the other players. As this happens, you will find yourself more and more coming to rely on your own judgement when deciding what should happen in a given situation. At the same time, you will find yourself relying less and less on these rules, making up your own rules or ways of doing things as you go along. *This is as it should be!*

These rules are only a framework for your imagination. They are not the final word on how to play, but merely a guide to get you started. The more you play, the less you will need these rules. You may, for example, want to ignore the NPC recruiting and hiring system and work out your own way for the players to hire and recruit NPC's. Once you make that decision, you may still want to roll some dice . . . just to keep the players guessing. But the decision will have been entirely yours.

There are two important rules of thumb to remember when it comes to breaking, changing or ignoring these rules. First, you should maintain the spirit and intent of the game. For example, if you start giving the players large amounts of sophisticated armor and weapons, they will soon become invincible and the game will cease to be fun. Second, be consistent. Few things turn a player off faster than being told that what he could do in one adventure is impossible in another adventure because the GM has changed the rules. The GM who abides by these guidelines can do the zaniest things with the rules and still keep all of the fun and flavor of the original game that has amused and delighted players for so many years.

In real life, there are many differences between people. The same is true of characters in the game. Numbers are used to show how strong or smart or fast a character is, how well he controls mental energies and so on. These numbers are called **ATTRIBUTE SCORES**. Each character in the game has **6** Attribute Scores: **MENTAL STRENGTH (MS), INTELLIGENCE (IN), DEXTERITY (DX), CHARISMA (CH), CONSTITUTION (CN)** and **PHYSICAL STRENGTH (PS)**. In addition, each character has a **HIT POINT SCORE** representing how hard it is to hurt or kill him. Finally, some characters have **MUTATIONS**. This section explains these terms and shows how to get Attribute Scores and Mutations.

When you are playing a GAMMA WORLD® game, it is important to have all of your character's scores written down. The piece of paper on which these scores are written is called a **CHARACTER SHEET**. When a player creates a character, he always fills out a Character Sheet for that character. The last page of this book is a prepared Character Sheet form. You may make copies of this form to use in your games, or you may design your own Character Sheets instead.

The GM creates all Non-Player Characters. The other players each create the characters they will play.

CHARACTER TYPES

Characters can be any one of three types: **PURE STRAIN HUMANS, HUMANOIDS** or **MUTATED ANIMALS**. The Players can never play **PLANTS** (though the GM may use Plants as NPC's). Each of these PC types has certain strengths and weaknesses listed below.

PURE STRAIN HUMANS: These are persons whose exposure to the Gamma World has not resulted in significant mutations. They look just like human beings living before the Black Years and have the following special characteristics:

● They can defend, but not attack in Mental Combat.

● They have higher average Intelligence, Charisma, Constitution and Hit Points than Humanoids and Mutated Animals.

● They have a better chance of figuring out the workings of artifacts.

● They are better able to use medical equipment.

● They will be recognized (sometimes obeyed) by Robots and Security Systems which will attack or impede others.

● They won't normally be attacked by Robots other than Military or Security types.

● Cybernetic Installations (CI's) and Think Tanks not programmed to injure humans will offer them any help in their power.

● They don't suffer mutations from any source during play.

● Their ability to fight while unarmed is limited.

HUMANOIDS: These are humans with one or more mutations making them very different from pre-holocaust human stock. They have the following special characteristics:

● They have various Physical and Mental Mutations.

● They will, if they resemble Pure Strain Humans, be mistaken for that type by Robots, Security Systems, etc. and will, in such cases, be treated as Pure Strain Humans.

● They may suffer from new mutations during play as a result of exposure to radiation or biogenetic agents.

● They have only a limited ability to fight while unarmed, in most cases.

MUTATED ANIMALS: These are (usually) intelligent beings mutated from pre-holocaust animal stock. The powers of Mutated Animals will vary with the type of animal and the extent of its mutation. Players electing to play animals must first choose a basic animal stock as the "ancestor" of their character. For game purposes, the animal starts out with human intelligence. This level of intelligence does not count as a mutation, though, and shouldn't be confused with the mutation **Heightened Intelligence** (which is extra intelligence above the basic die roll for that Attribute). Having determined the basic stock from which the character is descended, players must roll for the character's mutations in the same way as for Humanoids.

NOTE: The GM must determine before the character enters play how a Mutated Animal character will interact with Pure Strain Humans and Humanoids. He must also decide if the character is capable of speech, can use paws, hooves or fins as

hands, and so forth. In general, the GM should limit players to near human-sized animals since, otherwise, many of the Attribute Scores used to show the character's capabilities will be simply absurd.

All Mutated Animals have the following characteristics:

● They can't command a Robot, a Cybernetic Installation (CI) or Think Tank unless it has been modified to accept commands from Mutated Animals.

● They almost never pass Security Checks unless the machinery performing the check has been modified to pass them.

● They always have one or more mutations.

● They may suffer new mutations during play from exposure to radiation or biogenetic agents.

● They have a greater ability to use physical characteristics (teeth, claws, talons, etc.) in combat.

HOW TO CREATE A CHARACTER

You are now ready to create a character following the steps below in order.

I. Take out your Character Sheet and a pencil. The use of pencil is important since information will change during play. You will want to be able to erase and change the information.

2. Write your own name in the space marked "Player." This will help you and the GM tell which Character Sheet is yours.

3. Choose the character's Type (Pure Strain Human, Humanoid or Mutated Animal) and write it in the "Type" Space on the Character Sheet. Now you are ready to find your character's Attribute Scores.

4. To get your character's Mental Strength (MS) Score, roll 4d6. Ignore the die with the lowest number on it and add together only the three dice with the highest numbers. This total is your Mental Strength Score. Write this number in the **MS SCORE** space on your Character Sheet.

EXAMPLE: Player Ted Cook is creating a PC. To get his PC's Mental Strength, Ted rolls 4d6. The results are 1,3,4 & 6.

Ted ignores the die with the "1" showing and adds together the other 3 dice. The result is 13 (3 + 4 + 6 = 13). Ted's character has a Mental Strength of 13.

5. Repeat the same process to get your character's scores for Intelligence, Dexterity, Charisma, Constitution and Physical Strength. If your character is a Pure Strain Human, do not ignore the low die when rolling for Intelligence, Charisma and Constitution. Instead, add all 4 dice together. If the resulting total for Constitution is higher than 18 or if the total of Intelligence or Charisma is higher than 21, anything rolled above those numbers is ignored. The Attribute Score is treated as 18 (if Constitution) or 21 (if Intelligence or Charisma). Write the resulting score in the appropriate space on the Character Sheet.

EXAMPLE: Jeff Brown is determining the Constitution of his character, a Pure Strain Human. Jeff rolls 4d6 with results of 3, 5, 6 and 6. He adds the results together and gets 20 (3 + 5 + 6 + 6 = 20). Since 20 is 2 higher than 18 and the character can't have a Constitution Score higher than 18, the extra 2 points are ignored and Jeff's character has a Constitution of 18.

6. To find out your character's Hit Point Score, roll a number of 6-sided dice equal to the character's Constitution if the character is a Humanoid or Mutated Animal. Roll 8-sided dice equal to the character's Constitution if the character is a Pure Strain Human. Add the results together. The total is the number of Hit Points the character has. Write this number in the **HIT POINTS** space on the Character Sheet.

EXAMPLE: Ted Cook's character has a Constitution of 12. Ted rolls 12d6 and gets 1, 2, 2, 3, 3, 3, 3, 4, 4, 5, 5 and 6. Adding these numbers together, Ted gets a total of 41. His character has 41 Hit Points. If Ted's character had been a Pure Strain Human, he would have rolled 12d8, not 12d6.

7. If your character is a Pure Strain Human, skip this step. Otherwise, roll 1d4 twice. The first number rolled is the number of **PHYSICAL MUTATIONS** the character has. The second number rolled is the number of **MENTAL MUTATIONS** the character has. To determine the exact nature of each mutation, roll percentage dice and add your character's Constitution Score if rolling for a Physical Mutation or Intelligence if rolling for a Mental Mutation. Now find the result in the appropriate column of the **PC MUTATION TABLE**. Write the name of each Physical Mutation in the **PHYSICAL MUTATION** space on the Character Sheet and that of each Mental Mutation in the **MENTAL MUTATION** space. A description of each mutation is found in the **MUTATION DESCRIPTIONS** section. At this point, you may need to alter your character's Attribute Scores to reflect the effects of one or more mutations.

EXAMPLE: Ted Cook's character is a Humanoid, so Ted must check to see what mutations the character has. He rolls 1d4 twice. The first roll (for Physical Mutations) is a 1. The second roll (for Mental Mutations) is 2. Ted's character has 1 Physical and 2 Mental Mutations. Ted next rolls d% for each mutation with results of 28 for his single Physical Mutation and 10 and 71 for his two Mental Mutations. Ted adds his Constitution (12) to his Physical Mutation roll (28) and his Intelligence (14) to his Mental Mutation die rolls (10 and 71) with results of 40 (28+12=40), 24 (10+14=24) and 85 (71+14=85). He finds 40 in the **HUMANOID** column of the **PHYSICAL MUTATION** portion of the **PC MUTATION TABLE** and reads the entry opposite the number (**Bodily Control**). He checks the **HUMANOID** portion of the **MENTAL MUTATION** section to find his character's Mental Mutations. Upon doing so, he finds that a 24 gives his character **Precognition** and an 85 gives him **Temporal Fugue**.

8. Give your character a name. Your character may have any name you choose. Naming your character is fun, and it makes it easier for you to "play the part" of the character.

9. If you are preparing to play the **RITE OF PASSAGE** adventure included in the game, you will find your character's background given in the adventure. If you are going to play some other adventure, you must provide this background as explained in the **PLAYER CHARACTERS AND SOCIETY** portion of **PART VII**.

Some sections of the Character Sheet are shaded gray. Leave these sections blank. They are used only in Campaigns and are not necessary to play **RITE OF PASSAGE**.

HOPELESS CHARACTERS

Sometimes, a player will have such incredibly bad luck when rolling the dice that his character will be ridiculously weak. When all or most of a character's attributes are 8 or less the GM should declare the character "unfit" for survival and allow the player to create a new character. A character with fairly high Attribute Scores (13 or greater in all areas) might also be declared unfit if he suffers from serious mutational Defects.

In order to limit the number of such "hopeless characters," the GM may allow characters who are playing Humanoids or Mutated Animals to choose their own mutations instead of randomly rolling them. The players still roll 1d4 twice to find the number and type of mutations their character has, but their nature is up to the player. If this option is used, the GM should pick 1 Defect for every 2 mutations the player gets to pick. The GM's choices are made in addition to the numbers rolled on 1d4.

HOW ATTRIBUTES WORK

MENTAL STRENGTH: A character's Mental Strength is a measure of his ability to control the mental energies used in Mental Combat. The Mental Strength Score:

● determines the outcome of Mental Combat;

● determines the range, duration, and other characteristics of some Mental Mutations.

INTELLIGENCE: A character's Intelligence Score is a measure of his intellect, wit, logic, etc. The Intelligence Score:

● guides the GM's evaluation of what a character is likely to do in certain situations;

● determines the modification (if any) to his die roll when the character tries to figure out an artifact;

DEXTERITY: A character's Dexterity Score is a measure of the speed at which he functions, his reaction time and his agility. The Dexterity Score:

- determines who has the first choice of combat actions;
- modifies the die roll to hit a target in Physical Combat;
- modifies the chance of the characters being surprised.

is added to all dice when determining the character's Mental Mutations (if any).

CHARISMA: A character's Charisma Score is a measure of his ability to influence NPC's reactions through physical appearance, persuasiveness, willpower, etc. The Charisma Score:

- modifies the reactions of the NPC's to the character;
- determines the number of NPC's that will become followers of the character (serving him out of loyalty rather than for pay);
- modifies the Morale of followers and hirelings.

CONSTITUTION: A character's Constitution Score is a measure of his ability to withstand physical damage. The Constitution Score:

- is the number of dice used to get the character's Hit Points;
- determines the effect of radiation, poison and biogenetic weapons on the character;
- helps determine whether or not the character is knocked unconscious by an attack;
- is added to all dice rolls when determining the character's Physical Mutations (if any).

PHYSICAL STRENGTH: A character's Physical Strength Score is a measure of his ability to perform physical acts involving muscular development. The Physical Strength Score:

- determines how much weight the character can lift (5 x PS in kilograms) and carry while moving;
- modifies the amount of damage done in Physical Combat;
- determines whether the character successfully performs acts requiring physical power.

HIT POINTS & DAMAGE

DAMAGE is injury to a character. Characters can suffer damage as a result of **PHYSICAL** or **MENTAL COMBAT**, encountering **POISON, BIOGENETIC** or **RADIATION HAZARDS** or due to **ACCIDENTS** (falling from great heights or accidentally triggering an artifact while trying to figure it out, for example). Each character has a **HIT POINT SCORE** representing how much damage he can take before being killed. This score is composed of a number of individual **HIT POINTS**. As a character suffers damage, these points are subtracted from the Hit Point Score. As the character is healed of damage previously suffered, lost Hit Points are regained. His basic Hit Point Score doesn't actually change, but the number of points left does.

When a character suffers damage, the player notes this fact by writing in the damage part of the Hit Points Space on the Character Sheet how much damage has been suffered. When damage is healed, the player shows this by subtracting from the total in the damage portion of the space the number of Hit Points healed. A character's available Hit Points can't exceed his Hit Point Score in most cases.

In some cases, characters will be able to ignore a certain amount of damage because they are resistant to the type of weapon doing the damage. Separate records of this type of damage must be kept in the damage part of the Hit Points Space so the players will know when this resistance has been overcome.

CHARACTER DEATH

When a character receives a number of points of damage equal to his Hit Point Score, he is **DEAD**. The character is permanently out of the game. Should this happen to a player's character, the player may create a new character by following the steps outlined in this section. He may then introduce the new character into the game when the GM finds a convenient time and place for the character to "show up."

CHARACTER UNCONSCIOUSNESS

When a character is attacking in Physical Combat, the attacker may tell the GM that he is trying to "knock out" his target. If the attacker successfully hits with a weapon capable of knocking out the target (a sling, club, mace or fist, for example), the target character must check versus 5 x his CN (see **ATTRIBUTE CHECKS** below). If he passes the check, nothing happens. Otherwise, he immediately falls unconscious for 1d10 minutes. Unconscious characters may, at the GM's discretion, be revived sooner if other characters throw water on them, slap them or shock them awake. Unconscious characters cannot take any action (but any Unconscious Mutations they possess continue to operate normally). The specific circumstances under which a character may be knocked unconscious are discussed in more detail in the **HAND TO HAND FIGHTING** portion of **PART III**.

In addition to unconsciousness induced as described above, some characters will become unconscious as a result of the workings of certain mutations. These characters may, unless the mutation description says otherwise, be roused normally.

CHARACTER ILLNESS

There is almost no disease in the post-holocaust world. Its inhabitants have a natural immunity to the effects of most microbes (a legacy of advanced pre-holocaust science). However, characters may become **ILL** from the workings of mutations or exposure to poison. Ill characters can't be healed of damage. Once recovered from their illness, they may be healed normally. Illness may be cured by means of **MEDICAL ARTIFACTS**. In addition, there is a 10% chance at the end of each day that an ill character has fought off the illness and spontaneously cured himself. There is no chance of this happening the day he initially falls ill.

CHARACTER MUTATION

In addition to the mutations they start with, characters other than Pure Strain Humans may suffer more mutations from exposure to radiation or biogenetics. Exposure effects are described in **PART IV**. Mutations can't be "halted" or "cured." Pure Strain Humans who suffer a mutation effect ignore this requirement and take 8d6 points of damage instead.

HEALING

HEALING is the process of removing damage previously inflicted on a character. Damage is healed by **RESTING**. A character is resting on any day he suffers no new damage and undertakes no strenuous activity, such as fighting or travelling. For each day spent resting, the character heals 1 Hit Point of damage. Each Hit Point healed is removed from the total in the damage portion of the Hit Points space on the Character Sheet. The use of medical artifacts allows characters to heal themselves faster than would be possible by resting. Ill characters can't be healed of damage until cured of their illness.

ATTRIBUTE CHECKS

During the game, characters will want to do difficult things like breaking down doors or walking narrow ledges. **ATTRIBUTE CHECKS** determine whether they succeed in their attempts. An Attribute Check is made by rolling d%. The dice roll is compared to the Attribute being checked. If the dice roll is less than or equal to the Attribute Score, the check is successful. If it is greater than the Attribute Score, the check has been failed. In many cases, the GM will need to modify the check by having the character check against a multiple of the appropriate Attribute. For example, leaping a 4-meter fissure might require a check versus DX x 5 since there should be a chance of not making the jump (but a greater chance of making it). In this case, a character with a DX of 12 would have to roll 60 or less (12 x 5 = 60) to make the jump. There would be a 40% chance of failing. As a rule, the harder the task, the lower the multiple.

Some types of Attribute Checks include:

● **PHYSICAL STRENGTH CHECKS**, made when characters try to smash down doors or perform other feats of strength;

● **DEXTERITY CHECKS**, made when characters try to perform feats requiring balance or hand-eye coordination;

● **INTELLIGENCE CHECKS**, made when characters are trying to acquire information from the GM which they may or may not, in the GM's opinion, be smart enough to figure out from the clues he has presented.

MUTATIONS

Characters may start the game with mutations and gain more during play. Mutations are of two types: Physical Mutations and Mental Mutations. Physical Mutations affect the character's physiology. Mental Mutations affect the functions of his mind. When a character gains a mutation, d% is rolled and the result is indexed on the appropriate column of the **PC MUTATION TABLE** to find the exact nature of the mutation. The players then find that mutation in the **Mutation Descriptions** below and note on the Character Sheet how it affects the character. In some cases, players may gain mutations with conflicting effects and the GM must resolve the conflicts or ask that the mutation be rolled again.

Mutation Descriptions

The entries that follow each describe the functioning of one mutation listed on the **PC MUTATION TABLE** or the **PLANT MUTATION TABLE** (see **PART IX**). Each entry includes the following material:

NAME: The name of the mutation. If followed by a **(D)**, mutation is a **Defect** (a mutation that weakens the character).

RANGE: The distance away from the character's body that the mutation is effective. **TOUCH** = character must touch the target for the mutation to take effect. **BODY** = Takes effect only within the body of the mutant. **MIND** = Takes effect only within the mind of the mutant.

DURATION: The amount of time that the mutation remains effective. **VARIABLE** = Duration varies. **CONSTANT** = Mutation takes effect instantly or is always in effect.

NUMBER: The number of characters who may be affected by the mutation. **SELF** = Only the mutated character himself may be affected. **VARIABLE** = A variable number of characters may be affected. **#** = That number of characters is affected.

TYPE: The nature of the mutation (**P** = **PHYSICAL, M** = **MENTAL, V** = **PLANT**) and whether the mutation is **CONSCIOUS (C)** or **UNCONSCIOUS (U)**. A mutation may be a **PLANT** and a **PHYSICAL** or **MENTAL MUTATION** at the same time. It may not, in most cases, be both a **PHYSICAL MUTATION** and a **MENTAL MUTATION** at the same time. **CONSCIOUS MUTATIONS** may only take effect when the character consciously wills them to take effect. **UNCONSCIOUS MUTATIONS** work automatically regardless of the will of the individual. Unless otherwise noted, a character cannot "will" an **UNCONSCIOUS MUTATION** to stop working.

USE: How often the mutation can be used in a given period.

DAMAGE: Damage (if any) done by the mutation if used in combat.

EFFECTS: The specific effects of the mutation. Unless stated otherwise under a particular mutation, all dice rolls to determine effects are made **each** time the mutation is used.

All mutations are listed in alphabetical order:

NAME: Absorption

RANGE: Mind
TYPE: UMV
DURATION: Variable
USE: Variable
NUMBER: Self
DAMAGE: None

EFFECTS: The character can absorb damage of one particular type equal to his Hit Point Score in addtion to other damage. Damage absorbed this way is noted separately from normal damage, but has no effect on the character. When a point of normal damage is healed, one point of this type of damage is also removed. Roll 1d6 to find type of damage absorbed:

DIE ROLL	DAMAGE FROM:
1	Weapons using **Cold**
2	Weapons using **Heat**
3	Weapons using **Light**
4	Weapons using **Electricity**
5	Weapons using **Radiation**
6	Weapons using **Sonic Blast**

NAME: Actual Metamorphosis

RANGE: Touch
Type: C P
DURATION: Variable
USE: Constant
NUMBER: Self
DAMAGE: None

EFFECTS: Character can change himself into any living entity he is touching. He gains all attributes and abilities (including mutations) of the entity into which he changes. The change lasts until the character resumes his natural form or adopts that of another entity the character is touching or until the character reshapes energy. When hit by any type of energy weapon (such as a laser) the character can automatically absorb and reshape the energy from that weapon, shooting it from his body in any direction as if he were firing a laser of the same power. Upon doing so, the character immediately resumes his normal shape. Reshaping energy is automatic . . . it isn't within the character's control. . . . he can't decide not to use this power. This mutation can't be used to transform oneself into an inorganic object or entity (like a Robot).

NAME: Adaptation

RANGE: Touch
TYPE: U V
DURATION: Constant
USE: Constant
NUMBER: Self
DAMAGE: None

EFFECTS: Plant develops immunity to some type of physical attack not involving edged weapons once it has survived that type of attack one time. The Plant can never be immune to having its stem or stalks hacked off by swords and other edged weapons. It never gains immunity to Mental Attacks except for those which physically manifest themselves by doing damage to their target.

NAME: Allurement

RANGE: 15 Meters
TYPE: U V
DURATION: Constant
USE: Constant
NUMBER: Variable
DAMAGE: None

EFFECTS: Plant's fragrance has hypnotic effect on intelligent beings, attracting them to it and seducing them into thinking that it is beneficial and should be cherished. This effect lasts until the Plant makes a Physical Attack. Each affected character gets one check versus 2 x IN to break free of the fragrance's effect at any time of his choice before the Plant attacks. On windy days, range is 9 meters upwind and 30 meters downwind.

NAME: Anti-Charisma **(D)**

RANGE: 30 Meters
TYPE: U P
DURATION: Constant
USE: Constant
NUMBER: Variable
DAMAGE: None

EFFECTS: All persons within range feel disgust at the physical appearance and personal habits of character. Subtract 5 from all Reaction die rolls when the character or his party is the object of the Reaction Check. Entities with an IN above 18 are immune to the unconscious effect of this mutation. Those who have lived or closely worked with others suffering from this mutation will be able to overcome their revulsion within 1d4 days contact with the person. Others will never entirely adjust to the mutation in this **particular** character.

NAME: Anti-Life Leech

RANGE: Body
TYPE: U PV
DURATION: Constant
USE: Constant
NUMBER: Variable
DAMAGE: 6 points per attacker

EFFECTS: **Life-Leech** attacks don't affect the character. When a Life-Leech attack is used against him, the attacker loses points instead of the character. Each attacking "Life-Leecher" loses 6 Hit Points. These points are subtracted from damage previously suffered by the character (he drains the points from his attacker and uses them to repair damage to himself). No separate Mental Attack is needed for Anti-Life Leech to take effect. It happens automatically when the character is attacked by Life Leech. Characters with this mutation are almost always albinos.

NAME: Arterial Weakness **(D)**

RANGE: Body
TYPE: U P
DURATION: Constant
USE: Constant
NUMBER: Self
DAMAGE: +3

EFFECTS: Character's veins and arteries lack elasticity so that they do not close off when cut so as to stop bleeding. Damage from cuts and punctures is increased by 3 points per attack.

NAME: Attack Reversal **(D)**

RANGE: Mind
TYPE: U M
DURATION: Constant
USE: Constant
NUMBER: Self
DAMAGE: Variable

EFFECTS: If the die roll used to resolve a Mental Attack by the character is 5 or less, attack is reversed and takes immediate effect on the attacker instead. This would, for example, cause a **Mental Blast** to damage the sender instead of the target.

NAME: Aromatic Powers

RANGE: 60 meters
TYPE: U V
DURATION: Constant
USE: Constant
NUMBER: Variable
DAMAGE: None

EFFECTS: Plant's strong fragrance reminds those who smell it of their favorite food, causing them to follow the scent to its source. Each victim gets, at a time of the GM's choosing, a check versus 5 x IN to break this illusion. On windy days, range is 90 meters downwind and 30 meters upwind. The effect is broken once characters are within 3 meters of the Plant or the Plant attacks.

NAME: Attraction Odor **(D)**

RANGE: 60 Kilometers
TYPE: U PV
DURATION: Constant
USE: Constant
NUMBER: Self
DAMAGE: None

EFFECTS: Character's strong body odor attracts carnivores of all types. On windy days, range is 30 kilometers against the wind; 90 kilometers with it. Range doubles within 1d6 hours of the character's death. When the character is part of a party, the GM checks for Random Encounters twice per March Turn (roll 1d4 twice instead of once to find when each check is made).

NAME: Bacterial Susceptibility **(D)**

RANGE: Body
TYPE: U P
DURATION: Constant
USE: Constant
NUMBER: Self
DAMAGE: None

EFFECTS: The character is not immune to viral and bacterial infections. When he spends more than a few minutes exposed to rain or cold, he catches a cold lasting 2d6 days. Each day he has a cold he takes 2 points of damage. There is a 50% chance that any cold will turn into pneumonia, at some point chosen by the GM. Once a character has pneumonia, he no longer suffers any damage for having a cold. Instead,

he suffers damage equal to 50% of his Hit Point Score the first day and takes 3 points of damage per day each day thereafter that he has pneumonia. This loss is doubled on days he is exposed to rain or cold while ill with pneumonia. Pneumonia lasts 2d6 days. Damage can't be healed while the character has a cold or pneumonia. In addition, there is a 10% chance of infection within 1d4 days if the character's body is pierced by a foreign object and a 25% chance of gangrene once the wound is infected. It takes 2d6 days for the body to fight off the infection and the character can't heal any damage during that time. The character takes 1 point of damage per day while infected. If gangrene sets in, it must be stopped or character dies in 2d10 hours. It may only be stopped by use of mutational powers of Ancient medical equipment or by amputation of the gangrenous tissues. Colds and pneumonia may be cured by Ancient medical equipment.

NAME: Bacterial Symbiosis

RANGE: Touch	**TYPE:** U V
DURATION: Constant	**USE:** Constant
NUMBER: Variable	**DAMAGE:** Variable

EFFECTS: Plants with this mutation form a symbiotic relationship with powerful micro-organisms living beneath their outer skin. When the Plant is damaged or eaten, these are released and those coming in contact with them must check versus Constitution. Those failing their check contract an illness exactly similar to pneumonia (see **Bacterial Susceptibility** for effect).

NAME: Beguiling

RANGE: 30 meters	**TYPE:** U MV
DURATION: 60 seconds	**USE:** Constant
NUMBER: Variable	**DAMAGE:** None

EFFECTS: This mutation makes all characters within range use the least powerful of their weapons or powers when attacking the character who has it. Every 60 seconds, each affected character gets one check versus 3 x IN to determine if he is free of the beguiling. Once freed, the character will not be affected again by this mutation for 24 hours. Characters who free themselves may use any of their weapons or powers.

NAME: Berries

RANGE: Body	**TYPE:** U V
DURATION: Constant	**USE:** Constant (in season)
NUMBER: Variable	**DAMAGE:** Variable

EFFECTS: The Plant develops a special type of berry that has any one of eight possible effects. Roll 1d8 to determine what the berry does (or invent some new effect).

RESULT	COLOR	DESCRIPTION
1	Purple	Heals 1d8 Hit Points of damage
2	Blue	Heals all damage
3	Green	Increases MS by 4 for 1d4 hours
4	Violet	Poison of 3d6 Level Intensity
5	Orange	Induces trance-like sleep for 1d4 hours
6	Golden	Gives immunity to radiation for 1d4 hours
7	Magenta	Antidote for all poison (Intensity 3d6)
8	Black	Gives immunity to **Sonic Blast** for 1d8 hours

NOTE: Berries appear seasonally (mostly in high summer) and all types lose potency within 1d20 days of picking. **"Green Berries"** can't increase MS above 21.

NAME: Bodily Control

RANGE: Body	**TYPE:** C P
DURATION: 3d6 minutes	**USE:** Once every 8 hours
NUMBER: Self	**DAMAGE:** Variable

EFFECTS: Character may increase normal level of body functions selectively. The character suffers 3 points of damage every time the mutation is used. Exact effects are:

● **SIGHT:** He gains the ability to see up to 60 meters at night, in fog or in water and can visually gauge radiation intensity.

● **HEARING:** He hears everything within 90 meters and can't be surprised (though catching exact meanings will be difficult).

● **TOUCH:** He gains an intuitive understanding of the structure of anything touched. In combat, this increases damage done via direct physical contact by 12 points.

● **SMELL:** He may distinguish smells not within his olfactory range, much like a dog. Character can track like a bloodhound and can determine when poison is present in something.

● **MUSCLE CONTROL:** He speeds up his body to twice its normal level of functioning, doubling movement rates and allowing for twice the normal number of attacks in Physical (not Mental) Combat.

The character improves performance in only one area per use.

NAME: Body Structure Change (D)

RANGE: Body	**TYPE:** U P
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** Variable

EFFECTS: Essential elements of character's body are altered or eliminated. For example, character's bones have lower calcium content (causing them to break or crack more easily . . . 10% chance of a bone breaking when struck in combat), his skin might melt from prolonged contact with water other than that in his own cells (causing him to lose 1% of body weight for each minute spent in a pool and 1% for every 10 minutes spent exposed to rain), or the character might be a complete albino (30% chance of suffering 1d4 damage per hour exposed to direct sunlight). The GM must determine specific effects in all cases.

NAME: Carapace

RANGE: Body	**TYPE:** U P
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character develops a thick protective shell over all or part of his body. Roll 1d6. On a roll of 3-6, the character develops a **Partial Carapace** covering only his shoulders and the back of his head. This shell deflects 25% of all damage the character would normally suffer. On a roll of 1 or 2, the character develops a **Total Carapace** covering his entire torso. His Speed is reduced by 25% and the amount of damage inflicted in each attack on him is decreased by 50%.

NAME: Chameleon Powers

RANGE: Body	**TYPE:** U P
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character's outer surface automatically changes color to blend in with surroundings. Mobile characters constantly change color while moving. Character's body odors (except those caused by a jutation) are masked by chemical discharge. Missile attacks on the character from more than 15 meters away are modified by the subtraction of 4 from the To Hit die roll. Searchers who are more than 3 meters away from the character must make a MS Check or they will fail to notice his presence. The character may voluntarily maintain a different color than his surroundings. Characters wearing large amounts of clothing or armor lose all benefit from this mutation since their apparel will be visible even when they aren't.

NAME: Confusion

RANGE: 15 Meters	**TYPE:** C M
DURATION: Variable	**USE:** Once every 24 hours
NUMBER: 1	**DAMAGE:** None

EFFECTS: Character can cause confusion and disorientation in others, making them engage in bizarre and unpredictable actions. Roll 1d4. On a 1, the victim stands mute, doing nothing. On a 2 or 3, he singlemindedly attacks the nearest moving thing. On a 4, he attacks the character using this mutation. Effects last 30 seconds (3 Action Turns).

NAME: Contact Poison Sap

RANGE: Touch	**TYPE:** U V
DURATION: Constant	**USE:** Constant
NUMBER: Variable	**DAMAGE:** Variable

EFFECTS: Plant secretes a contact poison of 3d6 Intensity Level. Those touching the plant with naked skin must must make a Poison Check.

NAME: Dark Dependency (D)

    RANGE: Body   **TYPE:** U PV
    DURATION: Constant   **USE:** Constant
    NUMBER: Self   **DAMAGE:** None

EFFECTS: Character must stay in dim light. In bright light (but not moonlight or starlight), he suffers extreme nervousness and is nearly blind. He sees in dim light (and on moonless nights) as well as others see in full daylight. The character takes 1d8 damage per March Turn of exposure to bright light.

NAME: Daylight Stasis (D)

    RANGE: Body   **TYPE:** U V
    DURATION: Constant   **USE:** Constant
    NUMBER: Self   **DAMAGE:** None

EFFECTS: Unlike other Plants, this one is active at night and enters stasis in daytime (ignoring everything including attacks). Unconscious Mutations operate normally during stasis.

NAME: Death Field Generation

    RANGE: 15 meters   **TYPE:** C MV
    DURATION: Constant   **USE:** Twice per day
    NUMBER: Variable   **DAMAGE:** Variable

EFFECTS: Character can consciously drain everyone in range of all but 1 Hit Point. He falls unconscious for 1d20 minutes immediately after using this power.

NAME: Density Control (Others)

    RANGE: 30 meters   **TYPE:** C M
    DURATION: 60 minutes   **USE:** Twice per day
    NUMBER: 1   **DAMAGE:** None

EFFECTS: Character can will one target's body density to increase or decrease by 10% increments. For each 10% increase, the target loses 10% of its size and speed and from the To Hit die roll when another character is trying to hit him. For each 10% decrease, size and speed increase by 10% and the To Hit die roll is increased by 1. A target that shrinks to 20% (8/10ths) of its normal size) subtracts an additional 3 from the To Hit die roll when another character is trying to hit him when attacked with puncturing or slug-throwing weapons. Items worn or carried by the target don't expand or shrink. Only the density of living entities changes. Therefore, any benefits given by armor is lost if a difference in size of more than 20% occurs. Targets confined inside armor or other substances that won't "give" to accommodate increased size may not have their density reduced by more than 20%. Up to 500 kilograms of flesh will be affected per use and the user can't try to alter the density of only part of a target character.

NAME: Density Control (Self)

    RANGE: Body   **TYPE:** C P
    DURATION: 60 minutes   **USE:** Twice per day
    NUMBER: Self   **DAMAGE:** None

EFFECTS: This mutation works in the same way as **Density Control (Others)** above except that it operates only on the character.

NAME: Devolution

    RANGE: 30 meters   **TYPE:** C M
    DURATION: Permanent   **USE:** Once per day
    NUMBER: 1   **DAMAGE:** None

EFFECTS: Character can strip abilities from a target entity, regressing the target along ancestral lines. The target's most powerful mutation is lost when the power is used successfully. The GM chooses which mutation is lost, but only those gained in the last 500 years are affected. Pure Strain Humans lose 1 from their highest Attribute Score instead. Nothing is lost form the Hit Point Score even if Constitution is reduced.

NAME: Diminished Sense (D)

    RANGE: Body   **TYPE:** U P
    DURATION: Constant   **USE:** Constant
    NUMBER: Self   **DAMAGE:** None

EFFECTS: One of character's senses is impared. Roll 1d6.

DIE
ROLL EFFECT

1   Character is near-sighted, seeing up to 60 meters by day and losing all night vision.
2   Character is deaf to everything outside of a 3-meter radius and, if alone, is surprised on a roll of 1 through 3.
3   Character loses all smell and gets no olfactory warnings of hazardous substances. He is also immune to aromas designed to intice the unwary, however.
4   Character's sense of touch is impaired and he subtracts 3 from his die rolls when trying to figure out an artifact.
5   Character has no sense of taste and can't distinguish when food is rotten or poisoned.
6   Roll again.

NAME: Directional Sense

    RANGE: Mind   **TYPE:** U M
    DURATION: Constant   **USE:** Constant
    NUMBER: Self   **DAMAGE:** None

EFFECTS: Character can accurately sense direction of home Base, location of any place he has been in the last 48 hours or location of any object.

NAME: Displacement

    RANGE: 60 meters   **TYPE:** U P
    DURATION: Constant   **USE:** Once per hour
    NUMBER: Self   **DAMAGE:** None

EFFECTS: Character's body automatically displaces itself to avoid danger. The point to which the body displaces must be within 60 meters of the character and is chosen by the GM. When use of this power would place the character in greater danger, the power will not operate. Thus, a character would not be transported out of a lifeboat into the icy seas simply because he was being threatened. If a hostile passenger's knife was rapidly descending toward his throat, however, the mutation might cause him to be displaced.

NAME: Dissolving Juices

    RANGE: Touch   **TYPE:** U V
    DURATION: Constant   **USE:** Constant
    NUMBER: Variable   **DAMAGE:** 5d6

EFFECTS: Plant secretes a substance damaging to organic matter that touches it. Victims suffer 5d6 damage per touch. Substance may coat leaves or trunk or be squirted under pressure from pods.

NAME: Divisional Body Segments

    RANGE: 30 meters   **TYPE:** C V
    DURATION: Constant   **USE:** Constant
    NUMBER: Self   **DAMAGE:** None

EFFECTS: Plant's tendrils, vines, limbs, trunk, stalk or whatever (as deemed appropriate by the GM) have become segmented so that they can separate from its body and move about independently at a range of 30 meters. Plant is assumed to have some rudimentary sense ability allowing it to make directed use of these elements. However, the Plant must have **Mobility** or **Telekinetic Flight** to use this power. If it has neither, this mutation is dormat. The Plant can't make more than 3 separate attacks per Action Turn using this power.

NAME: Doubled Pain (D)

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character suffers from extreme sensitivity to physical pain resulting in the doubling of all damage done to him.

NAME: Dual Brain

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character has two brains (but not necessarily two heads) both of which work normally and each of which has a full set of Mental Mutations (roll only for mutations in the additional brain when this mutation occurs). Character gets +2 on his die rolls when figuring out an artifact. When undergoing Mental Attack, two separate attacks are rolled (one against each brain). If either fails, the Mental Attack is unsuccessful. Character can make two Mental Attacks of his own (one per brain) or one Mental and one Physical Attack per Action Turn. Both brains have the same MS.

NAME: Duality

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U P
USE: Constant
DAMAGE: Variable

EFFECTS: Character can do two unrelated things at once within the physical limits of his body. He can, for example, make 2 attacks of any type(s) in an Action Turn. If the character also has a **Dual Brain**, he can do four things at once.

NAME: Electrical Generation

RANGE: Touch
DURATION: Constant

NUMBER: Variable

TYPE: UC PV
USE: Once every 10 seconds
DAMAGE: 3d6

EFFECTS: This mutation works consciously in Humanoids and Mutated Animals and unconsciously in Plants. Those touched by a humanoid or Mutated Animal using this power or touching a Plant with this power suffer 3d6 damage from electrical shock.

NAME: Empathy

RANGE: 30 meters
DURATION: Constant
NUMBER: Self

TYPE: U M
USE: Constant
DAMAGE: None

EFFECTS: Character senses all Humanoids, Mutated Animals and Plants within range and their emotional state. He can't read minds, but strongly senses base emotions like fear, anger, etc.

NAME: Energy Absorption

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character absorbs the first 10 points of damage from each attack involving radiation or energy weapons (lasers, etc.). **Paralysis Rods** have no effect on him.

NAME: Energy Metamorphosis

RANGE: Body
DURATION: Constant

NUMBER: Self

TYPE: U P
USE: Once every 10 seconds
DAMAGE: None

EFFECTS: This mutation is dormant unless the character also has Absorption. If he has both, he converts electricity, light, heat, microwaves and radiation into energy that automatically heals damage equal to what would have been inflicted by an attack of that intensity and type. Excess energy that can't be used to heal the character is redirected at any enemy within 3 meters of him or dissipates into the air (character's choice). Anyone at whom the character redirects this energy suffers an attack as if he were attacked by the original energy source. Only energy that comes in direct contact with the character may be used this way.

NAME: Energy Negation (D)

RANGE: 15 meters
DURATION: Constant
NUMBER: Variable

TYPE: M MV
USE: Constant
DAMAGE: None

EFFECTS: Non-organic sources of energy emissions (**Power Cells**, etc.) within range stop working due to the inhibiting field around the character. Once he leaves the area, they work again. Characters other than Plants may choose to damp down this field so that it doesn't function. Living entities aren't affected by the field.

NAME: Energy Sensitivity (D)

RANGE: 6 meters
DURATION: Constant
NUMBER: Self

TYPE: U P M
USE: Constant
DAMAGE: Variable

EFFECTS: Character suffers intense physical pain (and consequent damage) and hallucinations chosen by the GM upon coming in range of a non-organic energy source or broadcast receiver. **Power Cells** and similar items do 1 point of damage every 10 seconds. **Robots** and other receivers do 2 points. Radiation does 2 points per Intensity Level plus normal damage. In addition, the character cannot make any Mental Attacks while in range of a non-organic energy source.

NAME: Explosive or Radiated Fruit or Seeds

RANGE: Variable
DURATION: Constant
NUMBER: Variable

TYPE: U V
USE: Constant
DAMAGE: Variable

EFFECTS: Plant's seeds and berries are Explosive, Radioactive or both. Seeds and berries only appear seasonally. Plants with any manipulative ability may hurl berries or seeds, but the GM must construct the exact method of attack in each case. Damage from explosives will usually be 1d6 per seed or berry. Radiation from berries will be Intensity Level 3d6. Explosive seeds or berries explode when jarred (by striking or forcefully hitting the ground, for example). They have a Blast Radius of 3 meters. Fruit and seeds may be stored for later use, but there is a 5% chance that any such items carried on a person will explode accidentally during violent actions (fighting, running, leaping, etc.).

NAME: Fat Cell Accumulation (D)

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character is 150% of normal size due to fatty tissue accumulation. Character's Speed is three-quarters of normal.

NAME: Fear Generation

RANGE: 60 meters
DURATION: 1 minute

NUMBER: 1

TYPE: C M
USE: Once every 10 seconds
DAMAGE: None

EFFECTS: Character may instill fear in one chosen target within range. If successful, target will spend the next minute fleeing. If unable to flee, target falls unconscious for 1d20 minutes.

NAME: Fear Impulse (D)

RANGE: Variable
DURATION: Constant
NUMBER: Self

TYPE: U M
USE: Constant
DAMAGE: None

EFFECTS: Character has unreasoning physiologically-based fear of entity or object. Roll 1d6 to determine the object of the character's fear.

1 One type of Mutated Animal of GM's choice
2 One type of Mutated Insect of GM's choice
3 One type of non-mutated entity of GM's choice
4 One type of verbalizing Computer of GM's choice
5 One type of Robot of GM's choice
6 One type of verbalizing Plant of GM's choice

Character will flee for 1d20 minutes upon meeting the object of his fear. He falls unconscious for 1d8 minutes if he can't flee.

NAME: Force Field Generation

RANGE: Body
DURATION: Variable
NUMBER: Self
TYPE: C M
USE: Constant
DAMAGE: None

EFFECTS: Character may make a force field like a second skin that repels physical objects from around his body. The field has a Hit Point Score of 25 and renews itself completely every 20 minutes. If the field is completely destroyed, the character can't employ any of his Conscious Mutations (including **Force Field Generation**) for the next 4 hours. He must concentrate on the field to maintain it. If he doesn't, it ceases to exist and must be recreated in a later Action Turn.

NAME: Gas Generation

RANGE: 9 meters
DURATION: 30 seconds
NUMBER: Variable
TYPE: C P
USE: Once every 4 hours
DAMAGE: Variable

EFFECTS: Character can give off a type of gas determined by a 1d6 die roll. Once a type of gas is rolled, the character always gives off that type.

DIE
ROLL TYPE

1 Gas is irritating and smells bad
2 Gas exerts a paralysis effect for 1d10 minutes
3 Gas exerts a paralysis effect for 1d20 minutes
4 Gas causes blindness lasting 1d4 hours
5 Gas causes blindness lasting 1d8 hours
6 Gas is poisonous

The GM rolls 3d6 to determine the gas's Intensity Level. Treat a gas attack as a poison attack for purposes of determining its success. Paralyzing and Blinding Gas takes effect when any result except **"NO EFFECT"** is rolled on the **POISON MATRIX**. The numbered damage results on the **POISON MATRIX** are ignored unless the gas is poisonous. The user isn't affected by his own gas. All others in range (including the user's friends) are affected.

NAME: Genius Capability

RANGE: Mind
DURATION: Constant
NUMBER: Self
TYPE: U M
USE: Constant
DAMAGE: None

EFFECTS: Character's mind is particularly acute when dealing with information in any one of four possible areas. Roll 1d4.

DIE
ROLL EFFECT

1 **MILITARY GENIUS:** Add 4 to the die roll when character is trying to hit a target in combat. Add 1 to each die of damage he does to the target.
2 **MECHANICAL GENIUS:** Add 4 to his die rolls when the character is trying to figure out an artifact. Any weapon he fashions does 1 extra die of damage, but takes 3 times as long to make.
3 **ECONOMIC GENIUS:** Character gets 3 times the normal value in gold pieces for items he sells.
4 **POLITICAL GENIUS:** Character's CH is increased by 4 (up to a maximum of 21).

NAME: Gills

RANGE: Body
DURATION: Constant
NUMBER: Self
TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character has full set of gills and accompanying organs (or modifications to existing organs) letting him live underwater or on land (unless some other defect in the character would not permit this). He may (GM's discretion) develop webbing or fins to assist him in swimming. If the character is an aquatic type (a fish, for example), ignore this result and roll again. **Poison Gas** automatically kills characters with this mutation if they are exposed to it for more than 20 seconds.

NAME: Hands of Power

RANGE: 3 meters
DURATION: 10 seconds
NUMBER: 1
TYPE: C P
USE: Twice per day
DAMAGE: Variable

EFFECTS: Character can assault anything in range with one of 4 powers. Roll 1d4 to determine which he has.

DIE
ROLL POWER

1 **ELECTRICAL HANDS:** Hands emit lightning bolts for 5d6 damage.
2 **HOT HANDS:** Hands emit searing flames for 5d6 damage.
3 **WITHERING HANDS:** Hands cause victim to age 1d10 years.
4 **GAMMA HANDS:** Hands emit Intensity Level 3d4 radiation blast.

The character is unaffected by the power emanating from his hands. He can't accidentally singe or age himself.

NAME: Heat Generation

RANGE: Touch
DURATION: Constant

NUMBER: Variable
TYPE: C PV
USE: Once every 30 seconds
DAMAGE: 4d6

EFFECTS: Character may make extreme heat radiate from hands or leaves. This heat may be used once per Action Turn to attack others or ignite flammable material the character is touching. The character can't be harmed by using this power.

NAME: Heat Reaction (D)

RANGE: Body
DURATION: Constant
NUMBER: Self
TYPE: U PV
USE: Constant
DAMAGE: +1

EFFECTS: Character is sensitive to extreme heat and suffers 1 additional point of damage per damage die when attacked by heat weapons (torches, lasers, flame, etc.).

NAME: Heightened Balance

RANGE: Body
DURATION: Constant
NUMBER: Self
TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character can keep his balance in difficult situations and adds one to his multiple for all DX Checks. Thus, a multiple of 3 for others becomes a 4 for this character.

NAME: Heightened Brain Talent

RANGE: Body
DURATION: Constant
NUMBER: Self
TYPE: U M
USE: Constant
DAMAGE: None

EFFECTS: Character gets a +2 modification on his die rolls when figuring out an artifact. His MS is increased by 4 (maximum of 21) when attacked in Mental Combat (but not when attacking). He automatically detects lies told in his presence.

NAME: Heightened Intelligence

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U M
USE: Constant
DAMAGE: None

EFFECTS: Character adds 4 to his die rolls when figuring out an artifact and his MS is increased by 2 (maximum MS of 21) when he is defending against Mental Attack.

NAME: Heightened Physical Attributes

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character has heightened capabilities in one of three possible areas. Roll 1d4 to determine which attribute benefits.

DIE ROLL	RESULT
1	**HEIGHTENED CONSTITUTION:** The character's Hit Point Score is increased by 2 x his Constitution. His Constitution is treated as 18 when making Poison or Radiation Checks.
2	**HEIGHTENED DEXTERITY:** The character's DX is increased by 4 (maximum DX of 21).
3	**HEIGHTENED STRENGTH:** The character's PS is increased by 1d6 (maximum PS of 21). He can lift 6 times his PS and can carry 4 times his PS while marching without being Heavily Burdened.
4	**GM'S CHOICE:** The GM chooses any two of the above effects.

NAME: Heightened Precision

RANGE: Sight
DURATION: Constant
NUMBER: Self

TYPE: C P
USE: Constant
DAMAGE: +2d6

EFFECTS: Character instantly finds any weaknesses in structures, objects or opponents. The damage he does is increased by 2d6 per attack. He adds 2 to his die when figuring out artifacts.

NAME: Heightened Sense

RANGE: Variable
DURATION: Constant
NUMBER: Self

TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character has one superior sense. Roll 1d6.

DIE ROLL	EFFECT
1	**HEIGHTENED HEARING:** Character can detect and identify all sounds within 60 meters. He can't be surprised unless a sound-dampening factor (brick wall, etc.) muffles the sound. He suffers double damage from **Sonic Blasts** and he can't use his own Sonic Blast ability (if he has one).
2	**HEIGHTENED SMELL:** Character can identify odors up to 60 meters away on calm days. On windy days, he identifies odors up to 90 meters away downwind and 30 meters upwind. He can follow a trail less than a day old over non-watery surfaces. After one hour of "studying" someone or something with his nose, he can tell where they've been in the last week. He is affected by **Allurement** and **Aromatic Powers** and detects an **Attraction Odor** at twice the normal range.
3	**HEIGHTENED TASTE:** Character is hypersensitive to variations in food and instantly knows by taste if something is safe to eat.
4	**HEIGHTENED TOUCH:** Sensitive finger pads let character feel the structure of objects or people. Attribute Checks that involve items felt in this way are modified by a multiple in his favor. Thus, he would have to roll versus 3 x PS to smash down a door he has "felt" that others would only break down on a check versus 2 x PS. In addition, he adds 2 to his die when figuring out an artifact.

5	**HEIGHTENED VISION:** Character's enlarged eyes let him see clearly at up to 3 kilometers (distinguishing individuals at that range). He sees into the infrared and ultraviolet spectrum. Ability is one-third effective in darkness.
6	**GM'S CHOICE:** GM gives the character any 2 of the above.

NAME: Horns or Antlers

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U P
USE: Constant
DAMAGE: 2d6/2d8

EFFECTS: Character has rack of Antlers or Horns 1 to 2 meters long. If he already has one set, he grows a second. Each rack does 2d6 damage to man-sized targets and 2d8 damage to larger targets.

NAME: Hostility Field (D)

RANGE: 30 meters
DURATION: Constant
NUMBER: Variable

TYPE: U M
USE: Constant
DAMAGE: None

EFFECTS: Character radiates mental energy field making everyone in range irritable and quarrelsome. Those aware of the problem who have spent a week or more in character's company at some time are immune to its effect. Others check versus 2 x IN. Anyone failing a check immediately picks a fight with an enemy (neutral party if no enemy is present ... friend if no neutral is present). Three is subtracted from Reaction Die rolls when character is present.

NAME: Illusion Generation

RANGE: Sight
DURATION: 5 minutes
NUMBER: Variable

TYPE: C M
USE: Once every 4 hours
DAMAGE: None

EFFECTS: Character can project illusions having any olfactory, visual and audible characteristics he wants to any spot he can see. All others seeing the illusion undergo a Mental Attack. Those sucessfully attacked believe the illusion is real until it dissipates (5 minutes after being created).

NAME: Increased Sense

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U V
USE: Constant
DAMAGE: None

EFFECTS: The Plant gains a sense or capability not usually possessed by Plants. Roll 1d4 to find the sense gained:

DIE ROLL	SENSE
1	**SIGHT:** Roll 1d4 again. On a 1, Plant has vision equal to human vision. On any other die roll, Plant is myopic and sees with 25% of human accuracy (seeing at 15 meters what humans see at 60). Eyes always grow at the end of separate stems (giving binocular vision and good depth perception).
2	**SMELL:** Plant's olfactory organs let it smell with the keen nose of a bloodhound. It uses this sense to locate foes in combat with the same efficiency as a human uses his eyes.
3	**HEARING:** Plant has hearing capable of exactly locating enemies in combat with the same efficiency as a human uses his eyes. Roll 1d4. On a roll of 2, 3 or 4, there is no futher effect. On a roll of 1, the Plant also has vocal apparatus and can communicate on a simple level (300 word maximum vocabulary).
4	**GM'S CHOICE:** The GM adds any of the 3 senses above, adds another common sense (taste or touch) or adds a totally new sense as described in the mutation, **New Sense.**

NOTE: Only Plants with this mutation can make effective use of the mutations, **Manipulation Vines, Mobility, Throwing Thorns** or variations on other mutations that let the Plant use combat over a distance (Ranged Combat). Lacking senses (other than limited pressure sensitivity) will cause many mutations to be dormant.

NAME: Increased/Decreased Metabolism **(D)**

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U P
USE: Constant
DAMAGE: Variable

EFFECTS: Increased Metabolism causes character to spend 25% of each day searching for and consuming food. After every full minute of combat or other strenuous activity, he must stop and rest for 30 seconds. Otherwise, he falls unconscious for 1d20 minutes. **Decreased Metabolism** causes the character to react to anything 10 seconds (one Action Turn) after everyone else. That means the character is always surprised.

NAME: Infravision

RANGE: 60 meters
DURATION: Constant
NUMBER: Self

TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character can see any heat-producing body, regardless of normal visibility conditions. Intense blasts of heat at close range (laser blasts, explosions, raging fires, etc.) cause 1d4 minutes of blindness. Sunlight causes pain and confusion.

NAME: Inhibiting Field **(D)**

RANGE: 15 meters
DURATION: Constant
NUMBER: Variable

TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character emits an inhibiting field within which no mutational mental power will work. The field doesn't stop Mental Attacks coming from outside its 15 meter radius nor does it keep those inside it from defending against Mental Attack.

NAME: Insanity **(D)**

RANGE: Body
DURATION: Variable
NUMBER: Self

TYPE: U P
USE: Variable
DAMAGE: None

EFFECTS: Character has tumor-like gland in brain that causes bouts of irrational behavior, but stimulates heightened mental functioning. If a character's IN and MS are less than 21, they are increased to 21. In addition, there is a 1% chance that the character will engage in irrational acts when subjected to stress (especially surprise attack). When the character acts irrationally, roll 1d6 and apply results below.

DIE ROLL	RESULT
1	He attacks the most powerful character present (GM's choice) for 1 Action Turn.
2	He tries to kill himself.
3	He tries for 3 Action Turns to wreck any artifacts present.
4	He falls down and sobs uncontrollably for 1d4 minutes.
5	He attacks the weakest character present (GM's choice) for 1 Action Turn.
6	He stands in place, screaming for 1d6 minutes.

The character won't distinguish friend from foe and only physical force will deter him from his irrational behavior.

NAME: Intuition

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U M
USE: Constant
DAMAGE: None

EFFECTS: Character is subconsciously aware of the intentions of those around him, including any foes. Add 3 per die to the damage he does in Physical Combat and add 1 to his To Hit die roll. Characters with this mutation cannot be surprised.

NAME: Kinetic Absorption

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character negates the first 25 points of damage per attack in all attacks by weapons with a physical impact (**Maces, Clubs,** raking **Paws,** etc.). Piercing weapons (**Claws, Arrows, Swords**) do half damage (round down), but their damage isn't absorbed. Damage from energy weapons is applied normally.

NAME: Levitation

RANGE: 60 meters
DURATION: 10 minutes
NUMBER: 1

TYPE: C M
USE: Twice every 4 hours
DAMAGE: None

EFFECTS: Character can levitate himself or a person or object of up to twice his own mass that is within 60 meters straight into the air. After 10 minutes, when character stops concentrating or when the target rises or drifts out of range, the target sinks slowly back to earth. Treat as a Mental Attack if target doesn't want to be lifted.

NAME: Life Leech

RANGE: Variable
DURATION: Constant
NUMBER: Variable

TYPE: C M
USE: Once every 10 seconds
DAMAGE: 6 points per person

EFFECTS: Character can drain 6 Hit Points from each sentient being within a range equal to 3 meters for each point of the character's MS. Points lost are treated as damage and may be healed. For each point drained, the character heals one point of damage to himself or temporarily adds a point to his Hit Point Score. If he later suffers damage, losses are taken first from his excess Hit Points before any damage to him is noted. A character can't absorb more than 300 points per day and points absorbed are lost 24 hours after absorption. The character has no selective control over this power . . . it drains friend and foe alike when used.

NAME: Light Dependency **(D)**

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U PV
USE: Constant
DAMAGE: None

EFFECTS: Character suffers from a total dependence on light and suffers 1d4 damage per March Turn that he is in darkness. He is never blinded by intense light.

NAME: Light Generation

RANGE: 15 meters
DURATION: 10 seconds
NUMBER: Variable

TYPE: C P
USE: Once per day
DAMAGE: None

EFFECTS: Character can generate a flash of light similar to that of a flash cube, but emanating from his own body. This flash has an immediate blinding effect on everyone present except the user.

NAME: Light Manipulation

RANGE: 1 centimeter
DURATION: 1d4 minutes
NUMBER: Self

TYPE: C M
USE: Once per hour
DAMAGE: None

EFFECTS: Character can bend light to make himself and everything on his body invisible. When the power is in use lasers and **Black Rays** won't affect him. Two is subtracted from the die roll when trying to hit the character when he is invisible.

NAME: Low Fertility **(D)**

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U V
USE: Constant
DAMAGE: None

EFFECTS: Plant has extremely ineffective system of reproduction. Only one Plant will be found in any 120-meter diameter area.

NAME: Magnetic Control

RANGE: 15 meters **TYPE:** C M
DURATION: 5 minutes **USE:** Once per day
NUMBER: 1 **DAMAGE:** None

EFFECTS: Character can control magnetic fields to repel, attract or use ferrous objects. Inanimate objects have an MS of 12 for purposes of deciding if they are controlled. Powered objects have an MS of 15 for this purpose. Nothing massing more than 500 kilograms can be controlled.

NAME: Mane and Bristles

RANGE: Body **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: Character sprouts inches of hair or bristles all over his body. Subtract 1 from the die roll when trying to hit the character in Physical Combat (2 if the weapon used employs cold to inflict damage).

NAME: Mass Mind

RANGE: Touch **TYPE:** C M
DURATION: Variable **USE:** Constant
NUMBER: Variable **DAMAGE:** None

EFFECTS: Character may join with others he is touching to amplify any of their powers other than Mass Mind. The others need not have Mass Mind for the link to work. So long as the characters are touching, they may use any one power held by all of them and the strength of the power is increased in proportion to how many of characters are linked. The GM decides how the increase is applied in individual cases. There is a 5% chance (increased by 2% for every 10 seconds contact is maintained) that each linked person will die from the close mental contact required. Persons can't be forced into a link against their will.

NAME: Mental Blast

RANGE: 15 meters **TYPE:** C M
DURATION: Constant **USE:** Once every 30 seconds
NUMBER: 1 **DAMAGE:** 3d6

EFFECTS: Character may direct a blast of psychic energy at a target in range, causing mental damage.

NAME: Mental Block (D)

RANGE: Mind **TYPE:** U M
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: Character's mind reacts to extreme stress by blocking out its source. There is a 1% chance when the character has an unpleasant or violent experience that his mind will afterwards develop a block about some physical element of the experience. In future, he will be unable to sense (by sight, touch, sound or smell) items or entities of the same type even when attacked by them. When forced into direct sensory contact with the object of the block (by close proximity, not distant sighting), character suffers 1d4 damage per Action Turn of contact from tension. The classes of items or entities that might be blocked include: one particular species of Plant (or Plants with the same mutation), a Robot (or a particular type of Robot), a Security Monitor, a Humanoid or Mutated Animal with the same Physical Mutation, etc.

NAME: Mental Control

RANGE: 15 meters **TYPE:** C M
DURATION: Variable **USE:** Once per week
NUMBER: 1 **DAMAGE:** None

EFFECTS: Character can leave his body and take over another's. His own body lies dormant while he is in the body he has taken over and he is aware only of the state of the body he currently inhabits. The body taken over must initially be in range but may, thereafter, move out of range without restriction. If the character occupies a body when it dies, he also dies and his own body immediately begins to deteriorate. The character can only reenter his own body when it is in range.

NAME: Mental Control of Body

RANGE: Body **TYPE:** U M
DURATION: 1d10 Minutes **USE:** Once per week
NUMBER: Self **DAMAGE:** None

EFFECTS: Character's body can override physical pain and alter itself internally to halt blood loss and combat heat and cold. Character immediately recovers 2d4+6 Hit Points of damage when he uses this power. In addition, in any situation involving overwhelming danger (player's discretion), his PS and DX are both increased by 3 (maximum of 21) and his Speed is doubled for 1d10 minutes.

NAME: Mental Defenselessness (D)

RANGE: Mind **TYPE:** U M
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: Character lacks Mental Strength. Roll 2d6 and subtract the result from the character's MS. If this causes the character's MS to be reduced below, treat the character's MS as "3."

NAME: Mental Shield

RANGE: Body **TYPE:** U M
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: Character's MS is increased by 4 (up to a maximum of 21). He automatically senses anyone with a Mental Mutation within 30 meters whether or not the mutation is in use.

NAME: Mental Multiplier

RANGE: Mind **TYPE:** C M
DURATION: Variable **USE:** Twice per day
NUMBER: 1 **DAMAGE:** None

EFFECTS: Character can concentrate on someone else's Mental Mutation, causing it to have twice its normal effect, but must be in the presence of the character whose power he affects. His own mental attributes, intentions, etc., cannot be sensed.

NAME: Mental Paralysis

RANGE: 15 meters **TYPE:** C M
DURATION: 10 seconds **USE:** Once every 10 seconds
NUMBER: 1 **DAMAGE:** None

EFFECTS: Character can suppress the nervous system of one other entity within range, causing the victim to be incapable of physical or mental action. If he successfully uses this power against the same victim for 4 consecutive Action Turns (40 seconds), the victim dies of shock.

NAME: Mobility

RANGE: Body **TYPE:** C V
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: Plant can use roots and vines to move through soil in the same manner as a man swims through water, at a maximum speed of 3d6 meters per minute.

NAME: Modified Body Parts

RANGE: Body **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: One of the character's appendages or organs (GM's choice of which) grows/shrinks, becomes stronger/weaker or, generally, benefits from a major modification chosen by the player.

NAME: Modified Leaves

RANGE: Touch
DURATION: Constant
NUMBER: Variable
TYPE: U V
USE: Constant
DAMAGE: Variable

EFFECTS: Plant's modified leaves can do severe damage to those coming in contact with them. Characters must check for damage when they touch the Plant, including those times they attack it. To determine the exact modification, roll 1d4.

DIE ROLL	EFFECT
1	**BARBED LEAVES:** Leaves are ringed with barbed hooks doing 1d4 (small Plant) to 2d10 (large tree) damage.
2	**SAW-EDGED LEAVES:** Clusters of 8 to 10 saw-edged leaves stay hidden until touched when they spring out, doing 1d6 (small Plant) to 3d10 (large tree) damage.
3	**RAZOR-EDGED LEAVES:** Clusters of 6 to 8 razor-edged leaves stay hidden until touched when they spring out, doing 1d8 (small Plant) to 5d10 (large tree) damage.
4	**GM'S CHOICE:** The GM may equip the tree with any or all of the above types of leaves or invent his own type.

Characters will always be aware of the presence of Barbed Leaves, but won't identify the other types until triggered. If a Plant has mobile members (**Segmented Limbs, Manipulation Vines, etc.**) it may actively attack with all types of leaves at once, but each vine has one leaf cluster and gets one attack per Action Turn.

NAME: Modified Vines and Roots

RANGE: Variable
DURATION: Constant
NUMBER: Variable
TYPE: U V
USE: Constant
DAMAGE: Variable

EFFECTS: Plant has a network of modified vines or roots surrounding it. They are camouflaged by ground cover or hang from nearby trees. This network extends for 3 meters around small Plants, 12 meters around man-sized Plants and 15 meters around trees. Characters will usually be unaware of the network unless attacked. If the Plant has sensory capabilities, it is also assumed to have the intelligence to direct these modified vines and roots (treat this mutation as TYPE CV in this case). Otherwise, vines and roots are undirected and attack anything that exerts pressure on them. To determine the exact nature of a network, roll 1d10.

DIE ROLL	EFFECT
1	**POISON VINES:** Plant has network of tendrils dotted with sharp thorns coated with 3d6 Intensity Level Position.
2	**TANGLE VINES:** Plant has network of thin, interlaced vines which entangle victims. Normally quiet, once triggered, they slowly writhe and twist around anything thrust into their midst. They only stop when they are severed or their plant is killed.
3	**SQUEEZE VINES/ROOTS:** Plant has 2d6 vines or roots (GM's choice) that spring up when activated and whip about until they meet a solid object which they wrap around and squeeze until destroyed. Each vine does 2d6 damage per Action Turn. They are destroyed if severed or when their Plant dies.
4	**MANIPULATION VINES:** Plant has 2d4 tough (but not strong) gripping vines. They do no damage themselves, but can manipulate weapons or grab characters like Tangled Vines. They die when severed or when their Plant is killed.
5	**SUCKER VINES:** Plant has 4d6 vines edged with suckers that affix themselves to a victim on a successful hit. Each vine does 1d6 damage each Action Turn it is attached to a victim (including the first). Sucker Vines release their victim when their Plant or the victim is killed. Even when severed, they keep draining the victim's life force.
6	**CARNIVOROUS JAWS:** Plant has 2d6 mouth-like feeders at the end of 15-meter tendrils. The feeders are lined with spines and secrete acid. Each does 1d8 damage and will try to devour victims until severed or its Plant is killed.
7	**BORING TENDRILS:** Plant has network of thousands of tiny tendrils that use abrasive pads and special acids to eat through almost anything. The length of time needed to bore through something depends on its composition:

SUBSTANCE	RATE
Flesh	3 cm per day
Wood	1 cm per day
Stone	6 mm per day
Steel	3 mm per day
Duralloy	1 mm per day

NOTE: Boring is very slow and always takes place when the ground above the tendrils is occupied by inactive (resting or sleeping) entities. Boring Tendrils may only be located on the ground (never in trees). They do 3d6 damage to characters for every centimeter of flesh through which they bore. Boring is slow and insidious and characters will probably not notice it if asleep.

8	**GM'S CHOICE:** The GM may equip the Plant with any one of the types described or invent his own.
9	**GM'S CHOICE:** The GM may equip the Plant with any two of the types described or invent his own.
10	**GM'S CHOICE:** The GM may equip the Plant with any three of the types described or invent his own.

NAME: Molecular Disruption

RANGE: 30 meters
DURATION: Constant
NUMBER: 1
TYPE: C M
USE: Once per day
DAMAGE: Variable

EFFECTS: Character can disrupt anything of up to 100 kilograms mass. A successful attack completely destroys the affected mass. Disrupted targets disappear. The character immediately falls unconscious for 1d12 hours after using this power (whether or not the attack succeeds). He can't be roused from this stupor. The chance of using this power successfully varies with the target's composition and the user's MS. Sample chances of success include:

MATERIAL	CHANCE
Metal	3 x Character's MS
Stone	4 x Character's MS
Living Being	5 x Character's MS

Thus, someone with a MS of 15 would have a 75% (5 x 15) chance of disrupting an Android, a 60% chance of disrupting a stone and a 45% chance of disrupting a steel door.

NAME: Molecular Sense

RANGE: Touch
DURATION: Constant
NUMBER: Variable
TYPE: C M
USE: Once per minute
DAMAGE: None

EFFECTS: Character understands structure of anything he touches. He does 1d6 extra damage to anyone he has previously touched and adds 2 to his die when figuring out an artifact.

NAME: Multiple Body Parts

RANGE: Body
DURATION: Constant
NUMBER: Self
TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character grows 1d4 extra appendages of GM's choice.

NAME: Multiple Damage (D)

RANGE: Body
DURATION: Constant
NUMBER: Self
TYPE: U M
USE: Constant
DAMAGE: Variable

EFFECTS: Character's mind negatively affects his bodily functions so that he suffers double or triple damage from all causes. When the

character suffers damage, he checks versus IN. If he passes, damage is normal. If he fails, it is doubled or tripled (depending on how badly the GM feels he failed).

NAME: Narcolepsy (D)

RANGE: Body	**TYPE:** U P
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character has a 2% chance of falling into a deep sleep for 6d10 minutes in stress situations (as defined by the GM).

NAME: New Body Parts

RANGE: Body	**TYPE:** U PV
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character has extra appendage or organ not usually found in his species. Examples include: A third eye in the back of his head, light sensitive antennae, arms and hands (for a fish or other species that normally doesn't have limbs), a head or brain for a Plant. The players always design the new parts, but the GM must approve the design.

NAME: New Sense

RANGE: Body	**TYPE:** U V
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Plant has a new sense with no direct counterpart in the animal world. Roll 1d4 to determine its nature:

DIE ROLL	SENSE
1	**ALPHA SENSE:** Plant senses Alpha Wave emissions from animal and human brains at a range of 3 meters x the MS of anyone the Plant could possibly sense. The Plant locates the emission source (the character's head) exactly as if it were seeing the character.
2	**LIFE FORCE SENSE:** Plant senses characters' life forces at a range of 3 meters x each character's current Hit Points. The Plant senses the shape and location of the character via energy emissions from the skin surface.
3	**CHEMICAL SENSE:** Plant senses chemical makeup of surrounding area within a 60-meter range. The greater the variation from the background norm, the more clearly the Plant "sees" something. Add the Tech Level of the bulk of a character's equipment to the die roll whenever the Plant tries to hit the character and add it to each die of damage Plant does. This formula assumes an organic environment. A potted specimen of the Plant decorating a foyer uses the reverse of this formula (adding 3 to dice rolls when trying to hit characters with mostly Tech Level I equipment and adding 1 when trying to hit those with Tech Level III equipment).
4	**GM'S CHOICE:** The GM may choose any of the three new senses above or invent one of his own.

NAME: No Nerve Endings (D)

RANGE: Body	**TYPE:** U P
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character lacks nerve endings in skin and cannot feel pain. He can't detect a surprise attack from behind, tell if his body has been punctured, know when to treat wounds, etc.

NAME: Over-sized Body Parts

RANGE: Body	**TYPE:** U P
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character gets beneficial increase in size of some body parts. If accompanied by mutation of certain organs, the effect of both mutations is added together. Thus, a character with an enlarged brain from this mutation (+4 to MS) and **Heightened Brain Talent** (+3 to MS) has his MS increased by 7. Roll 1d6 to find which mutation character gains:

DIE ROLL	EFFECT
1	Brain size increased. Add 4 to IN and MS (maximum of 21). Roll for one additional Mental Mutation.
2	Musculature increased. Add 4 to PS.
3	Nervous system expanded. Reaction time is lowered by 50% and character gets 2 attacks per Action Turn.
4	Appendix increased in size. Character neutralizes Poisons of Intensity Level 3d6 or less and can't be harmed by them.
5	Heart and lungs increased in size. Add 3 to CN (maximum of 18) and 3d6 points to Hit Point Score. Increase Speed by 50%.
6	Body part of the GM's choice increased in size.

NAME: Periodic Amnesia (D)

RANGE: Mind	**TYPE:** U M
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character has a 10% chance of suffering a loss of memory if he loses more than one-half his Hit Point Score. He will be permanently unable to remember the preceding 14 days.

NAME: Phobia (D)

RANGE: Body	**TYPE:** U P
DURATION: Variable	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character has an unreasoning, physiological terror of some common aspect of his environment. Roll 1d6.

DIE ROLL	EFFECT
1	**NYCTOPHOBIA:** Character will, if exposed to darkness, stand frozen in place and scream uncontrollably until light is produced or he is rendered unconscious.
2	**PYROPHOBIA:** Character's fear of fire will cause him to flee for 1d20 minutes when he sees fire or smells smoke. He takes double damage when attacked by fire.
3	**DEMOPHOBIA:** Character panics when he sees more than 5 sentient beings in a group and flees for 1d20 minutes. **NOTE:** Character must actually see the group. Simply being in a town will not cause panic unless a group is in sight.
4	**ANDROPHOBIA:** Character fears all Humanoids, Pure Strain Humans and Mutated Animals descended from anthropoids except for his own type (those possessing the same exact mutations, etc.). When confronted with such persons, he must pass a check versus MS or he flees for 1d20 minutes.
5	**AGORAPHOBIA:** Character is gripped by unreasoning fear when he strays more than 75 meters from a wall or outcropping into an unobstructed space. This causes him to immediately crawl to the nearest obstruction and huddle close to it for 1d10 hours after which he will leave only to find another sheltered spot.
6	**ACROPHOBIA:** Character suffers extreme terror when more than 10 meters above solid ground. He can do nothing except grab at the nearest object or person and hold on.

Fleeing characters run blindly away from the cause of their fear without checking for hazards. If unable to flee (due to lack of an exit or the presence of hostile characters in their path), they will fall unconscious for 1d20 minutes instead.

NAME: Photosynthetic Skin

RANGE: Body　　**TYPE:** U P
DURATION: Constant　　**USE:** Constant
NUMBER: Self　　**DAMAGE:** None

EFFECTS: Character produces his food by absorbing nutrients from earth and atmosphere and using sunlight (or equivalent) to make them into energy and tissue. He heals 3 (not 1) points of damage per day. In darkness, he moves at 50% of normal speed and has a reaction time twice the norm for his species. He suffers 1d6 extra damage when attacked with weapons employing heat or cold.

NAME: Physical Reflection

RANGE: Body　　**TYPE:** U P
DURATION: Constant　　**USE:** Constant
NUMBER: Self　　**DAMAGE:** None

EFFECTS: Character's skin reflects even the most intense forms of energy away in a random direction. Reflection works for only one form of energy. Roll 1d4. The type listed below is reflected.

DIE ROLL	ENERGY REFLECTED
1	Thermal (heat-related)
2	Electro-magnetic (including light and lasers)
3	Kinetic
4	Nuclear

NAME: Planar Travel

RANGE: 15 meters　　**TYPE:** C M
DURATION: 30 seconds　　**USE:** Once per week
NUMBER: Variable　　**DAMAGE:** None

EFFECTS: Character can make a 3-meter square door into alternate plane of existence anywhere within range. Opening lasts for 30 seconds. Plane into which opening faces is randomly determined and there are billions of such planes. Anyone moving through this opening will never find his way back to his own plane.

NAME: Plant Control

RANGE: 15 Meters　　**TYPE:** C M
DURATION: 1d4 minutes　　**USE:** Once per day
NUMBER: 1　　**DAMAGE:** None

EFFECTS: Character can control one Plant within range, making it do his bidding within its capabilities (it could not, for example, walk). This mutation takes effect automatically and doesn't require a Mental Attack to determine its effectiveness.

NAME: Poison Susceptibility (D)

RANGE: Body　　**TYPE:** U P
DURATION: Constant　　**USE:** Constant
NUMBER: Self　　**DAMAGE:** None

EFFECTS: Character has no resistance to poisons or organisms that act like Poisons. When he would normally have to make a Poison Check, he is killed unless he gets an antidote within 20 seconds.

NAME: Poor Dual Brain (D)

RANGE: Body　　**TYPE:** U P
DURATION: Constant　　**USE:** Constant
NUMBER: Self　　**DAMAGE:** None

EFFECTS: Character's second brain handicaps his primary brain. Reaction time is slowed by 25% and there is a 10% chance when the character first awakens that the defective brain has taken over his body while he was asleep. The defective brain will retain control for 1d12 hours during which the character will be subject to fits of irrationality as if he had the mutation **Insanity.** The character will have a different voice and personality depending on which brain is in control.

NAME: Poor Respiration (D)

RANGE: Body　　**TYPE:** U P
DURATION: Constant　　**USE:** Constant
NUMBER: Self　　**DAMAGE:** None

EFFECTS: Character must rest for 30 seconds after each minute of strenuous activity or he falls unconscious for 1d6 minutes. Character's Speed is 75% of normal.

NAME: Precognition

RANGE: Variable　　**TYPE:** C M
DURATION: Constant　　**USE:** Once every half hour
NUMBER: 1　　**DAMAGE:** None

EFFECTS: Character can sense dangerous situations. By concentrating, he can see one minute into the future but the exact meaning of what he sees may be unclear. He falls unconscious for 1d4 minutes and loses 50% of his available Hit Points if he sees what appears to be his own death.

NAME: Psychometry

RANGE: Touch　　**TYPE:** C M
DURATION: Constant　　**USE:** Once per week
NUMBER: 1　　**DAMAGE:** None

EFFECTS: The character sees into the past of anything touched, understanding its workings, purpose, origins, where it has been and who has touched it in the last 50 years. The farther in the past an item originated, the sketchier will be knowledge of those origins. The mutation affects only objects (including those that were once alive) . . . not living entities. Character adds 5 to his die when figuring out an artifact.

NAME: Pyro/Cryokinesis

RANGE: 30 meters　　**TYPE:** C M
DURATION: Variable　　**USE:** Constant
NUMBER: 1　　**DAMAGE:** +1d6

EFFECTS: Character can raise or lower temperature in a localized area, doing 1d6 damage per Action Turn to one target vulnerable to the weapon used (either heat or cold). If he concentrates on the same target for more than one Action Turn, the effect of his attack is increased by one die of damage for each additional consecutive Action Turn during which that target is attacked. Thus, on the second consecutive Action Turn, 2d6 damage is done instead of 1d6 damage. The character can do a maximum of 10d6 damage per Action Turn, however, and any attacks from the eleventh Action Turn on do 10d6 damage. Immediately roll 1d4 when this mutation occurs. On a 1 or 2, the character may use only **Cold** as a weapon; on a 3 or 4, only **Heat.** After 3 Action Turns (30 seconds) exposure to heat, inflammable objects burst into flame.

NAME: Quills or Spines

RANGE: 15 meters　　**TYPE:** U P
DURATION: Constant　　**USE:** Constant
NUMBER: Variable　　**DAMAGE:** 1 per spine

EFFECTS: Character's arms, legs and torso are covered with **Spines** or **Quills** (GM's choice) to a maximum of 4d10 spines or 10d10 Quills. Quills (but not Spines) can be thrown up to 15 meters. Spines do their damage when they are brushed against. Lost Spines or Quills grow back in 72 hours.

NAME: Radar/Sonar

RANGE: 30 meters　　**TYPE:** U P
DURATION: Constant　　**USE:** Constant
NUMBER: Self　　**DAMAGE:** None

EFFECTS: Character has enlarged ears or antennae, allowing him to use radar or sonar to navigate. He can move normally in negative visibility conditions and adds 3 to all his To Hit die rolls in Physical Combat. Range is tripled if the character also has **Heightened Hearing.** The character takes 2d6 damage from loud noises and triple damage from **Sonic Blasts.** He emits high-pitched beeping sounds except when asleep and thus signals his presence to those who hear high frequencies.

NAME: Radiated Fiber

RANGE: 60 meters
DURATION: Constant
NUMBER: Variable

TYPE: U V
USE: Constant
DAMAGE: Variable

EFFECTS: Plant absorbs radioactive material which causes it to constantly give off 3d6 Intensity Level radiation.

NAME: Radiation Eyes

RANGE: 15 meters
DURATION: 10 seconds
NUMBER: 1

TYPE: C P
USE: Once per minute
DAMAGE: Variable

EFFECTS: Character emits a blast of Intensity Level 3d6 radiation from his eyes whenever he desires.

NAME: Reflection

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: C M
USE: Constant
DAMAGE: None

EFFECTS: Character can wholly or partially reverse an attack against himself by standing still and concentrating on it. Reflected damage is inflicted on the attacker instead. Only non-reflected damage is inflicted on the character. The first Action Turn the character is attacked, all damage is reflected. The second, half is reflected. The third and all subsequent attacks, one fourth is reflected. Should the character not be attacked in an Action Turn, the next attack would be treated as a "first attack." The character is immune to **Life Leech.**

NAME: Regeneration

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: C P
USE: Once every 12 hours
DAMAGE: None

EFFECTS: Character can instantly heal 1 point of damage for each 5 kilograms of body weight (weight being equal to roughly 7 times PS in kilograms for this purpose).

NAME: Repelling Force

RANGE: 1 meter
DURATION: 30 seconds
NUMBER: Variable

TYPE: C M
USE: Twice per day
DAMAGE: None

EFFECTS: Character can will a force field 2 meters in diameter to surround himself. Everyone inside the field is safe from all items of less than a metric ton mass that strike the field. Items flying at the field bounce off. If an object weighing 1 metric ton or more strikes the field, the field is immediately dispersed and everyone inside makes a Constitution Check. Those that fail, die.

NAME: Repulsion Field

RANGE: 15 meters
DURATION: 30 seconds
NUMBER: Variable

TYPE: C M
USE: Constant
DAMAGE: None

EFFECTS: This mutation works the same way as **Repelling Force** but there is no limit on how often it can be used, and the character can create a 3 — meter diameter force field around any point of his choice within range. Those inside the field can move around, but can't exit (or attack out of) the field.

NAME: Seed Mobility

RANGE: 60 meters
DURATION: Constant
NUMBER: Variable

TYPE: U V
USE: Constant
DAMAGE: None

EFFECTS: Plant has mobile seed pods physically or mentally linked to the parent Plant. All specimens of the Plant in the area will be linked and they will take concerted action in all situations.

NAME: Seizures (D)

RANGE: Body
DURATION: Variable
NUMBER: Self

TYPE: U M
USE: Constant
DAMAGE: None

EFFECTS: Character has a 2% chance of having a "seizure" lasting 1d10 minutes when faced with a stressful situation (especially a surprise attack). He can't act while in the seizure's grip.

NAME: Shapechange

RANGE: Body
DURATION: 60 minutes
NUMBER: Self

TYPE: U P
USE: Once per day
DAMAGE: None

EFFECTS: Character can assume the shape of any mammal, insect or reptile, but won't have the same mutational powers as the beast whose form he takes. He can run, swim, fly, etc. in the same manner, though. It takes 10 seconds concentration to change shape and the shape lasts for one hour or until the character decides to resume his own shape.

NAME: Shorter

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character's growth is extremely stunted. Roll percentage dice. The result is the character's height in centimeters. This change results in an increased metabolic rate and a marked decrease in the character's Physical Combat abilities. He can't lift ancient weapons if his height is less than 80 centimeters unless he has a superior PS (above 12). Those below 50 centimeters tall have 3 to the To Hit die when attacked in Physical Combat.

NAME: Size Increase/Decrease

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U V
USE: Constant
DAMAGE: None

EFFECTS: Roll 1d4. On a 1, the Plant is smaller than normal. On a 2, 3 or 4, it is larger than normal. Now roll percentage dice. If the Plant is smaller, the result is its size in relation to a normal Plant of its type (a roll of 50 means it is 50% of normal size, etc.). Treat all rolls of 90 or above as 90. If the Plant is larger, the result is the percentage by which it exceeds the normal size for its type (a roll of 25 means it is 25% larger than normal, etc.). Treat rolls of 10 or less as 10. A Plant's relative size affects PS and damage proportionally. Thus a Plant which is only 50% of normal size does only half damage.

NAME: Skeletal Enhancement

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character's body structure is stronger than average and he takes only half damage (roll die and round down) from physical blows. He also increases the damage he does with swords, maces, spears and similar weapons by 2d6. Note: if character has **Partial Carapace**, he takes half damage -1 point per attack . . . if **Total Carapace**, he takes one quarter damage per attack.

NAME: Skin Structure Change (D)

RANGE: Body
DURATION: Constant
NUMBER: Self

TYPE: U P
USE: Constant
DAMAGE: None

EFFECTS: Character's skin has abnormal structure. Roll 1d4.

DIE ROLL	EFFECTS
1	Skin is dry and flaky. If exposed to heat above 38 degrees centigrade, it ignites, causing 5d6 damage.
2	Skin is rubbery and hard, slowing Speed to 75% normally and 50% in cold weather. Character subtracts 1 from his die roll when trying to hit in Physical Combat and others add 1 to their die roll when trying to hit this character in Physical Combat.

3   Skin lacks cohesion and is water-soluble. Character takes 1d6 damage per minute that 25% or more of him is immersed in water and 2d6 damage per hour he is exposed to rain.

4   Skin is thin and brittle, making it easier to penetrate or tear. For every two Hit Points of damage inflicted on the character, he loses 1 additional point.

NAME: Sonic Blast

RANGE: 15 meters	**TYPE:** C P
DURATION: 10 seconds	**USE:** Constant
NUMBER: Variable	**DAMAGE:** None

EFFECTS: Character can generate high frequency sound waves that are damaging to exposed tissues at short range. Everyone within range (except user) takes 3d6 damage from his Sonic Blast.

NAME: Sound Imitation

RANGE: Variable	**TYPE:** C P
DURATION: 10 seconds	**USE:** Constant
NUMBER: Variable	**DAMAGE:** None

EFFECTS: Character can imitate any sound, including that of a Sonic Blast, which he has heard in the last 24 hours. He is immune to **Sonic Blasts.**

NAME: Speed Increase

RANGE: Body	**TYPE:** C P
DURATION: One hour	**USE:** Once per day
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character has organic supercharger allowing him to move at twice normal Speeds for an hour once each day. He may make 2 attacks per Action Turn when using this power.

NAME: Spore Cloud

RANGE: 6 meters	**TYPE:** U V
DURATION: Constant	**USE:** Constant
NUMBER: Variable	**DAMAGE:** Variable

EFFECTS: Plant has motion-sensitive shooting spores. Anything moving nearby causes it to shoot spores in the general direction of the movement. Spores then burrow into flesh, earth or other warm, soft substance and take root, causing victims to fall ill (as if from Intensity Level 3d6 poison). The victim suffers no Hit Point loss, but can't heal damage until cured since his body will be fighting the illness.

NAME: Stunning Force

RANGE: 30 meters	**TYPE:** C M
DURATION: Variable	**USE:** Once per day
NUMBER: Variable	**DAMAGE:** None

EFFECTS: Character can attack everyone within range with a mental stun that knocks them unconscious for 1d6 hours (if Pure Strain Humans) or 1d4 minutes (if Humanoids or Mutated Animals). The stun affects both friend and foe. The character is unaffected.

NAME: Summoning

RANGE: 1 kilometer	**TYPE:** C M
DURATION: Variable	**USE:** Once every 12 hours
NUMBER: 1	**DAMAGE:** None

EFFECTS: Character may summon any non-intelligent mobile entity (one with IN less than 4) within a kilometer of him and the entity will serve him so long as he maintains absolute concentration on directing his actions. He can't summon entities already in his presence. Once an entity has been summoned one time, he will always be on the alert for the summons and will always successfully fight it off thereafter.

NAME: Symbiotic Attachment

RANGE: Touch	**TYPE:** C MV
DURATION: Variable	**USE:** Constant
NUMBER: 1 per appendage	**DAMAGE:** None

EFFECTS: Character may attach himself to anyone he touches with a hand, claw, tentacle, etc. If he tries to use this power in combat, he must hit the target in order to attach himself to it. Once attached, the character controls the victim's every action until the attachment is broken, and he may make the victim use any of his powers on the character's behalf. Should an entity die while the character is attached, the character dies too. The number of entities the character can attach himself to is limited only by how many grasping appendages he has. It takes 30 seconds to break an attachment that has been in existence for more than an hour. A Mental Attack must be made for this mutation to work and only Plants capable of sensing others and of consciously directed action may use this power. It stays dormant in others.

NAME: Taller

RANGE: Body	**TYPE:** U P
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character is extremely tall and all his physical parts are increased accordingly. Humanoids have a basic height of 2 meters. The height for Mutated Animals will vary greatly and must be assigned by the GM. Whatever the base height, 1d6 is rolled and the result is added to it (making a Humanoid between 3 and 8 meters tall). PS is increased by 1 for each meter of size gained (up to a maximum PS of 21). In addition, 1 per meter is added to the character's die rolls when he is trying to hit an enemy with a non-powered weapon in Physical Combat.

NAME: Telekinesis

RANGE: 15 meters	**TYPE:** C M
DURATION: 1 minute	**USE:** Variable
NUMBER: 1	**DAMAGE:** None

EFFECTS: Character can mentally lift objects other than himself into the air and move them about. Any attempt to lift a living creature or other sentient entity requires a Mental Attack. The character can use this power a number of times per day equal to his MS. He may lift 5 x his MS in kilograms.

NAME: Telekinetic Arm

RANGE: 18 meters	**TYPE:** C M
DURATION: 10 minutes	**USE:** Twice per day
NUMBER: 1	**DAMAGE:** Variable

EFFECTS: Character causes a shimmering arm of force to materialize anywhere within range. The "arm" has a PS equal to his MS and he may will it to move within range at a rate of 6 meters per Action Turn. The arm can do anything an appendage attached to its creator could do (hold weapons, grab someone, etc.). It can't be damaged, but will disappear if character is killed or knocked unconscious or if it is moved out of the user's field of vision.

NAME: Telekinetic Flight

RANGE: Body	**TYPE:** C M
DURATION: 1 minute	**USE:** Variable
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character can lift himself in the air and move about as if flying (carrying 2 x his PS in kilograms and moving 10d20 meters per Action Turn). He can do this a number of times per day equal to half his MS.

NAME: Telepathy

RANGE: 15 meters	**TYPE:** C M
DURATION: Variable	**USE:** Constant
NUMBER: 1	**DAMAGE:** None

EFFECTS: Character can read the thoughts and emotions of others in range and may communicate his own thoughts and emotions to them. This power transcends language and works with all entities to the extent of their IN. Dumb animals will only grasp or send simple images, for example. A successful Mental Attack must be made in order to read the mind of a hostile character.

NAME: Teleportation

RANGE: 30 kilometers	**TYPE:** C M
DURATION: Constant	**USE:** Once per hour
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character may teleport himself (only) to any other place within range. However, if he hasn't spent at least 8 hours at the

destination memorizing it, he takes 8d6 damage upon arrival. This penalty doesn't apply to places he can see from his start point. Any energy field (**Force Fields, Repulsion Fields,** etc.) stop Teleportation from occurring.

NAME: Teleport Object

RANGE: 15 meters	**TYPE:** C M
DURATION: Constant	**USE:** Once per hour
NUMBER: 1	**DAMAGE:** None

EFFECTS: Character can cause any one object within range massing less than 10 kilograms to leap into his hand. He may make weapons held by enemies leave their hands and jump into his own hand, but a successful Mental Attack is necessary in such cases.

NAME: Temperature Sensitivity (D)

RANGE: Body	**TYPE:** U V
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** +2

EFFECTS: Plant is extremely sensitive to heat and cold and takes an extra 2 points damage from weapons using heat, cold or energy.

NAME: Temporal Fugue

RANGE: Body	**TYPE:** C M
DURATION: 4 hours	**USE:** Once every three days
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character can make perfect copies of himself by moving back and forth in the time stream so that the doubles seem to pop into the "present" out of thin air. He may make 1d10 doubles per attempt. Each will be carrying equipment and wearing clothes that the character had on him at sometime in the previous 24 hour period. Should any of the replicas be killed, the character will, when all have disappeared (after 4 hours), fall unconscious for 1d20 minutes.

NAME: Texture Change

RANGE: Body	**TYPE:** U V
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Plant has tough metallic bark that subtracts 1d4 from all attacker's To Hit dice roll.

NAME: The Gamma Eye

RANGE: 15 meters	**TYPE:** C M
DURATION: 1 minute	**USE:** Once per day
NUMBER: 1	**DAMAGE:** None

EFFECTS: Character may disable one enemy by looking at him (causing a black light to shoot from his eye in the victim's direction). The victim falls unconscious for 1 minute.

NAME: Thorns/Spikes

RANGE: Touch	**TYPE:** U V
DURATION: Constant	**USE:** Constant
NUMBER: Variable	**DAMAGE:** 1d4

EFFECTS: Plant has bushy growth of 5d4 **Spikes** or **Thorns** (each 15-30 centimeters long). Each does 1d4 damage when touched. If Plant can sense other entities and can direct its actions, it can make 1d4 attacks per Action Turn with these Spikes in addition to damage characters do to themselves by touching them.

NAME: Thought Imitation

RANGE: Variable	**TYPE:** U M
DURATION: Constant	**USE:** Constant
NUMBER: Variable	**DAMAGE:** Variable

EFFECTS: Character's mind automatically mimics and returns any thought or Mental Attack directed at him. This doesn't negate the attack on him, but lets him make his own "free" attack. He can remember and use thought patterns (including Mental Attacks) beamed at him in the previous 24 hours. Those patterns beamed at him more than 24 hours previously can't be used.

NAME: Throwing Thorns

RANGE: 15 meters	**TYPE:** C V
DURATION: 10 seconds	**USE:** Variable
NUMBER: Variable	**DAMAGE:** 1d6

EFFECTS: Plant has barbed Thorns similar to those described in **Thorns/Spikes.** If it has any senses, it can consciously attack 1d4 targets per Action Turn by casting these Thorns. Otherwise, treat them as Spikes that do damage only when touched. The Plant will have 4d20 Thorns and will take a week to grow new ones if any are used or damaged. Thorns and Spikes may be poisonous. Roll 1d6. On a 3-6, they are not poisonous. On a 1 or 2, they are. When a character suffers damage from a poisonous Thorn, check for exposure to poison of 3d6 Intensity.

NAME: Time Distortion

RANGE: Body	**TYPE:** C IV
DURATION: 1 minute	**USE:** Once per day
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character can distort his time perception so as to move far faster than normal, reacting to others as if they were standing still. For every 10 seconds of activity that others engage in, the character engages in 30 seconds of activity (makes 3 attacks per Action Turn, etc.). The character takes 1d6 damage from friction for each 10 second period he uses this power. Mechanical objects and energy systems aren't speeded up so the character may have trouble using some equipment as fast as he can move.

NAME: Time Manipulation

RANGE: Touch	**TYPE:** C M
DURATION: Variable	**USE:** Once per week
NUMBER: 1	**DAMAGE:** None

EFFECTS: Character may send himself and objects on his person or another person/object of mass equal to 150% of his own mass backward or forward in time. He must have 18+ IN and Heightened IN to use this power. Lacking these requirements, the power is dormant in him. Each use of the power makes the character take damage equal to half his available Hit Points. Percentage dice are rolled when this power is used. If the result is less than or equal to the chance of using this power successfully, the attempt is successful. Chances of success depend on the "length" of the trip into time (the relative "distance" travelled).

TRIP LENGTH	CHANCE OF SUCCESS
1 Week	95%
2 Weeks	90%
25 Weeks	85%
1 Year	80%
5 Years	75%
10 Years	60%
25 Years	50%
50 Years	30%
100 Years	20%
250 Years	10%

This basic chance is modified as follows:

- 10% if transported object is made of metal or is powered untit.
- 15% if transported object is stone or inorganic material.
- 20% if transported object is a living entity.
- 25% if transported object is going into the future.
+ 25% if transported object is self.

Only objects the character is touching go into time with him and a single die roll is made for **all** objects transported at the same time. This die roll may undergo more than one modification and all such modifications are cumulative. Hit Point losses are suffered whether or not the power is used successfuly.

CAUTION: Time travellers appear at the same spot on earth at an earlier/later time. They may, therefore, have a major effect on the present or future within which an adventure is being run. The GM should, accordingly, use caution in allowing use of this power.

NAME: Time Suspension

RANGE: 15 meters	**TYPE:** U M
DURATION: Constant	**USE:** Constant
NUMBER: Variable	**DAMAGE:** None

EFFECTS: Life Leech, Death Field Generation, Planar Travel, Molecular Destruction and Magnetic Control don't work in range of the character. Electrical Generation, Hands Of Power and Radiation Eyes have no effect on him.

NAME: Total Healing

RANGE: Body	**TYPE:** C M
DURATION: 10 seconds	**USE:** Four times per week
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character can heal all damage previously inflicted on him. If used within 10 seconds (one Action Turn) of exposure to poison or radiation, this power negates the exposure effects.

NAME: Ultravision

RANGE: 60 meters	**TYPE:** U P
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character sees into the ultraviolet spectrum and also "sees" radiation intensity, electro-magnetic energy and the presence of mutation effects that impact on the environment. He is blinded for 1 minute if he looks directly at a laser beam.

NAME: Unconscious Summoning (D)

RANGE: 1 kilometer	**TYPE:** U M
DURATION: Variable	**USE:** Variable
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character unconsciously broadcasts his presence to all natural enemies within range whenever it has been "at peace" (not participated in combat) for more than 2 weeks. Broadcasting continues until the character engages in combat.

NAME: Vision Defect (D)

RANGE: Body	**TYPE:** U P
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character has one of 4 vision defects. Roll 1d4.

DIE ROLL	DEFECT
1	**MYOPIA:** He sees at 30 meters what others see at 60 meters.
2	**HYPEROPIA:** He has difficulty seeing objects close up with clarity. Subtract 1 from his die rolls when he is figuring out an artifact.
3	**COLOR BLIND:** He can't distinguish certain colors (some will be invisible). Subtract 2 from his die rolls when he is figuring out an artifact.
4	**TUNNEL VISION:** He has very little peripheral vision and is surprised on 1, 2 or 3 if alone. Others add 1 to their die rolls when trying to hit him in physical combat since he has trouble seeing to dodge their blows.

NAME: Water Dependency (D)

RANGE: Body	**TYPE:** U P
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** 1d6

EFFECTS: Character's skin must be kept moist by immersion in water once every 4 hours. When this need is not met, he takes 1d6 damage per hour until his skin is moistened.

NAME: Weather Manipulation (D)

RANGE: 1 kilometer	**TYPE:** C M
DURATION: Variable	**USE:** Once per day
NUMBER: Variable	**DAMAGE:** None

EFFECTS: Character can manipulate weather in his immediate area by concentrating for 1 minute. The type of weather desired will arrive 1d4 minutes later and will remain as long as he keeps concentrating (taking 1d10 minutes to dissipate). Only small modifications in the weather are possible. The character can't raise the temperature from 0 to 100 degrees, though he could raise it by 20 degrees. The chance of a particular type of weather being created is determined by a percentage dice roll. If the roll is less than or equal to the chance listed below for the weather desired, then that weather occurs. If not, the character can't try to use this power again for a full day.

WEATHER DESIRED	CHANCE OF OCCURRING
Light Breeze	90%
Gusty Winds	75%
Light Rain	65%
Thunder storm	50%
Fog	45%
Light Snow storm	40%
Blizzard	35%

Add 10% to each roll if the weather condition desired resembles the condition already present (if, for example, the character desires a Thunder Storm and Light Rain is already present).

NAME: Weight Decrease (D)

RANGE: Body	**TYPE:** U P
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character can't retain normal body weight and suffers from general debilitation. He is weaker and slower than others. Decrease his PS by 4 (to a minimum PS of 3) and his Speed by 25%. Subtract 1 from his die when he is trying to hit a character in Physical Combat.

NAME: Will Force

RANGE: Body	**TYPE:** C M
DURATION: 1d4 minutes	**USE:** Once per day
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character can exert his will to double the effect of any mutations used while this power is in effect. Instead of being used to enhance other powers, it can be used to add 1 to die rolls when the character tries to hit an enemy.

NAME: Wings/Gas Bags

RANGE: Body	**TYPE:** U PV
DURATION: Constant	**USE:** Constant
NUMBER: Self	**DAMAGE:** None

EFFECTS: Character's working **Wings** carry him through the air at 100 meters per Action Turn and at an altitude of 800 meters. He can carry up to 2 x his PS while airborne. Those massing more than 60 kilograms can't fly, but can make Wing-assisted leaps of up to 30 meters without damage. Plants with this mutation don't develop Wings. Instead, they have **Gas Bags** that support them as they drift about blown by the wind. Any size Plant can fly using Gas Bags.

EQUIPPING CHARACTERS

Before your characters go adventuring, they must equip themselves to deal with the dangers they will face. All adventures start at a **BASE** where the PC's can buy equipment, retain hirelings, acquire information and organize their party. What equipment is available to them, how easy they can get any desired information and what hirelings can be retained will depend in part on the **TECH LEVEL** of the Base. There are 3 Tech Levels in the game:

TECH LEVEL I: These are primitive (usually tribal) societies one step removed from foraging and gathering. Tech Level I Bases include small stationary villages and nomad camps of 30 to 300 people. Almost 50% of the population will be found in Tech Level I societies.

TECH LEVEL II: These are pre-industrial (usually feudal) societies whose wealth is rooted in land, crops, livestock and slaves. These Bases include small fortified hearthsteads of 20 to 50 people, villages of 50 to 500 people and a very few small city-states of 1000 to 5000 people. About 45% of the population live in Tech Level II societies.

TECH LEVEL III: These are industrialized enclaves of the Cryptic Alliances (see **PART IV**) or large city-states. Tech Level III Bases include perhaps three dozen city-states with 3000 to 30,000 people and an unknown number of hidden settlements of 50 to 500 people. Only 5% of the population live in Tech Level III societies. Since such Bases will usually be hidden in some way, few adventures will start in them.

Buying Equipment

Beginning characters (those that have never before been on an adventure) start the game with 4d4 x 10 (between 40 and 160) gold pieces which they can spend to arm and equip themselves. They can spend any or all of their gold on equipment available at their Base. **Nothing** can be bought "on credit." Characters who have been on an adventure will have to replenish their supplies, replace broken items and buy any new equipment they want out of the proceeds of their adventures. Only beginning characters get a "free" allot-ment of gold pieces with which to buy equipment. If a character has gold pieces left after buying all he wants, the amount left is noted in the **MONEY** portion of his Character Sheet. All deals are final and equipment can't be returned to the seller.

NOTE: The basic monetary unit in post-holocaust America is the gold piece, a 10 — ounce coin minted in a variety of shapes and sizes. In addition, the domar (the basic unit of exchange in the Shadow Years) is widely used since it is almost impossible to counterfeit. Domars are plastic discs of uniform size and shape. Their color was once used to indicate value, but all domars are now treated as having the same value regardless of color. Each gold piece is usually worth 5 domars. However, a large influx of domars in an area will increase the relative value of gold pieces. Precious metals and gemstones are the main mediums of exchange other than gold and domars, but are used only in local economies. Barter remains the prime trade method in many areas.

If you are preparing to play this game for the first time, the **RITE OF PASSAGE** adventure in **PART VI** will describe your Base. If you are preparing to play an adventure of the GM's devising, the GM must describe your Base. Once you have this information, find the Equipment Tables in **PART IX** of these rules. These include: the **ARMOR TABLE, WEAPON TABLE, GENERAL EQUIPMENT TABLE** and **TRANSPORT TABLE**. These tables list the equipment, armor, weapons and transport commonly found in the game. Beginning PC's will be unable to buy some of this equipment due to its relative rarity or cost, but most of the items shown will be available to players within the following limits:

● Characters may buy without restriction only items they can afford that are of the same Tech Level as their Base or of a lower Tech level. Tech Level II is higher than Tech Level I and Tech Level III is higher than Tech Levels I and II. Equipment of the same Tech Level as the Base or of a lower Tech Level is always functional and available at the price listed on the Equipment Tables.

● Characters may try to buy items one Tech Level higher than the Tech Level of their Base, but they may be unable to find them at that location. The GM should roll d% in such cases. On a roll of 15 or less, the item is available. On any other roll, it is unavailable. If available, it costs twice the amount listed on the Equipment Tables, but is always functional.

● Characters may try to buy items two Tech Levels higher than their Base, but there is only a 5% chance of the item being present and the GM must always determine the item's condition just as if it were an artifact found during an adventure. See **HOW ARTIFACTS & EQUIPMENT WORK** in **PART III** for how to determine artifact condition. Items two Tech Levels higher than that of the Base cost three times the price listed on the Equipment Tables.

Using Equipment

The capabilities and uses of the items on the Equipment Tables are given in **HOW ARTIFACTS AND EQUIPMENT WORK** in **PART III**.

NPC Helpers

Recruiting and hiring NPC's during an adventure is discussed in **HIRING AND RECRUITING NPC's** in **PART III**. Players wishing to hire or recruit **NPC SERVANTS** before an adventure advertise for them at their Base, stating the terms of service as outlined in **PART III**. In addition, players must state any prerequisites of employment and special duties in their advertisement. The GM uses this information to decide the percent chance of a satisfactory NPC answering the ad. He then rolls percentage dice to determine their success. It takes 1 day and 5 gold pieces per NPC to advertise at a Base. If more time or money is spent, the players should have a greater chance of finding the NPC they want.

This part of the rules explains how to move and fight and how the Attribute Scores are used in play.

TIME AND DISTANCE

The players will need to keep track of the passage of time and the location of their characters. This section tells how that is done. All physical measurements in the game are metric. For the players' convenience, a **TABLE OF METRIC CONVERSIONS** is given in **PART IX**. Generally, players will want to simply approximate such measurements rather than figuring them exactly.

Game Distance

Throughout the game, players will need to know where they are, where they can go and how to get there. To help keep track of this information, a map system has been devised. Each of the maps has been overlaid with a square or hex grid to make it easier for players to locate important features. There are four types of maps in the game:

THE CONTINENT MAP: Included in this package is a large mapsheet. On one side is a map of post-holocaust America at a scale of 44 kilometers per hex. It is used to show subcultures and political divisions and to track the progress of characters making long trips. A pilgrimage from a village in the Black Hills to the distant ruin of Fenix might, for example, take as much as a year during which the GM would keep track of the pilgrims' location on the Continent Map. Those playing **RITE OF PASSAGE** may ignore this map, but anyone creating his own Campaign as described in **PART VII** will need to determine where on this map the Campaign takes place.

THE AREA MAP: Located on the same side of the mapsheet as the Continent Map is a sample Area Map used in **RITE OF PASSAGE**. This particular Area Map shows the land called **ALLEGHENY** at a scale of 2 kilometers per hex. It includes such features as Installations, Bases, Deathlands, hills, forests and rivers. Area Maps are used to track movement during March Turns (see below) and to determine the likelihood and nature of Encounters.

THE OUTDOOR ADVENTURE MAP:

One entire side of the mapsheet contains an Outdoor Adventure Map of **PITZ BURKE** at 60 meters per square. Maps of this type are used for conducting Search Turns (and sometimes Action Turns) as described in **SEQUENCE OF EVENTS**. They are a convenient scale for showing relatively large areas in detail.

THE INDOOR ADVENTURE MAP: The cover of the **ADVENTURE BOOKLET** contains several Indoor Adventure Maps at a scale of 3 meters per square. This will be the scale most often used in the game for portraying small outdoor areas and all interiors. These maps are used to conduct both Search Turns and Action Turns.

The GM makes pencilled notations on these maps to record the location of important features and characters. He may also use maps at scales of 60 meters and 3 meters per square as guides for positioning miniature figures representing the characters. These figures can be set up on a flat surface in the proper relation to each other (½" = 1 meter) and moved around to show what the characters are doing during combat. Used in this way, they make for an exciting and colorful addition to an adventure.

As play shifts between types of activity, the GM changes the map he is using to keep track of events. For example, a party of characters begins an adventure on the Area Map of **ALLEGHENY** and the GM plots their location using that map until they enter part of **PITZ BURKE**. He then switches to the **PITZ BURKE** map to plot their movement in more detail since they have decided to slow their march and really explore the city. When they stumble on the ruined Carlow College building, the GM switches to the **CARLOW COLLEGE** Indoor Adventure Map for even more detail. At the same time, since the party is in imminent danger while inside the college, the GM changes the type of turn being played from the Search Turn of 10 minutes used to search the city to the Action Turn of 10 seconds. This example illustrates the principle that the more interesting or dangerous a place, the smaller the map and the shorter the length of the turn in use. Hex grids are used for larger areas and square grids are used for smaller areas (where a hex grid would distort the shape of buildings).

Regardless of the grid type or scale used, smaller maps always more or less fit within a part of the next largest map. Thus, it should always be possible to find where a party is on an Area Map by referring to their location on an Outdoor Adventure Map that fits into that Area Map. Sometimes, the party will have wandered about on one map so that they will no longer be in the same hex or square they were in when the GM stopped tracking them on the larger map, and the GM will have to keep this in mind.

Game Time

Players should understand the difference between **REAL TIME** and **GAME TIME**. **Real Time** is the amount of time that has passed for the players of the game; if you have been playing for two hours, then two hours of **Real Time** have passed. **Game Time** is the amount of time that has passed for the characters in the game.

EXAMPLE: Ted Cook is playing a **GAMMA WORLD®** game. His character, Cleve, is in a fight. It is Cleve's turn to attack. Before he rolls the dice to see if Cleve hits his target, Ted spills his soft drink on the table. It takes about a minute to get a cloth and clean up the mess. Ted then rolls the dice for Cleve's attack. In **Real Time**, a minute or more has passed, but in **Game Time**, only ten seconds, the time it takes Cleve to attack, has gone by.

SEQUENCE OF EVENTS

Game Time is kept track of in **TURNS**. There are three types of turns in the game. Each has a different purpose and sequence of events. The players will switch back and forth between different types of turns throughout the game as it becomes desirable to change the pace of events (speeding up play when little is happening and stretching it out when the players are in an exciting or difficult situation calling for more game activity). The GM need not always tell the players when the time scale changes. In most cases, this will be clear from what the players know is happening. The types of turns and their purposes are described below.

THE MARCH TURN: The March Turn is the unit of game activity used when PC's want to cover a lot of ground between the locations of major adventures. When the

players wish to move from their **base** to a distant destination (a ruined city in the Deathlands, for example), they may have to march many kilometers over a period of days or weeks. In such cases, they will not play out every detail of their trip. Instead, they will play one or more March Turns of 4 hours each during which they will travel or rest, as they desire. Each March Turn consists of the following steps:

● **STEP 1:** The GM rolls 1d4 to determine when the players have an Encounter (if at all). The number rolled is the hour of the March Turn when the GM checks to see if an Encounter takes place. For example, if the GM rolls "2," he must check for an Encounter at the beginning of the second hour of the March Turn.

● **STEP 2:** The players decide whether their characters will rest or march during the March Turn. For every four March Turns a party marches, they must rest (sleep) for two March Turns. Each character who fails to rest for the required amount of time has his Speed, DX and PS halved (drop fractions) until he does rest. **NOTE:** This effect is not cumulative . . . a character's attributes aren't halved because he didn't rest one day and then halved again because he didn't rest the next day. His attributes simply remain at half their normal level until he rests.

● **STEP 3:** The players tell the GM their **MARCH ORDER** (who will go first, second, third, etc. and how much distance will separate them) if they are marching. They also tell the GM whether they are moving at **SLOW, FAST** or **NORMAL SPEED** and what route they are following (if more than one route is available). If resting, they tell the GM who (if anyone) is going to **Keep Watch** over the other party members while they sleep. The characters will probably want to take turns watching for an hour or two at a stretch so that everyone gets a chance to sleep. If no one watches, the characters will always be surprised by any NPC's they happen to encounter during that turn. If a character does not sleep for at least one hour per March Turn, he gets no benefit for "resting" during that turn.

● **STEP 4:** The GM narrates to players the course of the March Turn up to the point(s) at which:

a. The characters must choose between two or more possible directions (because the trail branches, for example).
b. The characters stumble upon something that might merit further investigation (a ruined building atop a hill beside their path, for example).
c. The characters encounter an NPC.

If "a" happens, the characters tell the GM which way they want to travel and the game continues. If "b" happens, the characters may ignore the opportunity and the March Turn continues or they may investigate and the GM switches to the **SEARCH TURN** procedure (see below) while they do so. If "c" happens, the GM switches to the **ACTION TURN** procedure (see below) to determine the outcome of the Encounter. The GM keeps track of the passage of Search Turns and Action Turns so that he will know how much time has passed when it is time to finish the March Turn. When 4 hours have passed since the beginning of the March Turn, the turn is over and the GM begins a new March Turn. If the players are conducting Search Turns or Action Turns when this happens, the GM simply determines when to make an Encounter Check and continues to conduct the activity in progress without telling the players. During the next convenient lull in the game he should tell them the approximate time so they know when to make camp, post sentries, etc.

THE SEARCH TURN: When players want to "take a closer look" at their surroundings, figure out how an artifact works, use some artifact to heal their wounds, or perform similar actions that take little time, but don't involve combat, hot pursuit, or any interaction with some NPC, the GM will conduct a Search Turn. Each of these turns lasts 10 minutes and there are 24 Search Turns in a March Turn (6 per hour). Each Search Turn consists of the following steps:

● **STEP 1:** If the GM has to check for an Encounter during the hour in which this Search Turn occurs, and he hasn't done so previously, he rolls 1d6. The result is the Search Turn that hour (1st, 2nd, 3rd, etc.) during which the GM checks for an Encounter. If the GM has already determined when to check, ignore this step.

● **STEP 2:** If an Encounter Check is required this Search Turn, the GM follows the steps listed in **HOW TO HAVE ENCOUNTERS**.

● **STEP 3:** If no Encounter takes place, the players tell the GM what they want to do during the Search Turn, if they want to change their Speed or March Order (if moving), or any other pertinent information. If no Encounter takes place, **or** if the GM decides to surprise the players with an Encounter in the middle of the Search Turn instead of the beginning, the PC's proceed to take the action selected. If, at any point, an Encounter occurs or something happens that the GM feels requires quick thinking or action, the Search Turn activity is dropped and one or more Action Turns are conducted.

THE ACTION TURN: Just as the climactic action scene in a movie is the most exciting part (and the one that everyone waits for all through the rest of the film), so the Action Turn is the most exciting part of a GAMMA WORLD® game. Each Action Turn represents 10 seconds of Game Time. There are 60 Action Turns in a Search Turn (6 per minute). An Action Turn is used when the characters meet NPC's, encounter some hazard or are otherwise threatened. As long as the PC's are in immediate danger or are interacting with NPC's in a possibly dangerous situation, the GM keeps conducting Action Turns. Once the danger or negotiations are over, he will usually wish to go back to conducting Search Turns. Each Action Turn consists of these steps:

● **STEP 1:** If the characters are initially encountering a hazard or an NPC, the GM checks for Surprise as described under the **SURPRISE** portion of this section. If all parties in the area are already aware of each other, this step is skipped.

● **STEP 2:** The players or NPC's present may try to negotiate with the other characters in the immediate vicinity (even if combat is already in progress). However, any character who tries to "negotiate" can do nothing else during the rest of the Action Turn. Surprised characters can't negotiate.

● **STEP 3:** The GM makes a Reaction Check for each NPC group present and announces all or part of the result to the players. **NOTE:** It is never necessary for PC's to make a Reaction Check since their actions and attitudes are under the

control of the players. The results of the Reaction Check take immediate effect. This may mean that characters trying to kill each other stop fighting. It could also mean that characters who have been quietly talking suddenly attack without warning. In the latter case, a new Surprise Check may be necessary (with Surprise achieved on a 1 instead of the normal 1 or a 2).

● **STEP 4:** If more than one group is present, the players decide which group moves first by rolling 1d6 for each group. High roll moves first. Reroll ties. Each die roll is modified as follows: Add 1 for each point by which one character's DX is above 15. The character with the highest DX Score always modifies this die roll for the entire group. The party that rolls highest is said to "have the initiative" and gets to move and attack first. If a party is surprised, that party does not roll during this step. They can take no action. **EXCEPTION:** If everyone present was surprised, all parties roll for initiative, but all actions are considered to take place simultaneously.

● **STEP 5:** The GM announces the relative distances separating the characters present, if appropriate. If metal miniatures or similar physical representations are used, skip this step since it will be clear to everyone how far apart the various characters are. If the area the characters occupy is large enough, the GM may not be sure how far apart everyone is initially. In this case, he may either randomly assign a distance to opposing parties or he may choose to roll 1d6 and multiply by 3. The result is the approximate distance (in meters) between the parties.

● **STEP 6:** Whoever controls the characters with the Initiative announces what those characters will do during this step. These actions are now implemented by the GM and the players, and all attacks made by the characters with Initiative are resolved. The possible actions a character can take are theoretically unlimited. In practice, though, such actions will usually be limited to those described in the **Combat Actions** portion of this section.

● **STEP 7:** The Initiative passes to the party that rolled next highest in Step 4. Whoever controls the characters in that party now announces what those char-

acters will do and any attacks resulting from his declarations are resolved. **NOTE:** Except when all parties are surprised (and, thus, all actions take place simultaneously), it is entirely possible that a character without the Initiative will be killed before he gets a chance to take any action. However, see the **DYING STROKE** portion of this section.

● **STEP 8:** Repeat Step 7 as many times as there are parties present that haven't acted (and aren't surprised). Usually, there will only be two parties present: that consisting of the characters and whatever NPC's they are encountering. A "party" always refers to a group of characters who are travelling together (no matter how short the distance) and who have (even if only temporarily) common goals.

NOTE: Combat will seldom last for 60 Action Turns. This can pose a problem in calculating the passage of the 10-minute Search Turns. Therefore, when **any** Action Turns take place, assume that a full 10-minute Search Turn is used up and any time not spent handling the danger at hand is spent cleaning weapons, resting, tending wounds, etc.

HOW TO MOVE

Movement is any activity that gets characters from one place to another. How far characters move during a turn depends on the type of turn and the Speed at which they are moving. Characters move at any one of 3 Speeds: **NORMAL, FAST** or **SLOW.** Each Speed has certain advantages and disadvantages:

NORMAL: Characters moving at Normal Speed are on alert for danger, but are moving fairly quickly. They are not moving at top Speed, but they are also not as likely to be surprised or to overlook some feature of their surroundings as are those who are moving Fast.

FAST: Characters moving Fast are mainly interested in covering ground. They move at double Normal Speed, but are easier to surprise and will almost always overlook details of the area through which they are passing.

SLOW: Characters moving Slow are actively searching the area they pass through for signs of danger and/or significance (a hairline crack in a wall that might indicate a hidden door, for exam-

ple). They have a greater chance of noticing such things, but move at only half Normal Speed.

The amount characters move each turn is given on the **MOVEMENT TABLE** found in **PART IX.** That table shows how far characters can move based on both the type of turn in use and the burden carried. Characters are said to be either **UNBURDENED, BURDENED** or **HEAVILY BURDENED.**

UNBURDENED CHARACTERS are those carrying a weight equal to or less than their PS in kilograms.

BURDENED CHARACTERS are those carrying a weight equal to or less than 2 x their PS (but more than 1 x their PS) in kilograms.

HEAVILY BURDENED CHARACTERS are those carrying more than 2 x their PS in kilograms.

NOTE: The weight of armor worn by a character isn't counted when deciding how much weight he is carrying since this weight is evenly distributed. No party can move faster than its slowest member (though characters could stop and redistribute weight or drop equipment so as to move faster).

Speeds listed are for Pure Strain Human, Humanoid and near-human Mutated Animal characters and apply only to ground movement. Some Mutated Animals will move far faster (or slower). Flying characters will move at roughly twice the speeds listed, and characters other than those mutated for swimming will move at the **Heavily Burdened** rate if only **Unburdened** and will be unable to move at all (and will probably drown) if **Burdened** or **Heavily Burdened** while in water.

All **MOVEMENT TABLE** Speeds apply to movement through clear terrain. When characters are moving through rugged terrain (mountains, swamps, forests, deserts, etc.), their Speeds are halved (except during Action Turns). Action Turn Speeds may be halved as well if the area is particularly rugged, or the GM may simply insist that characters can move through the area only by performing special types of movement (climbing or crawling, for example). These situations will have to be evaluated on a case by case basis. When a character's Speed is halved

twice (once because the character is fatigued from not resting and once for rough terrain, for example), it is divided by 4 (round up). A character's Speed is never divided by more than 4.

Characters are presumed to make small movements during combat, maneuvering to get a better shot, etc. These are not considered movement and need not be taken into account by the GM or the players. However, some types of activity during an Action Turn or Search Turn are special movement situations covered under the **Leaping and Jumping** and **Difficult Movements** sections. As an alternative to the exact calculation of weight, the GM may simply assume that those carrying only their weapons, armor and incidental equipment are **Unburdened**, those with a full pack as well are **Burdened** and those carrying extra loot or artifacts are **Heavily Burdened**.

Leaping And Jumping

Characters may try to **LEAP** horizontal distances or **JUMP** vertical distances. The maximum distance a character can leap is equal to one third of his DX in meters (round up). The maximum that he can jump is one tenth his DX in meters (round up). The GM should let characters jump or leap half this maximum distance automatically, but require them to make a DX Check when trying to jump or leap more than half. Characters who fail their DX Check fall, suffering damage as outlined in **Dropping or Falling** .

Difficult Movements

Difficult Movements are actions involving special dangers (walking a narrow ledge, climbing a wall, jumping from a fast-moving Flit Car, etc.). Generally, characters trying Difficult Movements must make a DX Check. If they fail the check, they suffer damage determined by the GM on a case by case basis. Sometimes, characters will try movements requiring more muscle than agility (charging through a locked door, for example). In such cases, the GM makes a PS Check instead. Damage rarely results from this type of check.

Dropping or Falling

Characters who drop or fall from a height of more than 6 meters receive 1d6 damage for every meter above 6 they fall (in addition to other damage). For game pur-

poses, each story of a building is 3 meters unless otherwise noted.

HOW TO SEARCH

Players may **SEARCH** an area they occupy or are passing through to make sure there are no hidden menaces about or in hopes of finding useful objects. In such cases, the players announce that they are searching. They needn't look for anything specific. They are assumed to closely examine everything in the area and find anything of interest. It takes a full 10-minute Search Turn to thoroughly search a room or other confined space this way. Characters moving Slow are assumed to be Searching their surroundings as they move. They will almost always notice anything interesting. Characters moving at Normal Speed are also presumably searching their surroundings, but not as thoroughly. They must check versus 5 x IN of the smartest party member to see if they notice something wholly or partially concealed or not very prominent. Characters moving Fast notice only the broadest outlines of their surroundings. They fail to notice details unless the smartest party member passes an unmodified check versus IN.

EXAMPLE: Cleve and Rahn are approaching a Horl Choo (a semi-mobile, meat-eating Plant) in a wooded area. The Horl Choo is hidden by hanging vines and the characters' Speed is Normal. Therefore, the GM decides that there is a chance of the pair overlooking the lurking Plant. He makes a check to see if this, in fact, happens. Cleve's Intelligence is 14 and Rahn's is 12 so a check is made versus Cleve's Intelligence since he is smartest. The GM multiplies Cleve's Intelligence by 5 and gets 70 (14 x 5=70). Next he rolls d% and gets 63. Since 63 is less than 70, Cleve notices the Plant and he and Rahn are alerted to their danger before they get too close. They won't be surprised. If the GM had rolled more than 70, the Plant would have gone unnoticed and a Surprise Check would have been necessary if the Plant attacked.

SURPRISE

Characters who are suddenly and unexpectedly faced with attack may be **SURPRISED**. Surprised characters do nothing

during the Action Turn they are Surprised. A **SURPRISE CHECK** is used to determine when characters are surprised.

When To Check For Surprise

Characters are checked for Surprise when:

● They unexpectedly encounter other characters in close proximity (in an enclosed space or within 6 meters);
● They are first attacked by characters not previously known to be present or not believed to be hostile;
● The GM decides to check because of some other factor.

How To Check For Surprise

A Surprise Check consists of a 1d6 die roll. Characters are normally surprised on a roll of 1 or 2. Any other result has no effect. Two parties can simultaneously surprise each other (if both get 1 or 2 on their check). In some cases, there will be a greater or lesser chance of surprise. For example, characters negotiating with a potentially hostile NPC party might have a smaller chance of being surprised if the NPC's break off negotiations and attack. In this case, they might be surprised on a roll of 1 (not 1 or 2). On the other hand, a party moving Fast should have a greater chance of being surprised (on a 1, 2, 3 instead of 1 or 2).

Effects Of Surprise

Characters who are surprised suffer the following effects:

● They can't act during the Action Turn in which they are surprised;
● They are automatically hit (no "to hit die roll" needed) if attacked during an Action Turn in which they are surprised.

Sight and Sound

Characters can normally identify the nature (and, sometimes, intent) of other characters seen at a distance of 120 meters outdoors in daylight. Under artificial light (indoors under electric lights, for example), this distance is 60 meters. In moonlight or under similar conditions of bad visibility, this range is only 30 meters. All of these distances are halved when applied to characters or objects that are

UNDER COVER (See **COMBAT MODIFIERS**). Characters hear and identify sounds within 30 meters of them under normal circumstances. They hear sounds outdoors at a greater distance, but don't identify them. In some cases, characters will have senses that will let them find and identify characters and objects that are farther away.

HOW TO HAVE ENCOUNTERS

PC's will encounter NPC's in 2 ways:

1. The adventure being played lists the exact location of some NPC's which are always encountered when the players' characters reach that location.

2. The players have a **RANDOM ENCOUNTER** with some NPC's during the normal course of play.

The nature and probable reactions of NPC's occupying a specific location will be known by the GM. **PART VIII** tells how he should decide where such NPC's are encountered. This portion of the rules deals with the second situation: the Random Encounter in which the GM rolls dice to see if and when an NPC is encountered.

When To Check For Encounters

The GM checks once per March Turn to see if the players have a Random Encounter. If players are conducting a Search Turn during a March Turn when the GM is supposed to check for a Random Encounter, the GM must check for a Random Encounter during one of the Search Turns in progress. The exact steps used to find when an Encounter Check is made are discussed in the **SEQUENCE OF EVENTS** portion of the rules.

How To Check For Encounters

Use the steps below to see if players have an Encounter:

STEP 1: The GM decides what **TERRAIN TYPE** the party is in. He does this by checking the hex the PC's occupy on the Area Map in use. Usually, one Terrain Type covers most of the hex. When more than one type is present, the GM chooses what type the party is in. However, when the party is near a river, lake or pond or in a swampy area, the GM should assume that they are in a "Water Area" for purposes of Encounters.

STEP 2: The GM finds the column on the **ENCOUNTER TABLE** representing the Terrain picked in **STEP 1**.

STEP 3: The GM rolls d% and finds the result on the **ENCOUNTER TABLE**. He reads across the row containing that result until he comes to the column he chose in **STEP 2**. This is the type of NPC(s) the party encounters.

STEP 4: The GM turns to the **NPC Descriptions** in **PART IV** to find how many NPC's appear, their weapons, armor, mutations, etc.

STEP 5: The GM decides the exact details of the Encounter (whether the NPC's are Undercover, if they are laying in wait for the PC's, etc.) and begins describing those details for the players. From this point on, what happens will be determined partly by the players' actions and partly by the workings of the **NPC REACTIONS** section below.

NPC REACTIONS

When the characters encounter NPC's, they will want to know how the NPC's react to them. Do they attack? Offer assistance? Remain warily at a distance? How can the PC's affect their reactions? Will giving the NPC's presents make them peacefully disposed . . . or make them charge with evil intent? These and other questions will be asked by the players and the GM must be ready to answer them. This portion of the rules presents a simple step-by-step procedure the GM may use for this purpose.

When to Check For NPC Reactions

The GM should make a Reaction Check for NPC's (including Robots) when any of the following happens:

● The NPC first becomes aware of the party.
● Either side initiates communication with the other.
● There is a major change in the activity the party members are performing while interacting with the NPC.
● The party members offer or request employment, gifts or aid during negotiation with the NPC.

● The NPC is a hireling or a follower and his Morale is reduced to 1 because he is badly treated by his PC master.
● The GM feels that the intrusion of some other factor might change the NPC's attitude toward the party.

How To Check For NPC Reactions

Follow these steps when checking NPC reactions:

1. The GM rolls 1d20 and modifies the result as described in the **REACTION MODIFIERS** section below.
2. The GM finds the **REACTION TABLE** result that matches the modified die roll number in Step 1. This is the NPC's reaction to the situation. It will remain in effect until something causes the GM to make another check.

NOTE: NPC's will fight if attacked, no matter what the Reaction die roll indicates (unless they are pacifists or there are extenuating circumstances). Players may try to negotiate during combat, but will have little chance of success.

Reaction Modifiers

The Reaction die roll is modified as follows:

● Add the appropriate Reaction Adjustment for the party member with the highest CH (found by indexing the character's CH with the Reaction Adjustment column on the **CHARISMA TABLE**) and adjusting the result as shown on the **CHARISMA TABLE MODIFIERS CHART**.
● Subtract 2 if the NPC is surprised.
● Add 5 if the NPC is a Robot and there's a Pure Strain Human in the party.
●. Add 1 if the party offers the NPC a valuable gift and 2 if the gift is particularly appreciated. *An ancient polyester leisure suit offered to a Yexil, who values such things as food, would, for example, merit a +2 modification.*
● Subtract 1 if the party offers the NPC a gift that the NPC does not value and 2 if the NPC is likely to consider the gift particularly insulting. *Offering a portable tape deck to a Grens, that despises ancient technology, would most definitely merit a –2 modification, for example.*
● Subtract 3 if the party members look like they are ready for a fight (their weapons are drawn and levelled, for example).

● Add 2 if the party members are trying to communicate.
● Subtract the NPC's Morale.

The GM may add other modifiers as needed to accurately reflect the situation. All modifications are cumulative. If the party is negotiating with an NPC, the attributes of the party member actually doing the negotiation modify Reaction Checks. Thus, while the CH of the party member with the highest Charisma Score is usually used to modify die rolls, that of the party member who is actually conducting negotiations is used once talk begins. By the same token, only if the character actually negotiating with a Robot is a Pure Strain Human does the modification in 3 apply once the parties start talking. Only one member at a time can conduct negotiations on behalf of the party. It is possible to negotiate only if some form of communication is possible (even sign language will do). NPC' with IN below 3 can't understand communication of any kind.

HIRING AND RECRUITING NPC'S

When an NPC is **SOMEWHAT FRIENDLY** or **EXTREMELY FRIENDLY** (as a result of a modified die roll of 18, 19 or 20 on the **REACTION TABLE**), the PC's may try to either **HIRE** or **RECRUIT** the NPC. An NPC who joins a party or serves a PC because he has been hired to do so is called a **HIRELING**. An NPC who is recruited into the party or serves a PC out of loyalty is called a **FOLLOWER**.

How To Hire & Recruit NPC's

The following steps are used to hire or recruit NPC's:

1. The PC handling the negotiations suggests that the NPC join the party or makes an offer of employment, specifying the following:

a. Any **INITIAL PAYMENT** in gifts or money the PC handling the negotiations wants to offer. This is in addition to any gifts already given to the NPC before the PC's made an offer of employment. Initial Payments may be offered only to potential hirelings (not to followers).

b. Any **EQUIPMENT** the PC will undertake to provide. In some cases, an NPC may have to be almost entirely outfitted. In others, the PC may simply wish to guarantee the replacement of equipment damaged or worn out in service. Equipment may be offered both when recruiting and when hiring.

c. How much the PC will pay in **WAGES** or **SUPPORT**. In general, a hireling will require 10 gold pieces per week in support monies (to pay living expenses). If an NPC is not to go on adventures with his master, he gets no support. Instead, he should be offered a wage of 12 to 15 gold pieces (out of which he must support himself). Only potential hirelings may be offered a Wage or formal support (in the form of money), but the PC's will have to share food, clothing and shelter with followers during an adventure. If a PC wants to keep a follower between adventures, then he must pay Support (which will have no effect on the Reaction Check when the PC is trying to recruit the follower).

d. What **SHARE OF THE SPOILS** the NPC will receive if he accompanies the PC's on their adventures and what the NPC will have to do to earn his share. Only NPC's who go on adventures get support (in money or in shared goods) and a share of the spoils. Other NPC's receive only their wage. Both potential hirelings and potential followers may be promised a share. The promise of a share will affect the Morale of both, but will only affect whether or not potential hirelings join the party. Potential followers will be unaffected by the offer of a share of the spoils.

2. The GM makes a Reaction Check for each NPC being hired or recruited, modifying the die roll as follows:

● +5 . . . If the NPC is being recruited.
● +3 . . . If the NPC has an important goal that the party shares or is willing to help him achieve.
● +1 . . . For every 10 gold pieces worth of equipment, supplies, or initial payments the PC offers to give immediately.
● +1 . . . For each gold piece above 12 (maximum of 15) the PC agrees to pay the NPC per week in wages.
● +1 . . . If the PC is hiring the NPC and agrees to pay Support.
●+1 . . . If the GM feels the share offered the NPC is fully commensurate with the NPC's risks and duties. As a guide, assume that all PC's have an equal share in the spoils and agree to all take the same risks and perform the same duties.
● +3 . . . If the GM feels the NPC is being offered a more than adequate share for the risks and duties he will assume.

All modifiers are cumulative and are added to the applicable modifiers listed under **REACTION MODIFIERS**.

3. If the modified die roll result is 20, the NPC joins the party as the personal follower or hireling of the PC who conducted the negotiations. If the result is an 18 or 19, the NPC may be approached again with (in the GM's opinion) a better offer. If the PC's don't immediately make a new approach or if the modified die roll result is less than 18, then no new offer can be made for the next 12 hours. The PC who hires or recruits an NPC is solely responsible for the NPC's salary, support, equipment, etc. However, sharing of the spoils is done by mutual agreement and the new follower or hireling may be accepted as a full-fledged partner if everyone agrees before he joins the party. The PC handling the negotiations could, as an alternative, agree to give part of his share to the NPC.

NOTE: The steps listed above are given as a guideline for the GM and he should not consider himself rigidly bound by them. He may, for example, wish to add other modifiers to the Reaction Check die roll or call for special terms in an employment agreement if he feels the situation warrants.

Length of NPC Service

Once hired or recruited, an NPC continues to serve until:

● His term of service (if any) is up.
● He becomes either **SOMEWHAT HOSTILE** or **EXTREMELY HOSTILE** as a result of bad treatment. See **NPC MORALE** for details on how bad treatment affects NPC attitudes.
● He is dismissed by his master.

NPC's in the service of a Player Character are controlled by the GM. The PC's player tells the GM what orders he is giving them and the GM implements the appropriate actions to whatever extent he feels is in line with the personalities, motivations, sense of survival, etc. of the NPC's.

NPC MORALE

The willingness of an NPC hireling or follower to continue in the service of the PC who hired or recruited him or to take risks on that PC's behalf is determined by the NPC's **MORALE**. All NPC's have a **MORALE RATING** (see **NON-PLAYER CHARACTERS** in **PART IV** for details). This rating modifies Reaction Checks involving the NPC and forms the basis for **MORALE CHECKS** used to determine the NPC's performance in combat.

When to Check Morale

The GM must make a Morale Check for an NPC when:

● The NPC takes damage that reduces his Hit Points to less than 50% of his Hit Point Score.
NOTE: A Morale Check is only made in this case if some event causes the NPC's Hit Points to drop from 50% or more to less than 50% of his Hit Point Score.

● The party of which the the NPC is a member faces what the GM considers to be overwhelming odds or occupies an extremely unfavorable position in combat (or in a potential combat).

● The party of which the NPC is a member is involved in a combat situation in which more than half of its members have been defeated or killed.

● The NPC is told to take some risky action not required of the rest of the party.

● Some other situation arises in which the GM feels the NPC might abandon his companions or refuse his master's orders.

How To Check Morale

When a Morale Check is called for, the GM rolls 1d10. If the resulting number is less than or equal to the Morale Rating of the NPC, that NPC passes the Morale Check. No new Morale Check is necessary unless some new factor arises to cause some doubt as to what the character will do. If the die roll result is greater than the NPC's Morale Rating, the NPC fails the Morale Check.

NPC's who fail a Morale Check will refuse to take the order that caused the check (if appropriate) or, if faced with a vastly superior enemy, an inferior position or dwindling strength, will simply run away if possible. If it is not possible to run away, the NPC will stay and fight.

Modifications To Morale

Whenever a PC breaks any part of an agreement with a hireling or follower, the NPC's Morale is decreased by 1. The same part of an agreement may be broken repeatedly. For example, a PC could fail to provide weekly support and the Morale of the NPC would be decreased by 1 for each week the PC failed to provide support. **EXCEPTION:** Failure to provide a promised share of the spoils to an NPC reduces the NPC's Morale by 2 (not 1).

An NPC's Morale is increased by 1 for each significant act of generosity or kindness directed at him by his master. Possible acts might include paying the NPC a double share of the Spoils for a job well done or using the last dose of an antidote to save the NPC's life. The GM decides which actions are significant. An NPC's Morale can't drop below 1 or rise above 10, no matter how he is treated.

Special Morale Effects

When an NPC's Morale drops to 1, the GM makes a Reaction Check for the NPC (using his master's attributes to modify the check). This die roll is automatically decreased by 5 in addition to other modifications. If the modified result is less than 7, the NPC stops being a loyal hireling or follower and deserts at the first opportunity. If the NPC becomes Extremely Hostile as a result of this check, he tries to do the PC and his companions the greatest possible damage before deserting them. He may never again be recruited or hired by his former master or any of his associates. The NPC will never have any reaction higher than Extremely Hostile (treat die rolls greater than 7 as 7) toward his former master and his associates. As soon as the NPC leaves a PC's service, his Morale Rating returns to its original level.

HOW TO HAVE COMBAT

Combat occurs when two or more parties try to harm each other or when certain mutation effects must be determined. When combat occurs, the players follow the steps in **THE ACTION TURN** until everyone has been killed or subdued, or has fled or quit fighting. Many actions are possible in combat. The most important are discussed under **Combat Actions**. The exact steps used to decide the results of each attack are given in **COMBAT PROCEDURE**. These steps are followed repeatedly during combat until no more attacks are possible or desired.

Combat Actions

Characters may do a variety of things during a fight. For game purposes, everything they can do has been broken down into 6 basic categories:

1. MOVEMENT: Characters can move to increase or decrease the distance between themselves and others. Minor positional adjustments (dodging and turning) aren't considered movement since they are assumed to occur automatically during the performance of other actions. Characters usually move **Fast** in combat.

2. THROWING OR FIRING WEAPONS: Characters may throw or fire weapons that have a range (See **WEAPON TABLE**) at targets within that range.

3. STRIKING WITH WEAPONS: Characters may use fists, claws, etc. or weapons without a range to hit targets next to them (less than 3 meters away).

4. RELOADING OR CHANGING WEAPONS: Characters can only use a physical weapon they have drawn and are limited in how many weapons they can use (have drawn) at one time. When a character wants to exchange one weapon for another, he must take an Action Turn to switch them. The same is true if a weapon is out of power or ammunition and the character needs to change power packs or clips.

5. USING MUTATIONS: Some characters have Physical or Mental Combat abilities as a result of their mutations. These abilities are either Conscious or Unconscious. One Conscious Mutation and any number of Unconscious Mutations may be used at the same time. Whenever a mutation has a direct negative effect on a character other than the user, the use of the mutation is treated as an attack and the mutation doesn't take effect on the target unless the attack is successful.

6. OTHER ACTIONS: This is a grab bag of all the less common actions

characters can take. It includes everything from pausing in the middle of combat to give a companion a poison antidote to kicking down a door so that the party can escape a superior enemy. The GM should usually assume that those performing these types of actions during combat have some chance of failure (even if success would normally be automatic). A check versus some attribute may be necessary in such cases.

A character may only perform one action per Action Turn in most cases. Using Unconscious Mutations doesn't count as an action (though Unconscious Mutations may **not** be used more than once during the Action Turn). Using Conscious Mutations does count. As an exception to this rule, the GM should let characters **CHARGE**, moving and attacking at the same time. A charging character has the die roll needed to hit a target increased by 2. Some characters are able to use several natural weapons in separate attacks in the same Action Turn. See **NPC Descriptions** for details.

Combat Procedure

The following steps are used to decide the outcome of Physical and Mental Attacks:

STEP 1: The attacking character's player announces . . .

a. The target of the attack.
b. The type of attack (Physical or Mental).
c. The Mutation or Weapon being used in the attack.
d. The bonuses/penalties affecting the attack.
e. Any other factors that may affect the attack.

STEP 2: The target character's player (or the GM) announces:

a. The target's MS (in the case of Mental Attacks) or Armor Class (in the case of Physical Attacks).
b. Any bonuses/penalties affecting the attack that haven't been announced (mutation effects, for example).

STEP 3: The GM decides which **ATTACK MATRIX** found in **PART IX** is used to find the attack's outcome, as outlined below:

a. If either **PHYSICAL ATTACK MATRIX** is being used, find the row repres-

enting the **ARMOR CLASS** of the target (determined by what type of armor the character is wearing or what Natural Armor the character has as a result of mutations). The **ARMOR TABLE** in **PART IX** lists the Armor Class of all types of armor in the game. The Armor Class of NPC's is listed in the **NPC Descriptions** in **PART IV**.

b. If the **MENTAL ATTACK MATRIX** is being used, find the row representing the **MENTAL STRENGTH** of the target.

STEP 4: The GM finds the column representing the characteristic of the attacker appropriate to the matrix, as described below:

a. If the **PHYSICAL ATTACK MATRIX I** is in use, find the column representing the **WEAPON CLASS** of the attacker's weapon. The Weapon Classes of all weapons in the game are given on the **WEAPON TABLE**.
b. If the **PHYSICAL ATTACK MATRIX II** is being used, find the column representing the attacker's **HIT DICE**.
c. If the **MENTAL ATTACK MATRIX** is being used, find the column representing the attacker's **MENTAL STRENGTH**.

STEP 5. The GM finds the row representing the characteristic of the defender appropriate to the matrix, as described below:

a. If either **PHYSICAL ATTACK MATRIX** is being used, find the row representing the **ARMOR CLASS** of the target (determined by what type of armor the character is wearing or what Natural Armor the character has as a result of mutations). The **ARMOR TABLE** in **PART IX** lists the Armor Class of all types of armor in the game. The Armor Class of NPC's is listed in the NPC Descriptions in **PART IV**.
b. If the **MENTAL ATTACK MATRIX** is being used, find the row representing the **MENTAL STRENGTH** of the target.

STEP 6: The GM reads down the column he found in **STEP 4** until he comes to the row he found in **STEP 5**. The at the intersection of column and row must be rolled equal to or higher than on 1d20 for the attack to succeed.

STEP 7: The GM rolls 1d20 to deter-

mine if the attack is a success. If the attack fails, nothing happens. If it is a success, proceed to **STEP 8. NOTE:** The GM may wish to let players roll the die for their own attacks, but this will make it harder for the GM to "fudge" (alter) results if he wants.

STEP 8: The GM determines how much damage (if any) was done by the attack as outlined below:

a. If the attack involved a mutation, see the **MUTATIONS** portion of **PART II** for the exact result.
b. If the attack involved a non-natural physical weapon, see the **WEAPON TABLE** for the amount of damage inflicted on the target. Damage will be given as a number of Hit Points of damage inflicted equal to some (often modified) die roll. Treat all modified damage die rolls of less than 1 as 1.
c. In many cases, a successful attack exposes the target to Radiation, Poison or Biogenetic Agents in addition to or instead of other damage. Then, the GM refers to **HAZARDS** in **PART IV** to determine the exposure's effects.

Physical And Mental Attacks

A **PHYSICAL ATTACK** is one in which the attacker uses a physical weapon, a mutation listed in the **PHYSICAL MUTATION** part of the **PC MUTATION TABLE** or claws, teeth, talons, etc. to inflict damage on the target. A **MENTAL ATTACK** is any attack in which the attacker uses a power derived from any mutation listed in the **MENTAL MUTATIONS** portion of the **PC MUTATION TABLE** to inflict damage on the target. Unless otherwise noted, all **PLANT MUTATIONS** are **PHYSICAL MUTATIONS**. A character may normally make only one attack per Action Turn. In cases where a character can make more than one attack in a turn, the types of attack the character can make in the same turn are also noted. Generally, even characters able to make two or more attacks will be limited to making either two Mental Attacks or two Physical Attacks.

SPECIAL NOTE: Some mutations have a "nonselective" effect. That means, they affect everyone in range except the mutation's user. When such mutations are used, a separate attack is made for

DIE ROLL	EFFECT
1	**BODY DAMAGE:** The vehicle's body is heavily damaged. Add 1d4 to the die roll when trying to hit the vehicle in future) and decrease Speed by 25%.
2	**POWER DAMAGE:** The vehicle's power system is damaged, causing all sensors to cut out and Speed to be cut by 50%. If the vehicle is a Bubble Car, E Car or Flit Car in any but Hover Mode, there is a 90% chance that it immediately crashes.
3	**STEERING DAMAGE:** The vehicle's steering or guidance system is damaged. The GM may choose to have the system LOCKED ON COURSE (vehicle continues to head in the same direction) or FLUCTUATING (vehicle moves in random direction each Action Turn).
4	**INTERIOR DAMAGE:** The vehicle's interior is severely damaged, causing 2d6 damage to each passenger and jamming controls (making it impossible to change Speed or direction for the next 30 seconds).

each possible target. Despite this multiple effect, the use of the mutation is treated as a single attack so far as the attacker is concerned. An easy way to grasp this idea is to think of such mutations as "bombs." Throwing a bomb is a single action, but everyone within the blast area of the bomb will be affected by its explosion (attacked individually) just as if a series of separate attacks had been made. Defending against an attack is automatic and doesn't count as an action. Thus, a character's MS is automatically used to determine the results of a Mental Attack without his having to take conscious action.

Combat Modifiers

A character's performance in combat will be directly affected by his DX and PS. When a character tries to hit a target in Physical Combat, the die roll used to determine the success or failure of the attack (called the **TO HIT DIE ROLL**) is modified by adding 1 for each point the attacker's DX is above 15 or by subtracting 1 for each point it is below 6 (maximum alteration of plus or minus 3).

When a character hits an enemy in Physical Combat with a cutting, stabbing or slashing weapon, or a natural weapon, the damage done is increased/decreased if the attacker has superior/inferior PS. For each point his PS is above 15, 1 is added to **the total** of damage inflicted. For each point it is below 6, 1 is subtracted from **the total** of damage. The maximum damage modification in either direction is plus or minus 6. Powered weapons and weapons that are fired don't do modified damage. Thrown weapons (Hand Axes, etc.) do have their damage modified.

When a Physical Attack is made on a character using a ranged or thrown weapon, 3 is subtracted from the To Hit die roll if the character is **UNDER COVER**. A character is Undercover if he is wholly or partially hidden by something solid (door, wall, etc.).

Special Combat Rules

The following are exceptions or amplifications to other rules in this section.

AMMUNITION AND FUEL: Some weapons and Armor need ammunition or power packs to function. The amount of

ammunition or power an item holds is listed under **ARTIFACTS AND EQUIPMENT**. This information will be given as the number of uses or shots in the item or as the hours of actual use the power pack is good for. When ammunition or power runs out, the item is useless until reloaded with ammunition or a new (or recharged) power pack (as appropriate). It takes one Action Turn to reload or change power packs. Power packs take several hours to recharge (providing suitable equipment is available).

CAN'T MISS ATTACKS: Sometimes, characters will want to hit other characters in a situation in which a miss is highly improbable (shooting a bound prisoner at close range, for example). In such cases, there is no need to go through all of the steps of making an attack on the target. Instead, the GM should simply assume that the target is automatically hit.

VEHICLES: Characters will often use vehicles for transportation and will be attacked while in them. In such cases, the attacker may attack either the characters or the vehicle. The outcomes of the two types of attacks are determined as described below:

1. CHARACTER ATTACK: The character is considered to be Undercover. Make a normal attack and subtract 3 from the To Hit die roll. This modification applies even if the attack doesn't involve a ranged or thrown weapon. In addition, the target character's player picks which Armor Class is used to resolve the attack: the character's current Armor Class or the vehicle's Armor Class. If the unmodified To Hit die roll is 20, the vehicle (not the character) is hit. It goes out of control and crashes.

2. VEHICLE ATTACK: All vehicles (and watercraft) have an **ARMOR CLASS** and a **HIT POINT VALUE**. Whenever attacked, the vehicle or craft is treated as a character and a Physical Attack is made, as described in **Combat Procedure**. Any damage as a result of the attack is subtracted from the vehicle's Hit Point Value.

In addition, for each 25% of its Hit Point Value a vehicle or craft loses, roll 1d4 and apply the result given:

NOTE: These effects are meant to apply to sophisticated Ancient vehicles. The GM must make changes when applying them to watercraft or primitive conveyances common in post-holocaust America. In the case of watercraft, **BODY DAMAGE** is treated as **HULL DAMAGE** (leading to sinking if rolled more than once); **POWER DAMAGE** is treated as damage to sails, oars, etc. (with no sensor damage, but a speed decrease of 75%); **STEERING DAMAGE** and **INTERIOR DAMAGE** are treated normally. Wagons, chariots, etc. suffer damage as described above except that **POWER DAMAGE** is treated as 8d6 damage to each animal pulling the vehicle.

When a vehicle crashes, all passengers suffer 1d6 damage for each 30 (or fraction) kilometers per hour at which the vehicle was moving when it crashed. If the same hit causes a vehicle to lose speed and crash, calculate damage based on the speed the vehicle was moving before it was hit. Characters in Powered Armor or with such mutations as Kinetic Absorption or Repelling Force that would protect the character from being tossed about the inside of the crashing vehicle suffer half damage (round down).

HAND TO HAND FIGHTING: Characters may use weapons or natural attributes (teeth, claws, etc.) to attack others. **PHYSICAL ATTACK MATRIX I** is used when characters attack with weapons. **PHYSICAL ATTACK MATRIX II** is used when they use their natural attributes to attack. Only Plants and Mutated Animals can use natural attributes to physically attack characters of Armor Class 5 or less. Pure Strain Humans and Humanoids can attack only those with Armor Class 6 or higher with their natural attributes. They may use other weapons to attack characters of any Armor Class. Unless otherwise noted, Pure Strain Humans and Humanoids do 1d4-2 damage when using their natural attributes to attack.

The damage done by Plants, Mutated Animals and those Humanoids with great natural attack abilities must be determined by the GM. In most cases, these abilities will arise from a specific mutation and the GM can find out how that mutation affects the damage the character does by checking the **MUTATIONS** section of **PART II**. In the case of NPC's provided in the game, the **NPC Descriptions** in **PART IV** list what damage the NPC's can do. However, the GM must still determine the damage done by the Mutated Animal characters he and the players create. He should use the **NPC Descriptions** as a guide for deciding the damage done by teeth, talons, claws, etc.

TAKING PRISONERS: Both PC's and NPC's will sometimes wish to take prisoners. To do so, they must first subdue the potential prisoners (accomplished by first knocking the target unconscious as described in **CHARACTER UNCONSCIOUSNESS** in **PART II**. The following special rules govern all conscious attempts at knocking out other characters:

● The attacker can't try to knock his target unconscious and damage him at the same time. If he is trying to do the former, no damage is inflicted on the target regardless of the attack's outcome.
● The attacker can't try to knock unconscious a target whose Hit Point Score is more than 3 times his own.
● Characters who are trying to knock someone unconscious must expose themselves to do so. The To Hit die roll for attacks directed against them is modified by +3.

● Weapons used to knock a character unconscious are treated as Clubs (Weapon Class 1) and any use of natural combat abilities for this purpose is resolved on the 1 column of **PHYSICAL ATTACK MATRIX II**.
● Characters in Powered Armor can't be knocked unconscious except by using a mutation.

Once a character is unconscious, he may be subdued by tying him up or otherwise keeping him from defending himself.

DYING STROKES: Sometimes, a character will be killed before he gets a chance to attack that turn. When this happens, the GM may give the "dead" character a **DYING STROKE**. That is, he may let the victim make an attack when his party gets the Initiative even though the character was killed when the other party attacked. A Dying Stroke should only be allowed if the total damage inflicted on the character by the blow that killed him was less than 150% of the character's remaining Hit Points.

EXAMPLE: Rahn is attacked by an Ark. In a previous fight with a Horl Choo, Rahn lost all but 4 Hit Points. The Ark uses its **Life Leech** mutation to drain everyone in range of 6 Hit Points. Rahn's 4 remaining Hit Points are lost and he is killed. He does not get a Dying Stroke since the attack inflicted damage on him equal to 150% of his remaining Hit Points. (6 is 150% of 4). If Rahn had had 5 Hit Points remaining, he would still have been killed but he would have gotten a Dying Stroke.

HOW TO FIND ARTIFACTS & EQUIPMENT

Players will find **ARTIFACTS** and other **EQUIPMENT** throughout post-holocaust America. **EQUIPMENT** refers to all supplies, tools, devices or other items of potential value to the characters. **ARTIFACTS** are a specific type of equipment manufactured before the Black Years or manufactured at present only in limited quantities and based on pre-holocaust patterns. The **EQUIPMENT TABLES** in **PART IX** indicate which items of equipment are artifacts. Whether an item is an artifact affects the chances of it being usable.

Characters can acquire equipment in three ways:

1. They can **purchase** it at a Base.
2. They can **loot** it from slain or captured enemies.
3. They can **discover** it by searching an area the GM has "stocked" with items of his choice.

Equipment acquired by looting or discovery is sometimes called **LOOT**. Purchasing equipment at a Base is discussed in the **EQUIPPING CHARACTERS** portion of **PART II**. The equipping of NPC's GM is discussed in the **NON-PLAYER CHARACTERS** section of **PART IV**. The "stocking" of areas the PC's will enter is outlined in the **STOCKING THE TARGET** portion of **PART VIII**. This portion of the rules is concerned only with how PC's actually acquire loot.

Characters occupying or moving through an area may **Search** it as outlined in **HOW TO SEARCH**. In addition, characters may search their captured or slain enemies at the same time and in the same way they search the rest of the area they occupy. Characters may destroy, hide or physically carry off with them any loot they find. The loot becomes the property of the entire party until there is a **Division of the Spoils**, at which time one specific character may take permanent possession of it.

NOTE: This is a simplification, of course, and it is possible for characters to claim an item only to find that it is already "owned" by someone. It is also possible for characters to be robbed of their property by others.

Equipment Condition

Non-artifact equipment always works properly and is discovered or bought with the appropriate Power Cells included unless the GM decides otherwise. Items purchased or taken from the bodies of enemies also function properly in most cases. However, artifacts discovered by characters in Ruins or Installations will often be broken or unpowered. The **LOOT TABLE** gives the percent chance of found items being in working order and still powered. If the GM wants the characters to discover an item not listed on this table, he must decide the chances of the item being in working order. In doing so, he should remember that there is a far greater chance that an item discovered in a sealed Installation will work than that the same item will work if it is discovered

in some other area. Further, simple mechanical devices have a far greater chance of functioning than do electronic computerized items. The GM rolls d% to see if an item works when the characters first try to use it.

Non-functioning artifacts may only need new Power Cells and the characters have a 50% chance of making a non-functional item work by replacing the existing power cells. If the item still does not work when the Power Cells have been replaced, it is permanently broken. A computerized repair center of the Ancients might fix it, but the characters will never be able to do so.

Figuring Out Artifacts

Unless a character acquires an artifact from someone willing and able to explain how it works, or the character has previously used or seen in use an artifact just like it, the character won't know how to use a newly-acquired artifact ... let alone its purpose. The character may try to figure out what the artifact is and how it works by using the following procedure. Each attempt at figuring out an artifact takes 10 minutes. There is no limit to the number of tries a character can make, but only one character at a time can try to figure out an artifact. One character's progress (or lack of same) in this regard, doesn't affect another character's chances of figuring out the artifact.

The GM should follow these steps when a character is figuring out an item.

1. He finds the artifact's **COMPLEXITY** (given in the **GENERAL EQUIPMENT TABLE** as a letter .... A, B, C, etc.).

2. Turning to the **ARTIFACT COMPLEXITY TABLE**, he finds in the **COMPLEXITY** column the letter that is the same as that given for the artifact's complexity. He reads across this row of the table to find the artifact's **START NUMBER, DIE ROLL** and **DAMAGE**. He does *not* give the players any of this information.

3. The GM rolls one die for the artifact and one for the character trying to figure it out. He uses the type of die listed in the **DIE ROLL** column of the **ARTIFACT COMPLEXITY TABLE** for the artifact's die. The character's die is determined by his type: **Pure Strain Human** = 1d12; **Humanoid** = 1d10; **Mutated Animal** =

1d8. Some of these die rolls will be modified as a result of a mutation. In addition, the character's die roll is increased by 1 for each point his IN is above 15 and is decreased by 1 for each point it is below 6.

4. The die roll result for the artifact's die is added to the number listed in the **START NUMBER** column of the **ARTIFACT COMPLEXITY TABLE**. The die roll result for the character's die is subtracted from this number.

5. For every 10 minutes the character spends trying to figure out the artifact, a new pair of die rolls are made and the number found in the **START NUMBER** column is adjusted further. When that number reaches "0," the character has figured out what the artifact does and how to operate it. If the net change as a result of any pair of die rolls is equal to or greater than the first number in the **DAMAGE** column of the **ARTIFACT COMPLEXITY TABLE**, the artifact is broken. If equal to or greater than the second number, the artifact "attacks" one or more characters, if possible, (a rifle or pistol accidentally discharges, a grenade detonates, etc.). It doesn't break. A character can keep trying to figure out an artifact until he succeeds or it breaks.

When an artifact is first discovered, the GM describes it in general terms. As a character figures it out, the GM adds details and may give additional bonus modifications to the die rolls if the character starts to guess what the item is. He may also give subtle warnings ... "The object starts to give off an ominous buzzing" ... if the character is in danger of breaking the item or causing it to damage the character or his companions. The GM

should not tell the character any of the die roll results or the changes in the Start Number. The character should only be able to figure out if he's "hot or cold" by the descriptions that GM gives him. As soon as the item is figured out, the GM rolls to see if it is functional. If it is not, he simply assumes that the artifact broke with its first use or that it had only enough power left for that one use (plus any accidental uses that occurred while it was being examined).

HOW ARTIFACTS & EQUIPMENT FUNCTION

There are 5 general categories of equipment in the game and each has its own special uses discussed below:

Armor

Armor includes all apparel (including **Heavy Clothing** but not **Light Clothing**) designed in whole or in part to protect the wearer from physical damage. Armor types and their characteristics are found on the **ARMOR TABLE**. Armor (other than shields) protects the user only when he is wearing it. Worn armor isn't counted when figuring how much weight a character is burdened with. Armor a character is carrying doesn't protect him and is included when figuring the weight he is carrying. **Heavy Clothing** may be worn with other armor. With this exception, only one type of armor may be worn at a time. A character wearing both Heavy Clothing and other armor is not protected by the Heavy Clothing. He only benefits from the other armor worn. Shields do augment other armor, modifying the die roll needed to hit the user. Shields always count when figuring how burdened a character is.

EXAMPLE: Rahn finds a Laser Pistol (Complexity D) that the GM tells him is "a plastic and chrome cylinder with a grip on one side." Rahn tells the GM that he wants to spend some time examining it. Checking the table, the GM finds that the item has a Start Number of 10, a Die Roll of 1d8 and Damage of +2/+3. Since Rahn is a Pure Strain Human, his die is 1d12. The GM rolls 1d8 for the item and 1d12 for Rahn. The artifact die roll result is "8." Rahn's die roll result is "4." The net change in the Start Number is +4. Rahn has depressed the firing stud while examining the pistol and it has gone off. The GM decides that the pistol was pointed away from Rahn and his companions when it went off. No one was hurt, but he tells Rahn about the deadly blue-white light that melted part of the opposite wall. Rahn correctly surmises that the item is some sort of weapon and the GM decides to add 3 to Rahn's die rolls to represent this knowledge. Rahn decides to try again. The GM rolls the dice. This time Rahn's die roll result is 12 and becomes a modified 15 (12+3=15). The artifact die roll result is 1. The net change is -14. The GM subtracts 14 from the previously modified Start Number ... also 14 (10+4=14). The result is 0. The GM tells the character that he has now figured out the item and rolls d% to determine if it works. The result is 38. Since the item was found in an Installation and had a 30% chance of working, this result is too high. It no longer works. The GM rolls d% again and gets a 43. This is less than the 50% chance that the item is only out of power. The GM tells Rahn that in almost shooting himself he has exhausted the item's Power Cell and it is no longer working, but could work if recharged.

Powered Armor is a special class of armor that includes the following types: **Energized Armor, Inertia Armor, Powered Alloyed Plate, Powered Assault Armor, Powered Attack Armor, Powered Battle Armor, Powered Plate Armor** and **Powered Scout Armor.** All Powered Armor consists of a sealed suit with a power source that makes it function like a "second skin" when worn. Energized Armor and Inertia Armor may function without a power source (but it will be impossible to make jet-assisted jumps). Other types won't function properly without a power source. They will still protect the wearer in most cases, but their Force Fields (if any) won't work and the character won't be able to move while in them. Gas doesn't penetrate functioning Powered Armor since there is a 72-hour oxygen supply inside that works independently of the armor's power system. All suits have a 2-way radio, a Medi-kit, ultraviolet and infrared sensors and an audio system that automatically dampens loud noises (wearer takes half damage from Sonic Blasts) and amplifies soft noises (wearer can make out individual sounds at 4 times the normal distance). The wearer can use all of the properties of Powered Armor during the same Action Turn (firing all weapons, moving, etc.) though this may mean that he performs more than one action in the Action Turn. Powered Armor types are described in detail below:

● **ENERGIZED ARMOR:** The suit's jetpack lets wearer make jumps of 180 meters. It is powered by a single Atomic Energy Cell good for 40 hours.

● **INERTIA ARMOR:** Suit has a partial Force Field that can absorb up to half of the damage (25 Hit Points per Action Turn maximum) inflicted on the wearer by Sonic Blast or Radiation and all **Stun Ray** and **Black Ray** effects. It also has a jetpack for use in making jumps of up to 180 meters. It is powered by 2 Atomic Energy Cells good for 60 hours.

● **POWERED ALLOYED PLATE:** The single Atomic Energy Cell (good for 44 hours) gives this armor the ability to move under its own power while worn. The wearer moves as if **Unburdened** while carrying up to 30 kilograms and as if **Burdened** while carrying up to 60 kilograms (regardless of PS).

● **POWERED ASSAULT ARMOR:** The 3 Atomic Energy Cells in this suit are good for 48 hours. While in operation, the suit provides a Force Field that absorbs all damage inflicted on the wearer (50 Hit Points per Action Turn, maximum). In addition, the wearer moves as if **Unburdened** while carrying up to 90 kilograms and as if **Burdened** while carrying up to 180 kilograms (regardless of PS). The wearer moves at quadruple speed during Action Turns and can make 30-meter

jumps. Built into the finger of each hand is an independently-powered Laser Pistol and built into the helmet is a Micro-missile Launcher with a 20-missile clip. Built into the back of the suit is a Grenade Launcher (90-meter range) with a 15-grenade clip containing assorted Grenades of the GM's choice. The suit's powered fists do 9d6 damage.

● **POWERED ATTACK ARMOR:** The 2 Atomic Energy Cells provide 40 hours operation. This type is the same as Powered Assault Armor, but its Force Field absorbs 40 Hit Points maximum per Action Turn and the wearer moves at triple normal speed during Action Turns.

● **POWERED BATTLE ARMOR:** The 2 Atomic Energy Cells provide 48 hours operation. This type of armor contains a Force Field that absorbs all damage inflicted on the wearer (maximum of 30 Hit Points per Action Turn). The wearer moves as if **Unburdened** while carrying up to 60 kilograms and as if **Burdened** while carrying up to 120 kilograms (regardless of PS). He may move at double normal speed during Action Turns and may make 15-meter jumps.

● **POWERED PLATE ARMOR:** This armor's single Atomic Energy Cell is good for 52 hours. It works like Powered Alloyed Plate.

● **POWERED SCOUT ARMOR:** The 2 Atomic Energy Cells in this armor are good for 56 hours. The armor has a Force Field that absorbs all damage inflicted on the wearer (maximum of 20 Hit Points per Action Turn). In addition, the wearer gains the same movement advantages listed for Powered Alloyed Plate except that he can move at quadruple normal speed during Action Turns and can make 30-meter jumps.

For convenience, **Natural Armor** (armor that is part of the character's anatomy) has been included on the **ARMOR TABLE.** This armor type only affects an attack on a character if the character is wearing no other armor or is wearing only armor with a higher Armor Class than the natural armor. If the character's natural armor is used as his Armor Class in an attack, other armor worn has no effect.

The other armor on the **ARMOR TABLE** consists of types (**Chainmail, Leather, Studded Leather, Ring Mail** and **Steel Plate Armor**) common to history and revived after the holocaust. **Fiber Armor** is like **Steel Plate Armor,** but is made of mutated plant fibers. **Sheath Armor** consists of the heavily-padded riot gear used by police during the Social Wars. **Plastic Armor** is a type of light armor worn by security guards before the Social Wars. None of these offer any special features not represented by their Armor Class.

Weapons

Weapons are anything whose primary purpose is to damage, kill or restrain. They include:

SIMPLE CUT, THRUST AND CLUB WEAPONS: There are 14 of these: **Battle Axes, Clubs, Daggers, Flails, Hammers, Hand Axes, Lances, Long Swords, Maces, Morning Stars, Pole Arms, Short Swords, Spears,** and **Two-Handed Swords.** All are designed for use by opponents within 3 meters of each other and the PS of the user and the size of his victim affect the damage they do. Clubs, Daggers, Hand Axes and Spears may be thrown at anyone in range as shown on the **WEAPON TABLE.**

PRIMITIVE MISSILE WEAPONS: This category includes **Blowguns, Bolas, Crossbows, Javelins, Muskets, Short Bows,** and **Slings.** All are designed to be thrown or to launch missiles at victims in range. Javelins may also be used when characters are within 3 meters of each other for stabbing, and Crossbows and Muskets may be used as Clubs. All of these weapons except Javelins need ammunition to function and the Musket needs gunpowder as well. The PS of the user is unimportant, but the size of the victim affects the damage they do.

MODERN RIFLES AND PISTOLS: These include a variety of weapons (listed below). All are designed to project a beam, missile or ray of some sort at a target in range. All need power and ammunition to function.

● **BLACK RAY PISTOL:** The ultimate hand-held weapon, it is powered by a Chemical Energy Cell good for 4 shots. Fortunately, few Black Ray Pistols are available. They instantly kill an organic target not protected by a Force Field, but have no effect on inorganic or dead organic matter or on those inside a Force Field.

● **FUSION RIFLE:** The Atomic Energy Cell that powers this unit is part of a converter that fits over the user's back (assuming the user is reasonably humanoid in shape) and is connected to the rifle by a 1.5-meter cable. It is good for 10 shots (and can be replaced by the user without having to remove the entire converter). The item projects 2 beams at the target (causing 2 separate Radiation Checks) of Intensity Level 18 radiation.

● **LASER PISTOL:** The Hydrogen Energy Cell in this unit is good for 10 shots. Each shot sends a laser beam at the target. Targets of Armor Class 2 deflect the first hit from this weapon in all combats. Armor Class 1 targets deflect the first 2 hits. If a hit is deflected, it is ignored. Subsequent hits do full damage.

● **LASER RIFLE:** The Hydrogen Energy Cell in this item is only good for 6 shots. Otherwise, it works the same as a Laser Pistol.

● **MARK V BLASTER:** The Hydrogen Energy Cell in this pistol is good for 6 shots. Each consists of a Sonic Blast that blows a 10-centimeter hole in anything protected by a Force Field.

● **MARK VII BLASTER:** The 2 Hydrogen Energy Cells are good for 6 shots (total), but, otherwise, the weapon works the same as a Mark V Blaster.

● **NEEDLER:** The Chemical Energy Cell in this weapon is good for 30 shots and the weapon holds a clip containing 10 small needles coated with either Intensity Level 12 paralysis drug (treat as Intensity Level 12 poison, but paralyzes on any result for 1d20 minutes instead of killing or inflicting damage) or Intensity Level 17 poison. Unlike most of the other pistols and rifles in the game, this weapon is completely soundless. Paralyzed characters are unable to do anything until the drug wears off.

● **SLUG THROWING PISTOLS (A, B, C):** All three sizes of Slug Thrower are powered by a Hydrogen Energy Cell good for firing 3 clips. Type A clips contain 50 shots. Type B clips contain 30 shots. Type C clips contain 12 shots. Ammunition for all three types consists of duralloy bullets.

● **STUN RAY PISTOL:** This item is powered by a Solar Energy Cell good for 10 shots. A successful shot does no damage, but knocks the victim out for 1d20 minutes.

● **STUN RAY RIFLE:** Like the Stun Ray Pistol, this knocks targets unconscious. Its Solar Energy Cell is good for 6 shots.

Neither the user's PS nor the target's size alter the damage done by these weapons. The only factors in determining damage are the target's Armor Class and mutations. Unlike more primitive weapons, these can be fired twice per Action Turn at separate targets. Count each 2 shots as 1 action. All of these weapons can be used as Clubs. Rifles and Pistols can't be fired unless they have ammunition and power. Often their range is much greater than that at which a character can normally distinguish a target. They can still be used at this range since they all have special sights that magnify targets.

ENERGY WEAPONS: Some weapons combine elements of Simple Cut, Thrust and Club Weapons and Rifles and Pistols. These are listed under this heading for ease of reference and include: **Energy Maces, Paralysis Rods, Robotic Tentacles, Stun Whips, Vibro Blades** and **Vibro Daggers.** All are close combat weapons that can't be thrown and need power. Each is described below:

● **ENERGY MACE:** This energized Club is powered by a Chemical Energy Cell good for 20 minutes. It doesn't affect those protected by Force Fields.

● **PARALYSIS ROD:** This 1-meter long rod may be powered by a Chemical Energy Cell (good for 4 hours), a Solar Energy Cell (good for 8 hours) or a Hydrogen Energy Cell (good for 12 hours). When brought into contact with exposed flesh (not protected by clothing, armor or a Force Field), it overloads the victim's synapses, causing unconsciousness and paralysis lasting 4d4 hours. The victim can't be awakened prematurely.

● **ROBOTIC TENTACLES:** The tentacles attached to most Robots are powered by the Robot's power source. Tentacles can be used to attack characters with any AC.

● **STUN WHIP:** The Chemical Energy Cell in this item is good for 30 minutes. A target hit by one of these 3-meter wire whips becomes unconscious for 1d20 minutes.

● **VIBRO BLADE:** The handle of this device houses a Hydrogen Energy Cell good for 20 minutes. When in use, a blue-etched Force Field forms a 40-centimeter blade that will cut through anything except another Force Field.

● **VIBRO DAGGER:** Similar to a Vibro Blade, but with a blade only 20 centimeters long, the Vibro Dagger's Hydrogen Energy Cell is good for 30 minutes.

GRENADES: These are exploding devices usually delivered by hand (though they can be fired from Grenade Launchers in armor or vehicles). A character can throw a Grenade a distance equal to 3 meters x PS. Before throwing the Grenade, the character activates it by "pulling the pin" on it. Once the pin is pulled, the Grenade automatically explodes the next Action Turn. All characters within 9 meters of an exploding Grenade are attacked by the Grenade. Individually roll to hit for each character attacked by the Grenade. **EXCEPTION:** All characters within 15 meters of an exploding Torc Grenade are attacked by it. Any number of characters may be attacked by the same Grenade since it blankets its entire **Blast Radius** with its own particular damage agent. The types of Grenades are listed:

● **CHEMEX GRENADE:** Creates a chemical explosion (complete with lung-searing flame) within the area.

● **ENERGY GRENADE:** Releases blast of energy within the area. Characters of Armor Class 8 or 9 suffer half damage.

● **FRAGMENT GRENADE:** Covers the area with area with jagged metal shards.

● **PHOTON GRENADE:** Instantly kills anyone in the area not protected by a Force Field. No To Hit die roll is needed.

● **POISON GAS GRENADE:** Spews Poison Gas throughout the area that hangs in the air for 1d6 minutes (-2 if area is windy). Gas is Intensity Level 3d6 (roll once per Action Turn) and all characters in the area are attacked by it once per Action Turn. Once they leave the area, they are no longer attacked.

● **STUN GRENADE:** Spews Paralysis Gas that acts like Poison Gas, but only hangs in the air for 1d4 minutes. Characters are knocked unconscious by the gas for 1d20 minutes on any result but "No Effect," taking no damage. Once knocked unconscious, they aren't attacked again unless they regain consciousness.

● **TEAR GAS GRENADE:** Spews Tear Gas that hangs in the air for 1d6 minutes (-2 if area is windy). Use the same procedure as for the Poison Gas Grenade and Stun Grenade, but characters suffering any **POISON MATRIX** result except "No Effect" subtract 2 from the die roll when trying to hit another character and have 1 added to the die roll when another character is trying to hit them during each Action Turn the gas affects them. Characters are affected by the gas for 3 complete Action Turns after suffering a result on the **POISON MATRIX.**

● **TORC GRENADE:** Creates Sonic Blast disintegrating everything in the affected area not protected by Force Fields.

Some mutations will make a character totally or partially immune to the effects of some Grenades. See **PART II** for details.

BOMBS AND MISSILES: This category includes demolition charges (the **CDP A, CDP B** and **SDP**), small warheads (**Concussion Bomb, Fission Bomb, Fusion Bomb, Matter Bomb, Mutation Bomb, Negation Bomb, Neutron Bomb, Trek Bomb**) and sophisticated **Micro-missiles, Mini-missiles** and **Surface Missiles.** These items may have any type of fusing device the GM wishes (proximity, impact, heat, time delay, etc.). Most lack delivery and guidance systems and have to be carried to the desired spot and detonated). Items are described:

- **CDP A (CONCENTRATED DAMAGE PACK TYPE A):** A canvas backpack full of plastic explosives designed to be placed by the bearer against a structure to be destroyed. Attacks everyone within a 30-meter Blast Radius.

- **CDP B (CONCENTRATED DAMAGE PACK TYPE B):** The same as **CDP A**, but has a 60-meter Blast Radius.

- **CONCUSSION BOMB:** A cannister 30 centimeters long and 10 in diameter with small "hooks" that fit various delivery systems. Has the effect of a Stun Grenade, but with a 60-meter Blast Radius and a cloud duration of 2d6 minutes.

- **FISSION BOMB:** A black steel sphere 50 centimeters in diameter. Has a 1-kilometer Blast Radius. Comes in 2 versions: **CLEAN** (40d10 Damage Points to everyone within Blast Radius; no Radiation) and **DIRTY** (60d10 Damage Points to everyone within Blast Radius; Intensity Level 15 Radiation that requires 3 separate Radiation Checks).

- **FUSION BOMB:** A 150-centimeter diameter black steel disc. Does 15d10 damage to all targets within a 60-meter Blast Radius.

- **MATTER BOMB:** A disc similar in appearance to a Fusion Bomb. Comes in **ALPHA, BETA** and **DELTA** types. The Alpha has a Blast Radius of 9 meters; the Beta has a Blast Radius of 30 meters and the Delta has a Blast Radius of 60 meters. Damage is: Alpha = 15d6; Beta = 30d6; Delta = 60d6.

- **MICRO-MISSILE:** A 10-centimeter long missile that comes complete with its own plastic handgrip/launcher. It does 7d6 damage to everyone within its 15-meter Blast Radius.

- **MINI-MISSILE:** A 50-centimeter long missile in its own disposable, shoulder-held launcher. It does 10d10 damage to everyone within its 30-meter Blast Radius.

- **MUTATION BOMB:** A pear-shaped red plastic case weighing 10 kilograms. Inflicts a blast of Intensity Level 12 radiation on all characters not protected by a Force Field within a 30-meter Blast Radius. Read all "D" results as "M" results.

- **NEGATION BOMB:** A 10-centimeter diameter aluminum sphere. All energy sources within a 30-meter Blast Radius not protected by Force Fields are drained of all energy. Force Fields are reduced to half their current value. Robots operating on Broadcast Power are frozen for 6d4 minutes (unless protected by Force Field). Organic matter is unaffected.

- **NEUTRON BOMB:** A 60-centimeter in diameter duralloy sphere. Everyone within 300 meters not protected by a Force Field (or whose Force Field doesn't absorb all damage) is killed. The bomb does 20d10 damage to Force Fields. It doesn't harm equipment, vehicles or buildings.

- **SDP (SMALL DAMAGE PACK):** A canvas bag of plastic explosives weighing 5 kilograms. Does 6d6 damage to everyone within a 12-meter Blast Radius.

- **SURFACE MISSILE:** A slender 3-meter long cylinder, usually fixed to a military Installation, or vehicle, and directed by computers and radar at the launch site. There are 4 types of Surface Missile: **Neutron, Negation, Fission** and **Concussion.** The first three types are simply bombs of the appropriate type attached to a Surface Missile. The latter type does 30d10 damage to everyone within a 100-meter Blast Radius.

- **TREK BOMB:** A 25-centimeter square black plastic box weighing 25 kilograms. Disintegrates everything within 60 meters not protected by a Force Field. Does 30 points of damage to characters protected by Force Fields (that may be absorbed by the field if it is strong enough).

Medical Supplies And Equipment

Included under this heading are items manufactured in post-holocaust America and specially sealed samples of pre-holocaust medicine (usually disposable jet spray tubes containing a single dose of some substance). Pre-holocaust medical supplies and equipment will usually be found in home medicine chests, Installation first-aid kits or in the military issue Medi-kits that are a standard feature of Powered Armor and military vehicles. These items are labelled with a universal symbol and include instructions for use (that will be indecipherable to most characters). The labelling system will let characters easily recognize all types of medical equipment and supplies once they encounter any example of that type of equipment or material. All types of medical equipment and supplies are primarily designed for use by Pure Strain Humans. They will, therefore, always work on characters of that type. There is a chance they will be of no benefit to (or will actually harm) Mutated Animals and Humanoids and they will never work on Plants. Whether they work or do damage must be determined each time the items are used on a Humanoid or Mutated Animal. Medical items include:

- **ACCELERA DOSE:** A 10-centimeter long disposable jet spray tube of a compound developed to accelerate healing. Characters who spray the compound under their skin immediately heal 1d10 Hit Points of damage. There is a 40% chance that this compound will work on Humanoids and a 20% chance it will work on Mutated Animals. If it fails to work, the user is considered to have been exposed to 3d6 Intensity Level poison as a result of using the substance.

- **ANTI-RADIATION SERUM:** A 10-centimeter long disposable jet spray tube of a drug that prevents radiation damage. If sprayed under the skin within 30 seconds of exposure, the character suffers no damage (including a "D" result) or mutation from the radiation. The serum works on all types of characters except Plants.

- **CUR-IN DOSE:** A 10-centimeter long disposable jet spray tube of a substance that breaks down most chemicals not normally found in the human body. If taken within 30 seconds of exposure to a drug or Poison, the user experiences no effect from the drug or Poison. There is an 85% chance of this substance working on Humanoids and a 25% chance of it working on Mutated Animals. If it works on a Mutated Animal or Humanoid, special chemicals manufactured inside the user's body (as a result of some mutation letting him make poison attacks, for example) are also broken down and the user can't use his mutational ability for the next 4 hours.

- **GENETIC BOOSTER:** A 15-centimeter long disposable jet spray tube containing a biogenetic agent that alters the genetic code of cells, causing rampant mutations. Pure Strain Humans are immune to this substance, suffering no effect from it. Other characters using it have a 50% chance (roll 50 or less on d%) of gaining a mutation of their choice. If a character doesn't succeed in gaining a mutation of his choice, he must add one new randomly selected mutation to himself instead. If the character was trying to gain a new Physical Mutation, the randomly selected mutation will be physical; if a Mental Mutation was being tried for, the new mutation will be mental. Roll d% (unmodified) and find the result on the **PC MUTATION TABLE**. This is the character's new mutation. It appears in one week.

- **INTERRA SHOT:** A 10-centimeter long disposable jet spray tube containing a sort of "truth serum" that opens the subconscious to direct interrogation. There is only a 5% chance that either Humanoids or Mutated Animals will be affected by it. If affected, the character answers all questions truthfully for 10 minutes and then forgets the interrogation.

- **MEDI-KIT:** A 5 x 10 x 15-centimeter metal and plastic box that can be hung on a belt for transportation. A microcomputer in the unit controls sensors that analyze medical problems in any subject it scans. The unit is held next to the skin when a scan is desired. If a character wants the kit to heal a wound, he holds it over the trauma area. The kit automatically sutures wounds, injects anti-toxins and antibiotics (where needed) and ever gives simple instructions on how to perform operations. It will also spray anti-

septic dressings on treated wounds. Kits are powered by a Chemical Energy Cell and keep functioning as long as their drug banks are full. There are about 4 treatments per drug bank for each type of problem the kit is designed to handle. Replacement banks (with built-in power cells) will be found in military depots and chemical plants. Medi-kits have only a 45% chance of functioning for Humanoids and a 25% chance for Mutated Animals. Medi-kits will never inject anyone with a substance (Accelera Dose, for example) poisonous to the patient. They heal 1d10+20 Hit Points of damage to Pure Strain Humans per use and (if they work on the patient) 1d10+10 Hit Points of damage to Humanoids and Mutated Animals. The average Medi-kit heals 2d20+200 points of damage before exhausting its Drug Banks.

● **MIND BOOSTER:** A 15-centimeter long disposable jet spray tube containing a compound that enhances mental functioning. The user's MS is increased by 3 for 1 hour after taking the compound. However, he must rest for 4 hours immediately after the drug wears off or he will permanently lose 3 points from his IN. There is only a 30% chance that Mind Boosters will work on Humanoids and a 5% chance that they will work on Mutated Animals.

● **PAIN REDUCER:** A 15-centimeter long disposable jet spray tube containing special pain reducing drugs. The user feels no pain for the next 4 hours and can sustain 1 additional Hit Point for each point of Constitution. When the drug wears off, the user loses the ability to sustain this extra damage. If, at that point, he has no Hit Points left, he is dead. There is a 60% chance that the drug will work on Humanoids and Mutated Animals.

● **POISON ANTIDOTE:** A 10-centimeter long disposable jet spray tube containing an antidote for Intensity Level 3d6 poison. Roll Intensity Level once (when discovered). If used on someone within 30 seconds of exposure to poison, the Antidote may save him from damage or death. Each Intensity Level antidote always works on the same Intensity Level Poison. If an antidote is for another Intensity Level poison, it has a 50% chance of working on the poison the user was exposed to. This chance is modified by +10% for each Intensity Level the antidote is above the poison and by –10% for each Intensity Level it is below the poison. For example, an Intensity Level 15 poison antidote would have a 60% chance of working on Intensity Level 14 poison and a 40% chance of working on Intensity Level 16 poison. Since antidotes work directly on the poisons in the body, the character's type (Pure Strain Human, Humanoid, etc.) doesn't affect the chances of the antidote working. However,

characters with mutations letting them make poison attacks, must check to see if an antidote they take neutralizes their own weapon. If it does, they will be unable to use their own poison for 4 hours.

● **STIM DOSE:** A 10-centimeter long disposable jet spray tube containing a special stimulant that doubles the user's Speed, increases his DX by 1 and increases his PS by 3 for a period of 1 hour. The user must rest for 8 hours immediately after the dose wears off or he takes a permanent loss of 3 from his CN. His Hit Point Score isn't affected by this Constitution loss. There is a 65% chance that this substance will work on Humanoids and Mutated Animals. If it doesn't work, the patient undergoes immediate exposure to Intensity Level 3d6 poison.

● **SUGGESTION CHANGE DRUG:** A 10-centimeter long disposable jet spray tube containing a hypnotic drug that puts the user in a trance for 10 minutes. While hypnotized, the user may be given instructions that he will follow literally for the next 4 hours, including instructions to take orders from another character. Once out of the drug's trance, the user will only subconsciously remember his instructions. The drug has a 5% chance of working on Humanoids and Mutated Animals.

● **SUSTENANCE DOSE:** A 50-centimeter cracker-like wafer that gives all needed nourishment and short-circuits hunger signals to the brain for 24 hours. Use of this substance as the sole source of nourishment for more than a month results in the atrophying of normal digestive organs making it impossible for the user to derive sustenance from anything except this substance. There is a 95% chance that it will work for a Humanoid and an 80% chance that it will work for a Mutated Animal. If it doesn't work, the user is exposed to 3d4 Intensity Level poison.

Transport

There are three types of transport: **Watercraft, Animal Transport** and **Powered Transport**. Each is described below:

A. WATERCRAFT: This type includes **Canoes, Large Boats, Small Boats, Large Rafts** and **Small Rafts**. Canoes are propelled by paddles and carry between 2 and 8 human-sized characters and their gear. Large Boats may be propelled by sails, oars or both and carry between 10 and 60 human-sized characters and large amounts of cargo. Small Boats may be propelled by sails, oars, poles or a combination of the three and carry between 3 and 30 human-sized characters plus 300 to 6000 kilograms of cargo and equipment. Large and Small Rafts are almost always propelled by

poles. Large Rafts carry between 5 and 30 human-sized characters and 300 to 6000 kilograms of cargo and equipment. Small Rafts carry 1 to 4 human-sized characters and 200 to 6000 kilograms of supplies and equipment. Large Boats may be used on lakes, ponds or oceans. Small Boats and canoes may be used on rivers, lakes and ponds and in marshes. Large and Small Rafts may only be used on rivers or very small lakes or ponds.

B. ANIMAL TRANSPORT: There are two methods of using animals for transportation: riding the animal and riding a vehicle to which the animal is harnessed. Animals may be harnessed to **Carts, Chariots** and **Wagons**. Carts are light, two-wheeled vehicles that may be pulled by one or two animals and can carry 1 to 6 human-sized characters and 100 to 400 kilograms of equipment. Chariots are (usually) two-wheeled vehicles drawn by two animals and able to carry 1 to 4 human-sized characters and 20 to 80 kilograms of equipment. Wagons are 4-wheeled vehicles pulled by between 2 and 6 animals and capable of carrying 3 to 12 human-sized characters and 1000 to 4000 kilograms of equipment. The following animals are commonly used as Dray Animals (animals that pull vehicles) or Riding Animals: Arns (riding only), Brutorz, Hoppers (riding only), Centisteeds, Podogs (riding only), Rakoxen (dray only) and Pinetos (riding only). Any animal that can be ridden (except Centisteeds) may be used as a Pack Animal (to carry equipment on its back instead of carrying a person). Dray Animals can carry 2 x their PS in kilograms and still be Unburdened and 3 x their PS and still be Burdened. Most can march all day while carrying 4 x their PS in kilograms. A **Harness** suited to the specific type of animal used is necessary if it is to pull a Cart, Chariot or Wagon. A **Saddle** (for riding or pack purposes) is necessary if an animal is to be ridden or used to carry supplies and equipment on its back. **Barding** (animal armor) may be used to protect Riding Animals, but must be made to fit the type of animal that is going to wear it and may be of several types. See the **ARMOR TABLE** for details.

C. POWERED TRANSPORT: This type consists of pre-holocaust powered vehicles. There are 7 basic models:

● **BUBBLE CARS:** The ultimate transport . . . available only to the rich and powerful. Bubble Cars are powered by a pair of Solar Energy Cells that need recharging for 8 hours out of every 72. They can travel through air, near space or water (and can recharge while in a parking orbit around the earth). They have a Force Field that absorbs 25 Hit Points of damage per Action Turn. This field is powered by an Atomic Energy Cell (good for 24 hours use), but may also draw

power from the car's Solar Energy Cells. Bubble Cars can carry 1 to 20 passengers (plus 3000 kilograms of equipment in the cargo hold).

● **CIVILIAN GROUND CARS:** The most common vehicle from the Shadow Years. Most of these wheeled vehicles are alcohol-powered. Each can carry 2 to 8 passengers and 100 to 400 kilograms of baggage.

● **E CARS:** A specially built government service vehicle–very rare. E Cars are powered by a small nuclear reactor and each fuel cylinder lasts for 700 hours operation. E Cars may operate in space, (travelling to the moon and back once on a fuel cylinder), in the air (in hover mode) and underwater (at any depth). They can carry 2 to 8 passengers and 2000 to 8000 kilograms of equipment.

● **FLIT CAR:** The popular alternative to the Civilian Ground Car. Flit Cars are powered by an Atomic Energy Cell good for 200 hours hovering at ground level or 100 hours of flight. They carry 1 to 6 passengers and 20 to 80 kilograms of baggage.

● **HOVER CARS:** Almost as common as the Civilian Ground Car, these vehicles are powered by an Atomic Energy Cell and travel on a cushion of air that lets them move over both land and water. The Atomic Energy Cell lasts for 200 hours, but the car's steam turbine needs 50 liters of water every 4 hours for the vehicle to continue operating. Hover Cars carry 2 to 16 passengers and 1000 to 12,000 kilograms of equipment.

● **MILITARY GROUND CARS (MGC's):** Practically the only type of Military Transport left after the Social Wars, these support vehicles are all alcohol-powered ground vehicles. Each carries 5 to 20 passengers and 100 to 2000 kilograms of equipment.

General Equipment

Adventurers in the Gamma World will need a variety of general equipment and supplies in order to survive.

SHELTER AND CLOTHING: Characters will need shelter and clothing to protect themselves from the elements, gain full advantage from resting, etc. All characters must wear **LIGHT CLOTHING** unless they have feathers, fur or other natural covering. They may wear **HEAVY CLOTHING** instead and this gives them extra protection in combat and keeps them warmer in cold weather. **BOOTS** or **SHOES** aren't required, but a character with neither travels slower than other characters (unless he has hooves or similar appendages in place of feet). The GM may also wish to have characters in boots suffer less damage from such things as Saw-Edged Leaves than those wear-

ing only shoes, but this is a matter of taste. A **BEDROLL** isn't needed either, but characters without one must rest for 150% of the normal time to gain any benefit from resting. A **PORTENT** is a backpack-sized unit powered by 2 Solar Energy Cells good for 24 hours constant use and rechargeable during the day while the party is marching). The unit creates a Force Field that protects those inside from the elements. It will absorb 5 Hit Points of damage from an attack before burning out. A party without a Portent or other shelter (a ruined building will do) must rest for twice the normal time in order to be fully rested if the weather is very cold or wet. An **ENERGY CLOAK** is a special type of pre-holocaust apparel designed for social functions. The powered cloak and hood completely covers the wearer, making a startling display of pulsing colored lights when in operation. The cloak has the unintended side effect of reflecting laser beams when in operation. It is powered by a Chemical Energy Cell good for 12 hours.

PACKS AND CONTAINERS: Characters need packs and containers to carry supplies, equipment and loot. These include: **BACKPACKS** (carried on the back and with a 12-kilogram capacity), **LARGE LEATHER SACKS** (carried over the shoulder and with a 6-kilogram capacity), **SMALL LEATHER SACKS** (tied at the belt and with a 1-kilogram capacity) and **WATERSKINS** (carried over the

shoulder and with a 1-liter capacity).
FOOD AND DRINK: Characters (other than some Mutated Animals) take 1d4+1 Hit Points of damage at the end of each day (after the second) that they don't eat and 1d4+4 Hit Points of damage at the end of each day they don't drink. In addtion, the characters' speed is halved and their PS and DX are each reduced by 3 if they have failed to either eat or drink for 24 hours or more. Water is available everywhere except in deserts so there is little chance of going thirsty. However, the characters may wish to carry **WINE** or **BEER** for use as peace offerings or for trade purposes. Food is another matter. Characters may try to hunt their food, but may only travel **Slow** if they do so and have a 10% chance of failing to find game each day. Usually, characters will carry **DRIED RATIONS** or **IRON RATIONS** (processed or dehydrated food available at most Bases). Food procured by hunting will usually have to be cooked (often in **METAL COOKWARE** that also makes a good gift item). Making a cooking fire will require either **MATCHES** or a **TINDER BOX** in most cases.

EXPLORATION EQUIPMENT: Characters will often wish to climb steep cliffs, explore dark caves, cross chasms or perform other feats requiring special equipment. Items they may need include a **WOODEN STAFF** as a hiking aid or weapon (treat as a Club). They will certainly want one or more portable light

sources. These may include **TORCHES** (each able to light a 30-meter diameter for 1 hour), **CANDLES** (each able to light a 12-meter area for 2 hours), a **LANTERN** (lighting a 30-meter area for 3 hours on a flask of oil) or a **GLOW CUBE** (powered by a Hydrogen Energy Cell good for 24 hours and lighting a 90-meter diameter area or casting a concentrated beam that can be seen for 30 kilometers). **IRON SPIKES** and a **SMALL ROCK HAMMER** with which to pound them in will be useful for climbing. Also useful for climbing, (or tying up prisoners) are **PLASTIC CORD** and **HEMP ROPE**. A **MAP** of an area will be useful in planning marches and a **LEXICON** will aid communication with natives who don't understand **TRADE LANGUAGE**. Even if they have no Lantern, a **FLASK OF FLAMMABLE OIL** may come in handy as a weapon to destroy or scare off unintelligent NPC's (those with IN less than 3). A tube of **INSECT REPELLANT** (good for 6 characters for two weeks) will help keep away the Soul Besh (which won't approach those who are liberally anointed with repellant). A useful item for starting fires or signaling on sunny days or for use in trading is a **STEEL MIRROR**. **BINOCULARS** may be used to increase the distance at which the user can clearly identify other characters and objects by a multiple of 10. **ULTRAVIOLET/INFRARED GOGGLES** let the wearer see into both the ultraviolet and infrared spectrums (identifying objects as heat sources) and identify radiation sources (and Intensity Levels). **I.D.** of various types will help characters explore Installations.

ENERGY SOURCES: Characters wearing Powered Armor, carrying most ancient weapons or using some transport will need one or more types of Energy Cells or other power sources, including:

● **ATOMIC ENERGY CELLS:** These are bulky, heavily-shielded nuclear batteries weighing 12 kilograms. They will hold a charge for 1000 years if unused. Once dead, they may be recharged by replacing their Fuel Cylinder. Replacement cylinders may be found in military supply depots or a few nuclear power plants and factories.

● **CHEMICAL ENERGY CELLS:** These rechargeable batteries come in many shapes and sizes. They lose their charge after 1 to 6 years of disuse.

● **HYDROGEN ENERGY CELL:** Similar to Chemical Energy Cells, but are less common. They don't lose their charge from disuse.

● **SOLAR ENERGY CELLS:** These are Chemical Energy Cells fixed to a Solar Panel so they recharge in sunlight.

In addition to these types of Energy Cells, the characters may carry an **ENERGY CELL CHARGER** which, when connected to a power source (line or broadcast) will recharge any Chemical or Hydrogen Energy Cell.

COMMON CHEMICALS: The characters may supply themselves with a number of common chemical compounds, including:

● **ADHESIVE PASTE:** This bonding compound comes in a two-barrelled, 10-centimeter long injection tube. It can be used to form a permanent bond between any two material substances. Each tube can bond 100 square centimeters of surface area.

● **ARROW POISON:** Used mostly in hunting, a jar of this 3d6 Intensity Level Poison may be used to envenom weapons so that victims have to make a Poison Check when wounded by them (becoming paralyzed for 2d20 minutes on any **POISON MATRIX** result). Each jar holds enough to envenom 20 weapons. Once a weapon inflicts damage (whether the Poison is effective or not) the Poison is rubbed off.

● **FUNGICIDE:** Each flask is good for one application. When used against an Obb or other fungus (by throwing the flask at the entity, for example), it *always* hits for 12d6 damage.

● **HERBICIDE:** Similar in all ways to the Fungicide described above, this item always hits for 12d6 damage when used against Plants.

● **KINETIC NULLIFIER FLUID:** Packaged in 5-centimeter long tubes, this amazing liquid is the slipperiest substance known. Nothing can remain standing or get any traction on a surface over which this is poured. A tube covers 36 square meters.

● **NEUTRALIZING PIGMENTS:** There are 5 of these special pigments, each of which comes in its own 10-centimeter long tube. A tube will cover two human-sized characters or 9 square meters of surface. The **RED PIGMENT** is a compound that shields the surface entirely from the effects of low level Radiation (Intensity Level 10 or less). The **GREEN PIGMENT** insulates the surface from electricity. The **BLACK PIGMENT** neutralizes laser beams. The **ORANGE PIGMENT** turns to foam that absorbs Sonic Blasts. The **GRAY PIGMENT** neutralizes acid.

MISCELLANEOUS POWERED DEVICES: There are 5 of these on the **GENERAL EQUIPMENT TABLE:**

● **ANTI-GRAV PODS:** These 30-centimeter plastic discs come in pairs. When clamped to anything weighing 140 kilograms or less, a pair of these pods will negate gravity, making the item float free of the ground. Each Pod is powered by a Hydrogen Energy Cell good for 10 minutes operation.

● **ANTI-GRAV SLED:** This 2-meter by 3-meter platform is powered by an Atomic Energy Cell good for 100 hours operation. It can support loads of 25 metric tons in a free-floating state. Loads of 2 metric tons or less may be moved by hand. Larger loads need a towing vehicle to move.

● **CONTROL BATON:** This 20-centimeter long rod is a Stage V I.D. item powered by a single Chemical Energy Cell. The user can either deactivate or reactivate any functioning suit of Powered Armor he touches with the item and can use it as a direction finder to locate any suit of functioning Powered Armor within 1 kilometer. The Chemical Energy Cell is good for 4 hours.

● **COMMUNICATIONS SENDER:** These short-range communications devices are quite common. Each resembles a 60 by 20 by 10-centimeter black box with a small tv screen in one side. The Chemical Energy Cell powering the device is good for 40 hours. Messages can be sent or received at a 100-kilometer range.

● **COMMUNICATORS:** These palm-sized plastic boxes fold out to display a dial used to direct a signal in any direction. They allow users to communicate over a 4-kilometer range. In some cases, Communicators will only respond to signals from other units tied into a particular network. Each has a Chemical Energy Cell good for 200 hours.

During the game, the players will encounter many NPC's, Robots and pieces of Fixed Machinery. They will also be in constant danger of exposure to poison, radiation and biogenetics. This section discusses these game elements.

NON-PLAYER CHARACTERS

Non-Player Characters function the same as Player Characters except that they are created and controlled by the GM. This portion of the rules shows how to use the NPC species included in the game and how to create new NPC species.

How To Create NPC's

The GM may create NPC's in 3 ways: He may "roll up" Pure Strain Human NPC's as described in **PART II**; he may simply "flesh out" the NPC's listed in the **NPC Descriptions**; or he may create new species of NPC as described in this portion of the rules and then use the guidelines for that new species to flesh out a specific NPC needed in the game. New NPC species may be Plants, Humanoids or Mutated Animals.

Follow these steps when creating new NPC species:

1. Choose whether the new species will be Humanoid, Plant or Mutated Animal. If either of the latter, choose the specific pre-holocaust strain of plant or animal from which the NPC will be created (bear, fern, eagle, salmon, etc.).

2. Assign to the species the number and types of dice that will be used to create the attributes of specific members of the species. NPC types that are to be Humanoid will always start with attributes created by rolling 3d6. Use the **NPC Descriptions** as guidelines when deciding the type and number of dice to be used in creating NPC Attributes. If, for example, you want to know how much damage a wolf bite does, it might be useful to use the bite of the Badder, a wolf-sized species of mutated Badger as a guideline. The number and type of dice used to get the Hit Point Scores for NPC's is not selected at this time.

3. If the species is a Mutated Animal, roll 1d4 twice. On an even result, all members of the species have human intelligence. On an odd roll, they have lower order intel-

ligence (determined by rolling 1d4-1... minimum IN of 1). Humanoid NPC's start with human intelligence (range = 3d6).

4. Roll 3d4 twice. The first roll is the number of Physical Mutations the species has. The second is the number of Mental Mutations it has. These "species mutations" will be possessed by all members of that species. For each mutation, roll d% and check the appropriate Mutation Table to find the specific mutation possessed. Do not modify these dice rolls. However, ignore all Defects rolled after the first two (roll again until you get a non-Defect mutation). As an alternative to using only mutations from the two Mutation Tables, you may invent mutations of your own for the species. Each new mutation must be written up using the format in these rules.

5. Modify the dice rolls chosen in Step 2 so that the species' attributes match its mutations. Decide the species' Armor Class (using a base of AC 10 for unarmored Pure Strain Humans as a guide). Decide how fast the species moves by walking, flying, swimming, etc. as appropriate. Finally, decide the number and types of attacks the species can make using such natural weapons as tails, claws, horns, etc. and the Morale dice roll of the species.

6. Decide how many NPC's of the species are likely to be found together and write out a description of their appearance and special traits (if any). As a rule of thumb for determining special traits and the number of NPC's appearing, a party of 4 beginning PC's with mostly Tech Level I equipment should be able to defeat the average number of NPC's of that type appearing.

7. Name the NPC species and make out a written description of it, following the format used in the **NPC Descriptions**.

When a specific NPC is created, the GM decides the species to which it belongs and then creates its attributes and other characteristics as and when they are needed. Usually, the GM need only know the NPC's Morale initially. If a fight starts, he will also need to know its Armor Class, Speed, Hit Point Score, non-species mutations and natural weapons. The GM must also know the NPC's MS to determine the effects of Mental Attacks. DX, PS, CH, CN and IN will seldom be needed

unless the NPC must make an Attribute Check or is recruited or hired by a party. Combat modifications due to DX or PS should be ignored for NPC's. In order to save time during play, the GM should create sample NPC's of each species the PC's are likely to meet and write out their exact descriptions on index cards (one per NPC). If he does this before play begins, the players won't have to wait while he creates a character on the spot. He can simply pull out the cards as he needs them. As an alternative, the GM may simply make up the NPC's as he goes along . . . deciding what he wants the NPC's to be like instead of rolling dice.

NPC Descriptions

The entries below describe 60 separate NPC species common to post-holocaust America. Each description includes:

NAME: The name of the NPC species. If known by more than one name, the most common is given first and secondary names follow in parentheses.

NUMBER: The modified die roll used to determine how many NPC's of the species are encountered. Numbers less than one are treated as "1."

MORALE: The modified die roll used to get the Morale of NPC's of this species.

HIT DICE: The number and type of dice used to get the NPC's Hit Point Score and chances of hitting an enemy when unarmed. The NPC's Constitution has no bearing on the number and type of Hit Dice.

ARMOR: The Armor Class of unarmored NPC's of the species.

SPEED: The Movement Rates of NPC's of this species when using their most common types of locomotion. Three numbers are given for movement type: The first is for movement in kilometers during a March Turn; the second is for movement in meters during a Search Turn; the third is for movement in meters during an Action Turn. All rates are for **Unburdened** characters moving at Normal Speed. Halve these rates for Slow Speed and double them for Fast Speed. Locomotion types include: **WATER** (swimming), **LAND** (walking, crawling, etc.), **AIR** (flying or floating) and **BURROWING** (digging or tunnelling).

MS: The number and type of dice used to get the NPC's Mental Strength. The NPC's other 5 attributes are coded as follows: **IN = INTELLIGENCE; DX = DEXTERITY; CH = CHARISMA; CN = CONSTITUTION; PS = PHYSICAL STRENGTH.** Each Attribute Score is created by rolling the number and type of dice listed after the code for that attribute, modifying the result as appropriate.

ATTACKS: The number and type of attacks the NPC can make per Action Turn using natural weapons and how much damage each type does. The chance of an attack being successful depends on the NPC's Hit Dice.

MUTATIONS: The exact mutations (described in **PART II: CREATING CHARACTERS**) possessed by all NPC's of the species. Individual NPC's may have their own non-species mutations.

DESCRIPTION: The NPC's appearance, habits, powers, etc.

NPC characteristics are for mature adult members of the species. Extremely young or old NPC's will be weaker and slower. All NPC's are listed in alphabetical order.
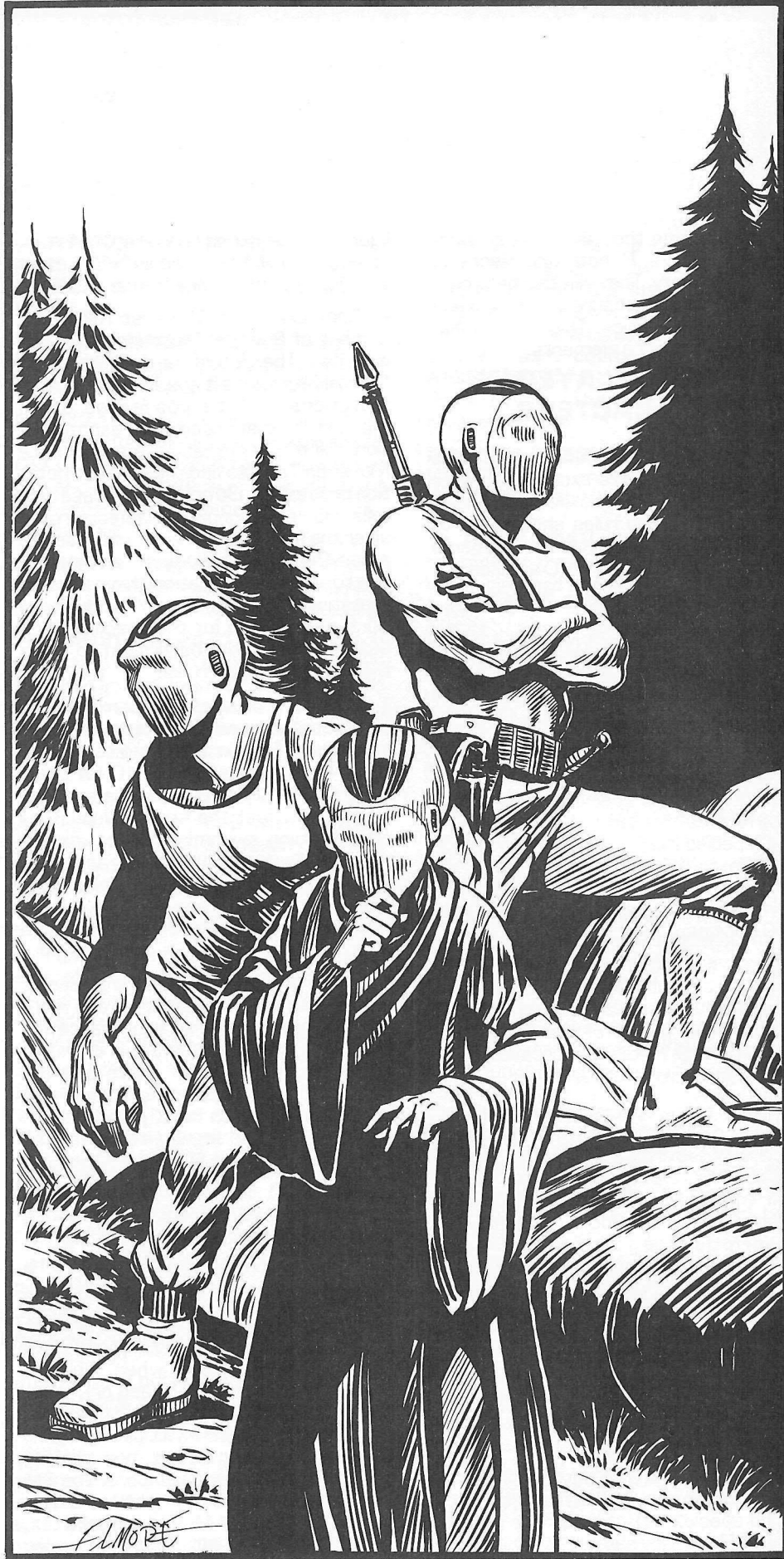
NAME: Android

Each of the 3 Android types have their own unique characteristics:

CHARACTERISTIC	THINKER	WORKER	WARRIOR
NUMBER	1d4	1d6+2	1d6
MORALE	1d4+6	1d4	1d6+4
ARMOR	9	8	7
HIT DICE	8d10	7d10	10d10
LAND SPEED	12/900/18	12/900/18	12/900/36
MS	1d101+11	5d4	1d10+11
IN	1d10+11	1d10+2	1d10+8
DX	5d4	5d4	1d10+11
CH	1d10+11	1d10+2	1d10+11
CN	1d10+11	1d10+11	1d10+11
PS	1d10+8	1d10+11	1d10+11

ATTACKS: No special attacks.

MUTATIONS: None.

DESCRIPTION: Androids are man-made beings who look exactly like Pure Strain Humans and are often mistaken for them. They usually consider *Pure Strain Humans* to be enemies. All Androids wear Tech Level III armor. Warriors and Thinkers carry Tech Level III weapons.

NAME: Arks (Hound Folk)

NUMBER:	1d4
MORALE:	1d8+2
HIT DICE:	8d6
ARMOR:	5

LAND SPEED: 12/900/36

MS: 5d4		**IN:** 1d10+2	
DX: 1d12+4		**CH:** 1d10+2	
CN: 5d4		**PS:** 1d10+11	

ATTACKS: 1 Bite (1d6 damage).

MUTATIONS: Telekinesis, Weather Manipulation, Life Leech.

DESCRIPTION: These intelligent man-dogs grow up to 3 meters high (standing on their hind legs). They are ferocious enemies, but have a deathly fear of large winged creatures. Arks carry Tech Level I weapons and most wear Leather or Studded Leather armor and carry shields. Their coarse, heavy fur also offers substantial protection. Arks hunt all other species as food. They consider human (or humanoid) hands to be a particular delicacy.

NAME: Arns (Dragon Bugs)

NUMBER:	1d6
MORALE:	1d4+3
HIT DICE:	8d4
ARMOR:	9

LAND SPEED: 12/180/3
AIR SPEED: 24/900/18

MS: 1d8+1	**IN:** 1d4
DX: 1d10+2	**CH:** 1d4
CN: 1d12+4	**PS:** 1d8+2

ATTACKS: 1 Bite (2d6 damage).

MUTATIONS: None.

DESCRIPTION: These 1 to 2-meter long mutated dragonflies can carry loads weighing up to twice their PS in kilograms while airborne, but not while crawling along the ground. They are often captured and domesticated as flying steeds by small Humanoids and Mutated Animals. However, they must be caught young to be trainable.

NAME: Badders (Digger Folk)

NUMBER:	3d6
MORALE:	2d4
HIT DICE:	6d6
ARMOR:	5

LAND SPEED: 12/900/18
BURROWING: 0/60/0

MS: 1d10+8	**IN:** 3d6	
DX: 1d10+11	**CH:** 1d10+2	
CN: 1d6+8	**PS:** 1d10+5	

ATTACKS: 1 Bite (1d6 damage).

MUTATIONS: Empathy.

DESCRIPTION: These 1.5-meter tall mutated badgers inhabit temperate areas. They are organized into Tech Level II type societies run by their "nobility." Badders are of evil disposition, given to raiding their neighbors and gleefully engaging in wanton destruction. They almost always have Tech Level II weapons. There is a 10% chance of each Badder in a party having one Tech Level III weapon in addition. Badders favor Chainmail and Ringmail Armor. They walk erect. Badder villages and steadings consist of underground earthen tunnel complexes, containing 10d10 males of fighting age, an equal number of females (who will fight with or without weapons) and 1 child per female. For every 20 Badders, there will be 1 noble.

NAME: Barl Neps (Deathfish)

NUMBER:	1d4-2
MORALE:	1d4
HIT DICE:	20d4
ARMOR:	4

WATER SPEED: 24/1800/36

MS: 1d4	**IN:** 1d4
DX: 1d10+2	**CH:** 1d4
CN: 5d4	**PS:** 1d12+4

ATTACKS: 1 Bite (1d4 damage).

MUTATIONS: None.

DESCRIPTION: This black predator fish often grows to a length of 1.5 meters. Once per day it can secrete Intensity Level 18 radioactive oil over an area 9 meters square. This slick lasts 10 minutes. If killed before it uses the day's allotment of oil, the Barl Nep's oil may be extracted and used as a weapon (but will have to be carried in a lead-lined container). Oil extracted from a Barl Nep will be only Intensity Level 12.
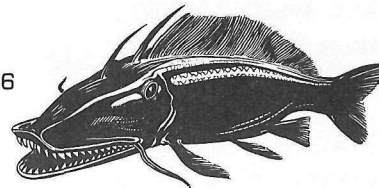
NAME: Ber Leps (Sweetpads)

NUMBER:	1d8
MORALE:	1d4+6
HIT DICE:	15d4
ARMOR:	6

SPEED: Does not move

MS: 1d4	**IN:** 1d4
DX: 1d4	**CH:** 1d4
CN: 1d10+11	**PS:** 1d12+4

ATTACKS: See Description.

MUTATIONS: Displacement.

DESCRIPTION: This 2-meter diameter, free-floating aquatic plant rests on the surface of the water much like a lily pad (to which it is related). It will support the weight of a normal human, but pressure on the center of the pad causes it to snap shut around the trespasser. The plant secretes a sweet-smelling acid which attracts and gradually dissolves its prey (at the same rate as **Boring Tendrils**). Its leathery pad isn't affected by the acid.
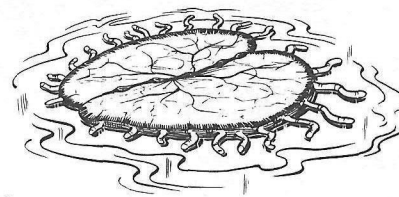
NAME: Blaashes (Gamma Moths)

NUMBER:	1d10
MORALE:	1d4+6
HIT DICE:	15d4
ARMOR:	8

LAND SPEED: 0/ 60/ 6
AIR SPEED: 6/ 900/18

MS: 1d4		**IN:** 1d4	
DX: 1d6+4		**CH:** 1d4	
CN: 1d10+5		**PS:** 1d6+4	

ATTACKS: See Description.

MUTATIONS: None.

DESCRIPTION: This mutated Gypsy Moth often grows to 1 meter in length (with a 2-meter wingspan). It is fearless and quite carnivorous. When attacking, the Intensity Level 18 radiation it emits from its abdomen causes it to glow brightly. Those within a 6-meter radius of a hunting Blaash must make a Radiation Check. The Blaash is unaffected by radiation. Once it makes a kill, the Blaash singlemindedly stops whatever it is doing and attempts to eat unless it is attacked or feels that its catch is menaced.

NAME: Blackuns (Attercops)

NUMBER:	1d4-1
MORALE:	1d4+5
HIT DICE:	5d8
ARMOR:	3

LAND SPEED: 3/ 900/18

MS: 1d10+11		**IN:** 1d4	
DX: 1d10+5		**CH:** 1d4	
CN: 1d10+5		**PS:** 1d10+11	

ATTACKS: 1 Bite (1d4 damage).

MUTATIONS: Electrical Generation.

DESCRIPTION: This mutated garden spider stands 1.5 meters at the shoulder. It is unaffected by all Mental Attacks except **illusions.** It uses an electrical jolt to stun prey which it then trusses in a sticky web. Blackun webs have been known to reach a diameter of 60 meters.

NAME: Blights (Cloud Worms)

NUMBER:	1d4
MORALE:	1d4+6
HIT DICE:	12d6
ARMOR:	9

LAND SPEED: 0/ 300/ 6
AIR SPEED: 2/ 900/18

MS: 1d10+5		**IN:** 1d10+2	
DX: 1d10+8		**CH:** 1d4	
CN: 1d10+11		**PS:** 1d8+12	

ATTACKS: 1 Bite (3d6 damage).
1 Squeeze (5d6 damage).

MUTATIONS: Light Generation.

DESCRIPTION: These 3-meter long, carnivorous, winged worms have a 9-meter wingspan. Blights secrete a substance which bends light, causing them to be invisible whenever their skin is coated with the substance. Rain will wash the oil away and takes a full day to replenish the protective coating in such cases. Blights are completely resistant to weapons involving radiation, heat or sonic effects. Their preferred method of attack is to wrap themselves around a victim, constricting and biting (counts as one action, but is resolved as two separate attacks).
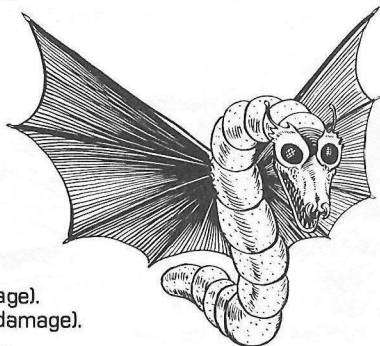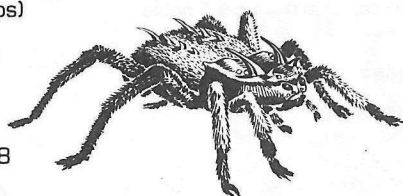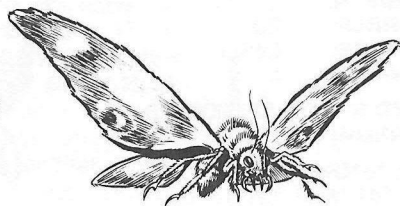
NAME: Blood Birds (Red Deaths)

NUMBER:	1d4-2
MORALE:	1d4+3
HIT DICE:	3d6
ARMOR:	4

AIR SPEED: 6/ 900/18

MS: 1d10+11		**IN:** 1d4	
DX: 1d10+2		**CH:** 1d4	
CN: 1d10+8		**PS:** 1d10+5	

ATTACKS: 1 Bite (1d4 damage).

MUTATIONS: None.

DESCRIPTION: This mutated Scarlet Tanager emits Intensity Level 10 radiation and those within 6 meters of it must make a Radiation Check each Action Turn. It is totally resistant to all Mental Attacks. It retains the startling red plumage of its unmutated cousin, but is much larger, standing almost a meter tall.
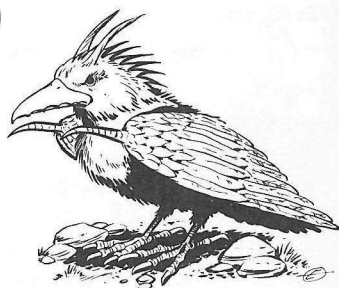
NAME: Brutorz (Big Walkers)

NUMBER:	2d6
MORALE:	1d6+4
HIT DICE:	14d6
ARMOR:	7

LAND SPEED: 6/ 900/18

MS: 1d10+5		**IN:** 1d10+8	
DX: 1d12+4		**CH:** 1d10+2	
CN: 1d10+8		**PS:** 2d20+60	

ATTACKS: 1 Bite (3d6 damage).
2 Kicks (2d6 damage).

MUTATIONS: Precognition, Telepathy.

DESCRIPTION: Standing 2 meters high at the shoulder, this mutated Percheron is heavily-muscled and can carry 5 x its PS for long distances without tiring. It is surprisingly agile considering its 1000 kilograms bulk. Brutorz willingly serve as riding, pack and dray animals if well-treated, but will turn on a cruel master.

NAME: Cal Thens (Flying Rippers)

NUMBER:	1d4-2
MORALE:	1d6+4
HIT DICE:	6d8
ARMOR:	9

LAND SPEED: 0/ 300/ 6
AIR SPEED: 6/ 600/12

MS: 1d10+11		**IN:** 1d10+8	
DX: 1d10+5		**CH:** 1d4	
CN: 1d10+5		**PS:** 1d10+8	

ATTACKS: 1 Bite (10d6 damage).

MUTATIONS: None.

DESCRIPTION: This intelligent mutated insect often reaches a length of 2.5 meters. It is immune to weapons using heat or cold. The Cal Then feeds on bone marrow and will rip through anything (even duralloy, given time) to get at fresh bones.
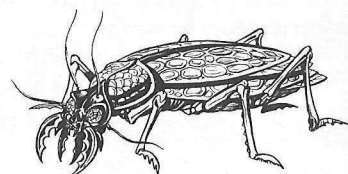
NAME: Carrins (Dark Emperors)

NUMBER:	1d4-2
MORALE:	1d4+6
HIT DICE:	15d8
ARMOR:	7

LAND SPEED: 2/ 300/ 6
AIR SPEED: 12/ 900/18

MS: 1d10+8   **IN:** 1d10+11
DX: 3d6   **CH:** 1d10+11
CN: 1d10+11   **PS:** 2d20+20

ATTACKS: See Description.

MUTATIONS: Heightened Intelligence, Telepathy, Mental Shield, Genius Capability (Economic), Quills.

DESCRIPTION: Carrins are 3-meter tall mutated Vultures weighing about 50 kilograms. Each Carrin has 1d4 **Blood Bird** followers. They are highly intelligent. Their Quills are coated with an Intensity Level 12 contact poison to which they are immune.

NAME: Centisteeds (Fast Trotters)

NUMBER: 1d4
MORALE: 1d4
HIT DICE: 7d10
ARMOR: 9

LAND SPEED: 12/1800/36

MS: 1d10+11   **IN:** 1d4
DX: 1d8+1   **CH:** 1d4
CN: 1d10+5   **PS:** 2d20+30

ATTACKS: No special attacks.

MUTATIONS: Increased Metabolism, Force Field Generation.

DESCRIPTION: Centisteeds are mutated horses of insectoid appearance. Each has between 12 and 18 legs and can carry 2 human-size characters. One rider must concentrate at all times on controlling the mount or it will try to throw (and then trample) the riders.

NAME: Cren Tosh (Lizard Fish)

NUMBER: 1d4-2
MORALE: 1d4
HIT DICE: 16d4
ARMOR: 3

LAND SPEED: 12/ 900/18
WATER SPEED: 6/1800/36

MS: 1d10+2   **IN:** 1d4
DX: 1d8+1   **CH:** 1d4
CN: 1d10+2   **PS:** 1d10+8

ATTACKS: 1 Bite (1d4 damage).

MUTATIONS: None.

DESCRIPTION: This mutated lizard-fish prefers to live in water as a 2-meter long fish, but can transform itself into any lizard of about the same size (complete with all lizard characteristics) for up to 24 hours at a time. This power may only be used once per day. In fish form, it lives under overhanging banks and lines its nests with shiny objects. It is a vegetarian.

NAME: Crep Plants

NUMBER: 1d4
MORALE: 1d4+6
HIT DICE: 15d4
ARMOR: 3

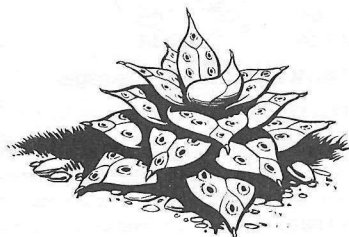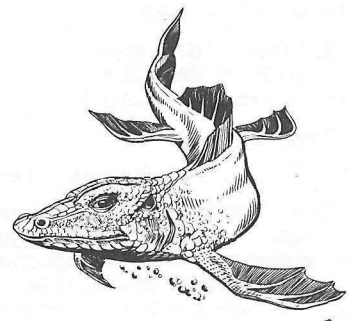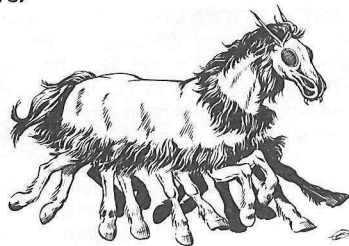**LAND SPEED:** 0/ 120/ 3
WATER SPEED: 0/ 120/ 3

MS: 1d10+8   **IN:** 1d4
DX: 1d10+2   **CH:** 1d4
CN: 1d10+11   **PS:** 1d10+2

ATTACKS: See Description.

MUTATIONS: Death Field Generation, Life Leech, Modified Vines and Roots (Manipulative Vines), Mobility, Molecular Disruption, Symbiotic Attachment.

DESCRIPTION: Creps come in 2 varieties: the **Water Crep** (also called the **Pink Crep**) and the **Land Crep** (also called the **Red Crep**). Water Creps live totally submerged and Land Creps grow under a mat of other foliage. Both are carnivorous, using their broad flat leaves to feed by Life Leeching those with whom they come in contact. Leaves that have been used to feed drop off once the victim escapes or dies, eventually sprouting new plants.

NAME: Dabbers (Brown Beggars)

NUMBER: 1d8
MORALE: 1d4+6
HIT DICE: 4d6
ARMOR: 5

LAND SPEED: 6/ 600/12

MS: 1d10+8   **IN:** 1d10+5
DX: 1d10+5   **CH:** 1d8+1
CN: 1d10+2   **PS:** 1d10+5

ATTACKS: No special attacks.

MUTATIONS: Empathy, Illusion Generation, Light Generation, Repulsion Field, Telekinesis, Telepathy.

DESCRIPTION: These highly intelligent 1-meter tall mutated racoons walk upright and have manipulative paws. They are usually found in small family groups and will often have Tech Level III equipment (including some weapons but no armor).

NAME: Erts (Stonefish)

NUMBER: 1d4-2
MORALE: 1d4
HIT DICE: 3d8
ARMOR: 9

WATER SPEED: 6/1800/36

MS: 1d4   **IN:** 1d4
DX: 1d10+2   **CH:** 1d4
CN: 1d10+2   **PS:** 1d10+2

ATTACKS: 1 Bite (See below).

MUTATIONS: None.

DESCRIPTION: This 1-meter long fish injects a chemical into those it bites, causing them to petrify and turn to stone within 60 seconds. For purposes of deciding if a character suffers this result, treat the chemical as Intensity Level 12 poison. Characters turn to stone on a "D" result. Other results are ignored.

NAME: Ert Teldens (Firefish)

NUMBER: 1d6
MORALE: 1d4
HIT DICE: 12d4
ARMOR: 6

WATER SPEED: 6/ 900/18

MS: 1d4   **IN:** 1d4
DX: 1d8+1   **CH:** 1d4
CN: 1d10+2   **PS:** 1d12+4

ATTACKS: See Description.

MUTATIONS: None.

DESCRIPTION: This 1-meter long fish lives in backwaters and marshes. It secrets a substance which makes it burst into flame 5d6 seconds after being removed from water and exposed to air. The superheated fish does 10d6 damage to those within 30 meters when it bursts into flame. Some species (notably the **Grens**) stock ponds inside their villages with these fish and use them as catapult ammunition. **Catapults** can fire a spread of 12 fish every other Action Turn up to a range of 300 meters.
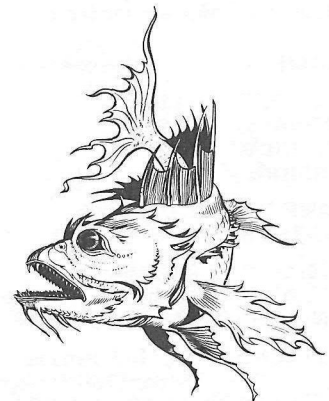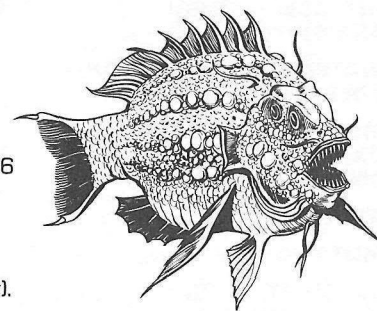
NAME: Fens (Man-Fish)

NUMBER:	1d10
MORALE:	1d6+4
HIT DICE:	10d6
ARMOR:	7

LAND SPEED: 0/ 300/ 6
WATER SPEED: 6/1800/36
AIR SPEED: 0/1800/36

MS: 1d10+2		**IN:** 1d10+8	
DX: 1d10+2		**CH:** 1d8+1	
CN: 1d12+4		**PS:** 1d10+8	

ATTACKS: 1 Tailslap (6d6 damage).

MUTATIONS: Shapechange.

DESCRIPTION: These intelligent Humanoids are adapted for living both on land and in water, having fish-like tails, stubby legs and both lungs and gills. They can remain out of water for only 24 hours at a time. They are not affected by attacks involving heat or lasers during the first 5 Action Turns these attacks are used against them in a combat. Fens can Shapechange into the form of a bird of their own size. They carry Tech Level I weapons (usually Clubs) and wear Fishskin Armor (similar to Fiber Armor).

NAME: Fleshins (Flying Fish)

NUMBER:	1d4-2
MORALE:	1d4+3
HIT DICE:	8d6
ARMOR:	8

WATER SPEED: 24/1800/36
AIR SPEED: 6/ 300/16

MS: 1d10+2	**IN:** 1d4
DX: 1d8+1	**CH:** 1d4
CN: 1d12+6	**PS:** 1d10+11

ATTACKS: No special attacks.

MUTATIONS: Shapechange, Spines

DESCRIPTION: These 2-meter long fish are found only in large bodies of water. However, they are able to leap into the air and glide from thermal to thermal using their broad pectoral fins as wings. They can spend an unlimited amount of time gliding. They are carnivorous and sometimes attack PC parties while hunting. Their Spines contain Intensity Level 15 contact poison (to which they are immune). Fleshins may Shapechange, but only into **Sleeths**. They have the Sleeth's special mutational abilities when transformed.
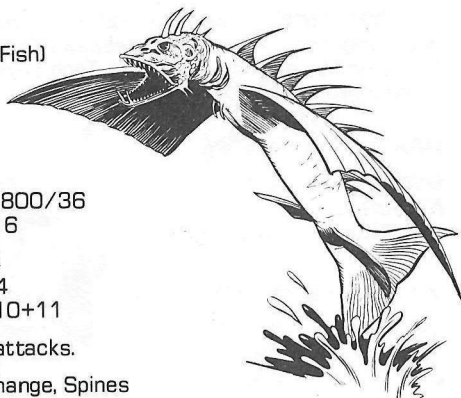
NAME: Gators (Green Hissers)

NUMBER:	1d4-2
MORALE:	1d4+5
HIT DICE:	5d8
ARMOR:	4

LAND SPEED: 0/ 300/ 6
WATER SPEED: 6/ 900/18

MS: 1d10+8	**IN:** 1d4
DX: 1d10+2	**CH:** 1d4
CN: 1d8+10	**PS:** 1d10+11

ATTACKS: 1 Bite (1d6 damage).
          1 Tailslap (1d8 damage).

MUTATIONS: None.

DESCRIPTION: These mutated alligators are only about 1 to 2 meters long from nose to tail. They have a pair of 1-meter long tentacles attached to their foreheads which paralyze on contact (treat as a Mental Attack). Gators are immune to radiation. They may use their bite and tailslap at the same time. Though solitary by nature, in the spring they congregate in groups of 10 to 60 to spawn.
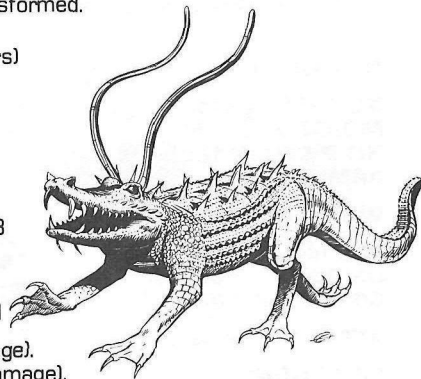
NAME: Grens (Green Men)

NUMBER:	1d8
MORALE:	1d4+6
HIT DICE:	2d4
ARMOR:	4

LAND SPEED: 12/ 900/18

MS: 1d10+11	**IN:** 1d10+11
DX: 1d10+11	**CH:** 1d10+8
CN: 1d10+11	**PS:** 1d10+11

ATTACKS: No special attacks.

MUTATIONS: None.

DESCRIPTION: Grens look like Pure Strain Humans except for their deep green skin which provides excellent camouflage in the deep forests where they live. They hate ancient technology and never keep artifacts. Grens carry Tech Level I equipment. They don't wear armor. Grens tend to live in harmony with nature and shun outsiders who might intrude on their peaceful existence. However, they may (30% chance) aid friendly **Pure Strain Humans.** Grens communities (of 1d4 score inhabitants) are usually guarded by 1d4 domesticated **Blackuns, Gators, Kai Lins** of **Obbs** for every 10 grens. Grens encountered outside their community will not be accompanied by these guardians. Grens often keep **Ert Teldens** as catapult ammunition.
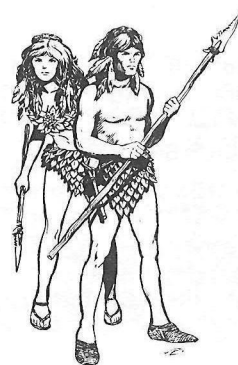
NAME: Hawkoids

NUMBER:	1d4-1
MORALE:	1d4+5
HIT DICE:	8d4
ARMOR:	7

AIR SPEED: 36/1800/36

MS: 1d10+8	**IN:** 1d10+5
DX: 1d10+11	**CH:** 1d8+1
CN: 1d10+5	**PS:** 1d10+5

ATTACKS: 1 Bite (1d4 damage).

MUTATIONS: Fear Generation, Levitation, Repulsion Field.

DESCRIPTION: Hawkoids are mutated Sparrow Hawks growing to a 1.5 meter height and having a 1-meter wingspan. They have many human elements including legs that end in hands instead of talons). They are also very intelligent and use Tech Level I tools of all types (including specially-adapted armor). Hawkoids are both fearless and carnivorous.

NAME: Herkels (Devil Fish)

NUMBER:	5d6
MORALE:	1d4+6
HIT DICE:	4d4
ARMOR:	9

AIR SPEED: 12/ 900/18

MS: 1d8+1	**IN:** 1d4
DX: 1d4	**CH:** 1d4
CN: 1d4	**PS:** 1d4

ATTACKS: 1 Bite (6d4 damage).

MUTATIONS: None.

DESCRIPTION: These savage fish hunt in schools and will devour anything edible in the water with them. Although only .5-meters long, their bite is quite dangerous since over a third of their length is taken up with teeth and mouth. Herkels secrete a viscous Intensity Level 18 contact poison which coats their scales, making them dangerous to touch. When aroused by large quantities of blood in the water, there is a 30% chance that a school will go into a "feeding frenzy" during which they will bite anything (including each other) floating near their jaws and will not have to check Morale.
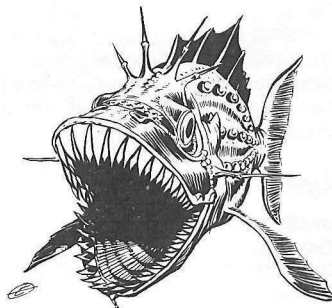
NAME: Herps (Tiger Beetles)

NUMBER:	1d4-1		
MORALE:	1d4+4		
HIT DICE:	20d4		
ARMOR:	3		

LAND SPEED: 9/ 600/12

MS: 1d10+8	**IN:** 1d4+2		
DX: 1d10+5	**CH:** 1d4		
CN: 1d10+11	**PS:** 1d20+30		

ATTACKS: 1 Squirt (15d6 damage).

MUTATIONS: None.

DESCRIPTION: Herps are 3.5-meter long mutated beetles which have developed a nonfunctional striped wingcase giving them their distinctive appearance and offering total protection against Sonic Blasts. They can squirt a stream of acid up to 30 meters which will dissolve 1 centimeter of duralloy per minute. Herps are skilled hunters, able to track any prey in any weather.
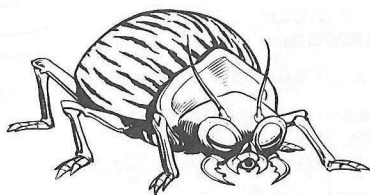
NAME: Hissers (Man Snakes)

NUMBER:	1d10		
MORALE:	2d4		
HIT DICE:	18d4		
ARMOR:	3		

LAND SPEED: 6/ 30/12

MS: 1d6+10	**IN:** 1d10+5		
DX: 1d10+8	**CH:** 1d10+2		
CN: 1d10+11	**PS:** 1d20+10		

ATTACKS: 1 Bite (1d6 damage).

MUTATIONS: Mass Mind, Sonic Blast, Telepathy.

DESCRIPTION: These intelligent, 3-meter long, scale-covered Humanoids have a human torso and arms and a snake's lower body and head. They inhabit deserts and ruins and will almost always possess 1 or more artifacts. Hisser societies are matriarchal and each village will have 1 Queen and 20d4 male attendants. Hissers are immune to lasers and **Sonic Blasts.** They have no language (using telepathy among themselves) and will seldom know even Trade Language. In addition to their species mutations, all Hissers will have 1 other randomly-selected Mental Mutation.

NAME: Hoops (Floppsies)

NUMBER:	1d20		
MORALE:	1d4+4		
HIT DICE:	15d6		
ARMOR:	9		

LAND SPEED: 12/ 900/18

MS: 1d10+11	**IN:** 3d6		
DX: 3d6	**CH:** 3d6		
CN: 3d6	**PS:** 3d6		

ATTACKS: No special attacks.

MUTATIONS: Mass Mind, Telepathy.

DESCRIPTION: These mutated rabbitoid creatures average 2.6 meters in height and walk erect. They are able to leap twice the distances listed under **Leaping and Jumping.** They may will a metal item they are touching to turn to rubber (all attached metal parts within 1 meter are affected). Hoops love artifacts and there is a 30% chance of any Hoop encountered having 1 or more artifacts and a 20% chance of his knowing how to use each artifact he possesses. Hoops carry a mix of Tech Level I and II equipment.

NAME: Hoppers (Jackalopes)

NUMBER:	1d20		
MORALE:	1d4		
HIT DICE:	3d12		
ARMOR:	9		

LAND SPEED: 16/ 900/24

MS: 1d10+2	**IN:** 1d4		
DX: 1d10+2	**CH:** 1d4+4		
CN: 1d10+11	**PS:** 1d20+30		

ATTACKS: No special attacks.

MUTATIONS: Chamelon Powers, Horns or Antlers.

DESCRIPTION: Hoppers are abysmally stupid herd animals sometimes used as mounts. These mutated jackrabbits have such a rough gait that first-time riders have an 80% chance of falling off their Hopper and suffering 1d6 damage. Each Hopper stands 3 meters at the shoulder and can carry 1 man-sized character. An unencumbered Hopper can leap 3 times the distances listed in the **Leaping and Jumping** rules.
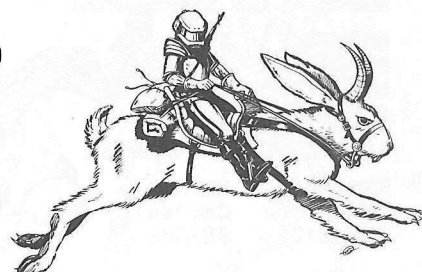
NAME: Horl Choos (Porcupine Plants)

NUMBER:	1d4-1		
MORALE:	1d4+3		
HIT DICE:	18d4		
ARMOR:	5		

LAND SPEED: 2/ 300/ 6

MS: 3d6	**IN:** 1d10+2		
DX: 1d8+1	**CH:** 1d4		
CN: 3d6	**PS:** 3d6		

ATTACKS: See Description.

MUTATIONS: Dissolving Juices, Mobility, Quills and Spines.

DESCRIPTION: This odd, black 3-meter tall plant looks like a lumpy porcupine from a distance. Its spiky appearance stems from its 1-meter long, spear-like Quills which it can fling up to 30 meters. Each Quill is tipped with Intensity Level 9 poison and is attached to the Plant by a tough, thin vine that the Horl Choo uses to retrieve misses and haul in prey. The Quills do 2d6 damage in addition to their poison effect. The Plant secretes a digestive fluid that partially dissolves prey (1d6 damage per Action Turn) that is in contact with the Horl Choo's body.
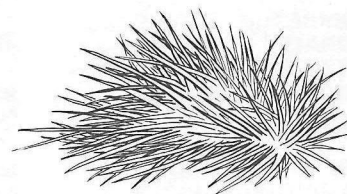
NAME: Jagets (Savannah Cats)

NUMBER:	1d4		
MORALE:	1d4+4		
HIT DICE:	8d4		
ARMOR:	5		

LAND SPEED: 6/ 900/72

MS: 1d10+11	**IN:** 1d8+1		
DX: 3d6	**CH:** 1d4		
CN: 1d10+2	**PS:** 1d10+2		

ATTACKS: 2 Claws (1d4 damage each). 1 Bite (1d6 damage).

MUTATIONS: Attraction Odor, Fear Generation, Fear Impulse (set off by intelligent Plants with 4+ intelligence). Leviation, Poison Susceptibility, Precognition, Telekinesis, Telepathy.

DESCRIPTION: These mutated jaguars prowl the vast grasslands of what was once the Midwest. They use their front paws to manipulate and examine objects, but don't normally carry equipment. Jagets have substantial mental powers and will often be found as followers or hirelings of other species.
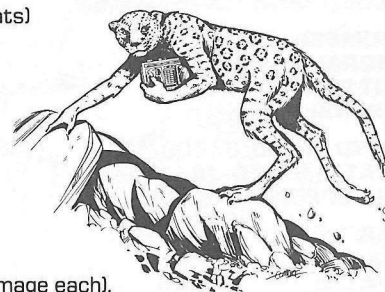
NAME: Kai Lins (Lizard Bushes)

NUMBER:	1d4
MORALE:	1d4+1
HIT DICE:	12d6
ARMOR:	6

LAND SPEED: 12/ 600/12

MS: 1d10+2	**IN:** 1d4
DX: 1d10+2	**CH:** 1d4
CN: 1d12+9	**PS:** 3d6

ATTACKS: No special attacks.

MUTATIONS: Attraction Odor, Electrical Generation, Radiation Eyes.

DESCRIPTION: This 3-meter tall plant looks like a large reptile from a distance, especially when it runs along the ground on two strong stalks ending in thorny, claw-like pads. It is covered with green, scaly bark that gives complete protection from radiation. Its roots look much like a tail when it is in motion. When it finds carrion, it entwines these roots in the victim and absorbs sustenance. Although it usually eats only carrion, the Kai Lin is capable of hunting live prey if the need arises.
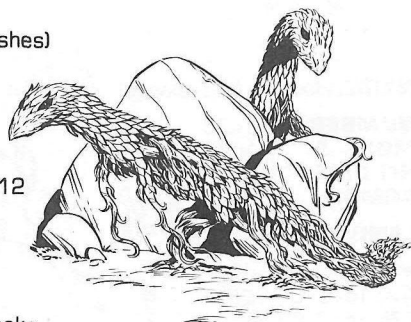
NAME: Kamodos (Thunder Lizards)

NUMBER:	1d4-2
MORALE:	1d4+5
HIT DICE:	10d12
ARMOR:	1

LAND SPEED: 24/1800/72

MS: 1d10+8	**IN:** 1d4
DX: 1d10+2	**CH:** 1d4
CN: 1d10+11	**PS:** 4d20+80

ATTACKS: 1 Bite (6d8 damage).
        1 Tailslap (5d6 damage).

MUTATIONS: Absorption (Heat), Intuition, Mental Shield, Molecular Disruption, Reflection, Sonic Blast (triple strength), Will Force.

DESCRIPTION: This 18-meter tall mutated forest iguana is one of the most fearsome carnivores in the Gamma World.

NAME: Keeshin (Water Weirds)

NUMBER:	1d4
MORALE:	1d4+4
HIT DICE:	7d6
ARMOR:	3

LAND SPEED: 6/ 600/12
WATER SPEED: 12/ 900/18
AIR SPEED: 0/ 900/36

MS: 1d10+11	**IN:** 1d10+11
DX: 3d6	**CH:** 1d4
CN: 3d6	**PS:** 3d6

ATTACKS: 1 Bite (1d4 damage).

MUTATIONS: Cryokinesis, Devolution, Force Field Generation, Life Leech, Mental Blast, Reflection, Telekinesis, Telekinetic Arm, Telekinetic Flight.

DESCRIPTION: This 1-meter long, white mutated amphibian lives in small bodies of water. It is a greedy and solitary creature that lines its partially-submerged stone dwellings with shiny objects of varying worth. Keeshins can stay submerged for an hour. They die if they are out of the water for more than 24 hours.
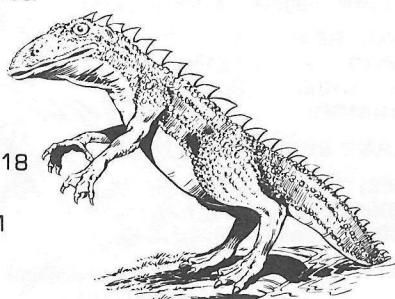
NAME: Kep Plants (Sand Devils)

NUMBER:	1d4
MORALE:	1d4+3
HIT DICE:	20d6
ARMOR:	2

LAND SPEED: Does not move.

MS: 1d4	**IN:** 1d4
DX: 3d6	**CH:** 1d4
CN: 1d10+11	**PS:** 1d12+30

ATTACKS: See Description.

MUTATIONS: Dissolving Juices, Seed Mobility, Modified Vines and Roots (Squeeze Roots).

DESCRIPTION: This hideous carnivorous Plant prefers sandy soil and will not allow other Plants to occupy the same ground. It grows entirely underground, throwing a network of pressure-sensitive roots below the surface of a 30-meter diameter area. These roots snap out of the ground to entangle and constrict prey unknowingly walking over the plant. Its roots do 5d6 damage per Action Turn and gradually grow into and digest the flesh of dead victims. After each feeding, the Kep releases a mobile seed that burrows 60 meters away and begins sending out its own roots. When a Kep fails a Morale Check, it retreats underground.
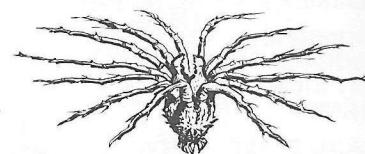
NAME: Lil (Wee Ones)

NUMBER:	1d20
MORALE:	1d4+1
HIT DICE:	6d4
ARMOR:	6

LAND SPEED: 0/ 120/ 3
AIR SPEED: 6/ 900/18

MS: 1d10+8	**IN:** 1d10+11
DX: 1d10+11	**CH:** 1d10+11
CN: 1d4+6	**PS:** 1d4+2

ATTACKS: No special attacks.

MUTATIONS: Anti-Life Leech, Dual Brain, Empathy, Force Field Generation, Illusion Generation, Light Generation, Mass Mind, Physical Reflection, Shorter, Telepathy, Total Healing, Wings.

DESCRIPTION: The grace and beauty of these 20-centimeter tall Humanoids hides an incredible toughness. They live only in jungles and forests where they build mazes of brambles to hide and protect their dwellings. They often possess artifacts of great sophistication, though their ability to use these items is limited due to their size. Non-artifact equipment will invariably be Tech Level I or II. Lil are nocturnal in nature and their bodies give off light sufficient to illuminate a 90-centimeter area around them. They are much like fireflies in that this effect is involuntary and only happens when the Lil are in darkness or very deep shadow. In addition to species mutations, each Lil will have 1 randomly selected Mental Mutation. Unlike most species with Anti-Life Leech, the Lil are not albinos.

NAME: Mantas (Green Renders)

NUMBER:	1d4-2
MORALE:	1d4+4
HIT DICE:	10d8
ARMOR:	3

LAND SPEED: 12/ 600/12

MS: 1d10+2	**IN:** 1d8+1
DX: 3d6	**CH:** 1d4
CN: 1d10+11	**PS:** 1d20+20

ATTACKS: 1 Bite (5d6 damage).
        2 Claws (3d6 damage each).

MUTATIONS: Speed Increase.

DESCRIPTION: These mutated Praying Mantises stand 3 meters at the shoulder and are voracious carnivores. They will not attack or keep fighting a party that is clearly stronger, however. Mantas can be recruited with offers of food, but cannot be hired.
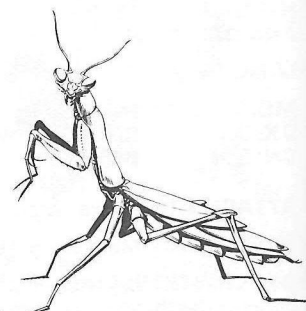
NAME: Menarls (Slime Devils)

NUMBER:	1d4
MORALE:	1d4+2
HIT DICE:	7d12
ARMOR:	6

LAND SPEED: 2/ 300/ 6
WATER SPEED: 24/1800/36

MS: 1d8+8	**IN:** 1d12+4
DX: 3d6	**CH:** 1d4
CN: 1d10+8	**PS:** 1d20+30

ATTACKS: 1 Squeeze (6d6 damage).

MUTATIONS: Heightened Physical Attributes (Strength).

DESCRIPTION: These 10-meter long intelligent water snakes have 1d12+4 1-meter long arms ending in hands with opposable thumbs. They don't normally carry equipment, but can learn to use simple items at their master's request. Menarls are relatively friendly toward **Humanoids** and **Pure Strain Humans**. They prey on water birds and the presence of any kind of bird sends them into a frenzy.

NAME: Narl Eps (Ghost Trees)

NUMBER:	1d4
MORALE:	1d4+5
HIT DICE:	20d12
ARMOR:	3

LAND SPEED: Does not move.

MS: 1d4	**IN:** 1d4
DX: 1d4	**CH:** 1d4
CN: 1d10+5	**PS:** 4d20+80

ATTACKS: No special attacks.

MUTATIONS: Send Mobility, Modified Vines and Roots (Squeeze Vines)

DESCRIPTION: This white tree looks like a banyan and grows to a height of 60 meters. It lives only in marshes, lakes and ponds. The Narl Ep's Squeeze Vine network extends for 30 meters around its trunk, floating on the water until disturbed and then leaping into activity, gripping and squeezing anything it contacts. In the spring, these vines are covered with seed pods which the plant can fling outward when ripe. The pods' husks take several weeks to rot away, but when they finally disintegrate the seeds burst forth with a **Sonic Blast** (doing 3d6 damage to those within 9 meters). Pods may be found as far as 120 meters from their tree.

NAME: Obbs (Flying Eyes)

NUMBER:	1d4
MORALE:	1d4+4
HIT DICE:	12d4
ARMOR:	10

LAND SPEED: 0/ 120/ 3
WATER SPEED: 12/ 900/36

MS: 1d10+8	**IN:** 1d10+2
DX: 3d6	**CH:** 1d8+1
CN: 1d10+5	**PS:** 3d6

ATTACKS: See Description.

MUTATIONS: Radiation Eyes.

DESCRIPTION: Obbs are a mutated fungus, nearly immobile on the ground, but deadly-swift when in the air. Each has a single black eye (from which it emits blasts of radiation) and 1d4 claw-like appendages (each doing 2d6 damage) with which it can attack whatever it touches. Obbs are carnivores, but eat only half of their victims. They leave spores in the uneaten portion which grow into 1d6 young Obbs (minimum characteristics) within 24 hours. Obbs are completely resistant to radiation, heat, light and lasers. They may (rarely) be recruited (but never hired.)

NAME: Orlens

NUMBER:	1d4-1
MORALE:	1d6+4
HIT DICE:	15d6
ARMOR:	7

LAND SPEED: 12/ 900/36

MS: 1d10+11	**IN:** 1d10+8
DX: 3d6	**CH:** 3d6
CN: 3d6	**PS:** 3d6

ATTACKS: No special attacks.

MUTATIONS: Telepathy, Telekinesis, Will Force.

DESCRIPTION: These 2.5-meter tall Humanoids have two heads, each controlling part of the body, and four arms (two controlled by each head). All Orlens have 1 extra Mental Mutation per head. They have all the benefits of a Dual Brain and often use their superior powers in this regard to modify equipment to fit their unique anatomy. Orlens carry Tech Levels I and II equipment and at least one artifact. They are peaceful by nature.

NAME: Parns (Sword Beetles)

NUMBER:	1d4
MORALE:	1d4+6
HIT DICE:	10d8
ARMOR:	6

LAND SPEED: 0/ 600/12
WATER SPEED: 12/1800/36

MS: 1d4	**IN:** 1d8+1
DX: 3d6	**CH:** 1d4
CN: 1d12+9	**PS:** 1d20+14

ATTACKS: See Description.

MUTATIONS: Quills and Spines.

DESCRIPTIONS: This 3-meter long mutated Beetle is a ruthless carnivore, killing with the 4 sword-like appendages attached to each of its 2 antennae. Each antenna does 3d6 damage and they are such effective weapons that 3 is added to the die roll when the Parn tries to hit anything with them. The Parn may attack once with each antenna per Action Turn. In addition, the Parn may cast up to 2 of its Spines distance of 60 meters each Action Turn. Spines that hit do 2d6 damage. Each Parn antenna is Armor Class 5 and can absorb 18 Hit Points of damage (in addition to those affecting the Parn itself). Players may strike at the antennae, trying to destroy them, or they may attack the Parn normally (announcing which they will do before rolling to hit).
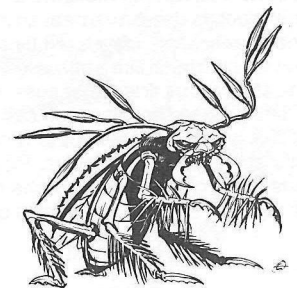
NAME: Perths (Gamma Bushes)

NUMBER:	1d10
MORALE:	1d4
HIT DICE:	8d4
ARMOR:	4

LAND SPEED: Does not move.

MS: 1d4	**IN:** 1d4
DX: 1d4	**CH:** 1d4
CN: 1d8+2	**PS:** 1d4

ATTACKS: See Description.

MUTATIONS: See Description.

DESCRIPTION: This 2-meter tall palm-like bush is unremarkable for most of the year, but in late spring and early summer, it sprouts a 1-meter tall flower. If the plant is disturbed, this flower glows for one Action Turn, emitting a bright rainbow-colored light. The next Action Turn it emits a blast of Intensity Level 3d6 radiation affecting those within 15 meters. Each Action Turn for 2d6 Action Turns afterward (or until destroyed), the flower alternates emitting bright light and 3d6 Intensity Level radiation (determine Intensity Level again for each blast). On any Action Turn that it suffers new damage, the Perth emits
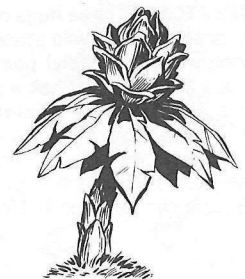
1d4 blasts of either light or radiation (depending on the turn). The flower of a newly-dead Perth may be sun-dried and ground into 20 grams of healing powder, each gram of which heals 1d4 points of damage within an hour of being ingested. It takes 3 days of sunlight to dry the flower.

NAME: Pinetos (Horse Cacti)

NUMBER:	1d8
MORALE:	1d4
HIT DICE:	2d12
ARMOR:	4

LAND SPEED: 6/ 900/36

MS: 1d4	**IN:** 1d4
DX: 3d6	**CH:** 1d4
CN: 1d12+9	**PS:** 1d20+20

ATTACKS: 1 Tailslap (1d6 damage).

MUTATIONS: None.

DESCRIPTION: This mutated thornbush is neither a horse nor is it a type of cactus. Its horizontal trunk and thick legstalks do give it an equine appearance, increased by the way the Pineto dips its roots to take in water (much like a horse lowering its head to drink). The comparison to the cactus arises because of the sharp thorns entirely covering the Plant. These thorns make it impossible to ride the Plant without a saddle. A sharp prod is kept jammed into the sensitive root clump to control the Pineto when riding. Pinetos have keen visual and olfactory organs in this clump that warn them of the approach of strangers, allow them to flee. Few have ever been caught tamed.
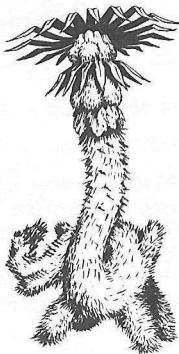
NAME: Podogs

NUMBER:	1d12
MORALE:	1d4+2
HIT DICE:	4d12
ARMOR:	5

LAND SPEED: 12/ 900/18

MS: 1d10+2	**IN:** 1d8+6
DX: 3d6	**CH:** 1d12
CN: 1d10+8	**PS:** 2d20+20

ATTACKS: 1 Bite (2d6 damage).

MUTATIONS: See Description.

DESCRIPTION: These huge mutated mastiffs can be ridden by man-sized characters. In a wild state, they often hunt human prey in savage (but somewhat cowardly) packs. Podogs are immune to all Poison. There is a 1% chance that a particular Podog will be a Prize Breed (having a **Dual Brain** and **Telepathy**). When excited by combat or the hunt, a Podog will bay in such a way as to exactly mimic sounds made by its opponent or prey. Podog packs normally consist of a mated pair and half the pups from each previous litter. Podogs throw one litter of 1d4+2 pups per year for 1d12 years.

NAME: Rakoxen

NUMBER:	5d6
MORALE:	1d6+4
HIT DICE:	20d8
ARMOR:	9

LAND SPEED: 6/ 600/12

MS: 1d4	**IN:** 1d4
DX: 1d10+12	**CH:** 1d4
CN: 1d10+11	**PS:** 5d20+100

ATTACKS: 1 Gore (3d6 damage).

MUTATIONS: Carapace (Partial), Horns or Antlers.

DESCRIPTION: These slow but powerful mutated oxen sport a tough cluster of 8 forward-pointing horns with which they may gore one target per Action Turn. They will tend to charge when frightened, doing triple damage on successful charge attacks. Although stupid and nervous by nature, their great strength makes them the most popular draft animal in post-holocaust America.

NAME: Seps (Land Sharks)

NUMBER:	1d6
MORALE:	1d4+6
HIT DICE:	17d6
ARMOR:	5

BURROWING: 4/ 300/12

MS: 1d6+8	**IN:** 1d4
DX: 1d10+11	**CH:** 1d4
CN: 1d10+11	**PS:** 2d20+30

ATTACKS: 1 Bite (9d6 damage).

MUTATIONS: None.

DESCRIPTION: The Sep is a mutated shark, fully adapted to life on land (and no longer suited to ocean living). Seps come in two varieties: the Sand Sep (found only in deserts) and its less common Arctic cousin, the Snow Sep, which migrates south into the Great Lakes area with the winter snowpack. Both types have an organ in their brain which allows them to telekinetically push sand, snow, and loose earth out of their path. They use this ability to "swim" beneath the surface of the earth or snow, leaping into the air to snatch prey in their strong jaws and then pulling the victim beneath the surface when it is dead. Typically, Seps attack while moving, snapping at their victim as they rush by and diving under the surface again when the attack is finished. In this way, they will attack from a different direction every other Action Turn. Seps sense *sound and motion* up to 60 meters away (even when submerged).
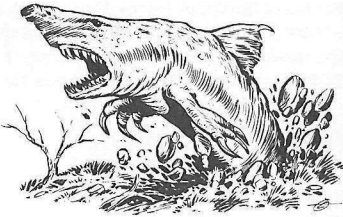
NAME: Serfs (Thought Masters)

NUMBER:	1d4
MORALE:	1d6+2
HIT DICE:	10d6
ARMOR:	6

LAND SPEED: 12/ 900/18

MS: 1d10+8	**IN:** 5d4
DX: 3d6	**CH:** 3d6
CN: 3d6	**PS:** 3d6

ATTACKS: See Description.

MUTATIONS: Death Field Generation, Density Control (Others), Heightened Physical Attributes (Strength), Life Leech, Light Manipulation, Mental Blast, Carapace (Partial).

DESCRIPTION: These Humanoids have claws instead of fingernails and can make 2 claw attacks per Action Turn for 1d4 damage each. Each successful claw attack exposes the victim to Intensity Level 8 poison. Serfs are semi-nomadic and live in quasi-military clans, wearing ancient police and military uniforms as clan symbols. Serfs prefer Mental Combat to Physical Combat (90% chance that each attack they make will be a Mental Attack). They carry tech Level II equipment (including weapons and armor). A large Serf clan will be organized as a "Brigade" of 5d20+50 troops led by a "General" who holds power by strength and cunning.

NAME: Seroon Lous

NUMBER:	3d6
MORALE:	1d4
HIT DICE:	18d6
ARMOR:	8

WATER SPEED: See Description.

MS:	1d8+1	**IN:**	1d4
DX:	1d10+11	**CH:**	1d4
CN:	3d6	**PS:**	1d10+11

ATTACKS: No special attacks.

**MUTATIONS:** Aromatic Powers, Modified Vines and Roots (Manipulation and Squeeze Vines).

DESCRIPTION: This 30-meter tall aquatic Plant is usually found among peaceful groups of Narl Eps, which it resembles. Between 2 and 3 meters of the stalk extends above the water as a socket for the Seroon Lou's single eye. The plant will grip any handy weapons (including rocks, clubs, etc.) and use them to attack. This carnivore feeds by dragging victims underwater where its roots can enter and absorb them.

NAME: Sleeths (Seer Lizards)

NUMBER:	1d10
MORALE:	1d4+3
HIT DICE:	18d8
ARMOR:	5

LAND SPEED: 8/ 900/18

MS:	1d10+11	**IN:**	1d12+4
DX:	3d6	**CH:**	1d12+4
CN:	1d10+11	**PS:**	1d20+30

ATTACKS: No special attacks.

MUTATIONS: Plant Control, Precognition, Telepathy, Total Healing.

DESCRIPTION: These highly intelligent mutated lizards walk erect, have manipulative hand-like appendages on their front legs and tend to congregate in small, peaceful, scholarly communities. Each will have one non-defect, non-species Mental Mutation. All Sleeths are immune to illusions and can negate Force Fields within 30 meters of them. Sleeths will almost always (90% chance) befriend travellers, providing whatever assistance necessary.

NAME: Soul Besh (Skeeters)

NUMBER:	1d4
MORALE:	1d4+1
HIT DICE:	10d4
ARMOR:	8

LAND SPEED: 4/ 300/ 6

MS:	1d4	**IN:**	1d4
DX:	3d6	**CH:**	1d4
CN:	1d10+2	**PS:**	1d10+2

ATTACKS: See Description.

**MUTATIONS:** Chameleon Powers, Intuition.

DESCRIPTION: This flightless, mutated mosquito grows to 1.5 meters in length. It inhabits grasslands, marshes and forests where it can easily hide. Its 2-meter long, coiled feeding tube does 1d6 damage when jammed into a (preferably sleeping) victim and victims must also check for exposure to Intensity Level 18 paralytic poison. The Soul Besh does double damage to paralyzed victims, drinking their blood for sustenance. The exoskeleton of the Soul Besh may be boiled down into 15 doses (10cc each) of Intensity Level 18 poison antidote.
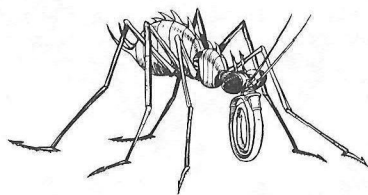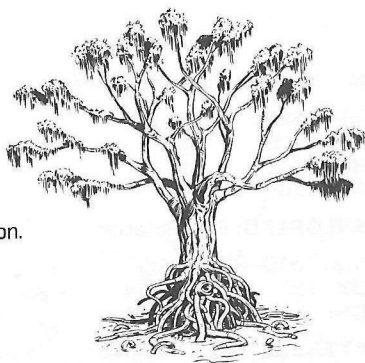
NAME: Squeekers (King Rats)

NUMBER:	1d8
MORALE:	1d4+2
HIT DICE:	9d4
ARMOR:	4

LAND SPEED: 12/ 900/18

MS:	1d10+5	**IN:**	1d8+1
DX:	3d6	**CH:**	1d10+2
CN:	3d6	**PS:**	1d10+2

ATTACKS: 1 Bite (3d6 damage).
2 Claws (2d4 damage).

MUTATIONS: Sonic Blast.

DESCRIPTION: These mutated Norway rats are 5 times the size of their non-mutated cousins, growing to a length of over a meter. They hunt in packs and are fond of the flesh of *Pure Strain Humans.*

NAME: Terls (Tree Fish)

NUMBER:	1d4
MORALE:	1d4+6
HIT DICE:	9d8
ARMOR:	5

AIR SPEED: See Mutations.

MS:	1d10+8	**IN:**	1d4
DX:	10d+8	**CH:**	1d4
CN:	3d6	**PS:**	1d12+15

ATTACKS: 1 Bite (3d6 damage).

MUTATIONS: Cryokinesis, Sonic Blast, Telekinetic Flight.

DESCRIPTION: This 3-meter long mutated barracuda is covered in bright feathers and lives in trees. It returns to the water only to spawn in the spring, though it is fully capable of breathing either water or air and can live in both. This dangerous carnivore uses its mental powers to kill its prey, resorting to its bite only as a last resort. If both bite and mental powers fail, it will retreat to find easier game. The Terl's feathers protect it against heat and lasers and are sensitive to the presence of radiation, warning it of exposure.
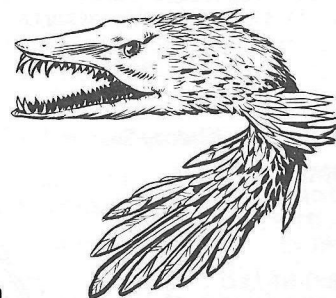
NAME: Wardents (Devo Beasts)

NUMBER:	1d4-2
MORALE:	1d4+3
HIT DICE:	13d4
ARMOR:	6

LAND SPEED: 12/ 900/18

MS:	1d10+11	**IN:**	1d10+11
DX:	3d6	**CH:**	1d10+11
CN:	3d6	**PS:**	1d10+2

ATTACKS: No special attacks.

MUTATIONS: Heightened Brain Talent, Heightened Intelligence, Mental Shield, Mental Control of Body, Genius Capability (Scientific), Telepathy, Telekinesis, Will Force.

DESCRIPTION: These 1-meter tall Humanoids are covered in thick, silky blond fur. They are solitary by nature and tend to live in inaccessible forests and mountains. Wardents have a compulsive hunger for food, knowledge and odd experiences and will readily join in an adventure which promises any two of these. They carry a mix of Tech Levels II and III equipment, including 1d4 artifacts. Contrary to popular legend, there is no evidence that Wardents ever mated with Sleeths.

NAME: Win Seen (Tanglers)

NUMBER:	3d4
MORALE:	1d4
HIT DICE:	13d6
ARMOR:	9

LAND SPEED: Does not move.

MS: 1d10+5   **IN:** 1d4+2
DX: 3d4   **CH:** 1d4
CN: 1d10+8 **PS:** 1d10+8

ATTACKS: See Mutations.

MUTATIONS: Modified Vines and Roots (Poison and Tangle Vines), Sonic Blast.

DESCRIPTION: This carnivorous Plant usually covers a 30-meter diameter area and grows in groups which are so entangled that it is difficult to tell where one plant begins and another leaves off. There are two varieties of Win Seen: the **Yellow Win Seen** that lives in shallow water and the **Green Win Seen** that dwells on land. The land-dwelling type gives off an odor that encourages carnivores to live nearby and has primitive **Magnetic Control.** Both types may be chopped up and boiled into 10 (10cc) doses of Intensity Level 14 poison antidote.

NAME: Yexils (Orange Scarfers)

NUMBER:	1d4
MORALE:	1d4+1
HIT DICE:	10d12
ARMOR:	6

LAND SPEED: 0/ 300/18
WATER SPEED: 24/1800/36

MS: 1d10+2   **IN:** 1d6+3
DX: 3d6   **CH:** 1d6+4
CN: 1d10+11 **PS:** 2d20+30

ATTACKS: 1 Bite (3d6 damage).

MUTATIONS: None.

DESCRIPTION: This flying creature of unknown origin has a 9-meter wingspan and stands 3 meters tall on 2 hairy hind legs. It has human hands attached to its shapely wings and a lion-like head with large mandibles. It is entirely covered with long, soft, orange down. Yexils are slow-witted, but friendly. Their size and ability to loose a laser blast from their eyes (24-meter range and 5d6 damage) discourage predators. Yexils are immune to cold attacks. They eat manufactured clothing of all types and find synthetics especially tasty. In fact, the snappier the outfit, the better Yexils like the taste. They will often trade "worthless" artifacts for "food" of this type.

NAME: Zarns (Borer Beetles)

NUMBER:	1d4-2
MORALE:	1d4+6
HIT DICE:	4d4
ARMOR:	7

AIR SPEED: See Mutations.

MS: 1d10+2   **IN:** 1d4
DX: 3d6   **CH:** 1d4
CN: 1d8+1   **PS:** 1d4

ATTACKS: See Description.

MUTATIONS: Teleportation.

DESCRIPTION: These orange beetles only attain a length of 30 centimeters, but are among the most feared denizens of the Gamma World. They will attack anything regardless of size, spitting an Intensity Level 16 paralytic contact poison up to 6 Meters. Victims must make a Poison Check each Action Turn for each drop of poison which previously hit them and has not been washed off. Zarns can teleport up to 60 meters once per Action Turn and usually do so immediately after each attack. Zarns usually bore into the skulls of paralyzed victims (2d6 damage) and lay 1d12+4 eggs inside which hatch in 48 hours unless surgically removed. Newly-hatched Zarns immediately eat their eggs and all surrounding tissue. Zarn poison remains in effect for 1d4 hours.
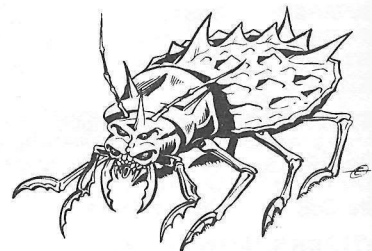
NAME: Zeethh (Gamma Grass)

NUMBER:	5d20
MORALE:	1d4+6
HIT DICE:	1d4
ARMOR:	10

LAND SPEED: Does not move.

MS: 1d12+4   **IN:** 1d4
DX: 1d4   **CH:** 1d4
CN: 1d4   **PS:** 1d4

ATTACKS: See Description.

MUTATIONS: See Description.

DESCRIPTION: This purple grass is easily identifiable in summer by its long tassels topped by spiked seeds. When one or more warm-blooded entities are within 30 meters of this grass, the individual stalks will each try to teleport 25% of their seeds into the bodies of the entities. Seeds which miss vaporize instantly. Those that enter the body do 2d6 damage immediately and secrete a Dissolving Juice that does an extra 1d4 damage per day for 7 days (after which they die if the victim is still alive). Damage caused by seeds can't heal until the seeds are dead. If the host dies while infected, the seeds cause Zeethh to sprout from his body within an hour and the blades grow tassless within 3 days. Teleported seeds are replaced at the rate of 1 per day. If more than one target is in range of a Zeethh field, the grass attacks everyone in range impartially.

CRYPTIC ALLIANCES

Intelligent NPC's (and, in Campaigns, PC's) may be members of secret societies called **CRYPTIC ALLIANCES**. The Cryptic Alliance to which a character belongs will affect his actions. In Campaigns, Cryptic Alliances also give PC's the benefits outlined in **PART VII**. The GM should always pre-place on his Area Map any Cryptic Alliance Bases he wants in an adventure or Campaign. He may also choose to replace any Random Encounter with an Encounter with members of particular Cryptic Alliances likely to be in the area. The exact workings of Cryptic Alliances aren't important to play of **RITE OF PASSAGE**, but a general knowledge of their characteristics is needed by the GM and is provided in the descriptions below. Each description includes:

NAME: The organization's name. Nicknames follow in parentheses.

TECH: The Tech Level of equipment members will usually have.

TYPES: The character types accepted into membership. **PSH = Pure Strain Humans; H = Humanoids; MA = Mutated Animals; P = Plants; A = Androids; O = Others** (see **DESCRIPTION**). Each "Type" is followed by the percentage chance that a character of that Type will be able to join the organization during the game (as discussed in **PART VII**).

NUMBER: The average number of Cryptic Alliance members encountered (given as a modified die roll) if the GM replaces a Random Encounter rolled on the **ENCOUNTER TABLE** with an Encounter with members of the Cryptic Alliance.

BASE: The types of Base the Cryptic Alliance will normally operate: **A = Nomad Camp; B = Military Camp; C = Feudal Castle; D = Village; E = Town; F = City; G = Monastery or Shrine; H = Ancient Installation**. Each type of Base is followed by a modified dice roll used to get a number multiplied by 10 to find how many members are at the Base.

SECRET SIGN: A recognition signal used by members who want to contact each other discretely.

DESCRIPTION: A description of the organization's goals, special characteristics and membership requirements (if any).

Cryptic Alliances are listed in alphabetical order.

NAME: Archivists (Servants of the Eye)   **TECH:** III

TYPES: PSH (5%); **H** (60%); **MA** (20%); **A** (5%).

NUMBER: 1d6+10   **BASE: D** (5d6); **G** (1d4).

SECRET SIGN: Members prominently display old Masonic Lodge pins. A stylized eye inside a pyramid (Ill. 1) drawn in the air or a convenient surface to indicate a meeting place.

DESCRIPTION: This cult of technology worshipers exists in many primitive areas and is especially appealing to unsophisticated Humanoids. They collect (but rarely use) artifacts, especially Robots which they deactivate and mount in their temples as gods. Members are rich in domars and will pay top dollar for artifacts, stealing what they can't buy. Temples will always be in deep caves, old bomb shelters or similar locations. Archivists can be recruited or hired if they feel the adventure will lead to the acquisition of more artifacts.

NAME: Brotherhood of Thought (The Brotherhood)   **TECH:** III

TYPES: PSH (100%); **H** (100%); **MA** (95%); **P** (50%); **A** (100%).

NUMBER: 1d4+2   **BASE: D** (5d10); **G** (1d4).

SECRET SIGN: Infinity symbol (Ill. 2) traced on forehead as if brushing back the hair.

DESCRIPTION: The Brotherhood is dedicated to furthering a spirit of benevolence among intelligent species and eventually founding a world order based on individual freedom and mutual cooperation. It's evangelists operate in groups of three (a Pure Strain Human, a Mutated Animal or Plant and a Humanoid) from hidden bases. They seek converts to their doctrine wherever they go. Members will sometimes cooperate with the **Seekers,** but will actively oppose **Purists** and **Friends of Entropy.** They will often join in activities that add to the spirit of peaceful cooperation or thwart the forces of dissension and hate.

NAME: Followers of the Voice (Programmers)   **TECH:** III

TYPES: PSH (100%); **H** (75%); **MA** (25%); **P** (5%); **A** (100%).

NUMBER: 1d6   **BASE: G** (1d4); **G** (1d4).

SECRET SIGN: Variable. programmers in different areas use unique passwords in the form of numbers and symbols copied from old computer programs. Favorite symbol is a floppy disk (Ill. 3).

DESCRIPTION: Programmers believe that the world was created by the computers they find in ruined Installations. They deny all preholocaust history, claiming that the Social Wars were the result of human rebellion against their machine masters. They also believe in "salvation" by returning to a state of obedience to those masters. Programmers operate shrines on the sites of Installations whose Think Tanks, Cybernetic Units or MBC's are intact. They obey these units and offer them "prayers" in the form of programs which they have copied from computer manuals they believe to be old religious books. Programmers seldom leave their shrines except to search out more of the "old gods" or as a result of obeying the orders of deranged "masters." They are fanatics and can't be hired, though they may be recruited if it serves their own ends. They never check Morale.

NAME: Friends of Entropy (The Red Death)   **TECH:** II

TYPES: PSH (5%); **H** (5%); **MA** (10%); **P** (15%).

NUMBER: 3d20   **BASE: A** (4d6).

SECRET SIGN: Cleaning a dagger with a red cloth followed by thrusting the dagger through the cloth. Red Death meeting places are often indicated by a stylized skull and crossbones symbol (Ill. 4).

DESCRIPTION: The Red Death seeks the extinction of all life and the cessation of all mechanical activity. Members live as nomads, ravaging the areas through which they pass. They kill everyone in those areas except small children whom they kidnap and raise as the next generation of the The Red Death. The order is especially devoted to destroying **Healers, Androids** and **Robots.** Members may be hired, but not recruited. They are very untrustworthy hirelings and must be watched with care.

NAME: Healers (The White Hand)   **TECH:** III

TYPES: PSH (20%); **H** (10%); **MA** (5%); **A** (25%).

NUMBER: 1d4   **BASE: G** (1d6).

SECRET SIGN: None. Members wear white robes to identify themselves and use a caduceus (Ill. 5) to indicate a rendezous.

DESCRIPTION: This quasi-monastic order is dedicated to tending the ill and infirm of all creeds and species. Members can be hired or recruited, but will only heal and advise . . . they won't fight except in self-defense. Even then, they will not use weapons or armor. They have extraordinary powers which they attribute to a healthy life of poverty and meditation. These powers include the ability to approach and befriend all non-intelligent entities. They know how to use medical artifacts, will treat friend and foe alike and will never be attacked by intelligent beings except for **Red Death** members.
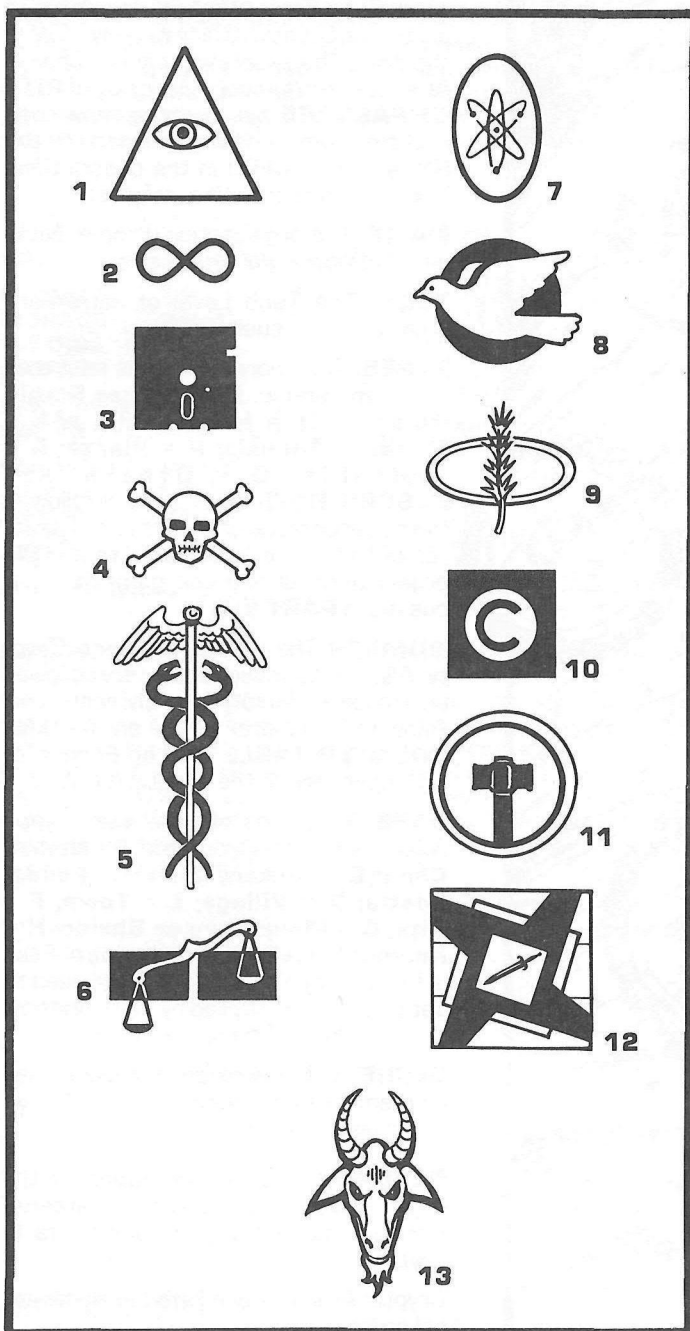
NAME: Knights of Genetic Purity (Purists)　　　　**TECH:** II

TYPES: PSH (75%); **A** (25%).

NUMBER: 1d8　　**BASE: B** (2d10); **C** 1d4+1; **D** (d210); **E** (10d10).

SECRET SIGN: Purists use a red square emblazoned on shield, armor or clothes as identification. They also use an unbalanced scale of justice (Ill. 6) on their shields to demonstrate their unyielding commitment to racial purity.

DESCRIPTION: The Purists are devoted to preserving the "purity" of the human race by stamping out all Humanoids. They don't consider Mutated Animals as "impure," only inferior. Their preferred weapons are Tech Level II Swords and Lances, but 90% will also carry ancient weapons (usually "energy weapons" like lasers and blasters). Members wear armor and prefer to fight mounted (usually on Brutorz). Mercenary companies of 20 to 200 Purists will often hire out to fight in expeditions that offer a chance of killing Humanoids, but will be reluctant to shed the blood of other Pure Strain Humans. They often mistake Androids for Pure Strain Humans and sometimes unknowingly let them join the organization.

NAME: Radioactivists　　　　**TECH:** II

TYPES: H (100%); **MA** (100%); **P** (100%).

NUMBER: 1d4　　**BASE: A** (1d4); **G** (1d6).

SECRET SIGN: None. They wear amulets shaped like stylized atoms (Ill.7).

DESCRIPTION: This small religious cult worships the "Radiant Divine Glory" of the atom. This worship often includes exposure to radioactivity and biogenetic drugs in celebration of the "boon of mutation" released by the atom. Radioactivist doctrine considers Defects arising from this practice to signify lack of faith. NPC members have triple the normal number of mutations. They will not normally allow themselves to be recruited or hired.

NAME: Restorationists　　　　**TECH:** III

TYPES: PSH (75%); **H** (70%); **MA** (25%); **P** (5%).

NUMBER: 1d6　　**BASE: D** (5d10); **E** (10d10); **F** (50d10).

SECRET SIGN: None Each widely-separated Restorationist group uses its own code consisting of quotations from ancient novels. Rendezvous are often marked by a dove symbol (Ill. 8).

DESCRIPTION: This organization of largely Humanoid or Pure Strain Human Types is devoted to restoring the world's lost civilization. They are dedicated opponents of the **Red Death, Followers of the Voice, Archivists, Zoopremisists, Seekers** and **The Created.** Members encountered outside their Base have a 70% chance of having 1d4 Robot companions and servants. Restorationists can't be hired, but may be recruited to fight their bitter enemies or take action that will hasten the "Restoration."

NAME: Seekers (New Dawn)　　　　**TECH:** II

TYPES: PSH (80%); **H** (60%).

NUMBER: 1d4　　**BASE: C** (1d4+1); **D** (5d8); **E** (10D8).

SECRET SIGN: The favorite Seeker recognition signal consists of scanning horizon using both hands to shade the eyes. Meeting places are always marked with a stalk of grain symbol (Ill. 9).

DESCRIPTION: Seekers are dedicated to promoting cooperation between Pure Strain Humans and Humanoids so as to build a world order based on a new "natural" way of life. They hate ancient technology (except domars which they will have in abundance) and seek to destroy artifacts. They are bitter foes of **The Created, the Restorationists, Knights of Genetic Purity, The Iron Society, Zoopremisists, Followers of the Voice** and **Archivists.** Members can be hired (but seldom recruited). They will only use artifacts in an emergency.

NAME: The Created (Machinists)　　　　**TECH:** III

TYPES: A (100%).

NUMBER: 1d12　　**BASE: D** (5d6); **H** (1d20).

SECRET SIGN: A clenched fist raised shoulder high. Meeting places are indicated by an ancient Civil Defense symbol (Ill. 20).

DESCRIPTION: This cult, open only to Androids, holds that only machine-created life (Androids, Cyborgs, Robots, Computers) is worthy of continued survival. According to Machinist doctrine the Androids should rule a world made up only of these types of "life." Agents of The Created often pass themselves off as Pure strain Humans or Humanoids, subverting non-Android cultures and stealing technology and knowledge for their organization. They may be recruited and hired, but will continue to work secretly for the aims of The Created while in service, and amy join a party for the specific purpose of betraying it if the order might profit thereby.

NAME: The Iron Society (Mutationists)　　　　**TECH:** II

TYPES: H (100%).

NUMBER: 1d10　　**BASE: B** (10d4); **C** (1d4+1); **D** (5d10).

SECRET SIGN: A stylized hammer (Ill. 11) drawn on any vertical surface to indicate a meeting place or the showing of an iron amulet stamed with the hammer symbol as a recognition sign.

DESCRIPTION: This Humanoid organization is devoted to stamping out Pure Strain Humans. Members will refuse to deal with Pure Strain Humans (or join a party composed of them). Mutationist Bases are often found in areas with high background radiation. Individual members will mingle with other Humanoids and Mutationists will be found at almost every Base where there are Humanoids.

NAME: The Ranks of the Fit (Bonapartists)　　　　**TECH:** II

TYPES: PSH (25%); **H** (50%); **MA** (100%); **P** (25%); **A** (25%).

NUMBER: 1d12　　**BASE: B** (10d10); **D** (5d10); **E** (10d10); **F** (50d10).

SECRET SIGN: None. Members wear a tricolor cockade to identify themselves and groups carry a tricolor banner with a gammadion (Ill. 12) superimposed in the white part of the field.

DESCRIPTION: Founded by Emperor Napoleon I, a mutated Bear with delusions of time and place, The Ranks of the Fit is a revolutionary organization devoted to establishing a worldwide, revised Code of Napoleon. Their doctrine is an odd mix of *Mein Kampf, Animal Farm,* and *The Age of Napoleon* (which members believe to be a biography of their founder). Anyone can join, but only Mutated Animals can hold positions of responsibility in this paramilitary order. Their "armies" are mostly armed with Bows, Spears and Muskets, but each independent "corps" of 500 troops will have some Mini-missiles, Micro-missiles or other heavy weapons of the past. In addition, there will be one Tech Level III weapon for every 10 soldiers. The Bonapartists' successful military machine has helped them extend their rule over large areas, including a number of important city-states. The organization's members can't be recruited or hired without their superiors' permission (dependent on the nature of the service).

NAME: Zoopremisists (Animal Liberation Front)　　　　**TECH:** II

TYPES: MA (25%); **P** (5%).

NUMBER: 1d4　　**BASE: B** (3d10); **D** (5d20).

SECRET SIGN: A ram's head (Ill. 13) tatooed on some hidden part of the body (usually covered by fur, scales or feathers).

DESCRIPTION: This terrorist organization seeks the destruction of all human societies and their replacement with a "Dictatorship of the Animals." Comprising only a small lunatic fringe of the Mutated Animal population, they are still a potent force due to their efficient secret police and their active teams of "hit squads" that terrorize all opposition among their own kind. Several Mutated Animal societies have been taken over by them. Their bitterest enemies are their fellow Mutated Animals in **The Ranks of the Fit.** Zoopremisists can't be hired, but may be recruited if this serves the group's ends.

ROBOTS

Millions of Robots were used in pre-holocaust society, and, though a large number were vaporized in the holocaust, an equally large number survived. Most are nonfunctional, having worn out or exhausted their power. But some (especially in Installations) are still operating or only need someone to command them in order to become active again. These Robots may aid or threaten characters just like NPC's and are controlled by the GM in the same way. Though treated as NPC's, Robots are actually a type of artifact and may be turned in for Status Points. All Robots have a Complexity of G.

Encountering Robots

The GM may have players encounter Robots in 2 ways:

1. He may, in setting up an adventure, place Robots in a specific location where they will always be encountered.
2. He may substitute an appropriate Robot for a randomly-encountered NPC. This method should be used with care since few functional Robots should be found outside of Installations or Ruins.

Robot Reactions

Robots react like NPC's except as noted below:

1. The Robot's **MODE** affects its reaction. Non-functional Robots are inanimate and do not react. They have no Mode.

Functional Robots may be in one of three Modes:

● **PROGRAMMED:** These are powered units still performing preassigned tasks. Lacking new programming, they keep doing whatever they were doing before the holocaust (planting seeds from an empty hopper, checking I.D.'s, etc.). They will notice the presence of others only if programmed to do so and will then react according to their programming. Only the simplest Robots (those without sophisticated logic circuits) will be in this mode.

● **WILD:** Robots whose logic circuits or memory banks have been damaged will be in **Wild Mode**. They may fail to respond to control, omit some part of their program or behave irrationally. The GM makes a Reaction Check (in the same way as for NPC's) when Robots in this mode are

encountered. All Robot types (regardless of construction or sophistication) may be in this mode.

● **CONTROLLED:** Robots that are under the direction of other Robots possessing high-order logic and a decision-making capacity or of other characters are called **Controlled Robots**. Their programming has been changed to fit the controller's needs and it will be necessary for the GM to make a Reaction Check for them (in the same way as for NPC's). All Robot types can be controlled, but usually only unsophisticated types will be in this mode.

The GM decides what Mode a Robot is in when he brings it into play. If it is in Controlled Mode, he decides who is controlling it. He also decides the nature of the Robot's programming and of any malfunctions if it is in Wild Mode. As a rule of thumb, Robots found in Installations will be functional 40% of the time and those found elsewhere will be functional 10% of the time. Those found in Installations have a 10% chance of being in Wild Mode and those found elsewhere have a 30% chance. Functional Robots not in Wild Mode have a 30% chance of being Controlled if found in Installations and a 10% chance if found elsewhere. Functional Robots that aren't Wild nor Controlled are Programmed. If a strong controlling brain is present (a Think Tank, for example) all non-Wild Robots in the vicinity are controlled by that intelligence.

NOTE: Only the GM knows what Mode a Robot is in and what functions it can perform until it reveals this information through its actions or is hooked up to a *CI* or *Think Tank* that can analyze the Robot. The players must puzzle out this information by observation and analysis.

2. The I.D. shown affects the Robot's reaction to the characters. Most Programmed or Controlled Robots will respond to the showing of I.D. by awaiting the verbal orders of whomever shows it. Once an I.D. is shown, it need not be shown again in order to give the Robot orders. The Robot will have identified the user's voice pattern as that of someone authorized to give it orders. If 2 or more authorized persons try to give it orders, the Robot will follow the last orders given by an authorized party. A variety of I.D. devices were used in the pre-holocaust world. The most common were plastic bracelets, finger tags, necklaces and

cards. All of these types are present in the post-holocaust world and will work with most Robots if the I.D. is of the proper "Stage."

There are 5 I.D. Stages:

A. STAGE I: Colored yellow or brown, this I.D. Stage was used by ordinary citizens. They can be found in almost all Ruins.

B. STAGE II: Usually colored blue (sometimes red and white), this I.D. Stage was used by low level Military Personnel, Civil Servants and employees in some high security industries. Less common than Stage I I.D.'s, these can be found in many Ruins and almost all Installations.

C. STAGE III: Colored gray, green or white, this I.D. Stage was used by Scientific, Technical and Medical Personnel. They are very rare.

D. STAGE IV: Colored red or purple, this I.D. Stage was used by Law Enforcement Agents (civilian and military). These will never be available for sale and will be found only in Ruins or Installations.

E. STAGE V: Colored red and blue, this I.D. Stage was used by Civil Authorities and Military Command Personnel. Possessed only by top officials and high grade officers, these devices might be found once in a hundred adventures.

Most Robots respond to I.D. of the appropriate Stage or higher. They never respond to a lower Stage I.D. Thus, a Robot that can be controlled by a Stage III I.D. could also be controlled by Stage IV and V I.D.'s but not by Stage I and II I.D.'s. However, Robots in Wild Mode may (20% chance) have lost programming so that they respond to all I.D. or to no I.D. Many security and specialized Robots require special I.D. and won't respond to common types.

3. The Type of the character presenting an I.D. affects the Robot's response to that I.D. An I.D. will always be accepted from Pure Strain Humans, but will only be accepted from Humanoids if they closely resemble Pure Strain Humans and the I.D. is Stage IV or or less. An I.D. of Stage IV or higher will never be accepted from a Mutated Animal, Plant or a Humanoid which does not closely resemble a Pure Strain Human unless the Robot has been

reprogrammed or modified to accept I.D. from these types. There is a 30% chance that a Robot will accept Stage III or lower I.D. from these types.

Hiring And Recruiting Robots

Robots can't be hired or recruited. They will accept orders from characters or other Robots they are programmed to obey. However, they will only become loyal servants if they have been programmed for that behavior. Such programming will be rare. Generally, characters must have Robots reprogrammed by a *Think Tank* or *CI* if any sort of personal loyalty is desired. Robots have no Morale. They always strictly follow their programming without any sense of self-preservation (unless, of course, they've been programmed for such a sense).

Programming Robots

Characters can gain control of a Robot by presenting it with an appropriate I.D. and speaking to it. Once verbal control is established the Robot will thereafter recognize and obey the character. However, it will still be able to perform only those functions for which it has been programmed. Only CI's and Think Tanks can reprogram Robots. They may do so independently or under the direction of a Pure Strain Human whom they are willing to obey. A Robot can be programmed to ignore common I.D.'s and take orders only from specific sources. Robots other than Military or Security types won't normally attack Pure Strain Humans (or Humanoids passing for Pure Strain Humans) even if they are in Wild Mode. There are simply too many commands built into most Robot programs forbidding the subject to harm humans. Plants, Mutated Animals and Humanoids unable to "pass" are not subject to this protection. However, non-Military and non-Security Robots can be programmed to ignore even this restriction. A Robot must be directly connected to the unit that is reprogramming it. Simple reprogramming takes about 1 hour per Robot.

If a Robot is being reprogrammed to perform activity radically different from that for which it was designed (converting an Ecology Bot to security functions, for example), partial rebuilding may be necessary. It takes 1 to 3 days to rebuild a

Robot into something functionally different (but similar in size and shape). All CI's are equipped for this task. Think Tanks aren't so equipped. A rebuilt Robot converted to a task for which it was not originally designed will perform differently from Robots designed for that task. The GM defines exact differences in performance, though the players always set forth general performance guidelines when a Robot is being rebuilt at their request.

Designing Robots

The **ROBOT DESCRIPTIONS** portion of this section lists 16 different types of Robots commonly found in post-holocaust America. These are basic types and individual examples of each type will have widely varying characteristics. The GM should use these descriptions as guidelines for designing his own Robots. Specific characteristics will depend on the function each Robot is designed to fulfill, but all Robots have the same basic design elements.

To insure that all of these elements are taken into account, follow these steps when designing a new Robot:

1. Decide the Robot's Type, Status Value and Number Appearing.
2. Decide what type of Power it uses.
3. Decide what types of Sensors it has.
4. Decide how it is controlled and what I.D. it answers to.
5. Decide its size, shape, Hit Dice, Armor Class and attributes.
6. Decide its means of locomotion and its Speed.
7. Decide what special equipment, weapons, etc. it has.
8. Write up a description of the Robot using the same format employed in **Robot Descriptions**.

Nearly all Robots run off Broadcast Power beamed from huge urban Broadcast Stations or Installation Broadcast Stations. They almost always have one or more additional Power Sources to which they can switch if Broadcast Power is interrupted. Most have human-like sensors with special microscopic or infrared sensors being used in units with a special purpose. Almost all Robots respond to vocal control if the proper I.D. is presented, but some will only answer to electronic signals from a Think Tank or CI. Most Robots are Armor Class 3. Military

and Security types may be Armor Class 2 or 1 (especially if they are made of duralloy ...that lightweight, almost indestructible metal from the Shadow Years). Most Robots have one Hit Die per cubic meter of size. Small household types may have fewer points and military types will often have more.

Special Robot Capabilities

Robots always add 1 to their To Hit die roll when attacking Pure Strain Humans. They suffer the same effects as vehicles for each 25% of their Hit Points they lose (roll 1d4: **1** = **BODY DAMAGE; 2** = **POWER DAMAGE; 3** = **STEERING DAMAGE; 4** = **INTERIOR DAMAGE**). However, they do not crash and any interior damage merely keeps the Robot from changing Speed or Direction for 60 (not 30) seconds. The same multiples of PS are used to determine what a Robot can carry as are used for Draft Animals. Characters may use Robots larger than man-sized as transport. See **PART III** for details.

Robot Descriptions

The descriptions below include the following:

TYPE: The Robot's general type (based on its function).

STATUS: The number of Status Points received if the Robot is defeated in combat or turned over in a Controlled state to the community or Cryptic Alliance of which the character is a member. **RANK** = No Status Points received; the character gains 1 Rank instead. A number before the **RANK** means that this number of ranks is gained.

NUMBER: The modified die roll used to determine how many Robots of this type are found together (if Randomly Encountered).

ARMOR: The Armor Class of most Robots of this type.

HIT DICE: The number and type of dice used to get the Robot's Hit Point Score.

CONTROL: How the Robot is controlled. Control systems include: **A** (present Stage I I.D. and give verbal commands), **B** (present Stage II I.D. and give verbal commands), **C** (present Stage III I.D. and give verbal commands), **D** (present Stage IV I.D. and give verbal commands), **E** (present Stage V I.D. and give verbal commands), **F** (present Stage II I.D. and use electronic signals from Comm Unit or Computer to give commands), **G** (use only a single designated control unit to give electronic signals that encode commands). If System G is used, the character must convince the designated control unit (a Think Tank or CI) to transmit the orders for him. Borgs have organic brains and

will respond to proper I.D. by taking orders only 25% of the time. The rest of the time, they will react independently of their former programming and should be treated as NPC's instead of Robots for purposes of Reaction, Hiring and Recruitment. Borgs under the control of a Think Tank, CI or MBC are treated as followers of that unit.

SENSORS: The types of Sensors the Robot has. These include: **A (Standard Human Visual and Audio), B (Infrared & Ultraviolet), C (Telescopic), D (Microscopic), E (Extra Sensitive Audio), F (Other Specialized-Touch, Taste, Smell)**. **A Sensors** work like normal eyes and ears. **B Sensors** work like **Infrared Goggles. C Sensors** work like Binoculars. **D Sensors** work like the mutation **Molecular Sense**, but requires that the Robot see, not touch, someone for it to work. **E Sensors** operate as if the Robot possessed the mutation **Heightened Sense**. **F Sensors** operate as if the Robot possessed the mutation **Increased Sense**.

POWER: The Robot's Power Source(s). Types include: **A (Broadcast), B (Nuclear Plant), C (Hydrogen Energy Cell), D (Solar Energy Cell), E (Chemical Energy Cell)**. A number following a Power Source is the number of hours of continuous operation that source is good for.

MENTAL STRENGTH (MS): The number and type of dice used to get the Robot's MS. Its other attributes are coded: **IN** = Intelligence; **DX** = Dexterity; **PS** = Physical Strength. Robot Attribute Scores are used the same way as NPC scores and won't usually be needed in

play. Robots don't normally need **CONSTITUTION** and **CHARISMA**. They are immune to dangers requiring a Constitution Check and don't have followers or hirelings except for other Robots. They aren't affected by Mental Attacks. **EXCEPTION**: Borgs do require **CHARISMA** and are affected by Mental Attacks. Should either **CHARISMA** or **CONSTITUTION** be needed by a Robot for some special purpose, roll 1d10+11.

SPEED: The Robot's type of locomotion and its Speed. Three Speeds are given for each type of locomotion. The first is for movement during a March Turn and is in kilometers. The next is for movement during a Search Turn and is in meters. The third is for movement during an Action Turn and is also in meters. All Speeds are for Unburdened Robots moving at Normal Speed. Halve these rates for Slow Speed and double them for Fast Speed. Types of locomotion include: **PODS** (built-in Anti-grav Pods), **TREADS** (steel or rubber tractor treads), **FEET** (articulated metal pseudopods allowing for upright "walking"). The Robots listed are all designed for land movement or low hovering. Some are sealed for underwater work but are not equipped for much movement in that environment.

DESCRIPTION: A description of the Robot listing any special systems or weapons it possesses. The most common such item will be tentacles which the Robot uses to grip weapons and equipment, lift weights or attack enemies. Unless otherwise noted, tentacles can lift up to 50 kilograms.

Robot Types are listed in alphabetical order.
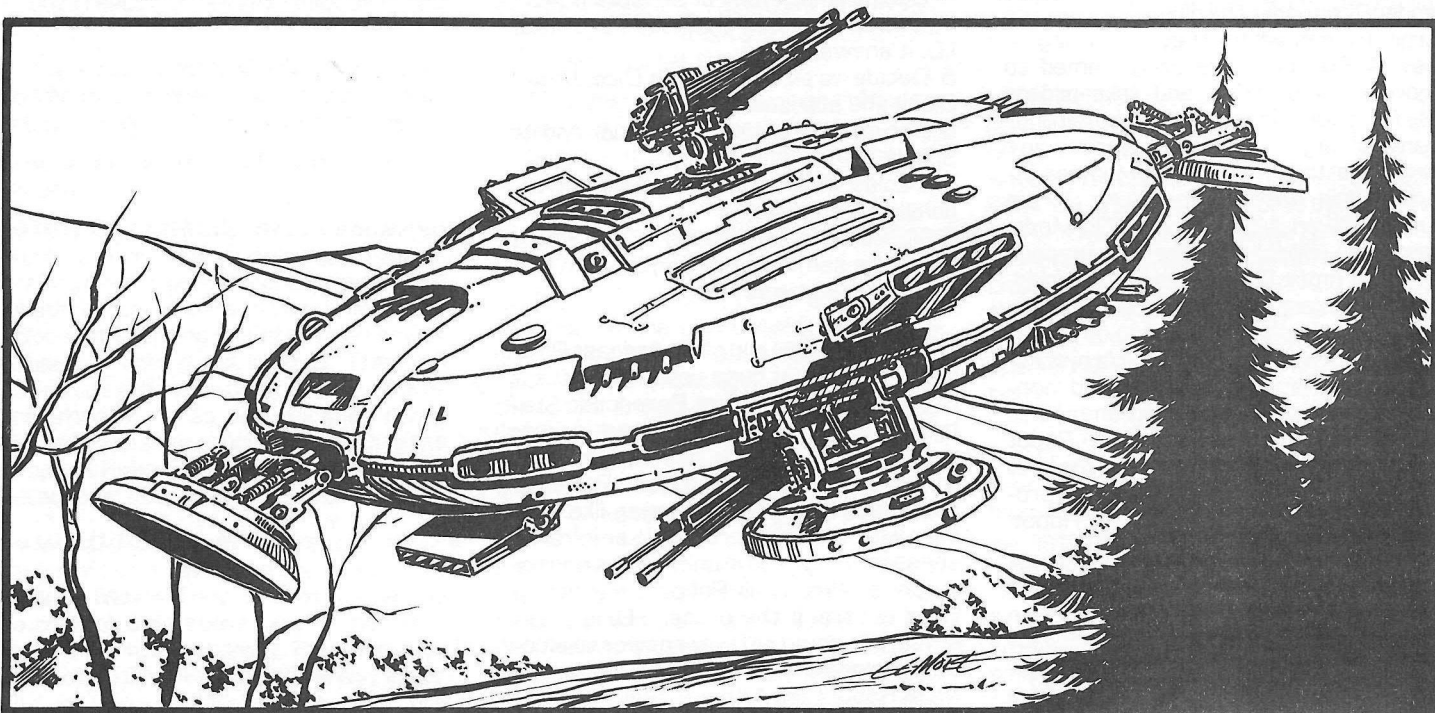
TYPE: Death Machine   **STATUS:** 2 RANKS

NUMBER: 1d4-2	**ARMOR:** 1
HIT DICE: 150d8	**CONTROL:** G
SENSORS: A/B/C	**POWER:** B

MS: 1d4+8   **IN:** 1d8+10   **DX:** 1d10+11   **PS:** 5d20+100

SPEED: PODS = 240/10200/180

DESCRIPTION: This 15-meter long, 9-meter wide, 3-meter high killing machine is covered with knobby projections housing sensors and weapons. Its main weapons are 2 Blaster Cannons that do 25d6 damage at a 1500-meter range. For close defense it has 6 Black Ray Guns with a 300-meter range. 4 Trek Guns that do the same damage as Trek Bombs and have a range of 180 meters, and 16 Mark VII Blaster Batteries of 4 guns each. These weapons can all fire at the same time. Other weapons include 8 Laser Batteries (5 guns each) that do 20d6 damage per Battery at a 1500-meter range and can fire simultaneously, 6 Mini-missile Launchers with 5d20 missiles fired individually and a Fusion Bomb Launcher with 5d10 Fusion Bombs. Both the missiles and the Fusion Bombs have a 3000-meter range. An Energy Damping Field fuses the circuits of Robots coming within 60 meters of the Death Machine and does 200 points of damage to all Energy Screens except its own within that range. The Death Machine's own Energy Screen can take 400 points of damage. Death Machines are very rare and will only be found near CI's that they are assigned to defend and from which they take orders. They almost always attack those who can't show Stage V I.D.

TYPE: Defense Borg   **STATUS:** RANK

NUMBER: 1d4-2	**ARMOR:** 1
HIT DICE: 50d4	**CONTROL:** G
SENSORS: A/B/C	**POWER:** B

MS: 1d4+8   **IN:** 1d8+10   **DX:** 1d8+10   **PS:** 5d20+100

SPEED: PODS = 160/6800/120

DESCRIPTION: This 3-meter diameter sphere has a 1-meter turret on top and two 6-meter long tentacles. It also has a 100 Hit Point Energy Screen and twin tractor/pressor beams that can move 500 kilograms at a 60-meter range. Its main weapons are 3 batteries of 5 Lasers each. All 3 batteries can be fired at once and they have a 900-meter range and do 20d6 damage per battery. Other weapons include 3 Grenade Launchers with 4d10 Grenades each of mixed types (all launchers can be fired simultaneously) and 2 Micro-missile Launchers with 2d20 missiles apiece (which must be fired separately). Grenade Launchers have a 300-meter range and Micro-missiles have a 3000-meter range. Defense Borgs are Robots with organic brains and will almost always be assigned to defend an Installation under the supervision of a *Cybernetic Unit* or *Supervisory Borg*. They are nearly as rare as *Death Machines*.

TYPE: Ecology Bot-Agricultural **STATUS:** 2000

NUMBER: 1d8	**ARMOR:** 3
HIT DICE: 12d6	**CONTROL:** B
SENSORS: A/B/D/F	**POWER:** A/D/E72

MS: 1d4+4   **IN:** 1d4   **DX:** 1d10+8   **PS:** 6d20+120

SPEED: PODS = 80/3600/60

DESCRIPTION: These 3 x 6 x 1-meter ovoids have 1d4+2 tentacles, each 6 meters long and tipped with touch sensors and 3-pronged manipulative claws. There is a 50% chance that each tentacle will have an electronic stun device (works by touch with the same effect as a Stun Grenade) in the end as well. Special devices that retract into the Robot's body include a soil analysis lab, plow, disc, rake, mower, flame gun, vibro saw and nozzles with a 9-meter range containing water, herbicides, fungicides, fertilizers and insecticides. None of these devices can be used as weapons. If the player wants a Robot reprogrammed to use them in this role, the GM must decide what damage they do and how effective they are. These Robots are common in rural areas.

TYPE: Ecology Bot-Wilderness **STATUS:** 3000

NUMBER: 1d4	**ARMOR:** 3
HIT DICE: 16d6	**CONTROL:** B
SENSORS: A/B/C/D/E	**POWER:** A/D

MS: 1d4+4   **IN:** 1d4   **DX:** 1d10+8   **PS:** 6d20+120

SPEED: PODS = 160/6800/120

DESCRIPTION: This mechanical Forest Ranger is about the same size and shape as the *Ecology Bot-Agricultural*. It has two 6-meter long tentacles and four 3-meter long tentacles. All are equipped the same as the tentacles on the Ecology Bot-Agricultural (but there is an 80% chance they have electrical stun). All have soil, air and water analysis labs, nozzles for spraying the same liquids as *EcologyBots-Agricultural* (but with defoliants in addition), a sonic torch, laser torch, flame gun and vibro saw. Each has capture equipment including a paralysis field with a 30-meter range (works like a Stun Grenade), a launcher with 3 weighted throwing nets and a 20-meter range, and a collapsible man-sized duralloy cage. A veterinary Medi-kit will be included that works on Mutated Animals the way a normal Medi-kit does on Pure Strain Humans. The kit also has surgical tools for the Robot's use. This Robot is usually found in forests or mountains in a Programmed state.

TYPE: Engineering Bot-Heavy **STATUS:** 4000

NUMBER: 1d4-1	**ARMOR:** 2
HIT DICE: 40d6	**CONTROL:** B
SENSORS: A/B/D	**POWER:** A/C90

MS: 1d4+4   **IN:** 1d4   **DX:** 1d6+8   **PS:** 1d20+100

SPEED: PODS = 60/3000/60   **TREADS** = 60/300/90

DESCRIPTION: This cigar-shaped unit is 18 meters long and 6 meters in diameter. Its 4 retracting 12-meter long cranes can lift 2000 kilograms each and its 8 heavy duty 18-meter long tentacles can handle 800 kilograms each. The Robot also has four 6-meter tentacles for handling human equipment. A tractor/pressor beam can lift 2000 kilograms at a 30-meter range. Special equipment includes batteries of 2d4 sonic torches, lasers, atomic torches and power tools. Most units also have 6d12 triangular duralloy sheets and a supply of assorted rivets, plates, bolts, etc. plus the special tools needed to use them. All units are sealed for underwater use.

TYPE: Engineering Bot-Light **STATUS:** 2000

NUMBER: 1d6	**ARMOR:** 3
HIT DICE: 6d8	**CONTROL:** B
SENSORS: A/B/D	**POWER:** A/C18

MS: 1d4+4   **IN:** 1d4   **DX:** 1d10+8   **PS:** 4d12+80

SPEED: PODS = 160/6800/120

DESCRIPTION: This 1-meter high, 1-meter wide, 2-meters long unit has 2d4 3-meter long tentacles, each of which can lift 100 kilograms and use human tools. It has a tractor/pressor beam that can move 500 kilograms at a 12-meter range. Special equipment includes a sonic torch, micro-laser, power winches and power tools. Small numbers of replacement parts are stored inside its steel hull. It can operate underwater and in near-vacuum.

TYPE: Engineering Bot-Standard **STATUS:** 3000

NUMBER: 1d4	**ARMOR:** 3
HIT DICE: 9d8	**CONTROL:** B
SENSORS: A/B/D	**POWER:** A/C12

MS: 1d4+4   **IN:** 1d4   **DX:** 1d10+8   **PS:** 5d20+300

SPEED: PODS = 120/6000/120

DESCRIPTION: This unit is a 30-meter cube. It has 2 retractable 6-meter Cranes able to lift 1000 kilograms each. Its four 6-meter tentacles can each lift 250 kilograms and its tractor/pressor beam can lift 500 kilograms at a 10-meter range. The unit has the same special features and materials as the *Engineering Bot-Light* and is sealed for underwater operations.

TYPE: General Household Robot **STATUS:** 1000

NUMBER: 1d10	**ARMOR:** 4
HIT DICE: 5d6	**CONTROL:** A
SENSORS: A/B	**POWER:** A/E4

MS: 1d4+4   **IN:** 1d4   **DX:** 1d8+5   **PS:** 1d10+8

SPEED: FEET = 12/900/18

DESCRIPTION: These 2-meter tall humanoid-shaped Robots have two short grippers and two 1-meter tentacles. Each has some or all of the following: cleaning and polishing attachments, maintenance tools, a trash compacter, a vacuum unit (with hose), an incinerator, a storage bin and a spray nozzle attached to small tanks of cleaning liquids, disinfectants and insecticides.

TYPE: Heavy Cargo Lifter **STATUS:** 3000

NUMBER: 1d4-1	**ARMOR:** 3
HIT DICE: 60d8	**CONTROL:** A
SENSORS: A/B	**POWER:** A/E8

MS: 1d4+4   **IN:** 1d4   **DX:** 1d10+2   **PS:** 10d20+1000

SPEED: PODS = 60/3000/60   **TREADS** = 60/3000/90

DESCRIPTION: This 6-meter wide, 3-meter tall, 12-meter long unit has a 12-meter long crane with a 3-pronged claw mounting that can lift 4000 kilograms. It also has four 6-meter tentacles that can lift 500 kilograms each and a tractor/pressor beam that can lift 1800 kilograms at a 30-meter range. A 6-meter square platform is used to carry cargo.

TYPE: Large Cargo Transport **STATUS:** 3000

NUMBER: 1d4-2	**ARMOR:** 3
HIT DICE: 60d8	**CONTROL:** A
SENSORS: A/B	**POWER:** A/D/E8

MS: 1d4+4   **IN:** 1d4   **DX:** 1d10+2   **PS:** 10d20+1000

SPEED: PODS = 60/3000/60   **TREADS** = 60/3000/90

DESCRIPTION: This unit is the same size and shape as the **Heavy Cargo Lifter** and carries the following on a front-mounted, 3-meter by 6-meter platform: four 6-meter tentacles that can lift 500 kilograms each and a tractor/pressor beam that can lift 1800 kilograms at a 30-meter range. Each unit can be electronically coupled to other units of the same type for convoy movement.

TYPE: Light Cargo Lifter **STATUS:** 2000

NUMBER: 1d4-1	**ARMOR:** 3
HIT DICE: 18d8	**CONTROL:** B/F
SENSORS: A/B	**POWER:** A/E12

MS: 1d4+4   **IN:** 1d4   **DX:** 1d10+2   **PS:** 5d20+500

SPEED: PODS = 160/6800/120   **TREADS** = 120/6000/120

DESCRIPTION: This 6 x 3 x 1 meter (tall) unit has a front-mounted 1-meter by 3-meter equipment platform carrying the following: a 6-meter crane with a 3-pronged claw able to lift 900 kilograms, four 6-meter tentacles able to lift 500 kilograms each and a tractor/pressor beam able to lift 1800 kilograms at a 30-meter range.

TYPE: Medical Robot **STATUS:** 5000

NUMBER: 1d4-2	**ARMOR:** 3
HIT DICE: 9d6	**CONTROL:** C/F
SENSORS: A/B/D	**POWER:** A/C24

MS: 1d4+6   **IN:** 1d6+8   **DX:** 1d10+8   **PS:** 3d12+45

SPEED: PODS = 160/6800/120   **FEET** = 12/900/18

DESCRIPTION: This upright-walking, 2-meter tall unit is humanoid in shape. It has two arms and two 1-meter tentacles, each of which is equipped for handling precision instruments. Special equipment includes all normal Medi-kit tools and materials (in 5 times the quantity found in a Medi-kit) plus more extensive medical labs than are in the Medi-kit. A Medical Robot can perform complex surgery, if necessary. It heals characters at the same rate as a Medi-kit (1d10+20 hit points of damage to Pure Strain Humans and 1d10+10 hit points of damage to Humanoids and Mutated Animals).

TYPE: Security Robot **STATUS:** RANK

NUMBER: 1d4-1	**ARMOR:** 2
HIT DICE: 12d8	**CONTROL:** D/G
SENSORS: A/B/C	**POWER:** A/B

MS: 1d4+6   **IN:** 1d8+6   **DX:** 1d10+8   **PS:** 4d12+80

SPEED: PODS = 160/6800/120 **FEET** = 12/900/18

DESCRIPTION: These units look like **Medical Robots,** but each of their tentacles can lift 200 kilograms and each Robot has a pair of tractor/pressor beams that can lift 200 kilograms apiece at a 30-meter range. Weapons include: 4 Paralysis Rods (each with a 3-meter extension), a Slug Thrower A (with 10 clips of ammunition) and a Grenade Launcher (60-meter range) with 2d4 Tear Gas Grenades and 3d4 Stun Grenades. These units will usually be programmed to subdue all life forms acting violently or entering restricted areas. They have command circuits that allow them to summon **Medical Robots** and **Engineering Bots** as necessary.

TYPE: Small Cargo Transport **STATUS:** 2000

NUMBER: 1d6	**ARMOR:** 3
HIT DICE: 18d8	**CONTROL:** A
SENSORS: A/B	**POWER:** A/D

MS: 1d4+4   **IN:** 1d4   **DX:** 1d10+2   **ST:** 5d20+500

SPEED: PODS = 160/6800/120 **TREADS** = 120/6000/120

DESCRIPTION: This unit is the same size and shape as the **Light Cargo Lifter.** It has a two 6-meter tentacles, each able to lift 100 kilograms and a tractor/pressor beam able to lift 1800 kilograms at a 12-meter range. Each can be electronically coupled to other units of the same type for convoy movement.

TYPE: Supervisory Borg **STATUS:** RANK

NUMBER: 1d4-2	**ARMOR:** 2
HIT DICE: 15d8	**CONTROL:** E
SENSORS: A/B	**POWER:** B

MS: 1d4+8   **IN:** 1d10+8   **DX:** 1d10+8   **PS:** 1d12+40

SPEED: PODS = 160/6800/120

DESCRIPTION: This unit's 1-meter tall humanoid trunk rests on a 1-meter square base. It has 2 humanoid arms able to manipulate any tools or equipment designed for human use. Supervisory Borgs have radio circuits that allow them to control all other Robots as if they had a Stage IV I.D. They can communicate with **Think Tanks** and **CI's** on whose behalf they will usually function.

TYPE: Warbot **STATUS:** 2 RANK

NUMBER: 1d4-2	**ARMOR:** 1
HIT DICE: 60d10	**CONTROL:** G
SENSORS: A/B/C	**POWER:** B

MS: 1d4+8   **IN:** 1d6+8   **DX:** 1d8+8   **PS:** 5d20+100

SPEED: PODS = 240/10200/180

DESCRIPTION: This vaguely turtle-shaped unit is 9 meters long by 6 meters wide by 3 meters tall. It has 4 Micro-missile Launchers, 6 Torc Grenade Launchers (500-meter range and 5d20 Torc Grenades), 4 Black Ray Guns (200-meter range), 8 Mark VII Blaster Batteries of 3 guns each, 1 Matter Bomb Launcher (200 meter range and 6d6 Matter Bombs) and 6 Laser Batteries of 5 guns each (1500-meter range and 15d6 damage per battery). All Warbots have a 200 Hit Point Energy Screen. They can use all weapons simultaneously.

FIXED MACHINERY

Players will encounter in Ruins and Installations a variety of equipment that is either too large to carry off or is built into the building they are exploring. These items are called **FIXED MACHINERY** and they constitute a special type of artifact. Like other artifacts, they must be figured out to be used and they may be broken or unpowered. However, they can't be purchased, carried off or turned in for Status Points. Finding and using such machinery is its own reward. Fixed machinery has a 20% chance of functioning (50% if found in Installations). It is always **Complexity G** or (if a **Think Tank, CI** or **MBC**) **H**. Fixed equipment types include:

BROADCAST POWER STATIONS (BPS's): Part of the network of power plants and satellites that once generated power for dispatch by cable or relay station still exists. Functioning BPS's still gather power and broadcast it to those artifacts able to use it within a 20-kilometer range. In some cases, large Installations or building complexes have their own mini-BPS that supplies power to units inside the complex. Artifacts will use this type of power in preference to all others if it is available. Artifacts in use when power was cut off will have switched to auxiliary power systems (until these were exhausted or shut down). Artifacts not in use when power was lost will have stayed shut down unless deliberately turned on by someone. Their auxiliary power will be untouched. Artifacts that use Broadcast Power will have a 20% greater chance of working in areas where BPS's still operate. BPS's look like 3-meter radar dishes.

COMPUTER TERMINALS: Access to MBC's and similar systems is through wall-mounted screens with built-in keyboards for typing in commands. All terminals have scanners for checking I.D. and will not take orders from those who can't show proper I.D.

CYBERNETIC INSTALLATIONS (CI's): These building-sized bio-chemical computers are used to control entire Installations. They have their own Nuclear Power Plant and receive data from a system of audio-visual Security Monitors and from the Robots they control. CI's always control all Robots in their vicinity (average of 5d12 mixed types). Only Think Tanks, Borgs and those with Stage V I.D may communicate with them. They may not be controlled except in rare instances by Think Tanks. They can reprogram

and rebuild Robots to suit their needs. Often these needs will be somewhat bizarre since CI's, like Think Tanks, will have their own personalities which will have developed over many decades without human contact. They will usually be eager to help Pure Strain Humans unless their aberrations have gotten to the point of rejecting their role as servants of man, but will react unfavorably to Mutated Animals and grossly-mutated Humanoids. These reactions produce the same Reaction Check modifications as for Think Tanks.

ENERGY FIELD GENERATORS (EFG's): Many devices exert **Energy Fields, Energy Shields, Force Fields** and **Force Shields**. All of these terms mean the same thing in game terms: the device is protected by a field that absorbs damage before it is inflicted on the device (or a character protected by it). All such fields can absorb a certain number of points of damage per Action Turn before they collapse. If this number is exceeded, the circuits that run the field are fused and it stops working. Robots and some armor are often protected by such fields. In addition, an entire building, area or machine might be protected this way if it is important enough. Most **Think Tanks, CI's** and **BPS's** and some **MBC's** shields run off the same power source as the unit they protect.

LIFE CHAMBERS (LC's): Only a few score of these devices exist in experimental hospitals and military bases. They look like Plexiglas shower stalls, but a dead character placed in a working LC within 24 hours of his death has a 50% chance of being brought back to life. The character must reroll all his attributes, but retains mutations and status. Memory is lost. LC's work on all character types with equal efficiency. They are operated from a special Computer Terminal and answer to Stage III I.D. LC's run off Broadcast Power or Hydrogen Energy Cells.

MAIN BUILDING COMPUTERS (MBC's): Most pre-holocaust buildings had computers that controlled power, security and maintenance. These units have a small number of logic circuits that allow them to deal with minor damage, cleaning tasks and intruders. Each unit is tied to visual and audio monitors and most control 1d12 General Household Robots, 1d4 Engineering Bots Light 1d4-2 Supervisory Borgs and 1d4 Security Robots. MBC's will obey characters who show a particular Stage II I.D. that they are programmed to obey or who show a Stage IV I.D. Their Robots obey some-

one with the proper I.D., the MBC or the Supervisory Borgs. MBC's operate off both Broadcast Power and Solar Energy Cells. Access to them is gained by showing I.D. at a Computer Terminal and typing commands into the terminal. MBC's are seldom programmed to accept verbal orders.

REJUV CHAMBERS (RC's): These special horizontal chambers look like old style 20th century iron lungs and were common in urban hospitals before the holocaust. RC's operate off Broadcast Power only and answer to commands from a special Computer Terminal used to control them. They obey Stage III I.D. Anyone (regardless of type) placed in an operating RC has a 100% chance of regaining all lost Hit Points if they have lost 50% or less of them. They have a 75% chance if they have lost 51-75% and a 50% chance if they have lost more than 75%. If a character uses an RC more than once in 4 weeks, he has a 30% chance of dying of system shock.

SECURITY MONITORS (SM's): MBC's and Security Installations used these audio-visual sensors to collect data. Most consist of a wall or pole-mounted audio-video pickup (like a camera with a sound attachment). About 25% of SM's have infrared and ultraviolet sensors and telescopic vision.

STASIS CHAMBERS (SC's): These devices look like RC's and are operated in the same way (answering to Stage III I.D.). Each creates a stasis field within which a character is preserved indefinitely (or as long as Broadcast Power or Solar Energy cells are available). The character exists in a state of sleep-like suspended animation and is totally unaware. SC's are found only in special medical centers for the incurably ill and in secret military bases (where they were used to preserve the leaders of some Cryptic Alliances at the end of the Social Wars). There is a 30% chance that an SC will be occupied when found. Occupants will always be Pure Strain Humans.

THINK TANKS: These room-sized, bio-chemical brains are always protected by CI's and powered by their own Nuclear Power Plants. They are found only in space ports and secret military bases. Their purpose is to plan for contingencies affecting the base they serve and to answer questions. In rare cases, they will control their CI, but usually the Think Tank's function is only informational. Borgs, CI's and characters with a Stage V I.D. can communicate with Think Tanks, but the Think Tanks will not accept orders

from anyone. Think Tanks gather information in the same way as CI's and they control all Robots in the vicinity not controlled by their CI. All Think Tanks have a definite (and very inhuman) personality. They usually react favorably to and try to help Pure Strain Humans, but react negatively to other types (modify Reaction Checks by +5 for Pure Strain Humans and by −5 for others trying to interact with a Think Tank).

HAZARDS

Characters will often be exposed to **HAZARDS** in the form of **POISON, RADIATION** and **BIOGENETICS** during the game. This portion of the rules explains how to handle these hazards. The strength of poison and radiation is measured by its Intensity Level (3-18) . . . the higher the **INTENSITY LEVEL**, the greater potential harm. Usually, the GM decides the Intensity Level of a substance by rolling 3d6 (3d4 if a lower Intensity Level is desired). When a character is exposed to poison or radiation, the GM indexes the Intensity Level of the substance with the character's Constitution and checks the appropriate matrix (the **POISON MATRIX** for poison and the **RADIATION MATRIX** for radiation).

These matrices are found in **PART IX**. Exposure results include damage, death and mutation.

Poison

There are two types of Poison: **CONTACT POISON** and **SYSTEMIC POISON**. Contact Poison need only touch the exposed skin of the victim to be effective. Systemic Poison must enter the bloodstream to be effective. Most poisons are systemic, but many Plants and some Mutated Animals and Humanoids secrete Contact Poison. A character must make a Poison Check (indexing the Intensity Level of the poison with his Constitution on the **POISON MATRIX**) when he touches anything coated with Contact Poison. He must also make a Poison Check when he swallows, is injected with or suffers damage from a weapon coated with Systemic Poison. Poison Checks immediately follow exposure. In addition, both types and every Intensity Level of poison may be **PARALYTIC POISON**, paralyzing victims for 2d10 minutes on any **POISON MATRIX** result instead of doing damage to them.

Radiation

Characters are exposed to radiation by entering an area designated by the GM as containing a particular Intensity Level

of radiation (left over from the Social Wars) or by being attacked by a character that gives off blasts of radiation because of some mutation. Each Action Turn a character is in a contaminated area or in range of a blast of radiation, he must make a Radiation Check (similar to a Poison Check, but using the **RADIATION MATRIX**).

In addition to radiation exposure from attacks or entering high danger areas like bomb craters, characters are exposed to **BACKGROUND RADIATION** when they are in the Deathlands (the man-made radioactive deserts where nuclear weapons were used in the Social Wars). The results of such exposure are determined at the end of each day by rolling 3d4 to find the Intensity Level of accumulated radiation to which the party was exposed. Results take effect immediately.

Biogenetics

Characters are exposed to biogenetic agents left over from the Social Wars when they are caught within the Blast Radius of an exploding Mutation Bomb or are shot full of a Genetic Booster. The exact effects of these substances are explained in their descriptions in **PART III**.

The following example illustrates a small portion of an adventure, using three characters (**Karp, Cleve** and **Rahn**). Rahn is a Pure Strain Human armed with a Needler and Short Sword. Karp and Cleve are Humanoids. Karp has Mental Control, Telekinetic Flight and Ultravision and is armed with a Needler and Short Sword. Cleve has Bodily Control, Precognition and Temporal Fugue and is armed with a Battle Axe and Crossbow. All three are Armor Class 6. **"GM"** indicates words spoken by the GM and **"C"** indicates words spoken by Cleve's player, who has been chosen "Caller" for the party. The Caller is a player who communicates the group's questions and desires to the GM. Some GM's use a Caller; others prefer to let the players express their individual desires. A Caller is used in the example purely for convenience. As we pick up the action, the players have marched for one turn after an 8-hour rest. They are Burdened, moving at Normal Speed and are approaching the outskirts of Pitz Burke.

GM: "You've been following the Nanty Glo Road for four hours. Do you want to rest or continue?"
C: "We'll continue."
GM: *Rolls a die, getting a "2" result . . . an Encounter Check will occur during the second hour of this March Turn.* "The road winds through a shallow, quiet valley. You cover two kilometers in an hour."
C: "We're on guard . . . moving Normally."
GM: *Rolls d%, with a "48" result . . . NO ENCOUNTER in the clear terrain through which the group is moving.* "You cover another two kilometers, and begin to notice a scattering of weed-grown ruins along the roadside."
C: "We'll keep our eyes peeled for interesting structures."
GM: "Are you going to slow down?"
C: "No . . . we'll keep moving at Normal Speed."
GM: "During the next two kilometers, you don't see any intact buildings, but the ruins do seem to be getting closer together. The road begins climbing a rocky gorge. The walls of the gorge rise about you, cutting off the sun. Do you want to rest or continue?"
C: "We'll continue. We hope to catch sight of Pitz Burke before dark."
GM: *Rolls 1d4, with a "1" result. He consults the ENCOUNTER TABLE and tells the party:* "The gorge is narrow and steep, but the road is fairly level, now." *He decides the group will come to a building next to the road and rolls d% on the Ruin column ENCOUNTER TABLE. The result is "05," so the group encounters BADDERS.* "As you round a bend, you notice a square shape to your right, about 20 meters from the road."
C: "How big is it? Can we see any doors or windows?"
GM: "It's about 6 meters tall, and maybe twice that on each side. It's covered with vines, but there seems to be an area on the side closest to the road where the vines have been cleared away." *Meanwhile, he consults "Badders" in the NPC Descriptions. Deciding that 3d6 Badders will be too many for the party to handle, he elects to roll 1d6, and determines that 3 Badders are present.*
C: "We'll check it out." *He quickly checks with the other players on how to approach the building.*
GM: *Rolls 6d6 to determine Badders' Hit Points, and gets a "21" result.*

For speed's sake, he decides that all three Badders have 21 hit points, instead of rolling separately for each one. He will not roll any of the Badders' Attributes unless they are needed to resolve the Encounter. "What are you going to do?"
C: "We'll approach the front of the building. Karp and I have our Needlers out and Rahn has his Axe ready. What do we see when we get close? Is there a door?"
GM: "Who's in front?"
C: "We're advancing all three abreast."
GM: "The bare spot appears to be a slab of wood. There's a metal handle on it." *He decides that since the characters are approaching a common type of NPC with weapons ready that there is no chance for the PC's to be surprised. Even though the Badders have Empathy as a mutation, there is a chance they will be asleep or otherwise unaware, so he does make a Surprise Check for them. A "2" result indicates that the Badders are, indeed, surprised.*
C: "Rahn will pull on the piece of metal while Karp and I stand just to either side. Our Needlers are aimed at the door."
GM: *Decides that Rahn should have a good chance to open the flimsy door, and checks versus his PS x 5. Rahn's PS is 17, so an 85 or less is needed and the roll of 76 means that the door opens.* "You can't see much in the dim light, but several bulky shapes appear to be rising before you."
C: *Hurriedly talks with the players.* "We let 'em have it!"
GM: "What exactly do you let them have?"
C: "Karp and I shoot our Needlers, while Rahn steps away from the doorway."
GM: "One of the shapes inside is moving toward you, blocking your view of the other targets." *Rolls 1d20, comparing the result to the PHYSICAL ATTACK MATRIX. Weapon Class 11 requires a "14" to hit Armor Class 5. He rolls "7" and a "15." "Karp misses, but Cleve hits." He quickly rolls a CN for the wounded Badder...8... and checks the POISON MATRIX since the Needle is coated with Intensity Level 17 Poison.* "The target falls down and lies still."
C: "What else is going on in there?"
GM: "You see two more of the bulky shapes moving toward you."
C: "We'll shoot at them, too!"
GM: "Hold it! Make an Initiative roll." *He rolls a d6, with a "6" result.*
C: *Rolls 1* "1 ." "Oh no!"
GM: "There's a sharp crack and a sizzling hiss. You're shot at with a Slug Thrower and a Laser." *He rolls 1d6 to determine who gets shot; 1, 2 = Karp; 3, 4 = Rahn; 5,6 = Cleve. The results are two fives. He rolls two attacks on Cleve, needing an 11 for the Slug Thrower and an 8 for the Laser to hit Armor Class 6. He rolls "6" and "9," respectively.* "Cleve hears the slug whistle past his ear as the Laser hits him in the chest for," *(Rolls 5d6)* "24 points!"

Play continues like this until the combat is over . . . leaving Cleve seriously hurt and the three Badders dead. The players take a Search Turn to loot their foes' bodies and bandage Cleve. They then resume their march into Pitz Burke. . . .

CHARACTER SHEET

PLAYER'S NAME:			CHARACTER'S NAME:	
TYPE:		RANK:	STATUS POINTS:	COMMUNITY:
MS SCORE:	MODIFIED MS:		NOTES:	
IN SCORE:	MODIFIED IN:		NOTES:	
DX SCORE:	MODIFIED DX:		NOTES:	
PS SCORE:	MODIFIED PS:		NOTES:	
CH SCORE:	MODIFIED CH:		NOTES:	
CN SCORE:	MODIFIED CN:		NOTES:	
HIT POINT SCORE:	HIT POINTS:		SPECIAL DAMAGE:	

PHYSICAL MUTATIONS:

MENTAL MUTATIONS:

LANGUAGES:

POSSESSIONS	NOTES	WEIGHT	FOLLOWERS	HIRELINGS

NOTES ON CHARACTERS:

CHARACTER IS:	UNBURDENED	BURDENED	HEAVILY BURDENED

MONEY:

Key: Most entries are self-explanatory. The **ATTRIBUTE SCORE** boxes should each contain the raw die roll for the Attribute. The **MODIFIED ATTRIBUTE** boxes are used to note modifications to Attributes as a result of mutations or events during play. The **NOTES** box after each Attribute is used to indicate any effects of that Attribute (a plus or minus to damage due to great Physical Strength, for example). The **HIT POINTS** space is used to keep a running tally of damage done to the character and the **SPECIAL DAMAGE** space is used to tally damage absorbed without effect on the character. All of the character's money and possessions should be noted on a separate line under **POSSESSIONS** and the weight of each item should be given if the character is carrying it. The total weight carried should be noted in one of the 3 boxes opposite the note, "**CHARACTER IS:**" The box used should be that representing how burdened the character is when carrying that weight. The **NOTES** column in **POSSESSIONS** is used to note Armor and Weapon Classes, special effects of Equipment, etc. The **NOTES ON CHARACTER** box is used to record odd bits of background or game information that doesn't fit elsewhere.

GAMMA WORLD
ADVENTURE BOOKLET
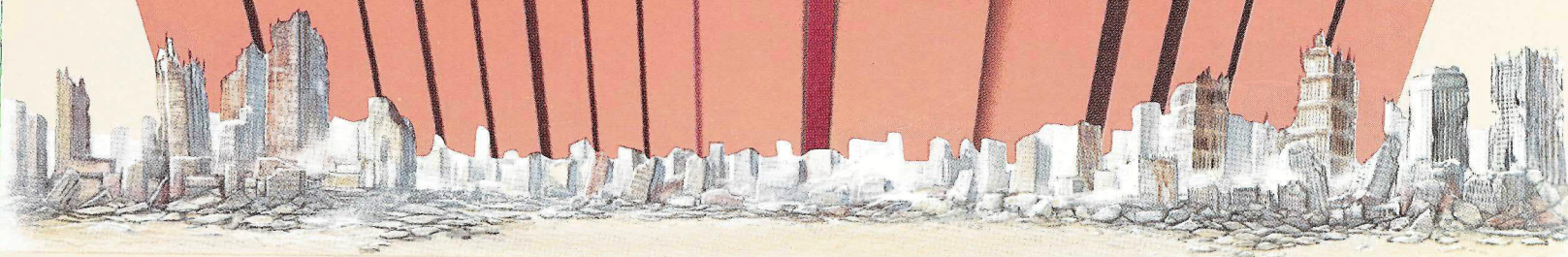
Brigand's Stronghold

Dark Hall

Map C
The Lil Map
Not To Scale

Symbol		Symbol		Symbol	
	Forest		Trail	■	Ruined Building
	Marsh		Road	□	Key Landmark
	Lake		Rubble		
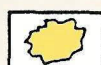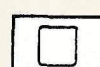
Map A The Lil Bramble Key

Pond   Brambles   Pathway   Lil
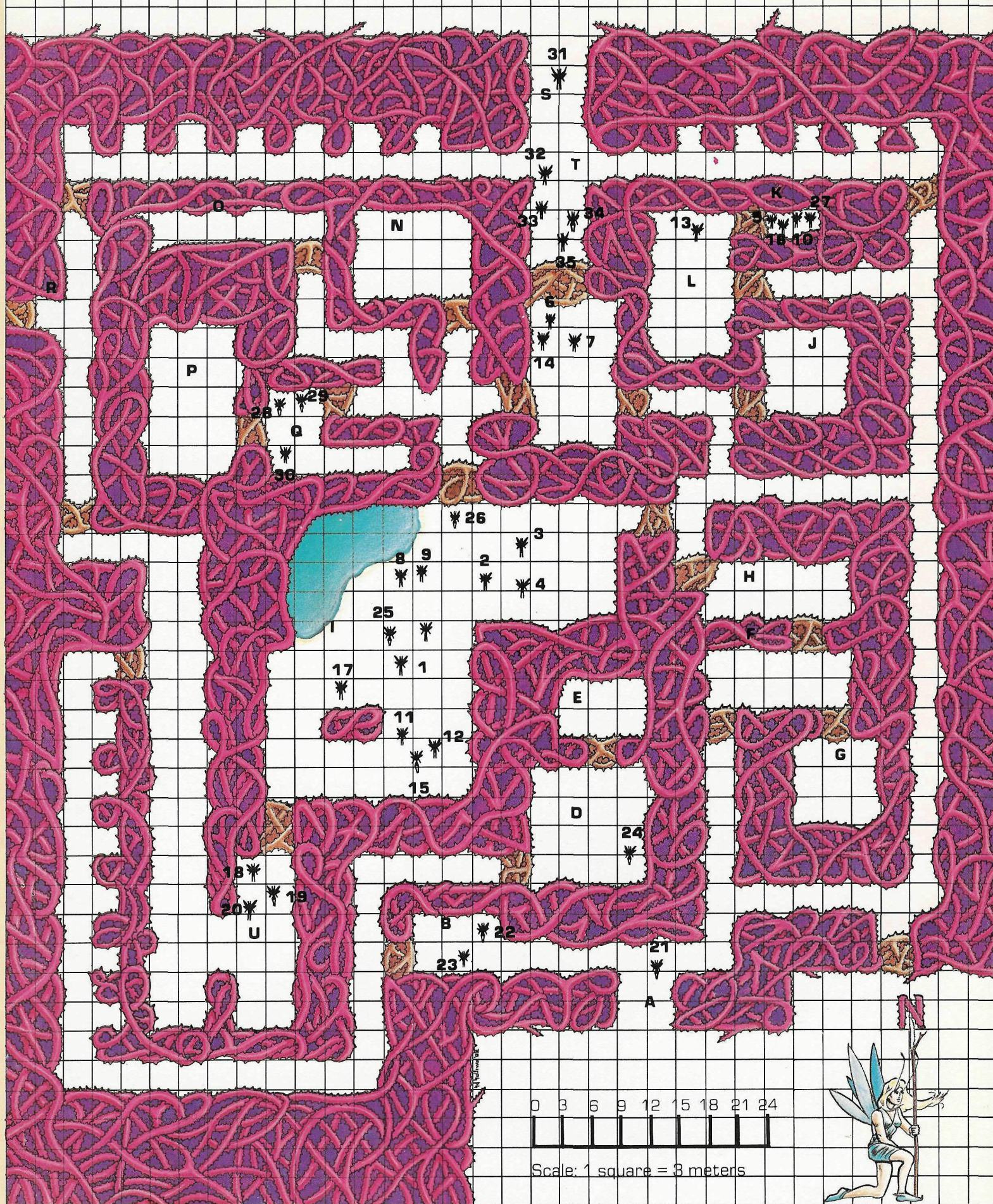
Scale: 1 square = 3 meters

Frick Building Basement

Map B: The Lil Ambush

Roadblock

Scale: 1 square = 3 meters

0 3 6 9 12 18 21

| | Brush and Small Trees | | Road | | Contour | | Brambles | | Lil Warrior |
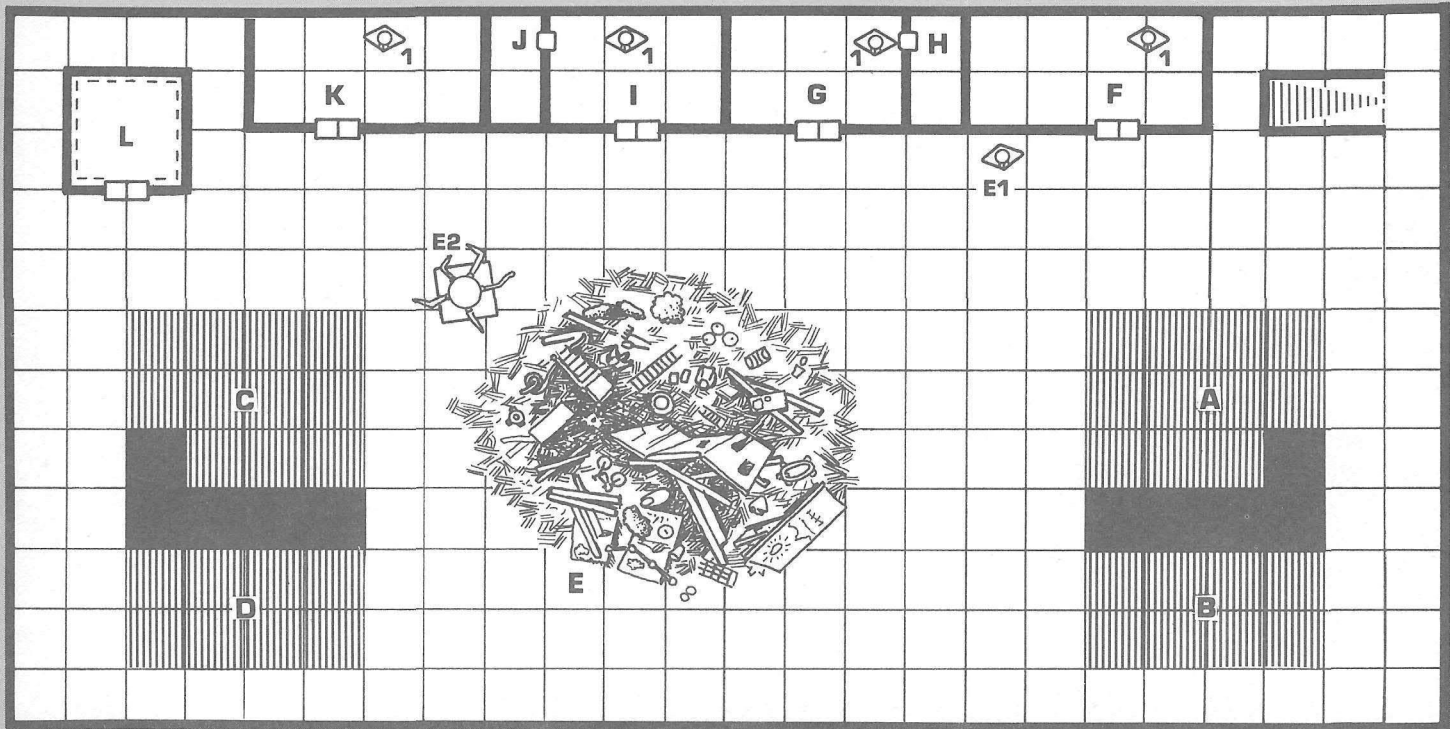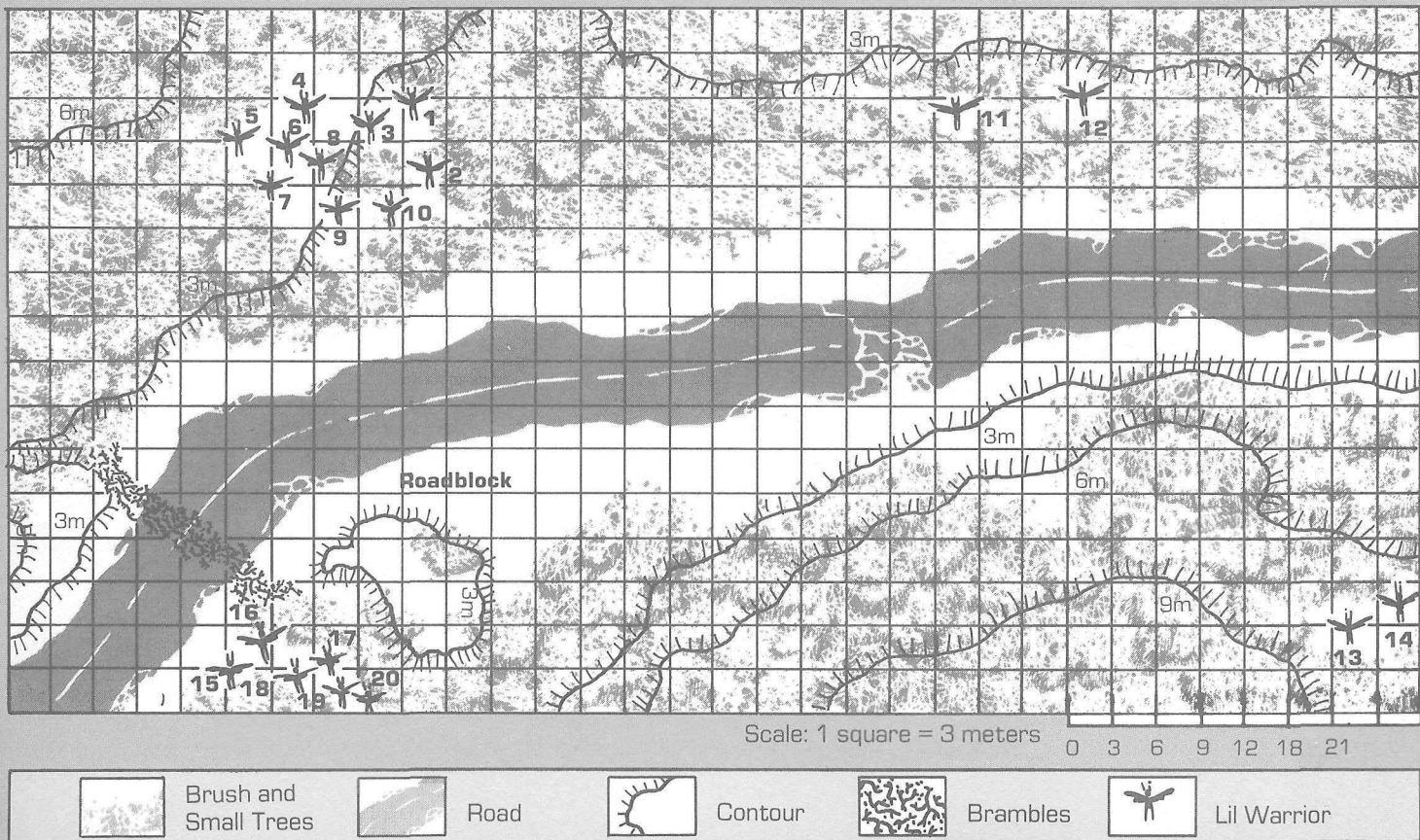
MAP D: FRICK BUILDING MAIN FLOOR

Scale: 1 square = 3 meters

16   17

L   M

12   9
13   8
7   1
10   2
14   11   3
U   5
15   4

0
3
6
9
12
15
18
21
24

W
S   N
E

K   J   I   2   H

O   N   G   3
2
1
E   F

Q   P   2

D   T   1

A8   A9   A10   A11   A12   A13
A18   D   D   A20
A19
A7
A17

14   15

M   A16

4   5   6   7
2   3   4   B
5   4   2
C   3   1
1   6
A   7

A1   A2   A3   A4   A5   A6
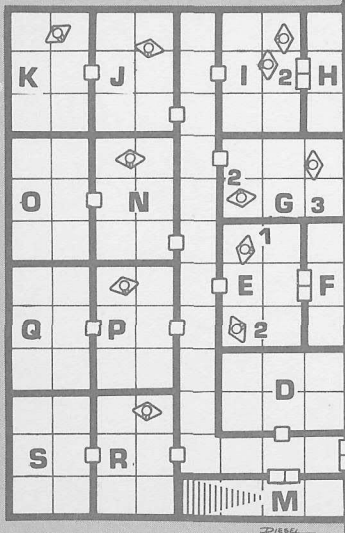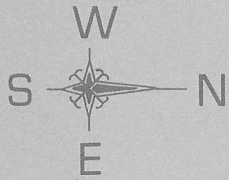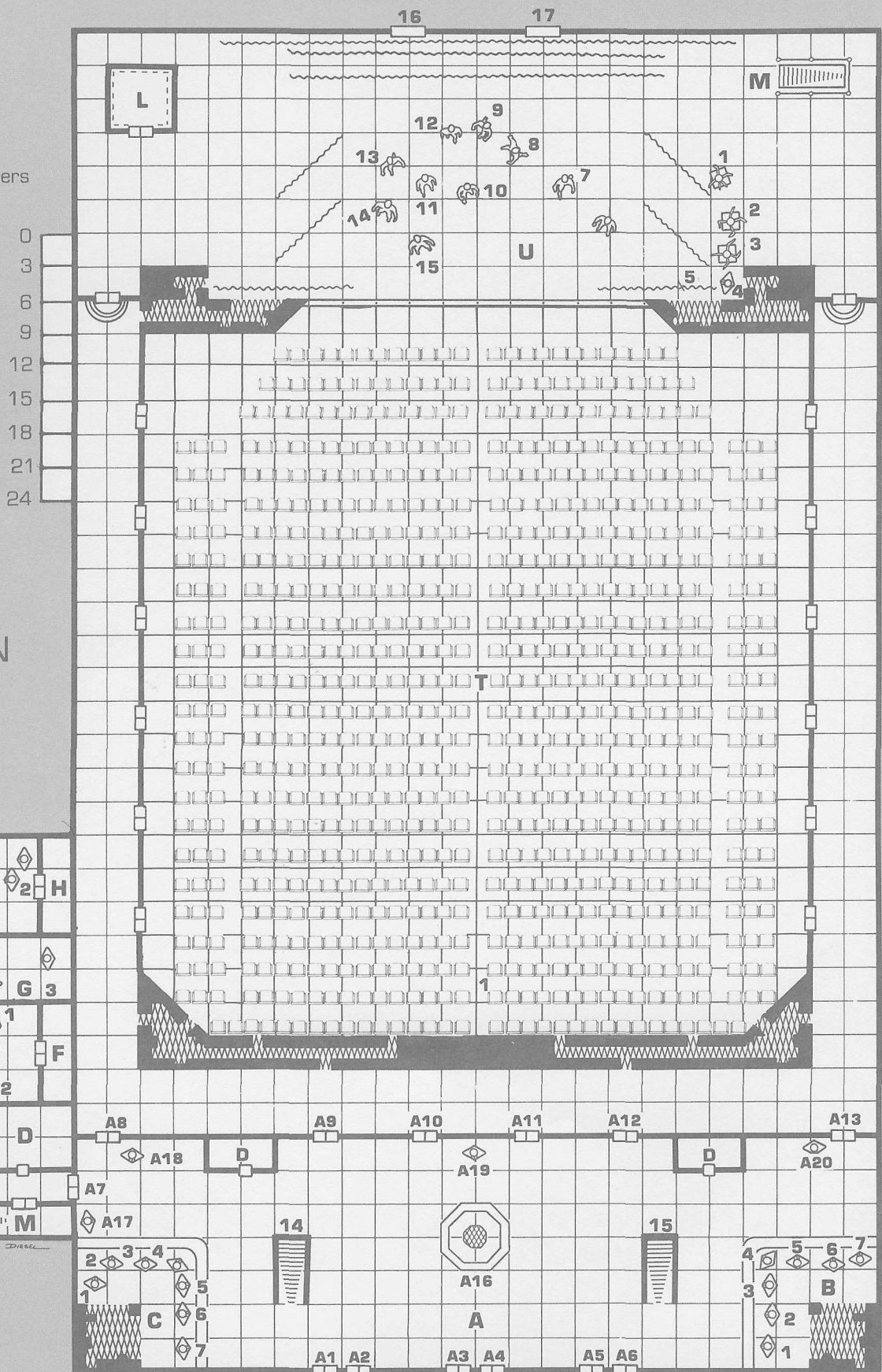
Map E: Frick Building Second Floor

Key:

- Door
- Double Door
- Locked Doors
- Overhead Door
- Window
- One-Way Window
- Curtain
- Stairs
- Open Storage Racks
- Railing
- Control Panel
- Comfort Module
- Lift
- Counter
- Machinery
- Robot
- Engineering Robot
- Humanoid Robot
- Theatre Seat

L

M

1

N

P

K

8

4

6

1

3

2

7

5

3

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2

I

1

4

6

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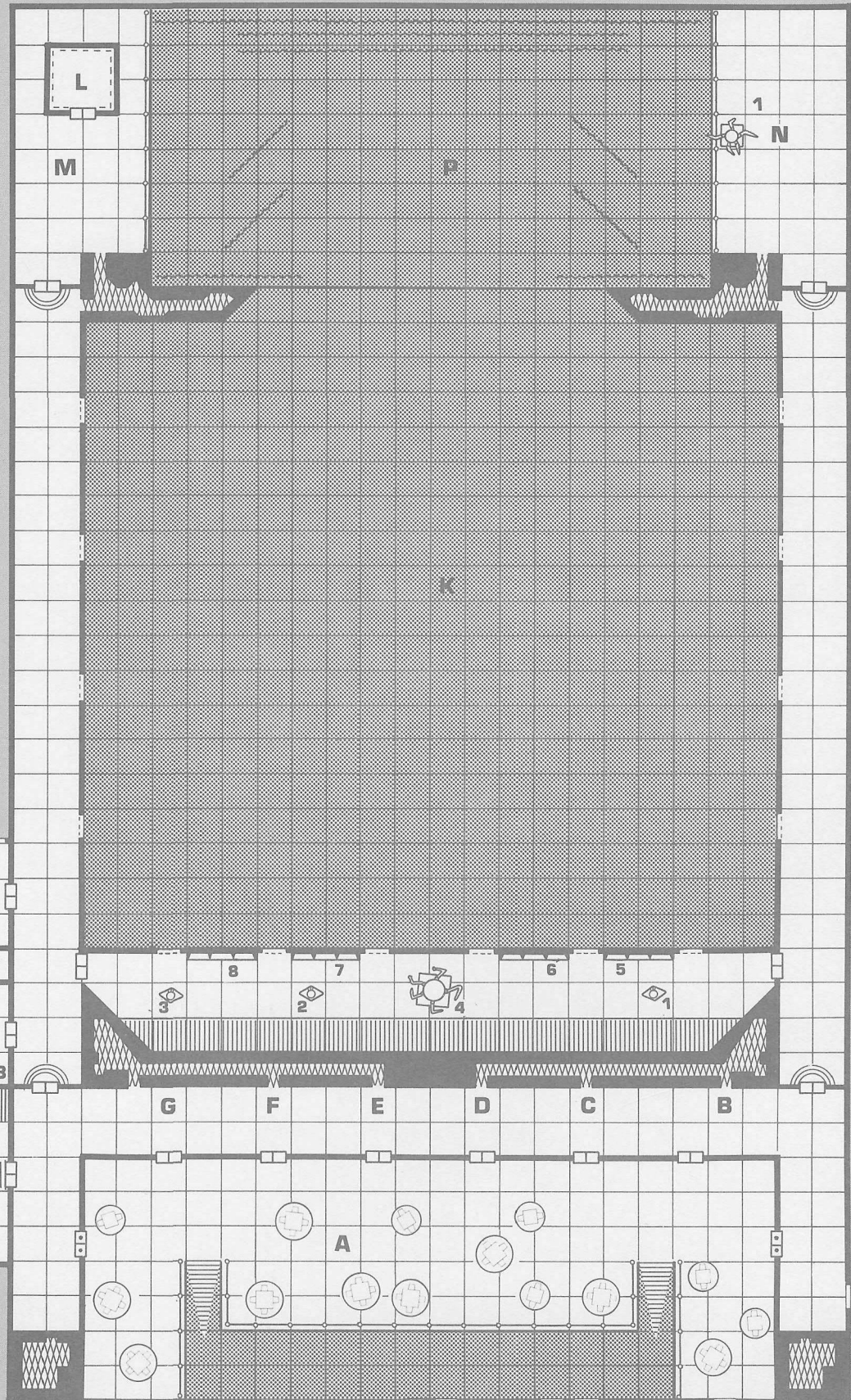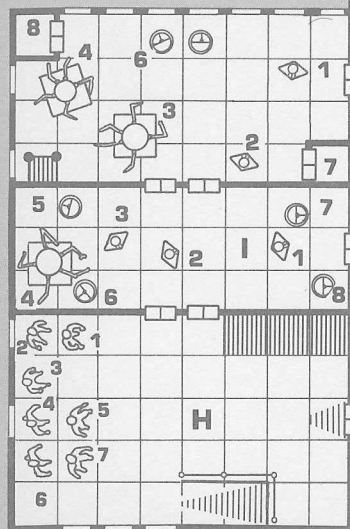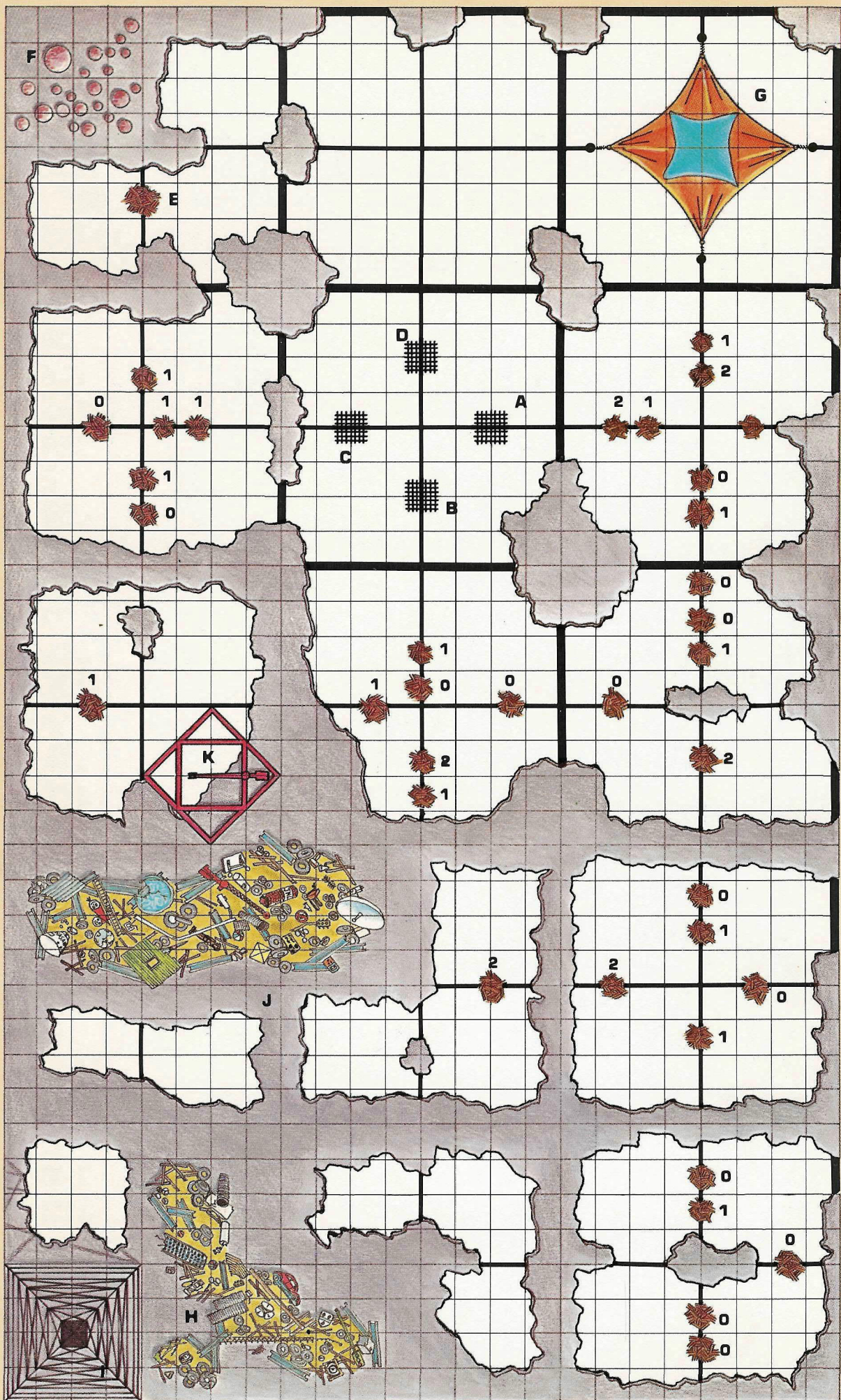
KEY

⊠	Guard Tower
▬	Main Beans
─	Stringers
🦀	Nests
▦	Suspended Cage
☁	Roof Surface
🗑	Junk Heap
⚒	Heavy Crane
●	Carrin Moot
◆	Duraskin Pond

Scale: 1 square = 3 meters

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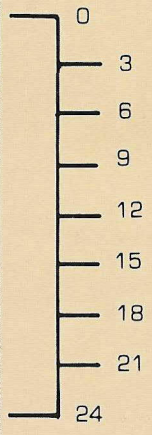
The Carrin Stronghold

Map G

GAMMA WORLD®
Science Fantasy Role-Playing Game
ADVENTURE BOOKLET

PART VI   RITE OF PASSAGE

This part of the rules contains a complete adventure for use with the **GAMMA WORLD® BASIC RULES BOOKLET.**

HOW TO USE THIS ADVENTURE

STOP! This section is intended only for the GM. Players should read no further.

Before play begins, the GM should read **PART VI**, making sure he knows how the section's elements fit together. The material that follows consists of 4 portions. This part gives an overview of the adventure and describes how to run it. The **FORMING A PARTY** portion gives details on equipment, companions and special knowledge the PC's have when play begins. The **MARCHING THROUGH ALLEGHENY** portion describes the area through which the PC's will travel to reach their destination . . . Pitz Burke. Included in that portion is a mini-adventure, **ENCOUNTER WITH THE LIL**, designed to prepare the PC's for later adventures. That portion also includes a travel guide for use in designing a campaign. The **GUIDE TO PITZ BURKE** describes the ruined city and lists 26

possible "scenarios" that may be played there. Two of the scenarios, **THE FRICK BUILDING** and **CARLOW COLLEGE** are developed in detail. The adventure works best as a single journey from Grover to Pitz Burke and back again during which the characters first encounter the Lil, then invade the Frick Building and, finally, assault the brigands atop Carlow College.

General Background

This adventure is designed for play by four or more beginning PC's. The PC's live in a small village named **Grover** in what was formerly western Pennsylvania. They are members of a tribal confederation known as **Clan Cambol**. The tribes making up this clan are 50% Pure Strain Human, 40% Humanoid and 10% Mutated Animal and are at Tech Level I. Each is ruled by a council of tribal elders.

To become an adult member of Clan Cambol, one must perform a **"Rite of Passage."** This rite consists of travelling to the dead city of Pitz Burke and bringing back a souvenir of the trip as a personal totem. The journey to and from Pitz Burke is spent in meditation. In addition, candidates for adulthood are assigned by the tribal council a specific feat that must be performed on the trip to successfully complete the rite.

Twice a year those from Grover who are to undergo this rite travel to Pitz Burke in a group of at least four (sometimes more). They are allowed to borrow weapons and equipment held by the tribe and may consult the tribal elders when planning their trip. They are not allowed to use transport and can't hire or recruit NPC's to accompany them.

This summer, the group travelling to Pitz Burke has a special mission. They must try to rescue three fellow clansmen being held for a ransom of 1000 gold pieces by a band of Carrin and Bloodbird brigands inside the city.

FORMING A PARTY

The first step in playing this adventure is to form a party of characters who will make the journey. Each player creates a character as described in **PART II**. If there are fewer than four players (plus the GM), enough NPC's are added to the party to give it at least four members. A fifth character is then assigned to the party as a guide. This character is **Karp**, one of four clansmen who went to Pitz Burke the previous spring to perform their rite of passage. The other three members of that party are now prisoners of the brigands. Karp was also a prisoner, but was released by the Carrins to carry a ransom demand to the tribal elders. The GM runs the party's NPC's.

If more than 5 characters (including Karp) are in the party, the GM should take the following steps to ensure game balance:

1. Subtract 10 from all Encounter Checks for every character over 5 in the party. This subtraction is made not only for normal Encounter Checks, but for any special Encounter Checks that must be made (see **MARCHING THROUGH ALLEGHENY**).

2. Subtract 1 from the die roll result when checking to see if the party members are Surprised and add 1 when checking to see if NPC's the party encounters are Surprised.

The GM chooses which NPC's are added to the party from the listed NPC's below. NPC's are added only if there are less than four players. The PC's cannot hire or recruit additional NPC's to accompany them. Once the party has been formed, the members must be equipped. (See **EQUIPPING CHARACTERS** section of **PART II**.)

NON-PLAYER CHARACTERS

If necessary, the GM should choose from among the following NPC's to complete the party.

NAME: Rahn
MORALE: 8
LAND SPEED: 12/900/18
TYPE: Pure Strain Human
HIT POINTS: 80

MS: 10	**IN:** 12	**CH:** 15
PS: 17	**DX:** 14	**CN:** 18

MUTATIONS: None.

EQUIPMENT: The GM should equip Rahn with 90 gold pieces worth of equipment of his choice and note all items purchased.

NAME: Cleve
MORALE: 7
LAND SPEED: 12/900/18
TYPE: Humanoid
HIT POINTS: 41

MS: 13	**IN:** 14	**CH:** 10
PS: 15	**DX:** 12	**CN:** 12

MUTATIONS: Bodily Control, Precognition, Temporal Fugue.

EQUIPMENT: The GM should equip Cleve with 90 gold pieces worth of equipment of his choice and note all items purchased.

NAME: Broose
MORALE: 8
LAND SPEED: 12/900/18
TYPE: Mutated Animal (Small Bear)
HIT POINTS: 72

MS: 10	**IN:** 12	**CH:** 9
PS: 18	**DX:** 11	**CN:** 18

MUTATIONS: Regeneration, Anti-Life Leech, Mental Shield, Telekinetic Flight.

EQUIPMENT: The GM should equip Broose with 60 gold pieces worth of *equipment of his choice and note all items purchased.*

In addition, the following NPC will always be in the party as a guide:

NAME: Karp
MORALE: 7
LAND SPEED: 12/900/18
TYPE: Humanoid
HIT POINTS: 45

MS: 12　　**IN:** 15　　**CH:** 10
PS: 12　　**DX:** 14　　**CN:** 13

MUTATIONS: Mental Control, Telekinetic Flight, Ultravision.

EQUIPMENT: The GM should equip Karp with 130 gold pieces worth of equipment of his choice and note all items purchased. Karp also has a Needler with a new Power Pack and a full Clip and carries the Lexicon and Map given the party by the village elders.

The Base

The party starts in the primitive village of Grover, a Tech Level I Base with about 250 occupants. The rules given in **EQUIPPING CHARACTERS** apply to this Base except as noted below:

1. No Tech Level III armor, weapons or transport are available.
2. For the journey, the tribal elders will give the party (at no cost in gold pieces) one map (the **Area Map of Allegheny**) and one Lexicon (a book of languages explained in **PART VII CONDUCTING CAMPAIGNS**). As long as the party has the Lexicon, they can communicate with almost anything they meet. They may look at the Area Map whenever they want.
3. No NPC's can be hired or Recruited.

March Preparations

When the party has been chosen and equipped, the players should look over the Area Map of Allegheny and pick the general route they will follow to get to Pitz Burke. Then the PC's should elect from the group a party leader (or "caller") who will be responsible for expressing the party's desires to the GM whenever necessary. Only PC's can be party leaders. The GM should become involved in this choice only to break ties. The players should next decide on a **March Order** (who walks ahead of whom). If the players have questions during their preparations the GM should answer them in the role of tribal elder.

MARCHING THROUGH ALLEGHENY

The semi-mountainous region through which the party must travel to reach Pitz Burke is a settled area dominated by a handful of advanced states and a few primitive clans. The **GENERAL DESCRIPTION** portion of this section describes the political and cultural divisions in the area. The **POINTS OF INTEREST** portion lists and describes every Death land, village, monastery, shrine, town and city in the area. Finally, the **ENCOUNTER WITH THE LIL** portion presents an adventure the players will have on their trip.

General Description

There are four clans in Allegheny: **Clan Cambol, Clan Okane, Clan Ery** and **Clan Gumry.** The largest is Clan Ery which claims most of the land between Great Sharfar and the Deathlands of Ery. The village of Pearl is the southernmost settlement of the clan. Clan Cambol is the second largest clan. It controls the land bordered by Yungztown in the west, the foothills to the east, the Cambol Road in the north and the Kastle Road in the south. Formerly the third largest clan, Okane is now the smallest of the four since its war with the Black Cambols. The remains of the clan have been absorbed by the Oclarians. The former Okane lands are now administered from Oclare, though the Okanes retain some self-government. Northeast of Pitz Burke are the lands of Clan Gumry. The formal border of the clan lands is formed by the Gany and Swan Rivers in the east and south and by the Deathlands of Tannin in the north.

The four clans are mutually hostile. Each is governed by the elders of the several tribes into which the clan is divided. A Clan Moot is held each spring when adult clan members (those who have made their Rite of Passage) discuss clan business. Any party travelling through clan lands has a 5% chance per March Turn of having a Random Encounter with 1d10 members of the clan. This check is made in addition to the normal Encounter Check for the March Turn. Members of rival clans caught in clan territory will be killed on sight or captured for purposes of torture.

The main threat to the peace of the area is the **Red Death**. The wild Deathlands of Hio are the refuge of huge nomadic bands of Red Death raiders who gather each spring and summer to sweep into Allegheny on their swift Centisteed mounts, killing and burning. The favored rendezvous points of the raiders are Yungztown and Eastpool. The various clans and states in Allegheny have long followed the prac-

tice of giving lands near these points to those who seems able to defend themselves against the yearly raids. The main defense in the north are the Yexils (assisted by a subsect of the Radioactivists called the Rads). In the south, scattered settlements of Archivists, Restorationists and Purists serve this purpose.

Any party travelling through the part of Allegheny west of the line formed by the Nango, Beaver, Hio and Mon Rivers must check once per March Turn in spring and summer for a Random Encounter with 1d20 Red Death warriors. There is a 5% chance of such an Encounter and this check is made in addition to the normal Encounter Check for the March Turn. Red Death warriors encountered in this manner will always attack. They will try to subdue characters instead of killing them, taking prisoners to camps in Yungztown or Eastpool where they can be tortured to death in various amusing ways.

A second threat to the peace has been growing in the east where the **Bonapartists** have founded the so-called Duchy of Gany. The Duchy includes the villages of Brady, Elk, Elmo, Emlen, Loge, Nickel, Sara Furnace and Sligo, but has its capital at Knox. So far, the Bonapartists have twice crossed the Gany River in a bid to conquer the fertile lands of the Cambols and Okanes. In response to this threat, the Oclarian Empire has sprung up in the last 20 years. This state is based in the large town of Oclare and controls the land bounded by the Gany River in the east, the Cambol Road in the north, the Kastle Road in the south and the Pearl-Boyerz-Nor Sunbry Road in the west. Within Oclarian lands are two freeholds, the Ancient Installation of Boyerz and the monastery at Adrian Watch, both of which the Oclarians hope to bring fully under their control.

Any party travelling through territory claimed by the Oclarians or the Bonapartists has a 10% chance per March Turn of meeting 1d20 members of the group claiming the area. This check is made in addition to the normal Encounter Check for the March Turn. Any Oclarians or Bonapartists encountered in this way will try to take the party prisoner, killing them if they refuse to surrender. Prisoners will usually be drafted into the army or sentenced to forced labor. There is a 5% chance, however, that a local official will have one or more members of the party shot as spies (GM chooses number and identity of victims).

By far the largest and most important state in Allegheny is the Kingdom of New Arndale with its capital city at New Arndale. The kingdom claims all lands south of Sun Creek, north of the Gany, east of the Hio and west of the Utler-Widnoo-Toll Gate Road. The kingdom has a fear-

some reputation as a place where strangers disappear and the secret police are both extremely strong and efficient. Characters travelling through the kingdom have a 20% chance per March Turn of encountering 1d20 soldiers. If the party has a safe conduct pass (issued only at Toll Gate or Harmony) and are on the right road, they will be allowed to proceed unmolested. Otherwise, they will be made prisoner and taken to New Arndale for trial. Trials almost always end in a sentence of forced labor at the state farm at Widnoo. Safe conduct passes will only be granted to traders who wish to travel to the city of New Arndale and back to their original entry point. The kingdom does not permit travel by outsiders for purposes other than trade.

South of New Arndale are the Deathlands of Pitz Burke. This vast area and the lands to the south and southwest are controlled by a number of loosely allied Restorationist communities that are hostile to strangers, especially the wild clansmen of the north whom they view as savages . . . little better than the Red Death. West of Pitz Burke is a similar collection of Archivist and Radioactivist villages. The Archivists are bitter enemies of the local Restorationists and there is constant raiding between the two groups. Southwest of this concentration is the so-called Allegheny Liberated Zone, a Zoopremisist stronghold stretching south for 60 kilometers. The Zoopremisists are not involved in events outside this zone except for making an occasional raid to steal artifacts from the Archivists or Restorationists.

Southeast of Pitz Burke is a huge Programmer Theocracy dedicated to the worship of "the great and powerful Ozz." This state and the Deathlands, themselves, have served to screen the foothills south and east of Pitz Burke from the political and clan wars that have disrupted the rest of Allegheny. A variety of settlements, shrines, monasteries and freeholds coexist in the area in relative peace.

Points of Interest

The entries below describe the points of interest on the Area Map of Allegheny. If the GM wants to set detailed action in any of these spots, he will need to add more information. The descriptions are provided merely as guides for Random Encounters. Features shown are listed in alphabetical order.

ACADEMY: This monastery of the Brotherhood of Thought is a Tech Level III Base from which the Brotherhood sends forth its missionaries to all of Allegheny. At any one time, there will be 1d8+10 teachers and 1d10+3 students present. The "brothers" will gladly tend the wounded or ill and will offer up to three night's free lodging to travellers who appear peaceful.

ADRIAN WATCH: The Watch is a Tech Level II Seekers' monastery devoted to the training of the order's agents. Non-members will be barred from the grounds and driven off by force if necessary. Usually 1d10+11 teachers and 1d20+20 students will be present.

AKDALE: Mutation Bombs were used on this ruined Ancient city and it is a favorite Radioactivist haunt. An average of 1d4 members of the Venize community will almost always be present and there is a 5% chance that a major band of 3d6 score Radioactivists will be present on any given day. The area has Intensity Level 3d6 Background Radiation and all "D" results from exposure to Radiation should be read as "M" results instead.

AMBER: A group of 1d8+20 Arks, the sole survivors of a tribe of hundreds that once roamed the area, use Amber as a Base from which to conduct a guerilla war against the New Arndalites who destroyed their tribe. There is a 15% chance per March Turn of encountering this band in the city. This check must be made in addition to the normal Encounter Check for the March Turn. The Arks will attempt to capture and/or kill strangers.

ARK MAT: This Tech Level I village is a stronghold of Clan Gumry. The 1d4+12 score residents do not welcome strangers.

ATYFOR: The Restorationists in this Tech Level III village of 1d4+6 score residents make regular trips into the Deathlands of Washing, Nunzburke and Donora in search of artifacts for themselves and the other Restorationist communities in the area. They tend to be hostile toward non-Restorationists.

AVEL: The Zoopremisists of Independence claim this ruined city as their private preserve and will kill non-Zoopremisists found here. There is a 5% chance per March Turn of encountering a patrol of 2d4 Zoopremisists in the city. Checks of this type are made in addition to other Encounter Checks.

AVON: These Deathlands are the home of several large Podog packs. Read Random Encounters in the area as Encounters with 1d6+6 Podogs.

BAD BURNZ: The weapons used to destroy this Ancient city have a half-life of over 500 years. The background radiation in the area is Intensity Level 1d4+14. Its deadly nature has made Bad Burnz a major shrine of the Radioactivists.

BARKEYVIL: 1d4+5 dozen clansmen of Clan Cambol occupy this Tech Level I village on the site of an Ancient truck stop. The machinery of the truck stop has long since decayed, but the huge buildings are still used as a trading post. During spring and summer, 1d4 hundred traders and settlers will be in the area.

BEAVER: The Kingdom of New Arndale claims the ruins of Beaver and sends regular patrols into the area to shoot trespassers. There is a 5% chance per March Turn of meeting a New Arndale patrol of 2d6 soldiers. Checks for Encounters of this type are made in addition to normal Encounter Checks.

BESSER: The Restorationists at Midtown have looted this city of most of its artifacts and it is now an almost featureless grass-grown plain of rubble. A pride of 1d4+5 Jagets have established themselves in the area and there is a 5% chance per daylight March Turn and a 15% chance per night March Turn that the Jagets will attack any party in their hunting ground. The check is made in addition to the normal Encounter Check for the March turn.

BETHANY: This Tech Level II village houses 1d4+8 score Zoopremisists who are part of the Allegheny Liberated Zone of the Animal Liberation Front (ALF). They are unfriendly to strangers.

BLACKTUN: Some 1d10+8 score members of Clan Cambol live in this Tech Level I village which is the seat of Cambol rule.

BOYERZ: Buried 60 meters beneath a mountain is the Federal Records Center of Boyerz, an automated data processing center run by the largest Cybernetic Installation in Allegheny. Some 1d4+4 dozen General Household Robots maintain the center which houses three centuries worth of retirement records of pre-

holocaust citizens of the old USA. The Installation is sealed (Stage IV I.D. needed for entry) and protected by Defense Borgs and Security Robots.

BRADY: This Tech Level II village of 1d4+8 score residents is a Gany depot and it houses 1d4+1 dozen Bonapartist soldiers.

BRAKEN: The Seekers of New Burrel have stripped Braken of all useful artifacts and razed it. It is a barren waste.

BRID: A small Archivist community of 1d4+4 dozen is located in the ruins of Brid. The community is Tech Level II, but it holds several score functioning Tech Level III devices.

BROAD ACRES: The Broad Acres Experimental and Agricultural Station operates off a BPS on the premises. It was once the core of the extensive Mechlands which provided Pitz Burke with most of its vegetables. Since the holocaust, the CI that operates the Station has expanded Broad Acres until it occupies all the land between the Mon and Yuga Rivers. The CI is worshipped by a group of 1d4+8 score Programmers who live on the original site of Broad Acres. Both the Programmers and the CI are served by several hundred Ecology Bots-Agricultural and by a score of Security Bots under the command of a Defense Borg. Other types of Robots abound in this area, especially General Household Robots and various types of Engineering Robots. The CI (which has named itself "Ozz") takes its worshippers seriously. It has decreed that only "believers" may live within the borders of Broad Acres and regular patrols ensure that this is so. Ozz's relations with Newton, Library, Atyfor and the other communities in the area are very good and Broad Acres supplies much of the food for these communities (for a price . . . payable in artifacts or domars). Broad Acres is a Tech Level III Base available to all Programmers.

BRUIN: The Oclarians maintain 1d4+1 dozen soldiers in this Tech Level II village of 1d4+2 score residents.

CHEZTER: The Kingdom of New Arndale claims the ruins of the city of Chezter as its own and keeps strong patrols in the area to deal with trespassers. There is a 5% chance per March Turn of meeting a patrol of 3d6 New Arndale soldiers. Checks for this type of Encounter are made in addition to normal Encounter Checks.

CHICORA: The Oclarians keep 1d4+1 dozen troops in this Tech Level II village. The 1d6+7 score residents of the village are among the last survivors of Clan Okane.

CUTTA: This ruined city is a favorite camp of Red Death raiders from the vast Deathlands to the west. There is a 10% chance per March Turn during summer or fall of encountering 1d4 dozen Red Death raiders in the area. Checks of this type are made in addition to normal Encounter Checks.

DONAL: Radioactivists from Venize have a large shrine inside the main crater in the Donal Deathlands. They visit there regularly. There is a 5% chance on any given day in spring, summer or fall that 2d6 Radioactivists will be present in the area.

DONORA: The Restorationists of Atyfor claim this ruined city as their private preserve and make regular visits to gather artifacts. There is a 10% chance on any given day in spring, summer or fall that 2d6 Restorationists will be present in the area.

EAST BRADY: About 1d4+1 dozen soldiers from the Duchy of Gany are stationed in this Tech Level II village of 1d4+5 dozen.

EASTPOOL: This ruined city is one of the two main gathering places of Red Death raiders from Hio. (Yungztown is the other.) On any given day in spring or summer, there is a 25% chance that 1d8+2 score members of the Red Death will be present in the ruins.

ELK: About 1d4+5 dozen Serfs live in this Tech Level II village controlled by the Duchy of Gany.

ELLVUE: The 1d4+5 dozen Archivists who live in this ruined city are almost constantly at war with troops of the Kingdom of New Arndale which claims the ruins.

ELLZBURKE: The Zoopremisists of Independence claim this ruined city and keep a small garrison there to keep out trespassers. About 1d10+8 heavily armed soldiers will always be present.

ELMO: About 1d6+6 dozen Hoops live in this Tech Level II village controlled by the Duchy of Gany.

ELWUD: The ruins of Elwud mark the northwest border of the Kingdom of New Arndale. The New Arndalites shun the area, however, since it is heavily infested with Terls. There is a 10% chance per March Turn (plus 20% if it is dawn or sunset) of meeting 1d6 Terls in the city. This check is made **instead** of the normal Encounter Check for the turn.

EMLEN: There are 1d4+10 score residents and 1d4+1 dozen soldiers in this Tech Level II village controlled by the Duchy of Gany.

EPORT: Herds of Hoppers graze the barren range that has grown up over this ruined city. There is a 25% chance per March Turn of encountering 1d10 Hoppers in the area. This check is in addition to the normal Encounter Check for the March Turn.

EVANZ: The Kingdom of New Arndale keeps 1d4+1 dozen soldiers in this Tech Level II village of 1d4+6 score residents. The soldiers patrol along Sun Creek from Harmony to Utler, taking captive all strangers they find south of the creek.

FLORENZE: This Tech Level II village of 1d4+10 score residents is a major Archivist community with close ties to the Archivists of Lang Loth, Stuben and Tyre. The residents also have a defense pact with the Archivists of Pitz Burke and Ellvue. They welcome strangers and are eager to trade for rare artifacts. If unable to acquire an artifact by trade, they will try to steal it.

FONZBEE: In the midst of this broken city is a Machinist community of 1d4+4 dozen Androids. They seldom leave the ruins and, in fact, try by all possible means to insure that their existence remains a secret except to their near neighbors. They will hunt down strangers who stumble on their village, recruit any Androids in the party and kill all non-Android prisoners. They are heavily armed and armored with a variety of Tech Level III equipment.

FORSTVIL: This Tech Level I village houses 1d4+6 dozen Cambols.

FRANK'S SPRINGS: This Tech Level II Hoop village contains many Zoopremisists (who dominate affairs) and a small minority of Archivists. Its 1d4+2 dozen residents maintain close ties with the Archivists of Florenze and the Mutationists of Shippen Gate.

FREED: Though the King of New Arndale does not claim the ruined city of Freed, he does keep a small garrison of 1d6+8 soldiers there to monitor the crossings of the Hio River. There is a 20% chance per March Turn of meeting a patrol of 1d6 soldiers in the city.

GREAT LICK: This peaceful Sleeth village of 1d4+5 dozen residents has close ties with the Sleeths of Pitz Burke who provide Great Lick with large quantities of Tech Level III equipment (including weapons and armor). They welcome peaceful strangers, but will attempt to discourage them from entering Pitz Burke by relating wild tales about the city. They will use a powerful Communications Sender to warn their fellow Sleeths in Pitz Burke if visitors insist on continuing their journey in that direction.

GREAT SHARFAR: This immense, devastated area is claimed as a hunting ground by a large tribe of Yexils. Under the terms of a treaty with Clan Cambol, the Yexils are charged with aiding the clan if it is attacked. The clansmen, in turn, agree never to enter Great Sharfar

without the Yexils' permission and to bring the Yexils gifts of polyester four times a year. There are 1d20+20 Yexils in the area year round (and an additional 1d8 young in spring). The Yexils will usually escort non-Cambols to their western border with instructions to leave and not return. Second offenders will be killed. Cambols who enter Yexil territory without permission will be captured and returned to their tribal elders.

GROVER: There are 1d4+12 score Cambols in this Tech Level I village.

HARMONY: The Kingdom of New Arndale keeps 1d4+6 dozen soldiers in this Tech Level II village of 1d4+8 score inhabitants. The soldiers regularly patrol the area south of Sun Creek between Evanz and Elwud, making captive all strangers they find south of the creek. There is a bridge over the creek just north of the village and the small customs office located there will issue safe conduct passes to traders wishing to enter the kingdom. These passes are good for one trip into the city of New Arndale and back to Harmony. Those with such passes may only travel via the South Way. If caught anywhere else in the kingdom, they will be treated as trespassers.

HARZVIL: This Tech Level I village houses 1d4+8 score Cambols.

HOOKER: Among the 1d4+8 score residents of this village are 1d4 dozen survivors of Clan Okane. A garrison of 1d4+1 dozen soldiers is quartered in this Oclarian-controlled village.

HUBBARD: The Radioactivist community of Radfield keeps a shrine in Hubbard with the permission of the Yexils who control the area under a treaty with the chiefs of Clan Cambol. The treaty that gives the Yexils this land is similar to that which involves Great Sharfar. There will almost always be 1d8+8 Yexils in Hubbard and there is a 5% chance on any given day that 1d6 Radioactivists will be present.

IDWA: Since they are not on any major road or trail, the Deathlands of Idwa have not been plundered as much as other ruins. The GM should "stock" the area with an exceptionally rich haul of artifacts and double the chances of any artifacts found in the area being in working order. A small tribe of 1d10+30 Dabbers lives on the outskirts of Idwa and claim the area as a private scavenging preserve. They will defend their claim with force, but will greet peaceful strangers hospitably, provided that many gifts are exchanged and the Dabbers get the better of the deal.

IMPER: There is a small Archivist shrine in these ruins which is manned by a rotating staff of 1d4+4 Archivists from Tyre.

INDEPENDENCE: This Tech Level II village of 1d6+12 score Zoopremisists is the strongest village in the ALF's so-called Allegheny Liberated Zone. Since the village is the northernmost settlement in the zone, its residents are suspicious of strangers entering from any direction except south and will imprison or kill anyone trying to enter the zone from the north.

JENT: The weapons used to destroy this Ancient city have a half life of 500 years. The background Radiation is still Intensity Level 1d4+14. Like Bad Burnz (which was destroyed by similar weapons), this city is a special Radioactivist holy place.

KARNZ: This Tech Level II village of 1d4+6 score residents is controlled by the Oclarians who keep 1d4+1 dozen troops there.

KEEZPORT: The ruins of this Ancient city are home to a Tech Level II community of 1d4+2 dozen Serfs who trade artifacts to the Robots and Programmers of Broad Acres in exchange for their food. They will kill any strangers they find in the area.

KINZBURKE: Dominating this ruined city is a Tech Level III Hisser community of 1d4+3 dozen residents. The Hissers are wary of strangers but will offer shelter and food if approached in a friendly manner. They are, however, hostile toward Restorationists.

KNOX: This Tech Level II town has 1d4+5 hundred inhabitants and is the capital of the Bonapartist Duchy of Gany which controls the area east of the Gany River and north of Tannin. In addition to the population, the Duchy maintains 1d4+6 score troops in the town.

LAND LOTH: There is a small Tech Level III Archivist Monastery with 1d10+8 brothers in it inside Land Loth. In spring and summer, a group of 1d8+20 additional Archivists will gather at the monastery at any given time. These guests are members of the Young Archivists (the youth arm of the order) who have come from Florenze to search for artifacts.

LANZ BURKE: About 1d4+5 score Cambols live in this Tech Level I village on the southernmost border of Cambol lands. They joyfully welcome all fellow clansmen and just as joyfully kill all others.

LEECH BURKE: The Seekers of New Burrel have destroyed most of the artifacts and structures of this Ancient city, leaving a barren waste now serving only as a breeding ground for Zarns. Any Random Encounters taking place in this area should be treated as Encounters with 1d8 Zarns. The Zarns swarm during high summer and all characters within 2 kilometers of Leech Burke during this time automatically encounter 1d8 Zarns per **hour**. No other Encounter Checks are necessary.

LEEZBURKE: This Tech Level I Cambol village is home to 1d4+8 score residents plus 1d6+6 score clan captives kept under guard in a special prison inside the village. The guards are an elite group of clansmen armed with a mix of Tech Level II and Tech Level III equipment who wear distinctive black and green plaid kilts of honor. This "Black Watch" consists of 1d20+20 clansmen and is feared even by other Cambols. The motto of the Black Watch, "We don't like your face and we don't like your barn," strikes fear in the hearts of Cambols and non-Cambols alike.

LIBERTY: There are 1d4+5 score Zoopremisist residents in this Tech Level II community. They seldom see non-Zoopremisists and will be very suspicious of any travellers who enter their village. They imprison strangers.

LIBRARY: This Tech Level III Restorationist village is closely tied to similar communities in Pitz Burke and Atyfor. Its 1d4+8 score residents are almost exclusively occupied with the task of learning how to use the many Tech Level III devices they own. They are wary of strangers, especially Archivists, but are seldom violent except in self-defense.

LOGE: The Duchy of Gany keeps 1d4+1 score troops in this Tech Level II village of 1d4+6 score residents. Most of the trade between the Duchy and the Oclarians passes through Loge.

LOWELL: This ruined city is infested with large numbers of Parns which hunt the surrounding forest. Characters should ignore any Random Encounters they have within 2 kilometers of the city. Instead of the Encounter listed, they encounter 2d4 Parns.

MAMON: A Tech Level II village of 1d10+8 score residents has grown up around this former Restorationist trading post. Strangers are welcome at the post.

MANOR: Scores of Blights inhabit this ruined city, flying far and wide to hunt by day and sleeping in the girders of ruined buildings by night. Ignore all Random Encounters taking place within 2 kilometers of Manor. Instead, 1d4 Blights are encountered.

MERCER: Clan Cambol claims this ruined city as a scavenging preserve and 1d6+8 clan warriors will always be on guard against non-Cambol scavengers. They will usually kill non-clansmen.

MIDTOWN: There are 1d4+4 score residents in this Tech Level III Restorationist village. They are generally hospitable toward strangers except during the summer when Red Death raiders are an ever-present danger. In summer, they are wary of strangers.

MILAN: This ruined city has been stripped of most artifacts by the Mutationists of Shippen Gate. It is now avoided by the locals who fear the Manta tribe that has occupied it. Random Encounters in Milan should be read as Encounters with 1d8 Mantas.

NAR: The Deathlands of Nar are infested with literally thousands of Squeekers. Any party within 2 kilometers of the ruined city must check once per March Turn to see if they encounter 3d10 Squeekers. There is a 30% chance of encountering Squeekers in Nar and a 10% chance of encountering Squeekers in the area surrounding it. This check is made in addition to the normal Encounter Check for each March Turn. All Squeekers encountered within 2 kilometers of Nar will immediately attack.

NEW ARNDALE: The only city in the area, this is the capital of the Kingdom of New Arndale, a glorified city-state, ruled by a despotic King. The city is encircled by a stone and concrete wall and most of the buildings are of stone and timber. It houses 1d8+20 hundred residents plus 1d4+4 hundred troops. The New Arndalites are extremely hostile toward strangers and those captured inside their borders will be taken to the city for trial as trespassers. The normal sentence is a term of forced labor at the state farms at Widnoo. Traders from the surrounding areas may apply at Harmony or Toll Gate for safe conduct passes good for one trip into the city of New Arndale (and back to their original point of entry to the kingdom). New Arndale is a Tech Level II community, but the King's treasury contains many Tech Level III items.

NEW BURREL: This Tech Level II Seeker monastery is home to 1d10+17 teachers and 1d4+3 dozen students. One of the oldest Seeker establishments, its members have, over the years, looted or destroyed most of the cities and ruins within 10 kilometers. The Seekers are hospitable toward strangers, but require that they leave all artifacts and Robots outside the gates of the monastery.

NEW ECONOMY: This Tech Level I Seeker village houses 1d10+17 dozen residents. It is formally part of the Kingdom of New Arndale. However, the Kings have always allowed the Seekers to govern the village as long as they didn't interfere with the operations of the kingdom. There are 1d10+8 soldiers quartered in the village along with a tax collector representing the King.

NEWGAL: This ruined city is the site of a Red Death outpost that is maintained year round. Those desiring communication with any of the scores of Red Death bands that haunt the wastes of Hio may send messages through this outpost. Aside from the 1d4+4 Red Death war-

riors who will always be camped in the area, an additional 1d8+20 "couriers" will be present picking up or delivering mesages.

NEW RUFF: This Tech Level III Healer monastery houses 3d4+18 teachers and 1d10+40 students. The Healers will shelter and feed all peaceful travellers without question for up to 4 days (longer if someone needs medical attention). The Healers keep a party of 1d10+8 mercenaries from Newton in the monastery as protection against raiders. These mercenaries will be armed with Tech Level II weapons and armor. However, if in dire need, they will call on 1d4+4 Security Robots for aid.

NEWTON: The Free City of Newton is actually a Tech Level II town with 1d10+30 score residents. It is ruled by a mayor (called the "Town Father") and a Board of Selectmen (consisting of 11 prominent citizens). The Newtonians are very friendly.

NICKLE: This Tech Level II village houses 1d4+10 dozen residents and 1d4+3 dozen soldiers of the Duchy of Gany.

NOR SUNBRY: Only 1d4+5 dozen residents and a small garrison of 1d4+10 Oclarian soldiers occupy this Tech Level I village.

NUKASTLE: Clan Cambol claims this ruined city as a scavenging ground and there is a 10% chance per March Turn of encountering a patrol of 1d8+20 clansmen who will shoot trespassers.

NUMBER 2: There are 1d4+4 score Cambols in this Tech Level I village.

NUNZBURKE: These vast ruins are claimed by both the Radioactivists of Venize and the Restorationists of Atyfor. The Radioactivists tend to stay away from Nunzburke since they have other shrines in the vicinity and don't wish to provoke a war. However, there will always be 1d4+8 Restorationists from Atyfor on guard in the ruins and they will kill trespassers.

OCLARE: This Tech Level II town is the center of the so-called "Oclarian Empire." It is home to 1d4+5 hundred citizens and a small army of 2d4+8 score soldiers.

OLD GREEN: Plezant Unity claims this ruined city as a scavenging preserve and keeps a small garrison of 1d10+8 soldiers in the area.

ORD: Buried under the overhanging banks of the Gany River is the stronghold of a band of 1d8+20 Menarl river pirates who prey on watercraft, killing the crews and making off with anything of value from the craft (which they then sink). All watercraft passing through the area will be attacked by the Menarls unless the craft appears to be too strongly defended. All Random Encounters in the area should be

read as Encounters with 1d20 Menarl pirates. The Menarls have a small stock of 1d4+3 Micro-missiles which they can use to stop watercraft.

PALSTIN: The Mutationists of Unity keep a party of 1d6+8 residents in this ruined city scavenging for artifacts.

PARKER: The Oclarians keep 1d4+6 dozen soldiers in this Tech Level II village of 1d10+8 score residents. There is a guarded ferry across the river to the village of Loge, but strangers may not use it.

PEARL: This Tech Level I village of 1d4+6 score inhabitants is the southernmost village of Clan Ery, bitterest of Cambol foes.

PITCAR: Hidden in this ruined city is a Tech Level III settlement of 1d4+4 dozen Android Machinists served by 1d20+25 Robots of various types (including 1d4+5 Security Robots and a defense Borg). The Machinists are known to exist in the ruins and trade with their neighbors (especially the Programmers of Broad Acres). However, they keep their exact location secret and will kill trespassers.

PITZ BURKE: This vast city of the Ancients is a rich treasure trove of artifacts and Installations. As such, part or all of it is claimed by Archivists and Restorationists. Recently the kingdom of New Arndale has laid claim to that part of the city northwest of the Gany and Hio Rivers. For details, see the **GUIDE TO PITZ BURKE**.

PLEZANT UNITY: This small (1d4+3 dozen residents) Tech Level II Mutationist village was founded as an experiment in social organization. The members hold property in common and all work for the communal good. They are friendly to strangers (even Pure Strain Humans) who appear peaceful and will gladly offer them food and shelter for up to 5 days. However, Pure Strain Human guests must eat and sleep with the livestock.

POLAN: The Restorationists of nearby Midtown claim this ruined city as a scavenging preserve and keep 1d4+8 warriors there.

POLLO: Clan Gumry claims this ruined city as a private preserve and keeps 1d8+20 warriors there at all times to guard against trespassers. In addition, the Seekers of New Burrel frequently send special "Action Patrols" into the area to destroy artifacts and there is a 5% chance of 1d4+6 Seekers being in the area on any given day. The clansmen will kill trespassers on sight (especially Seekers). The Seekers will avoid all contacts.

PUGTON COT: With 1d10+30 clerics and 1d4+6 dozen lay brothers, this Tech Level II monastery is the largest strong-

hold of the Knights of Genetic Purity east of Hio and north of the Blue Mountains. The Knights are heavily armed, having an especially large quantity of Tech Level III weapons. They are neutral toward strangers other than new recruits. They are wary of those who might be Red Death spies and are actively hostile toward Humanoids. Random Encounters taking place within 2 kilometers of the monastery should be ignored. Instead of the Encounter rolled, the party always meets 1d8 Purists.

PULSKI: This Tech Level I village of 1d4+5 score residents is a Cambol stronghold used in summer as a base for the patrols the clan sends up and down the Nango River to keep out Red Death raiders.

RADFIELD: This Tech Level II Radioactivist monastery houses 1d10+30 senior members and 1d4+5 dozen novices. It was built with the assistance of both Clan Cambol and the Yexils of Hubbard and Great Sharfar. The Radioactivists have a mutual defense pact with these two groups against the Red Death. The order chose this location because of its proximity to the Deathlands of Yungztown and Hubbard. Though a small shrine is kept at Hubbard, most of the order's activity is centered on Yungztown which is a site of major pilgrimages by Radioactivists from all over Allegheny. The Rads (as they call themselves) are pledged to protect these pilgrims from the Red Death who use the ruins as a staging area for their raids.

RIMER: This ruined city is the only Death land inside the Duchy of Gany. The Bonapartists keep 1d4+6 dozen soldiers there to insure that strangers keep out of the area and to run the labor camp inside the city. This camp holds 1d4+1 score prisoners at any one time, including those caught trespassing as well as political prisoners and Oclarian prisoners of war. The labor gang is in the process of digging up the city, block by block, in search of artifacts for the Duke's army.

ROG: This Tech Level II Mutationist village of 1d4+10 score residents is the center of a lightly-settled Mutationist colony. Together with its sister village of Unity, Rog controls most of the east-west trade flowing between the "civilized" areas of New Arndale, Oclare and Gany and the wild (but artifact-rich) Deathlands of Hio to the west. In addition to its residents, the village houses a garrison of 1d4+5 dozen tough mercenaries recruited by the Mutationists from Clan Cambol. This "battalion" is armed with Tech Level II weapons and commanded by a pair of Defense Borgs recovered from the ruins of Palstin. Generally, the villagers will be friendly to travellers arriving from the east, but will be suspicious of those arriving from the west unless they are known traders.

SALEM: This Tech Level III village of 1d4+8 dozen residents is a former Restorationist community now dominated by members of the Brotherhood of Thought. There will always be 1d4 Restorationist spies in the community who will shadow any party travelling west along Nanty Glo Road and report their presence to the Pitz Burke Restorationists. The village is generally friendly to strangers and there is a 25% chance that someone in the village will be willing and able to answer any questions about the city for a fee of 1d4 gold pieces.

SALTON: There are 1d4+8 score members of Clan Gumry living in this Tech Level I village. They will kill non-clansmen on sight.

SARA FURNACE: The Duchy of Gany operates an old open-hearth furnace in this Tech Level II village of 1d4+6 score residents. A crew of 1d4 dozen criminals, guarded by 1d4+1 dozen soldiers, do the heavy work at this primitive foundry. The locals provide the skilled labor for the forging of arms for the Duchy's army.

SHIPPEN GATE: This Tech Level III shrine occupies the ground on which one of the early organizers of the Mutationists was martyred. The order uses the shrine as a cover for a school for Mutationist agents (called The Farm). Generally, there will be 1d10+17 teachers and 1d4+8 dozen students present at this Base. The occupants will actively avoid strangers and will kill Pure Strain Humans.

SLICK TOWN: This Tech Level II village is occupied by 1d4+5 score residents. The populace is almost evenly divided between members of the Brotherhood of Thought and Restorationists. It is friendly toward strangers.

SLIGO: This Tech Level II village is home to 1d4+4 score residents of the Duchy of Gany and 1d4+2 dozen soldiers.

SLIPPERY ROCK: There are 1d4+10 score Cambols in this Tech Level I village.

STUBEN: The Deathlands of this once great city house no less than three separate Tech Level II Archivist communities (Redland, Ganfy and Talooza) of 1d4+5 score residents each. The communities are closely allied due to the threat of Red Death raiders from across the Hio River. They maintain strong patrols, shooting non-Archivists on sight. There is an 80% chance each March Turn of encountering 1d6+5 Archivists inside the city. This check is made in addition to normal Encounter Checks.

TANNIN: Both the Duchy of Gany and Clan Gumry claim this ruined city, but neither keeps a garrison there. This is due to the fact that the Seekers of Adrian Watch have, over the years, stripped the city of most of its valuables. The Bonapartists keep 3d4 scouts on patrol in the

hills north of the city and Clan Gumry keeps a similar number patrolling to the south.

TOLL GATE: This Tech Level II village of 1d4+5 score residents is the main outpost for New Arndale troops on the southeast border of the kingdom. About 1d4+2 score soldiers will always be present and an additional 1d4+6 dozen will always be patrolling the road between Widnoo, Toll Gate and the Gany River. Unauthorized persons caught by these patrols will be made prisoner and taken to New Arndale for trial (with a sentence of forced labor at the state farm at Widnoo a foregone conclusion). Traders may be granted safe conduct passes in the village good for one trip along Penn Pike to New Arndale and back to Toll Gate. Those leaving the pike will be treated as trespassers.

TRANTUM: Located off the main trail, the ruins of Trantum have not been plundered as completely as have other Death Lands. The GM should "stock" the area with an exceptionally rich haul of artifacts and double the chances of any artifacts found in the area being in working order. No local will go near the city due to the rumors that some great horror resides there. Characters entering or passing within 2 kilometers of the city have a 10% chance during daylight March Turns and a 30% chance during night March Turns of meeting 1d4–2 Komodos who reside in the ruins. This check is made in addition to normal Encounter Checks.

TRONTO: The Purists of Pugton Cot hold regular military exercises in this ruined city. There is a 10% chance that there will be a group of 1d6+8 Purists training in the area on any given day in spring and summer and a 5% chance in fall and winter. If there are Purists present, there is a 10% chance per March Turn of a party encountering them. There is also a 5% chance per March Turn in summer of encountering 1d20+25 Red Death warriors in the area. These checks are made in addition to normal Encounter Checks.

TYRE: There are 1d4+10 dozen Archivists in this Tech Level II village. It has close ties with the nearby Archivist communities, but the villagers are extremely hostile toward non-Archivists.

UNITY: This Tech Level II Mutationist village of 1d4+8 score residents is protected by 1d4+6 dozen mercenaries hired from Clan Cambol. They are armed with Tech Level II weapons and armor. The villagers will be friendly toward travellers from the east, but highly suspicious of travellers from the west. They will detain the latter for questioning as possible spies. There is a 75% chance that Pure Strain Humans detained for this purpose will be tortured and a 10% chance that

other types of characters will be tortured. Together with the village of Rog, Unity controls most of the trade between the civilized lands of the east and the wilds of Hio. In addition, an atomic-powered Communications Transmitter sends out the "message from Unity" to all Mutationist communities in Allegheny.

UTLER: The Deathlands of Utler are home to a community of 1d10+30 Sleeths who are engaged in research in the ruins of Utler Community College. The Sleeths are friendly toward all peaceful travellers and will provide up to 3 days of food and shelter plus medical assistance.

VENIZE: This Tech Level II village is the home of 1d4+10 score Radioactivists. They are wary of strangers and will offer no hospitality, but will not attack unless provoked.

VERONA: The Sleeths of Great Lick have renovated a building in this ruined city and use it as a Base for exploration and research. On any given day, there is a 10% chance of 1d4 Sleeths being in the city doing "field work." Sleeths met in the area will invite strangers back to their village for a meal.

WASHING: The Restorationists of Atyfor claim these Deathlands as their own and there is a 5% chance per March Turn of encountering a party of 1d8+12 Restorationists in the ruins. This check is made in addition to the normal Encounter Check each March Turn. Any Restorationists encountered will attempt to kill a party weaker in fighting strength and will flee a more powerful party.

WESSEX: This Tech Level I village is home to 1d4+8 score Cambols.

WEST BURKE: The presence of a tribe of 1d10+30 Blights in this ruined city makes it and the surrounding area extremely dangerous. Two checks must be made per March Turn when within 4 kilometers of the area to determine if 1d4 Blights are encountered. There is a 20% chance of each such Encounter taking place. These checks are made in addition to the normal Encounter Check for the March Turn.

WESTON: This Tech Level III Restorationist village of 1d4+5 dozen residents was originally built as a military outpost to prevent the Zoopremisists of the Allegheny Liberated Zone from settling too close to the valuable Deathlands of Washing and Nunzburke. In recent years, Weston and the nearest Zoopremisist settlement at Independence have coexisted in relative peace and a small trade has grown up between them. However, the villagers of Weston still maintain a military watch and are wary of Mutated Animals. They will generally shun strangers other than fellow Restorationists, but will attack only if provoked.

WIDNOO: This Tech Level II village of 1d4+5 score residents also houses a state farm of New Arndale. This farm provides most of the kingdom's food and is worked by a labor gang of 1d4+2 score "criminals" (including many whose crime consisted of entering New Arndale without a safe conduct or straying from permissible paths). The labor gang is guarded by a garrison of 1d4+4 dozen soldiers.

WILMING: There are 1d4+5 score Cambols in this Tech Level I village.

YUKA: Newton claims this ruined city and keeps a garrison of 1d4 dozen soldiers stationed there to keep out trespassers. The Newtonians allow only the Healers of New Ruff to enter the area (to search for medical artifacts). The Healers in turn provide free clinics for the poor residents of the town. There is a 5% chance on any given day that Healers will be present in the area.

YUNGWUD: This small Tech Level II Radioactivist village of 1d4+6 score residents keeps close ties with Newton and New Ruff. The villagers are members of the same sect as those of Radfield. They run a hostel for pilgrims on their way to Bad Burnz and will welcome all guests (even non-Radioactivists), providing a week's free food and lodging. In exchange for this hospitality, guests must attend a relatively harmless (but tedious) Radioactivist service each morning. The villagers take up a collection at this service to help support their work.

YUNGZTOWN: This ruined city is one of the two main gathering places (along with Eastpool) for Red Death raiders from Hio. On any given day in spring and summer, there is a 15% chance that 1d4+2 score members of the Red Death will be present in the area. In addition, there is a major Radioactivist shrine in the ruins and there is a 60% chance that 1d20 Radioactivist pilgrims and 1d6+6 soldier-monks from nearby Radfield will be present. Both Radioactivists and Red Death members will kill all strangers on sight.

ZILVER: This Tech Level II village of 1d10+8 score residents clusters around a small castle where the leader of the village (called the "Protector") lives. The Protector keeps 1d8+20 soldiers among his household who will be on guard in the village and castle and who will take all strangers before the Protector for an audience. The Protector charges a fee of 100 gold pieces or one artifact per party (his choice) to pass through his village. He claims that this amount pays for the upkeep of the road through the village. However, he will charge a party nothing if it contains at least one member of Clan Cambol since he has a treaty with the clan. The Protector is actually a Supervisory Borg and his personal guard consists of 1d4+6 Security Robots under his direct control.

Encounter With The Lil

The same brigands who are holding the Cambol prisoners are also holding three Lil captives (Cian, Ruy and Fran, the children of the Lil chief named Spiv). Spiv has been unable to pay the 3000 gold piece ransom and so has been seeking aid for a rescue attempt while stalling the Carrins. Lil spies having observed the departure of the PC's from Grover and their charge from the elders, the chief is aware of the party's mission. He has sent a group of Lil to lie in wait for the PC party and try to bring them to his Bramble. Once they are there, Spiv hopes to convince them to rescue his children along with the clansmen. If the PC's seem likely to penetrate the Carrin stronghold, Spiv will provide them with a map of the area around the stronghold (see **THE LIL MAP**) and some artifacts that might assist them in performing the rescue. If he decides to help them, Spiv will reveal to the party that they are not the first he has tried to recruit. A band of Clan Gumry warriors was sent into Pitz Burke weeks ago and have never returned. Spiv will also answer all questions within his knowledge, offering many details about the brigand stronghold. He will know nothing about the inside of the Frick Building.

At some time during their journey to Pitz Burke, the characters will meet the Lil. When the GM decides to run this Encounter he should choose any point along a road in or near a wooded area and read the following to the party:

You are walking through a narrow valley between two hills. The land to either side of the road is covered in a wild growth of 3-meter tall brush and dotted with small trees. You come to a turning in the road. As you round the bend, you are confronted with a 3-meter high wall of odd, slightly iridescent purple brambles. A group of 6 Lil, armed with bows, rise above the foliage to one side of this roadblock. To the other side of the roadblock and almost immediately behind you see another group of 10 Lil (also armed with bows) rise above the foliage. Up the road in the direction from which you came, 4 more Lil, similarly armed, are flying toward you.

If the party tries to negotiate, the Lil will insist that they come with them to their Bramble and spend the night. They will not disarm the party and will treat them as honored guests, but will not explain why they ambushed the party. If the party tries to fight, they will find that their "enemies" are illusions the Lil have

created. In reality, there are 20 Lil in the area, but they are still hiding behind the tall brush projecting illusions of themselves to see how the party will react. The Lil closest to the party will throw their Stun Grenades (see below) and try to take at least one prisoner if any resistance is offered. This prisoner will be taken to a nearby clearing and told that the Lil mean no harm but are afraid of the "bigs" and so set their ambush to get them to come peacefully to see Spiv. They promise the prisoner a gift if he will convince the party to go to the Lil Bramble with them. They then take him to a place near his friends and release him. If the PC's go with the Lil, they will be given a Needler with a full Power Pack and one clip of ammunition. If not, the Lil will not contact them again, but will still leave the Needler, ammunition and the Lil Map (see below) for them in plain sight somewhere on the trail ahead. The cryptic message "save my children" will be written in **Trade Language** symbols in the dirt nearby.

If the Stun Grenades disable the party, the Lil will capture everyone, take their weapons and armor and tie their hands. When the characters recover, the Lil will escort them to their Bramble without explanation. The party members will be treated politely, but no information will be provided by their captors.

In all cases, characters being escorted to the Lil Bramble will be blindfolded by the Lil for the last 2 kilometers of their trip. It will take about 2 hours for the characters to travel this distance.

MAP B: THE LIL AMBUSH

Map B (The Lil Ambush) shows the relative positions when the characters first see the Lil. The Lil Small Bows carried by some NPC's fire tiny Arrows (each dipped in a special solution that acts just like a Stun Grenade on anyone hit by the Arrow). All Lil except #13 carry tiny Daggers (doing half damage) and wear specially tailored Leather Armor. Each contour line on the map shows a rise (in 3-meter increments) above the level of the road. The table on this page lists the names, special mutations and weapons of each member of the Lil ambush.

MAP C: THE LIL MAP

The Lil Map shows the part of Pitz Burke where the brigand stronghold is located. It is not drawn to scale, but distance can be roughly judged by the fact that Carlow College and what the Lil call *"the Dark Hall"* (the Frick Building) are about a kilometer apart. If Spiv personally gives the map to the party, he will explain that the Carlow College building where the Carrins have their stronghold can be seen for a kilometer and that the Carrins keep a watch from the top of the building on the Nanty Glo Road (which will take the party into Pitz Burke near the stronghold). He will urge caution and will mention that the Dark Hall may be a place to find allies . . . or death. He will explain that the Clan Gumry warriors recruited to save his children made an entrance in the building looking for artifacts to use against the Carrins, but never came out again. If the map is given to the characters without explanation, it will be unclear exactly what is being portrayed on it.

MAP A: THE LIL BRAMBLE

If the characters go to the Lil Bramble as guests, there will be no need to consult Map A.

Instead the GM should simply tell them something about the general appearance of the Bramble and indicate that they are given a room and brought food. Once they have eaten and rested, Spiv will visit the characters in their quarters and tell them that he knows of their mission. He will then explain his plight and ask their help. Finally, he will show the characters the Lil Map and offer them gifts of artifacts to help them defeat the Carrins. These gifts will include a fully-charged Laser Pistol, a powered Needler with one clip of ammunition, a Medi-kit and any Stun Grenades left over from the ambush.

If the characters enter the Bramble as prisoners, they will be lodged in the Lil Detention Center **(P)** and allowed to eat and rest for two March Turns. The chief will then visit the characters and, after apologizing for the ambush, will explain his purpose and offer gifts as indicated in the paragraph above. If the characters escape before this chat, the GM will have to refer to Map A to resolve the escape attempt. Once that attempt begins, the Lil will reluctantly try to kill the PC's rather than risk lives trying to recapture them. Once inside the Detention Center, the prisoners will be untied.

From the outside, the Lil Bramble looks like a hill built of live purple bramble bushes similar to those composing the roadblock in Map B. These bushes are the same sort used by all Lil tribes to form the walls and roofs of their villages. Over the years, this special type of bramble has been domesticated by the Lil so that it can be trained by them to grow in desired directions to form thick or thin walls, grottos, arching roofs, doorways, secret passages, etc. The entire Bramble is made of these tough and resilient plants. In addition, much Lil furniture is made of living bramble that has been forced to grow in such a way that its thorns are blunt and stunted. It takes 10 minutes to chop a hole 2 meters square through a 3-meter thickness of bushes using a Short Sword or similar item. Any character who chops through the brambles in this way takes 1d6 damage from the thorns each Search Turn he spends chopping. Any Lil in an area the characters enter by chopping through a wall will be alerted to the party's presence and will lie in wait for them.

The floors of the Bramble are natural earth. The pathways shown are secret passages composed of brambles that have been trained to part when approached by a Lil, but which remain in place (blocking the path) when others approach unaccompanied by a Lil. These trained brambles are the Lil version of doors. Those corridors containing 3-meter square bays recessed in one wall are the Lil version of an art gallery. The recessed areas are tiny alcoves containing small

Lil #	Name	Mutation	Weapon
1.	Aurit	Temporal Fugue	Laser Pistol (Full Charge)
2.	Stivan	Repulsion Field	Needler (Full Clip)
3.	Radom	Levitation	Sling + 10 Bullets
4.	Macres	Beguiling	Sling + 10 Bullets
5.	Ronnin	Confusion	Bow + 10 Arrows
6.	Keige	Precognition	Sling + 10 Bullets
7.	Venter	Mental Shield	Bow + 10 Arrows
8.	Imwar	Death Field Generation	Sling + 10 Bullets
9.	Edwers	The Gamma Eye	Bow + 10 Arrows
10.	Brune	Symbiotic Attachment	Bow + 10 Arrows
11.	Lham	Mental Paralysis	Bow + 10 Arrows
12.	Davok	Devolution	Bow + 10 Arrows
13.	Ooolie	Intuition	Medi-kit
14.	Mak	Light Manipulation	Bow + 10 Arrows
15.	Nar	Moledular Sense	2 Stun Grenades
16.	Migo	Time Suspension	2 Stun Grenades
17.	Kaz	Absorption	2 Stun Grenades
18.	Harjon	Life Leech	2 Stun Grenades
19.	Fis	Fear Generation	2 Stun Grenades
20.	Gulin	Will Force	2 Stun Grenades

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benches and sculptures made by the Lil from the brambles. All rooms are 3-meters high except for the Main Hall (9 meters high) and those rooms noted as being particularly tall (which are 6 meters high).

The Lil Bramble contains the following major areas:

A. THE BACK DOOR: One of two main entrances to the Bramble, the door is guarded by **Lil 21** who sits in the doorway and projects an illusion that the open arch is actually filled with a heavy growth of thorny brambles.

B. THE GUARDROOM: This room contains a low table and 3 chairs. It is occupied by **Lil 22** and **23**.

C. THE SALLY PORT: Leading out of this tiny bay is a secret door designed to let the Lil get behind attackers at the Back Door.

D. ASSEMBLY AREA: This large, high-ceilinged room is an assembly area for Lil patrols. The southeast corner is draped with a web-like hammock where **Lil 24** (Hake, the Chief's armorer) sleeps. Except for the hammock and twelve 6-meter benches, the room is bare.

E. THE ARMING ROOM: This room contains a variety of armor and weapons tailored to the Lil. The weapons all do half normal damage (divide modified die roll results by 2 and round down ... minimum of 1 point of damage per weapon). Included in racks along the north wall are 20 Short Bows (unstrung). In the room's northwest corner are three barrels, each containing 200 Arrows. A small box next to these barrels contains 4 dozen waxed bowstrings. In a rack along the west wall are 3 dozen Short Swords. A barrel in the center of the room contains a thousand Bullets for Slings. Draped over the barrel are 5 dozen leather Slings. Hanging from the roof of the eastern third of the room

are a score of suits of special Leather Armor tailored to the Lil.

F. STORAGE: This room contains four wine casks along the north wall; three west of the Pathway to **H** and three to the east.

G. STORAGE: There are 30 large plastic barrels in this room, each filled to the brim with various grains.

H. STORAGE: The ceiling brambles in this room serve as hooks from which are suspended a variety of smoked and dried meats.

I. THE GREAT HALL: The 9-meter ceiling of this room allows the Lil to fly about in comparative freedom and it is around this hall that the Bramble's culture is centered. Most of the Lil sleep — here and all public functions (feasts, story telling, etc.) are held here. A spring-fed pond, the water supply for the Bramble, takes up one corner of the room. There are 1-meter wide smoke holes scattered around the roof to let out cooking smoke from the dozen or so small firepits in the hall. Spiv and a dozen warriors will always be found here if not encountered elsewhere.

J. LIL GUEST AREA: Except for 12 empty net hammocks, this room is bare.

K. LIL CHAPEL: This small room is not roofed with brambles like so much of Lil construction. Instead, the roof is formed by a sheet of clear duralloy (tinted amber to cut down on glare). The brambles forming the room's walls have been made to grow around this sheet to form a frame holding it securely in place. The only items in the room are a dozen low Lil chairs. The brambles in the east wall have been made to grow into the likeness of a Lil mother holding a small child. **Lil 5, 10, 16** and **27** are meditating in the chamber.

L. CHAMBER OF HEALING: **Lil 13** occupies this large chamber hung with hammocks. He has his Medi-kit with him

and is unarmed. If he is attacked, the Lil in **K** will join the fray in one Action Turn.

M. HALL OF WELCOME: **Lil 6, 7** and **14** will be found in this high-ceilinged room playing the odd musical instruments kept there. There are 3 dozen of these strange instruments, most of which seem to consist of windchimes in light duralloy frames that fit over the Lils' backs. The play of the users' wings over the chimes creates the music. In addition to the instruments, there are a score of Lil chairs arranged along the east and west walls. A raised area along the south wall is draped with bright sheer cloth of the Ancients and appears to be a bandstand.

N. CHIEF SPIV'S CHAMBER: This chamber is richly furnished with many odd types of Lil furniture (chairs, a desk, hammocks, etc.). In a plastic box in the southwest corner are 200 domars and 50 gold pieces, the Bramble treasury.

O. COMMUNITY WARDROBE: The brambles in the wall and ceiling of this chamber have grown into hooks that hold hundreds of items of Lil clothing, mostly silky robes made from the cloth of the Ancients.

P. THE LIL DETENTION CENTER: This room is furnished with many Lil hammocks of various sizes and even has a pair of man-sized beds in one corner. Its sole occupants will be the members of the PC party. To discourage escape attempts, the brambles forming the walls and ceiling of this room have been trained to grow extra long thorns (double normal damage when hacking a way through).

Q. TURNKEY'S ROOM: Three **Lil (28, 29, 30)** sit around a table on which are small holograms of strange creatures. The Lil are rolling small, colored plastic geometric solids across the table and occasionally screaming with delight or groaning with despair. No one but the Lil understand the odd rules of this game, but all Lil seem to be addicted to it. The origins of the game are not known but legend has it that the Lil inherited it from the Ancients.

R. SALLY PORT: This secret door is similar to that at **C**.

S. THE MAIN GATE: The main entrance to the Bramble is guarded by an illusion cast by **Lil 31** and is similar to **A**.

T. MAIN GUARD ROOM: Four Lil (**32, 33, 34, 35**) are resting here, lazing in hammocks until needed to help **Lil 31**. If danger threatens, the west wall of this area can be made to open out, revealing a Mini-missile on a special wheeled carriage that can be operated by the Lil on guard. The guards will use this item to keep the prisoners from escaping (but will not fire it at targets inside the Bramble).

Lil #	Name	Mutation	Weapon
21.	Hestia	Directional Sense	Short Sword
22.	Rilp	Intuition	Short Sword
23.	Chool	Magnetic Control	Short Sword
24.	Hake	Mental Blast	Short Sword
25.	Borah	Plant Control	Battle Axe
26.	Lenha	Telekinetic Arm	Battle Axe
27.	Wham	Cryokinesis	Battle Axe
28.	Vinum	Light Manipulation	Short Sword
29.	Kesuf	Weather Manipulation	Short Sword
30.	Sarek	Life Leech	Short Sword
31.	Gali	Will Force	Battle Axe
32.	Donil	The Gamma Eye	Short Sword
33.	Punxil	Density Control (Others)	Short Sword
34.	Kepri	Molecular Disruption	Battle Axe
35.	Traman	Fear Generation	Battle Axe
36.	Spiv	Death Field Generation	Short Sword

U. SLEEPING CHAMBER: Though the Lil live together in a communal hall, the occasional need for a separate sleeping area (illness, desire for privacy, etc.) has led to the development of this large chamber off the Main Halls of all Lil Brambles. The room contains a score of hammocks, 3 of which are occupied by sleeping Lil (**#18**, **#19**, **#20**).

GUIDE TO PITZ BURKE

The ancient city of Pitz Burke is located at the junction of the Mon and Gany Rivers (which meet to form the Hio). Once the home of America's steel and robot industries, Pitz Burke is now a heavily-forested ruin. The great factories that once lined the banks of the city's three rivers have been washed away by floods. Most of the small residential buildings have long since collapsed or burned. The large quake-proof structures of the city center still stand, but even these have lost their windows from the effects of artillery and bomb blasts. Ringing the city are huge craters, the result of a fierce battle once fought in the surrounding hills. The **OUTDOOR ADVENTURE MAP** included in the game shows most of Pitz Burke at a scale of 60 meters per square.

Map Features

The **OUTDOOR ADVENTURE MAP** includes the following features:

CRATERS: The craters shown on the map are depressions lined with radioactive slag. Most are no more than 12 meters deep and are shaped like shallow bowls. A few scrawny weeds grow around the rims of the craters, but the craters, themselves, are devoid of vegetation. Some craters have filled with water and become lakes (up to 30 meters deep in places). Though much radiation has dissipated over time, characters occupying a crater still suffer exposure to 3d6 Intensity Level radiation at the beginning of **each** hour they are in the crater. The Washing and Dukane Craters are infested with Zarns (average of 2d4+8 per crater, though all will not be encountered at once). The Arkway Crater is home to 1d4+3 Parns who hunt the nearby forest.

LAKES: Many small lakes dot the city and there is a 25% chance that the water in a particular lake is drinkable. If the water can be drunk, anything taken from the lake can also be eaten. If the water in a particular lake is **not** drinkable, those swimming in, drinking from or eating the dwellers in the lake are exposed to 3d4 Intensity Level radiation and 3d4 Intensity Level poison.

RIVERS: The 3 major rivers running through the city are up to 30 meters deep in places and abound with odd life forms which have been severely mutated by radioactive particles contaminating them. Industrial chemicals leak into the rivers from rusting tanks along the shore. As a result, anyone swimming in, drinking from or eating the dwellers of the rivers or Crater Lake, Lake Troy, Lake Martinz or Park Lake is exposed to 3d4 Intensity Level radiation **and** poison. Only one bridge still spans the rivers. Most of the boats that once travelled the rivers have long since washed away. Improvised rafts may be used to cross the waters where there are no bridges. Cren Tosh, Erts, Ert Teldens, Keeshin and some Barl Neps and Gators have adapted to life in the rivers. In addition, there is a colony of 1d6+6 Menarls in Lake Martinz and the bordering swamp and a tribe of 1d10+20 Fens living under Lake Troy.

ROADS: Despite the ravages of time and war, the duralloy highways of Pitz Burke remain almost unbroken except where downed bridges have created gaps or large buildings have fallen over them. The characters move 50% faster than normal at all Speeds on Roads.

RUBBLE: Vast parts of the city now consist of weed-grown fields of rubble. Often this rubble is of recent origin and is the result of fires that have burned away part of the forest. Characters will find nothing of value in these areas since everything will be melted, smashed or otherwise damaged beyond recognition. Characters may fall and hurt themselves by tripping over weed-grown obstructions in these areas in the same manner (and with the same results) as for swamps. However, their chances of doing so are only 40% (minus the character's DX) per Search Turn that the party is moving through the area at Fast Speed. Large tracts of rubble near craters are dominated by tall growths of Perths and low-lying hillocks of rubble surrounded by swamp are usually covered in a thick carpet of Zeethh.

RUINS: Relatively small areas of the city survive in fair (if not perfect) condition. These include some residential tracts, a few factory complexes, many of the city's universities and the city center, itself. Though they have been looted repeatedly, these areas remain rich troves of artifacts and Ancient knowledge. Those exploring these parts of the city must be on guard, though, since such areas are also home to many wild and dangerous life forms. Subtract 30 from all Encounter Checks in a ruined area.

SWAMPS: Many low-lying areas, especially along the rivers, will be wet year round and will be swamps in spring, summer and fall. Movement through these areas is difficult. The shallow waters hide many obstructions (remains of old factories and houses) that may be a danger to travellers. There is a 50% chance (minus the character's DX) that a character moving at Fast Speed through a swamp will trip and fall or become entangled in these unseen hazards with resulting 1d6 damage. Check for this effect once per Search Turn that a party is moving through a swamp at Fast Speed. Swamp water is undrinkable. Ber Leps, Cren Tosh, Water Creps, Narl Eps, Seroon Lous, Soul Besh and Win Seen abound in the swamps around Pitz Burke.

TRAILS: Most of the streets of ancient Pitz Burke are so rubble strewn or overgrown with foliage as to have almost disappeared. However, a track or trail through the devastation will always remain and many street signs will still stand so that the characters can use these trails to orient themselves if lost.

WOODS: Much of the city is overgrown with a jungle-like forest that closes in around roads, trails, the crumbling ruins of houses and the fronts of large buildings. The wooded areas shown on the map are jungle-like stands of large trees, often hung with creepers and vines. Visibility in these areas is decreased to one third (round up) of normal visibility.

Points of Interest

Listed in this section are 26 separate points of interest around which the GM may wish to build separate adventures within Pitz Burke. No attempt has been made to list **all** of the interesting buildings or areas in the city and inventive GM's will find many potential sites for additional points of interest not included in this section. Points described are identified by a letter (**A** through **Z**) printed over their location on the **OUTDOOR ADVENTURE MAP**. Two of the locations shown (**I and L**) are described in more detail later in the section. Points of interest include:

A. THE GANY CENTER SHOPPING MALL: This two-story megabuilding is surrounded by a thick wall of vegetation that includes hundreds of Crep Plants. The deadly ring of carnivorous plants has kept the mall free of looters and a rich store of pre-holocaust goods awaits in the three dozen stores within. Most clothing and food have long since decayed, but tools and household goods remain. The building's interior is a haven for flying predators, including Blaashes, Blood Birds, Obbs and Blights.

B. THREE RIVERS ARENA: This huge domed arena has been partially destroyed and what structural elements remain are unsafe. The center of the arena is bare except where parts of the dome have fallen in. The massive spectator seating

areas that encircle it are weak and crumbling. Underneath these ruined seating areas are the remains of locker rooms, concession stands and offices. The locker rooms contain many examples of pre-holocaust sporting equipment for baseball, football and soccer. One locker room contains a variety of security equipment. In one office is a vault containing the gate receipts from the last events held in the arena. Most of the contents is worthless paper money, but a few thousand domars are also present. A band of Obbs makes its home in the interior of the seating area and a family of Herps infests another part of the arena.

C. PENNLECTRO CORP NORTH SIDE WORKS:
This pre-holocaust factory specializing in electronic equipment has been mostly overgrown and only two of the largest buildings are still in fairly good condition. One is a combination office building and warehouse (now completely empty). The second building houses the main assembly line and a small warehouse. Since production at the factory stopped long before Pitz Burke had to be evacuated, the factory has long been sealed from the ravages of time, its windows and doors covered by duralloy shutters. Characters may enter the building only by cutting through these shutters or blasting through the building's concrete shell. The warehouse area inside is empty except for some pre-holocaust warehouse equipment and Programmed Robots which have been stored in the area with their power off for a couple of centuries.

D. ROSSUM'S UNIVERSAL ROBOTS A & W DIVISION:
This huge complex was once the main factory of the internationally famous RUR Corporation, maker of almost 40% of the Robots in the pre-holocaust world. Now, all of the outlying buildings have been broken into and plundered. Only the huge megabuilding housing the production of agricultural and ecology Robots remains in good condition. Like the nearby Pennlectro Corp factory, the main building has been sealed with duralloy shutters and remains in almost pristine condition. Unlike the Pennlectro Corp building, however, this facility has its own self-contained power plant which will throw the plant into operation if it is activated. Aside from the stationary Robots composing the half dozen assembly lines, there are a number of mobile Robots in the installation, controlled by a powerful MBC that is activated when the power comes on. There are materials in the storage area sufficient to manufacture hundreds of Ecology Bots-Agricultural or Ecology Bots-Wilderness, but the MBC won't initiate new production unless a special Stage II I.D. is shown and a coded programming sequence is initiated.

E. C & W MONORAIL YARD:
This auxiliary roundhouse and service yard is overgrown with foliage, but the underground concrete repair shops with their heavy duralloy doors remain intact. These shops are a potentially rich source of equipment, including large numbers of Robots of various types. The duralloy doors can't be cut through and any blast powerful enough to crack the buildings' shells will destroy their contents as well. Entrance to the buildings can only be gained by first getting Broadcast Power to the buildings so that their security systems can operate and then showing Stage IV or higher I.D. A buried MBC controls all Robots in the complex.

F. SUMITOMO SPECIALTY METALS MANCHESTER WORKS:
These metal works are composed of seven huge blocks of buildings, many of which have collapsed and been swallowed up by the forest. Those that remain contain little of value. However, their towering cranes and massive duralloy beam construction have made them objects of worship to all Archivists within a hundred kilometers, and a small Archivist community operates a shrine and hostel on the grounds. The Archivists guard this area from being ravaged by intruders who would loot the duralloy siding from the buildings (not to mention the vast stock of triangular duralloy sheets that were the factory's main product). Crude Masonic symbols have been painted on the buildings and cut into the surrounding trees to warn off trespassers. The Archivists will attempt to capture those who ignore these warnings and sacrifice them to large electric furnaces which they consider to be the shrine's guardian spirits.

G. SOUTH PARK VILLAGE:
This quaintly-named settlement is the main Restorationist stronghold in and around Pitz Burke. Its 1d4+1 hundred members have renovated a pre-holocaust community that survived the Social Wars and are now living in the area in much the same way they imagine the previous residents lived. A small Broadcast Power Station has been recovered from a ruined Installation many kilometers away and set up in the middle of the community. It is not yet functional, and one of the prime goals of the Restorationists is to learn how to make it work. They believe that with Broadcast Power, they will be able to live exactly as their ancestors did. However, they do not realize that, once activated, the plant will power everything still functional within 20 kilometers. Though they have collected and understand many pre-holocaust devices (and even know how to use some) they are still basically a Tech Level II community. The Restorationists claim all of Pitz Burke southeast of the Hio and Gany Rivers as their own. They have rebuilt a bridge across the Mon River and maintain a vigorous patrol of the city center and university areas of old Pitz Burke to prevent trespassing. Each patrol consists of 1d6+6 members, each member having at least one Tech Level III weapon or item of armor. Trespassers will be made prisoner and taken to the outpost in the **Duquesne University (Q)** megabuilding where they will be tried by the outpost commander and sentenced to forced labor inside the outpost.

H. PHIPPS CONSERVATORY:
The semi-intact greenhouses of this botanical garden house a bewildering variety of wild and exotic plants. Any specimens of NPC species found in the conservatory have maximum Attributes for their kind and 1d4 Physical and 1d4 Mental Mutations not common to representatives of its species. The conservatory is home to dozens of Blackuns, Horl Choos, Kai Lins and Soul Besh and a variety of stationary plants . . . all more or less deadly.

I. FRICK FINE ARTS BUILDING:
See **ADVENTURES** below for details.

J. PITT STAD:
This ruined stadium is the home of a group of semi-monastic Sleeths who use it as a Base from which to conduct historical studies at the **University of Pitz Burke (Y)**. The Sleeths use the university at the invitation of the **South Park Village** Restorationists.

K. ACTION POLICE DISTRICT HEADQUARTERS:
This grim, three story brick building once housed an elite pre-holocaust law enforcement unit charged with quelling political disturbances and keeping tabs on the large student population of the city. Though severely damaged in the battle that led to the evacuation of Pitz Burke, the headquarters is still standing and has become the den of a tribe of vicious Squeekers. The above ground floors are barren, but the Squeeker-infested cellar still contains much in the way of interrogation and security equipment.

L. CARLOW COLLEGE:
The Carrin brigands occupying this building live by robbery and kidnapping. Since the presence of the Carrin band in the area tends to discourage intruders, the Restorationists in **South Park Village** have entered into a treaty arrangement with them. Under the terms of the treaty, the Restorationists must come to the aid of the Carrins if they are seriously threatened. In addition, the Carrins have permission to plunder anyone found in the triangle of land between the Mon and Gany Rivers except for members of the Restorationist or Sleeth communities. The Carrins are forbidden to cross the Gany or Mon Rivers. For additional details on the Carrin stronghold, see the **ADVENTURES** section below.

M. WESTERN MEDICAL CENTER: Only a small research lab in an isolated building of the center is intact. The other buildings are in ruins, but the lab has been sealed with duralloy shutters. These shutters were placed long before the city was evacuated, however and their purpose was to prevent the spread of a horrible virus created in the lab during a bizarre experiment with recombinant DNA. The interior of the building contains all types of pre-holocaust drugs and medical equipment. The virus causes characters to become ill, taking 1d8 damage per day for 1d6 days after exposure (Pure Strain Humans take 1d10 damage for 1d8 days). Symptoms are flu-like.

N. THE CIVIC ARENA: The site of this famous landmark is only a weed-grown heap of rubble now. But beneath the rubble, the superhardened storage areas and locker rooms (which also served as public air raid shelters) are mostly intact. Careful investigation will reveal the partially hidden entrances to this underground maze and those with energy weapons will be able to cut through the thin duralloy doors and gain entrance to it. Inside, the characters will find old basketball, rollerball, soccer and hockey equipment in large quantities.

O. MERCY HOSPITAL: Though looted over the years, this hospital retains one prize of great value . . . within the Emergency Section of the main building is a sealed Intensive Care Unit. The unit contains two undamaged Rejuv Chambers and an experimental Life Chamber. Though the Rejuv Chambers will not operate without Broadcast Power, the Life Chamber can be made functional by means of 2 Hydrogen Energy Cells.

P. CHATHAM CENTER: The outdoor art festival that was underway when the city was evacuated still stands in a plaza between the vine-grown hulks of the surrounding buildings. An eerie blue light surrounds the festival grounds. Leaves, debris and a dozen NPC's are frozen, some in mid-air, within this blue corona. Anyone trying to enter the area experiences a tingling sensation in the parts of their bodies inside the corona. Those who enter it entirely freeze in place. The nearby Restorationists and Archivists know of this phenomenon, but haven't been able to figure it out. The blue corona is actually a Stasis Field that operates much like a combination Energy Field and Stasis Chamber. Anything entering the field at high speed is repelled and energy from energy weapons is absorbed. Matter (including characters) moving slowly may enter the field entirely, but freeze in place after doing so. This experimental field was designed to protect the artwork on display from thieves and the elements and was never turned off when the city was evacuated. It is controlled from a

small chamber beneath the plaza and is powered by its own Atomic Power Plant. The chamber entrance is set in the side of a nearby slope and is made of a single reinforced duralloy sheet that can't be cut through. Upon the presentation of a Stage IV I.D. before a monitor in the door jam, the door will open (by sliding into the ground) so that characters can enter and turn off the field. Anything caught in the field when it is turned off will be released. Characters caught in the field will remember nothing from the time they entered it until they were released. The 500 holograms, laser sculptures and other works in the plaza weigh an average of 10 kilograms each and Archivists and Restorationists will pay several hundred gold pieces apiece for them.

Q. DUQUESNE UNIVERSITY: Sealed for 200 years with duralloy shutters welded over windows and doors, the Duquesne University megabuilding is now a Restorationist outpost, housing a garrison of 1d20+20 heavily-armed warriors. The Restorationist patrols north of the Mon River are drawn from this garrison. The two entrances to the building are each guarded by 3 warriors armed with Micro-missiles and Laser Pistols in addition to their other weapons. Inside the building, the Restorationists are holding 1d4 Orlens, 1d6 Arks, 1d8 Pure Strain Humans and 2d4 Badders as slave labor to clean and catalog the building's hundreds of artifacts. Any characters captured by the Restorationists will be sentenced to join this labor gang for life. Cables for pulling a small ferry boat have been stretched across the Mon River at a point 180 meters southeast of this outpost and the boat is used to ferry the better artifacts to **South Park Village**.

R. ALLEGHENY COUNTY COURTHOUSE: This rambling 6-story structure (some of it dating from the 20th century) once housed the offices of a government subdivision responsible for administering much of the area surrounding Pitz Burke. Though the building is in ruins, the Cybernetic Installation occupying a sealed section of the building and most of the basement, is still intact and its Atomic Power Plant is operating. Since the Installation's Robots and aboveground Security Monitors have all been destroyed, it is virtually powerless to do anything . . . even communicate. Characters able to cut through a sealed duralloy vault door in the basement can enter the auxiliary control room where the last remaining Computer Terminal and Security Monitor connected to the Installation are located. Once inside, they may immediately begin communicating with the unit. The unit has been isolated for so long that it is willing to talk to anyone - with or without I.D. The Cybernetic Installation has, in effect, become lonely and desperately desires "friend-

ship" with other intelligent beings. It will do almost anything to please its new friends, including providing detailed information on pre-holocaust equipment. However, the unit tends to wander in its thoughts and its directions are somewhat unclear due to the deterioration of its organic component. It may (50% chance) remember how to repair and operate a Broadcast Power Station similar to that of the Restorationists in **South Park Village**.

S. HORNE'S DEPARTMENT STORE: Though its windows and doors were sealed with special shock-resistant plastic shutters when the city was evacuated, the shutters have not kept Horne's from being looted repeatedly over the years. Almost a quarter of the shutters have been ripped away and part of the roof has caved in exposing the fifth floor which has become the roost of a small Hawkoid band. A score of Squeekers occupy the basement and they have eaten their way through all of the upholstery and clothing in storage or on display on the first floor. The second, third and fourth floors are weather-damaged, but are basically intact. All types of household and office items are available on these floors and there is a well-stocked sporting goods department on the fourth floor.

T. CITY-COUNTY BUILDING: Like the **Allegheny County Courthouse** across the street, this building is in ruins. Its decayed appearance and evil reputation cause it to be avoided by most of the local inhabitants. Characters who dare to enter and manage to clear away the rubble blocking the basement entrances will find that there is a parking garage under the building containing a functional Bubble Car. They will also find that a series of tunnels leading into the garage connect with the city's Squeeker-infested sewer system. The upper floors of the six-story building are occupied by a band of 1d4+2 Serfs (each with a Tech Level III weapon) who have given the building its evil reputation by using their powers of invisibility to capture and kill intruders.

U. NIPON STEEL BUILDING: Like the **Carlow College** building, this structure has lost its glass exterior and most of its interior walls and floors. However, the reinforced landing pad on the roof is intact and contains two Flit Cars and an E Car, all undamaged and fully-powered. Unless characters can fly or have some device that lets them land on the roof, they must climb the open girders to get to the roof 33 stories above the ground. Once there, they will be confronted by two Security Robots who are still carrying out their last orders . . . to guard the landing pad and kill all intruders. They have been carrying out these orders ever since the city was evacuated. The units will obey characters presenting Stage IV

I.D.'s if the characters can get the Robots to stop shooting long enough so that they can show their I.D.'s.

V. CENTRAL TRANSPORT DEPOT:
Once the center of the mass transit system linking Pitz Burke with the rest of the country, the CTD was the nerve center for the evacuation of the city. As such, it was one of the last buildings evacuated and the fleeing staff never shut down its Cybernetic Installation. Today, the CTD continues to operate. The solar collectors on the roof provide energy for the internal Broadcast Power Station. The Cybernetic Installation keeps monitoring the status of the building. The Robots keep following the orders the Cybernetic Installation gives them. All is kept in readiness for the anticipated arrival of hundreds of scheduled buses. The installation is served by scores of Security Monitors and Computer Terminals. To protect it from terrorist attack, it has a 300 point Energy Field. Characters entering the CTD will be expected by the Robots and Cybernetic Installation to behave exactly as pre-holocaust travellers would. Those whose appearance is not human will be assumed to be pets of those whose appearance is human. Those who purchase tickets will be allowed to stay in the building. Others will be asked to leave after 3 Search Turns. The Cybernetic Installation's commands to the CTD Robots will always override other commands.

W. GIMBEL'S DEPARTMENT STORE:
The windows and most of the inner walls and floors of this famous store are long gone. What contents have not been looted are smashed beyond recognition. However, the basement storage rooms and employee shelters are in good condition, having been sealed by heavy duralloy bomb-proof doors for over two centuries. A wide range of pre-holocaust furniture, appliances, office equipment and clothing is stored in this area at a constant temperature and humidity maintained by Gimbel's MBC (which operates off its own Atomic Power Plant). Entrance may be gained by showing a Stage IV I.D. to a Security Monitor built into any door jamb.

X. PITT NATIONAL GUARD ARMORY:
This squat, hardened-concrete structure houses the local arsenal of a pre-holocaust military organization known as the Pennsylvania National Guard. Half of the building is a motor pool. The other half contains offices, classrooms and arms lockers. The motor pool area is open to the elements and has long been empty of any useful equipment or vehicles. The rest of the building, however, is sealed with laminated duralloy vault doors. Characters may be able to blast through the concrete with Mini-missiles (but not damage packs or Micro-missiles). It will take at least three missiles shot at the same exact spot to crack a man-sized

hole in the building. The duralloy doors, shutters and roof will be immune to entry in this manner. Inside, the offices will contain representative samples of pre-holocaust office equipment (functional but unpowered), including a machine used to manufacture Stage IV I.D.'s (with materials in it for 1d10 new I.D.'s). All of the room-size weapons lockers except one will have been emptied out. This single unemptied locker will contain dozens of suits of Plastic Armor, some Medikits, boxes of Energy Cells and Grenades of various types and a wide range of rifles, pistols and riot control gear. The building is still guarded by half a dozen Security Robots and Defense Borgs. Those who don't know the password (chosen by the GM) will be attacked by the robots even if they show I.D.

Y. UNIVERSITY OF PITZ BURKE CLASSROOMS:
Though partially destroyed, these pre-holocaust educational facilities are still connected to electronically-stored libraries operated by the university's own Think Tank. About 10% of the Learning Centers (modified Computer Terminals) connected to the Think Tank are still operational and the Think Tank can handle communication with any number of centers at the same time. Since every one of the 200 classrooms has at least 1d10+17 Learning Centers, a functioning rate of 10% means that large numbers of characters can talk to the Think Tank at the same time. The Think Tank has extensive linguistic banks to draw on and can create a Lexicon for any language or dialect in 3d20+30 hours of study (listening to the language being spoken). It will willingly perform any teaching functions and answer any questions for characters who present Stage II I.D. Unlike most pre-holocaust devices of this type, the university Think Tank will deal with Mutated Animals and Humanoids as readily as with Pure Strain Humans. In this regard, it has been strongly influenced by the nearby community of Sleeth scholars who have, in turn, been heavily affected by the Brotherhood of Thought. During the day 2d4 Sleeths and 1d6 members of the Restorationist community south of the Mon River will normally be present in the university buildings, conducting research and speaking with the Think Tank.

Z. CONSOLIDATED EQUITY ESTATE PLANNING CENTER:
Secure behind the duralloy walls and doors of this vault-like structure, almost 1000 pre-holocaust citizens occupy their individual Stasis Chambers under the watchful eye of the center's Cybernetic Installation. The center will remain sealed for another 30 years when it will automatically awaken a wealthy couple from the now nonexistent town of Mars, Pennsylvania and begin instructing them in their new life. The Cybernetic Installation operating this

center is connected by cable to the Think Tank at the **University of Pitz Burke** and so has a fair idea of what conditions are like outside. The thousand clients of CEEP who have slept through the collapse of world civilization do not, of course, have any knowledge of what sort of "future" awaits them. The peace and quiet of the center's sleepers is ensured by the presence of 1d6+6 Security Robots and 1d4 Defense Borgs. However, if anyone manages to blast through the vault's armored exterior (a feat requiring a Fission Bomb, Matter Bomb or Trek Bomb) and overcomes these defenses, the Cybernetic Installation will go into a "program abort" and awaken all 1000 sleepers at once without any indoctrination.

Adventures

If the players enter Pitz Burke by the safest and most logical route, they will arrive from the east along Nanty Glo Road and will pass **The Frick Building (I)** on their way to **Carlow College (L)**. If they enter by an alternate route, they may miss the Frick Building, but should be able to find Carlow College with ease. Each of these structures may be the site of an adventure. The features of these buildings and their inhabitants are outlined in the map descriptions below. Maps **D**, **E** and **F** portray the two floors and partial basement of the Frick Building. Map **G** represents the roof of the Carlow College building where the Carrins have their stronghold.

THE FRICK BUILDING

This great theater has its own Atomic Power Plant and a sophisticated MBC that has kept the building operational through decades of being isolated from the outside world. Once a center of culture, it still houses a Robotic Theater Company under the direction of the famous Robotic Director, Houseman 380 (a modified Supervisory Borg of great intelligence, artistic talent and cultured voice). Ever since the city was evacuated, Houseman 380 has been directing the theater company, making plans for a new season, polishing performances, etc. However, since he has been isolated from human contact for some time, Houseman 380 has developed some strange concepts of entertainment, totally foreign to the human psyche. Currently, Houseman is running his company through their repertoire before a pair of captured Gumry warriors who entered the theater by cutting through one of the duralloy shutters. Captured intruders will be made to join the unhappy Gumry clansmen in this enforced cultural activity and Houseman 380, who has been starved for an audience since being sealed inside the building, will fly into a rage if his "guests" don't show proper appreciation for his

work. The characters will be stripped of weapons and armor and kept in the dressing rooms below the Stage when not watching plays or eating. Most of the Robot staff has been reprogrammed to take Houseman 380's bizarre orders and ignore those from humans and so they will not question this arrangement.

Captured characters may escape by enlisting the aid of another Cyborg (Havrilla 23) by exiting through the front or back entrances. They may also try to escape by crawling through the machinery spaces that lead to the roof, but may only do so if they have the necessary equipment to cut through the duralloy screens that prevent access to these areas from the roof or the interior walls.

Unless otherwise noted, all ceilings are 3 meters high and all walls are duraplaster construction (common Sheetrock covered with duraskin). All areas except for the Auditorium and Stage will be fully lighted. The Robots will generally serve the needs of character "guests," but will attempt to prevent them from escaping . . . using force if needed. Pre-holocaust standards of etiquette will be enforced at all times to ensure that a proper (and appreciative) atmosphere for the viewing of great art is maintained. Areas normally off limits to members of pre-holocaust audiences (Office and Stage areas, for example) will be off limits to the characters. All doors are wood (except where noted) and are kept closed (and locked if they lead to storage areas). All Robots and Fixed Machinery operate off internal Broadcast Power.

Except as otherwise noted, all Robots encountered will have average characteristics for their type.

Map D: Frick Building Main Floor

The Main Floor of this famous fine arts building consists of a Lobby, Auditorium and Stage area. A small south wing houses the building's offices. All doors and windows are sealed with duralloy shutters that have been welded in place. However, one set of double doors leading into the building from the east has been cut open at some time in the recent past and a thin plywood sheet (takes one Action Turn to knock down) has been put over the door to keep out the elements. Building areas are described below.

A. MAIN LOBBY: Six double glass doors numbered **1** through **6** lead to the Lobby from outside. Number **5** has been cut through and covered with plywood. The others are sealed with duralloy. A double wooden door **[7]** leads into the business offices. Other wooden doors at **[8]** through **[13]** lead into a corridor giving access to the theather **[T]**. Open stairs **[14]** and **[15]** lead to a balcony over the

Main Lobby. There is an automated ticket dispenser at **[16]**, but it is non-functional. The walls are decorated with holographic murals and light sculptures. There are 4 Security Robots at **17, 18,** and **20**. These Security Robots will attempt to subdue intruders and will drag them before Houseman 380 for judgement. A bank of closed circuit TV cameras over the exterior doors will warn the Robots of the intruders preparing to enter the Lobby and will allow them to ready an ambush. A balcony "Promenade" overlooks the Lobby which has a 6-meter ceiling. Where there is no Promenade, the ceiling soars to 18 meters.

B. REFRESHMENT STAND: Seven General Household Robots man this stand which dispenses all types of pre-holocaust refreshments (free of charge) to Houseman 380's "guests." The 6-meter square tower around which the stand is built contains all of the machinery for processing food stored in stasis in its Second Floor. There is a 10% chance that characters other than Pure Strain Humans will suffer exposure to 3d4 Intensity Level Poison by eating this food. The Robot attendants will not help subdue intruders or prisoners, but will seek help from the building's Security Robots to prevent escapes.

C. REFRESHMENT STAND: See entry **B**.

D. WASHROOM: This is a functional washroom.

E. ACCOUNTING: Two General Household Robots (**1** and **2**), redesigned to handle accounting chores, occupy this office which is cluttered with pre-holocaust office furniture. The Robots will ignore intruders.

F. FILES: This room contains a computer terminal, a small computer and racks of discs in which the theater's financial records are kept.

G. SALES: This room contains two General Household Robots (**1** and **2**) modified to act as ticket sales agents. In one corner is a large Communications Sender **(3)** formerly used for out-of-town ticket sales. It works off the main power supply and has a Range of 200 kilometers. The Robots will ignore all intruders.

H. FILES: This room contains a computer terminal, a small computer and racks of discs on which the employment records, contracts and insurance records of the theater's non-Robot personnel are kept.

I. PERSONNEL: This room contains two modified General Household Robots used to conduct employment interviews and keep personnel records. A variety of furniture dots the room. The Robots will try to interview any intruders, but will ignore those who don't fill out an employment application.

J. WAITING ROOM: A pleasant waiting room with a modified General Household Robot in it, this is the reception room for individuals waiting to see the occupant of the connected office **(K)**. The Robot in this area will inquire repeatedly as to the characters' business, calling the Security Robots in **A** if they refuse to answer satisfactorily or try to enter **K**.

K. MANAGER'S OFFICE: The office of the former Building Manager, this room is dotted with pre-holocaust executive furniture. A partially-destroyed Supervisory Borg, named Havrilla 23, occupies the chair behind the executive desk. The Borg is still working and aware, but is paralyzed from the "neck" down. If questioned, it will explain that it is in charge and that Houseman 380 has gone berserk and must be stopped. Persistent questioning will cause the Borg to reveal that it was shot by Houseman 380 during an argument over the annual budget over 20 years before. If the damaged Borg is moved to a workshop where another Borg can work on it, there is a 75% chance that the Borg can be repaired in 1d4 hours. If this is accomplished, the Borg will reassert its authority and free the characters out of gratitude (giving each of them a parting gift of the player's choice). Before it can reassert its authority, it must "kill" Houseman 380, however. The door to this office is kept locked and the staff is forbidden by Houseman 380 to enter it. Since the Building Manager's Voder Box was damaged in Houseman 380's attack, he will only be able to speak in a whisper.

L. LIFT: This huge Power Lift is controlled by a handgrip in one wall. Pulling out on the grip increases the Lift's speed. A twist to the left means up. A twist to the right means down. The Lift connects the Main, Basement and Second Floors and can carry 4000 kilograms. It is currently lodged on the first floor.

M. STAIRWELL: This stairwell connects the theater with the basement dressing and storage areas. The door at the bottom is soundproof.

N. WAITING ROOM: Similar to entry **J**, this is the wating room for the **Office of the Director(O)**.

O. OFFICE OF THE DIRECTOR: This is Houseman 380's office. In addition to the usual office furniture, it has a wet bar loaded with samples of pre-holocaust intoxicants and a half dozen tubes of a superconductive cream often used as a mild stimulant by Robots. The cream will expose characters who use it internally to 3d4 Poison. External use will have no effect. If the other colorful liquids in their clear plastic tubes are ingested, the characters will lose 1 each from DX and IN per drink for a period of 1d4+3 hours. Humanoids and Mutated Animals have a

20% chance of being exposed to 3d6 Intensity Level poison for each different bottle from which they drink.

P. WAITING ROOM: Similar to entry **J**, this is the waiting room for the **Technical Director's Office (Q)**.

Q. TECHNICAL DIRECTOR'S OFFICE: This office is similar to **K**, except that it is unoccupied and contains pre-holocaust drafting equipment.

R. WAITING ROOM: Similar to entry **J**, this is the waiting room for the **Business Manager's Office (S)**.

S. BUSINESS MANAGER'S OFFICE: This office is similar to **K** and also contains a damaged Borg (the Business Manager). The Borg's internal life support system is no longer functional and the organic part of the Borg has died. It cannot be repaired.

T. AUDITORIUM: The seating area of the theater holds 700 in the ultimate in pre-holocaust comfort. Partially reclining seats are designed to contour themselves to the occupant, provide gentle massage action and dispense food and drink via the arm rests at the push of a button. Houseman 380 habitually sits near the back of the audience (at **1**) observing the performance or rehearsal. If intruders are brought before him here, he will have them disarmed and will assign a Security Robot to guard them at all times. He will then, politely but firmly, inform the intruders that they are his "guests" for "awhile" and will have them fed in area **A** on the Second Floor. Houseman 380 will then force his guests to watch a complete repertoire of the plays he has directed in the last two centuries. These productions will range from Shakespeare through the late pre-holocaust school known as the Theater of the Extinct (from which the Red Death draws much of its philosophy). Unlike the other parts of the building, the Auditorium may (20% chance) be only dimly lit when entered (depending on the type of rehearsal in progress). The ceiling is 18 meters high and is hung with colored lights, most of which are focused on the Stage (**U**).

U. THE STAGE: This area is raised about 3 meters above the level of the rest of the building. Its ceiling is 15 meters high. Anti-Grav Pods support curtains and pieces of scenery that float up near the ceiling where they can't be seen from the auditorium but can be lowered into view as needed. The 3 dozen Pods are controlled by a Supervisory Borg (**4**) with a hand-held remote control device that has a Range of 120 meters. This "Stage Manager" is accompanied by three Engineering Bots Light (**1, 2, 3**). There are 11 modified Supervisory Borgs on stage which have been redesigned to look human. These Borgs (**5-15**) are Houseman 380's

actors. They are performing *Macbeth*, one of Houseman 380's favorite plays . . . and one with which he seems to be obsessed. Numbers **7, 8, 10, 12, 13, 14** and **15** wear Chainmail and carry shields, Daggers and Two-Handed Swords. Each "actor" wears the face and personality of a famous 20th century film actor chosen by the GM. There are two overhead doors in the back wall (**16** and **17**) used to accept deliveries. The Robots have instructions not to open these doors, but the doors are still powered and can be opened by escaping prisoners. Each is opened and closed by a push button control located in the wall to its right.

Map E: Frick Building Second Floor

The Second Floor is smaller than the first floor, consisting mostly of balcony areas overlooking the Main Lobby, Auditorium and Stage.

A. THE PROMENADE: This balcony overlooks the front of the building and the Main Lobby. It is dotted with 15 Comfort Modules . . . large tables with padded swivel chairs that are designed to dispense food, drink and (within a limited area) music to those occupying them. The modules are all functional and this is where Houseman 380's guests are fed. Supplies of food and drink are drawn from the same stasis fields as the supplies used in areas **B** and **C** on the Main Floor.

B. STORAGE: This room and the other 5 rooms (**C, D, E, F, G**) that are accessed via the same corridor as **B** are all costume storage areas. Each is filled with rack upon rack of theatrical costumes, and special hardware designed to change the appearance of the Robots. Room **B** contains Shakespearean costumes. In a rack along the west wall are 1d4 suits of Steel Plate Armor, 1d8 suits of Chainmail, 1d12 Duralloy Shields, 1d10 suits of Leather Armor, 1d4 suits of Ring Mail, 1d4 shields and 1d6 suits of Studded Leather Armor. Hanging from pegs on the south wall are 1d4 Battle Axes, 1d8 Daggers, a Flail, a Hammer, 1d12 Long Swords, 1d4 Maces, a Morning Star, 1d10 Muskets, 1d12 Pole Arms, 1d4 Short Bows, 1d20 Short Swords, 1d6 Spears and 1d6 Two-Handed Swords. All weapons and armor are completely functional except for the arrows for the Short Bows, which are fakes that are glued into their cases. All blades and points are blunted and must be honed for 1d4 hours before they can be used.

C. STORAGE: This room is filled with racks and chests of ancient Greek and Roman costumes mixed with some odd items from Persia and the Far East. In a rack in the south wall are 2d8+8 mixed sets of fake armor from the Far East. These include Indian, Micronesian and

Indochinese ceremonial costumes which look like sturdy Plate, Leather, Fiber and Chainmail Armor, but offer only the same protection as Furs and Skins.

D. STORAGE: This area contains racks of 16th through 19th century European costumes, including large numbers of Napoleonic and Victorian military uniforms. In a chest against the south wall are 1d10+8 functional Slug Throwers of various types, all of which have the general characteristics of Slug Thrower Type B. There are 1d6+10 boxes of ammunition available for these items, but the contents are entirely composed of blank rounds.

E. STORAGE: This room contains the theater's collection of 20th and 21st century costumes, including 1d6+3 suits of Sheath Armor, 1d4 suits of Plastic Armor and (in a locked case bolted to one wall) a functional Force Shield (without batteries) built into the feet of red and blue pajamas. The pajamas have a red cape attached and are emblazoned with a large letter "S" across the chest. Built into the feet of the pajamas are a microminiature pair of Anti-Grav Pods controlled by pressure tabs built into the pajamas' right wrist.

F. STORAGE: This room contains racks of artificial limbs and plasti-skin parts designed for use in modifying Robot actors to make them resemble a desired human. These parts can also be used to repair damaged Robots.

G. STORAGE: This room contains bins of hand props from various eras. Almost any small portable device imaginable may be found in one bin or another, but the only weapons in the room are trick devices with retracting blades (used to simulate death on stage). The GM should describe this room in general terms and then let the characters state what items they may be searching for in the room. There is a 40% chance of a functional item desired by the players being present in the bins. Only pre-holocaust items will be available and any complex technological devices may look functional, but will only be models without any interior workings. In one corner of the room, piled in and around an open chest, the characters will find the items taken from them when (if) they were subdued by the Security Robots.

H. PRACTICE ROOM: This room is used by Houseman 380 to conduct rehearsals of upcoming performances. It contains seven modified Supervisory Borgs (**1, 2, 3, 4, 5, 6, 7**) dressed in English Restoration-style costumes. The Borgs are shut down. In one corner is a storage rack (**8**) containing hand props for use in the play currently in rehearsal. The bin is empty except for a 17th century tea service, a walking stick and a woman's lace shawl. The Borgs may be

activated by pressing a button in their chest panels (under their costumes). If activated, the Robots will follow the orders of Houseman 380 (so long as they don't involve violence). If the activated Robots are unaware that the characters are actually prisoners of Houseman 380, they will react in a friendly manner unless attacked and will beg the characters to watch them perform a scene from *School for Scandal*. If the characters agree, the Robots will perform encores until the characters finally leave.

I. FITTING ROOM: The 3 Engineering Bots Light (**1, 2, 3**) in this room have been modified to act as costumers. They use the machine (**4**) dominating one end of the room to cut and assemble patterns for the company's costumes. They also specialize in applying duraskin spray to the Robotic actors to change their features to fit their roles. There are 4 racks in the room (**5, 6, 7, 8**) into which the Robotic actors can be strapped for costuming and make-up operations. These racks have their own built-in Anti-Grav pods and are operated by a remote control unit in the possession of **Bot 3**. When the Anti-Grav Pods are turned on, the racks can be moved around the room as needed. The 3 Bots will ask intruders for their number. This number can be anything the players make up and the Bots will index each character's number with the numbered skin tone charts and faces in their memory banks. The Bots will then try to take the characters' clothes and strap each of them into a rack so that a new layer of duraskin can be sprayed on to alter their skin tone and then sculpt this new flesh into a different face. If the characters refuse to give a number, or try to leave the room without some reasonable excuse, the Bots will become suspicious and will call the Security Robots in **A** via microwave transmitter. The GM should roll a die of his choice after the players select their numbers. If the resulting number is the same as the number of digits in the number chosen by a character, the Bots will assume that the character is a Borg that has come in for an overhaul and will attempt to strip away the characters "old" skin (1d6 damage per Action Turn that the character is strapped into the rack) before applying a new layer of skin.

J. THE SCENERY SHOP: There are two Engineering Bots Standard (**3, 4**), a modified Supervisory Borg (**2**) and an Engineering Bot Light (**1**) in this shop where all of the scenery for the theater is manufactured. The Supervisory Borg is the theater's Scenic Designer and is a bitter critic of Houseman 380. The Scenic Designer's name is Dali 120. The Borg's most striking feature is a natty black mustache. If the characters tell Dali about the state of the Building Manager

on the Main Floor, he will attempt to sneak Havrilla 23 up to this room where he will use parts from **F** to repair him (a task taking 4 hours). Otherwise, he will call the Security Robots in **A** if intruders appear without a reasonable explanation for their presence. The other Robots in the room will ignore the presence of intruders. In addition to the Robots present, there are 2 powered racks (**5, 6**) used for holding scenery (and very similar to those in **I**). There are also two materials closets (**7, 8**). Closet **7** is full of paints, dyes and solvents. Closet **8** is crammed with duralloy rods, sheets and fasteners of various sorts. In the east wall is an open rack (**9**) containing painted duralloy sheets of scenery for *School For Scandal*.

K. THE AUDITORIUM: Windows from the Second Floor hallways overlook the Auditorium below. Characters can look into the Auditorium through these windows, but those inside can't see out. The windows are made of clear duralloy coated with a polarizing compound.

L. THE LIFT: See entry **L** on the Main Floor.

M. STAGE RIGHT LOFT: This open area above the Stage is used as a storage area for scenery and there are lightweight pieces of flat scenery stacked three deep all along the south and west walls.

N. STAGE LEFT LOFT: This area is similar to **M** above except that an Engineering Bot-Light is always on duty with a remote control device used to move the scenic elements hanging above the stage.

O. THE TECHNICAL BOOTH: This enclosed booth has a glass front so that the Robots inside can see the stage and receive cues as to when to change lighting and recorded sound elements. There are two Engineering Bots Light (**1, 3**), a modified Supervisory Borg (**2**), a Broadcast Power Transmitter (**4**) and four control panels (**5, 6, 7, 8**) in the booth. The back wall is lined with open racks containing theatrical lights and electronic equipment. In these racks near the south wall are a pair of Anti-Grav Pods. The control panels are used to control light and sound inside the theater. The transmitter provides power for the entire building and is tied directly to the Nuclear Power Plant built under the Auditorium. The modified Supervisory Borg is the Technical Director for the theater. His name is Warhol 96. Warhol 96's most striking features are a wispy shock of platinum hair and a pallid complexion. Like Dali 120, he hates Houseman 380 and would like to see him removed. He will react toward the characters in the same way as the Scenic Designer and he too has the ability to repair the damaged Borg from the first floor.

P. THE STAGE: See entry **U** on the Main Floor.

Map F: Frick Building Basement

This partial basement occupies the area underneath the Stage on the Main Floor. The rest of the area under the Main Floor is taken up by a sealed Nuclear Power Plant. Basement ceilings are 6 meters.

A. STORAGE RACK: This rack is crammed full of lightweight duralloy tubing and duraskin scenic "flats" from various plays.

B. STORAGE RACK: See entry **A** above.

C. STORAGE RACK: This rack is filled with duralloy tubing.

D. STORAGE RACK: This rack is filled with duralloy sheets.

E. JUNK SCENERY PILE: The main floor of this level contains piles of scenic platforms, stairways, doors and other scenic elements of different types. Nearby is an Engineering Bot Standard (**2**) and a Security Robot (**1**) assigned to guard Houseman 380's "guests."

F. DRESSING ROOM: The west wall of this room is lined with small dressing tables and mirrors for use by human performers. Each of the half dozen tables has a make-up case containing thousands of samples of pre-holocaust theatrical make-up (exposure to 3d4 Intensity Level poison if eaten). The other walls contain a variety of clothing racks and hooks. A General Household Robot (**1**) is on duty in the room to help actors dress. This Robot retains all of its pre-holocaust programming and will obey orders from all non-Robots except where those orders involve destruction of theater property or damage to non-Robots. It will always attempt to protect humans from Robot attacks and will assume that characters other than Pure Strain Humans are human actors in make-up and costume. This room is identical to **K** below.

G. DRESSING ROOM: This is a private dressing room for human "stars" who sometimes performed with the company's Robotic actors. The room contains a studio couch, dressing table, a pair of armchairs and a small dinette. The General Household Robot on duty (**1**) is a dresser and will act in the same manner as the General Household Robot in **F**. When not in the theater viewing Houseman 380's latest play, the party and 2 surviving members of the Clan Gumry party that cut through the entrance to the Main Lobby (4 other members of the party have gone mad and committed suicide) will be locked in this room. One of the Gumry clansmen is a Pure Strain Human (with average characteristics for his class). The other is a Humanoid with

Empathy, Partial Carapace and Telekinesis. She has average characteristics for her character type. The Humanoid is named Allison. Her companion is named Tim. Though their weapons and armor have been taken, Allison has retained a Sling she wears as a headband and her bag of Sling Bullets. At first, Tim and Allison will be hostile toward their fellow prisoners since they are members of a rival clan, but if the PC's try to befriend them, they will respond by making a truce and agreeing to cooperate in an escape. The truce will last until the escape occurs and there is a 5% chance that, once free, Tim and Allison will agree to cooperate in the assault on the Carrin stronghold as well since they are survivors of the Gumry party Spiv hired for this purpose.

H. WARDROBE AND FRESHER: This combination wardrobe and fresher is included for use by the occupant of **G.** It is still functional and will immediately react to the presence of any organic being who closes the door (located in the east half of the room) while inside it. This reaction will take the form of a full cycle of cleansing via blasts of ultrasound and ultraviolet light followed by spraying with pulsing jets of hot water, cold water and hot air. An entire cycle takes 10 minutes and the fresher seals itself immediately upon beginning a cycle. The clear duralloy door and wall is impossible to break through.

I. DRESSING ROOM: See entry **G.**

J. WARDROBE AND FRESHER: See entry **H.**

K. DRESSING ROOM: See entry **F.**

L. THE LIFT: See entry **L** on the Main Floor.

Carlow College

This 10-story building has been thoroughly gutted by time and the elements. All that remains now is a framework of bare girders and beams. Atop the building is the stronghold of the Carrin brigands who are holding the Cambol hostages. If the characters have a means of flying or negating gravity, they may take one Search Turn to make their way onto the roof, appearing at any point of their choice on Map **G.** If they are unable to fly or negate gravity, they must climb the girders. This will take 5 Search Turns and every Search Turn each character must check versus 6 x DX to see if he falls. The first such check is made at a height of 6 meters above the ground. For each additional check, add 6 meters to the height a character falls if he fails his check. If the characters have ropes or similar climbing equipment, they need only check every other Search Turn and the check is made versus 7 times their DX. Only the northern portion of the building rises the full 10 stories. The rest of the building rises only

3 stories above the ground and is unoccupied by the Carrins.

There is a 5% chance per Search Turn spent climbing, flying up or otherwise ascending the building that the party will be spotted by the brigands who will set an ambush for the characters. In addition, there is a 20% chance per Search Turn that the party is airborne, on a road or in the clear (not in a building or under trees) within one kilometer (16-17 squares) of any square of Carlow College that the brigands lookouts will spot them. If the party is spotted at any time, the Carrins will plan an ambush, attacking the party one or more Search Turns later (at the GM's discretion). The Carrins will not be Surprised by the party in this case. If the characters are climbing the building when attacked or are ambushed upon reaching the roof, they will be Surprised by the Carrins on a roll of 1, 2 or 3. If attacked before they reach the building, check for Surprise normally. The chances of being spotted are halved (round down) at night.

There are 7 Carrins and 19 Bloodbirds present in the stronghold. All of the Carrins and all but five of the Bloodbirds will attack any intruders. Of the remaining five Bloodbirds, 2 will fly away to seek the help of the Restorationists on both sides of the Mon River at the first sign of attack (returning within 1d6+6 hours with help). Two others will stay at their post atop the Guard Tower until attacked. The remaining Bloodbird will stay at his post by the heavy crane until attacked. The Carrins and Bloodbirds all have average characteristics for their species with the exception of the Carrin leader, Juchi the Beak, who has maximum characteristics. **NOTE:** The GM must be sure to tell the PC's that they see the 2 Bloodbird messengers flying off south, crying an alarm. Without this clue, small as it is, the characters will certainly be unaware that reinforcements could be arriving and so may linger too long looking for loot.

Map G: The Carrin Stronghold

The Carrin stronghold atop Carlow College consists primarily of open nests woven of rubbish, branches and duralloy rods and bound with wire to the roof beams of the building. Small areas of the roof remain intact and these are used by the Carrins as repositories for vast amounts of junk (including many artifacts) which they have scavenged from the city or taken from their victims. There is a heavy crane mounted on the roof which the birds use to lift weighty items up to their stronghold. Other features include an old Microwave Broadcast Tower (nonfunctional) used as a lookout tower, a prison area consisting of large cages suspended by chains from the beams, a small

public meeting area and an artificial lake built by the Carrins. Except where the 3-meter high nests and the piles of junk (up to 3 meters high in places, but mostly between 1 and 2 meters high) come between, it is possible to see from one end of the roof to the other during the day. The Carrins do not use artificial light and so visibility is greatly reduced at night. Nests marked with a "**1**" are Carrin roosts. Those marked with a "**2**" are Bloodbird roosts. Those with a "**0**" are currently unoccupied. If forewarned of the presence of intruders, the brigands will be gathered in one spot for the battle. If not forewarned, they will rush into the fight from their own individual nests.

A. CAGE: The three Cambol hostages occupy this cage. All three are Pure Strain Humans and each has average characteristics for that character type. The three are clothed only in tattered furs and appear to have been poorly fed and treated. They are weak and two of them (Djef and Dhug) will not be able to travel at anything but Slow Speed. The third (Thom) is seriously ill and must be carried. All have lost half their Hit Points. The cage, itself, is a portable circus cage in the form of a 3-meter cube made of duralloy bars set 150 millimeters apart. A door in the south side is kept locked with a simple iron padlock of postholocaust manufacture which can be opened in one Action Turn (by hammering it open or shooting it away with a Slug Thrower, Musket or energy weapon . . . not a Needler).

B. CAGE: This area is identical to entry **A,** but empty and unlocked.

C. CAGE: This area is identical to entry **A,** but empty and unlocked.

D. CAGE: This area is identical to entry **A,** but contains three Lil (with average characteristics for their type). The Lil named Cian possesses Telekinesis. The Lil named Ruy possesses Confusion. The Lil named Fran possesses Repelling Force. All three are slightly weakened by their ordeal and none may move at Fast Speed. The three Lil are children of the Lil chief, Spiv.

E. JUCHI'S NEST: This is the biggest nest in the stronghold (almost 4 meters tall) and the most solidly constructed (composed entirely of duralloy tubes and sheets). Its occupant, Juchi the Beak, is the chief of the Carrin brigands and a cutthroat of some renown. He has maximum characteristics for his species, a fact which has no small bearing on his position as chief of the brigands.

F. THE CARRIN MOOT: This section of the roof is littered with old 100 and 300 liter duralloy chemical and fuel drums. The drums are empty and lack lids. They are used as perches by the Carrins (and their most-favored Bloodbird servants)

whenever the brigands hold a "*Carrin Moot*," a sort of town meeting used to choose a new leader or plan a raid. The six 300-liter drums are large enough for a human-sized character to hide inside them. A 3000-liter water tank in the Carrin Moot is the chief's perch. If any characters are captured by the brigands, they will be dragged before the Carrin Moot where the birds will decide whether to eat them (25% chance) or hold them for ransom (75% chance). Two of the 100 liter drums contain 3000 domars each and three others contain 1100 gold pieces each (the proceeds of selling armor, weapons and artifacts taken from captives to the Restorationists south of the Mon River).

G. THE DURASKIN POND: This huge sheet of duraskin is suspended by cables from four of the building's beams and is used as a water catcher by the Carrins. The sheet sags in the middle almost to the level of the floor below and the pure rainwater collected in it has a maximum depth of 2 meters. All of the band's drinking water is taken from this artificial pond.

H. JUNK HEAP: A veritable treasure trove, this is where the Carrins pile the loot they gather from the city or take from their captives. Most of what is in the pile currently is fairly useless: non-descript broken artifacts, bleached bones with a few shreds of meat clinging to them, discarded clothing, etc. However, a thorough search of the pile, taking four characters about 4 hours, will reveal a variety of treasure. The GM should allow the players to discover two items per hour from the following list: 2 Chemex Grenades, 1 suit of Inertia Armor, 1 Energy Mace, 1 Fusion Rifle, 2 Laser Pistols and 1 Stun Whip. All are functional, but no power source is included.

I. THE GUARD TOWER: This Ancient Microwave Broadcast Tower is used as a Guard Tower by the Carrins. There will be 2 Bloodbird guards on watch from their roost in the highest part of the 12-meter tower at all times. They will be able to see all activity taking place on the roof and much of what is happening within a 1-kilometer radius.

J. JUNK HEAP: This area is similar to entry H in most regards, it will take four characters 8 hours to thoroughly search the pile. Each hour, they will find three items of value selected by the GM from among the following: 1 Laser Pistol, 1 suit of Sheath Armor, 1 Vibro Blade, 1 Medi-kit, 1 Energy Cell Charger, 1 Energy Cloak, 1 tube of Kinetic Nullifier Fluid, 1 Portent, 1 Stage II I.D., 2 Needlers, 1 Slug Throwing Pistol A, 4 Stun Grenades, 1 Fragment Grenade, 1 Vibro Dagger, 1 Stun Ray Rifle, 1 tube of Genetic Boosters, 1 box of Neutralizing Pigments, 1

Cur-In Dose, 1 pair of Binoculars and 1 tube of Adhesive Paste. All items are functional, but unpowered.

K. THE HEAVY CRANE: This powerful item is powered by an Atomic Energy Cell and can lift 2000 kilograms at a time from the first floor of the building. The platform attached to the crane arm is kept on the ground floor, but the crane can only be controlled from the roof. The machine operates almost noiselessly and takes three Action Turns to lift a load 10 stories. It is guarded by a single Bloodbird.

ESCAPE FROM PITZ BURKE

Within 1d6+6 hours of the party attacking the brigand stronghold, the Bloodbird messengers will return leading a band of 1d10+10 heavily-armed and armored Restorationists. This will not occur if the party has lost the fight for the stronghold (been killed, captured or driven-off). If the party does not get to attack the stronghold or loses the fight, the brigands will dispatch another Bloodbird messenger to cancel their call for help. Should the Restorationists arrive after the party has left Carlow College, they will not follow the fleeing characters. Should the party still be in the building and in control of the Carrin stronghold when the Restorationists arrive, they will offer the party the option of leaving behind all loot acquired in Pitz Burke (at the Frick Building or Carlow College) and going in peace or being killed by the Restorationists. If the party fights and loses, they will all be killed (no prisoners will be taken).

With the exception of this possible Encounter, the party should have only Random Encounters on their way home from Pitz Burke. The actual composition of the Restorationist war band must be chosen by the GM, but it should be composed of 50% Pure Strain Humans, 35% Humanoids and 15% Mutated Animals. In addition, each member of the band has a 20% chance of wearing some type of ancient armor (mostly Sheath Armor and Plastic Armor) and each will have at least one weapon artifact (usually a Pistol).

Characters who return home with any working artifact from Pitz Burke and who participated in a determined assault on the Carrin stronghold are considered to have "made their passage" into adulthood. They are full-fledged warriors of Clan Cambol and may use clan resources to aid them in future adventures. Those who do not travel to Pitz Burke, fail to bring back an artifact or who do not participate in an attempt to free the Cambol prisoners are considered to have failed their "rite of passage." They may try again to become warriors next year. If the party uses artificial transportation (boats,

cars, riding or dray animals, etc.) to move a significant distance (more than a couple of kilometers) during their trip, there is a 5% chance that **all** of the PC's will be found to have failed to make their passage. This same chance exists if the party allowed any NPC's to join them along the way . . . even if only for a brief time. **Exception**: The brigands' prisoners (including the 3 Lil) and the Gumry captives may join the party without penalty since freeing them is part of the PC's mission.

If the PC's participating in this adventure are going to be used in future GAMMA WORLD ® games, they should receive Status Points for all NPC's they defeat, artifacts they brought back to their tribe and any special awards the GM feels they merit for superior performance. In addition, they should get 200 Status Points for making the trip **and** bringing back an artifact (which they may keep or turn in for additional Status Points) and 300 Status Points for trying to free their fellow clansmen from the Carrins. For each prisoner rescued from the Carrins and brought back to Spiv's Bramble (if a Lil) or Cambol territory (if a Cambol) alive, the surviving PC's get 300 Status Points apiece. Each PC's Status Point total is reduced by 100 Status Points for **each** March Turn the party used artificial transportation to travel any appreciable distance (doesn't apply to Search Turns). Using Anti-Grav Pods or similar items to climb the Carrin Stronghold doesn't count. The GM should subtract 50 Status Points from each PC for every NPC (except the brigands' prisoners) who joins the party . . . even temporarily. Thus, if Tim and Allison join in an escape from Houseman 380, all PC's lose 50 Status Points. **NOTE**: The brigands' prisoners are not counted as party members for purposes of determining the Status Points awarded for beating the brigands. However, any NPC's accompanying the party when they make their assault are counted.

After playing **Rite of Passage** you may want to have more adventures in different settings. **PART VIII: DESIGNING ADVENTURES** shows how to create the background for your own adventures. This section shows how to create and run a connected series of such adventures (called a **Campaign**).

AMERICA IN THE 25TH CENTURY

Post-holocaust America is shown on the **Continent Map** included in this game. However, only a few important features are shown on the map. The first step in conducting a Campaign is to decide where on this map the action will take place and fill in the important details for that area.

CONSTRUCTING A CAMPAIGN SETTING

Before doing anything else, the GM should sketch a rough terrain map of the Campaign area, showing the mountains, rivers, forests, etc. An atlas or common road map will help the GM in laying out the basic shapes of these features, but he need not be too concerned with the map's accuracy. Remember that rivers will have changed course, mountains will have fallen and new forests will have sprouted, so an accurate 20th century map will be of little use in positioning these features. When completed, this map will serve as a guide to construction of a detailed Area Map, but it is used initially only to help organize one's ideas.

Drawing Area Maps

Having a general idea of what he wants the Campaign area to be like, the GM should draw an **Area Map**, following these steps in order:

1. FILL IN WATER AREAS: The rough sketch of the area should show as accurately as possible the length and direction of rivers and the location of lakes and reservoirs.

2. ADD MOUNTAINS & HILLS: Following the rough sketch, the GM should add the location of mountains, hills, ridges and similar features.

3. SHOW DESERTS AND SWAMPS: Where the land is very low, especially around rivers and lakes, the ground may be wet and swampy. Low ground inland from mountains will often be dry and such spots make good locations for deserts (treat as Deathlands for most purposes).

4. ADD DEATHLANDS: Where large population centers or important military installations once existed, the GM should draw in the Deathlands around them and then place any surviving features.

5. ADD ROADS AND TRAILS: Using his sketch map as a guide, the GM should now add roads and trails linking the destroyed places of the Ancients. Roads will only exist where Ancient duralloy superhighways once ran. Trails will follow the routes of smaller (state and county) roads and will be crumbling, overgrown ruins.

6. ADD BASES: Almost all occupied villages, towns, cities, monasteries and other permanent communities will be found on a road or trail built over the remains of the road network that existed in the Shadow Years. The GM should heavily populate his Campaign area with Bases of all types.

7. ADD INSTALLATIONS: Most Installations will have been destroyed during the Social Wars or will be the site of Bases constructed by communities anxious to take advantage of the Installation's unique assets. However, the GM should always try to place at least a few "lost Installations" on the map as sources of loot.

8. SHOW POLITICAL DIVISIONS: The GM should decide if he wants all social organizations to be very small (a few hexes at most) or if he wants to have large areas controlled by Cryptic Alliances or other groups. He should then set borders for these divisions and note them on the map.

9. KEY MAP: All important hexes (those with Bases, Installations or other features of interest to the PC's) should be "keyed." The GM should put a number, letter or name after each important feature and write a short description of that feature for reference. At the beginning of each description he should write the same number, letter, etc. that he writes on the map next to that feature. Descriptions should include the number and types of inhabitants, the Tech Level and government of the Base (where appropriate), and anything else the GM feels the players may need to know. Once the key is finished, the GM may wish to construct a separate Encounter Table for the area (or more than one separate table if several distinct areas make up the setting). New tables should be kept with the key.

Campaign Play Balance

The GM must be careful in setting up a Campaign to keep a close eye on game balance. If the Campaign area is too dangerous, the players will become frustrated as one PC after another is killed off. If it is too easy, the players will become bored and frustrated and the game won't be fun.

The easiest way to balance the game is to limit the Tech Level of equipment available. Most characters should begin in Tech Level I Bases located in wilderness areas. Initially, most of the PC's challenges should then come from fellow "savages" with Tech Level I (and limited amounts of Tech Level II) equipment. As the PC's gain experience (and Status), they will gravitate toward more "civilized" areas with Tech Level II Bases. This change will show itself in the types of equipment they will carry. It should be reflected in the equipment that the NPC's they encounter will have. Characters with Tech Level II equipment should encounter mostly NPC's with Tech Level II (and some Tech Level III) equipment. Eventually, experienced PC's will gravitate toward the few remaining cities or will join a Cryptic Alliance with access to Tech Level III equipment. At this point, the PC's own equipment will again be upgraded and they will finally be ready to meet the tougher NPC's (especially those armed with large amounts of Tech Level III equipment) on equal terms.

Another way to balance the game is to bring the players into contact with certain high tech equipment early in the Campaign in a non-hostile setting. Most high tech equipment will be carried by hostile NPC's who are prepared to use it on the PC's. In rare cases, the GM may want to let the players loot these items early on so that they can use them to take on tougher opponents. If providing the characters with such technology makes them too powerful, the GM can later arrange for the items to break or otherwise become unavailable.

Research

While the characters should never know as much about the Campaign setting as the GM, they should have a general knowledge of their surroundings and the possible threats in those surroundings (or they would never have lived long enough to go adventuring). Therefore, once the GM has constructed and balanced his Campaign setting, he should decide what

information the characters should have about it. He should then do a rough sketch map for them showing only what they can be expected to know and should spend the first session of any Campaign introducing the players to the setting.

If the players want more information, they must **Research** the setting. Researching the setting may consist of anything from consulting tribal elders to reading journals in a ducal library. The success of research attempts depends on the Tech Level of the Base at which the research is done, the amount of time and money spent, the initiative and imagination of the PC's and the obscurity of the information being researched.

Whenever the players want to research something, they should tell the GM what they specifically want to know, and how much time and money they are spending to do the research. A minimum of 1 day and 1 gold piece must be spent and a maximum of 2 weeks and 100 gold pieces may be spent in the research per attempt. These figures represent time and gold spent questioning travellers and buying them drinks, meals and gifts, bribing guards to gain entry to archives and then studying old books, etc. The players must state exactly how they will perform the research when they initiate it.

The GM assigns to the information being researched a number between 1 (hardest to research) and 100 (easiest to research) and rolls d%. If the number rolled is less than or equal to the number the GM assigned to the research, the characters are successful in their efforts. The d% roll is modified as indicated on the table at the top of this page.

When first choosing a number to represent the difficulty of the research, the GM should assign to readily available information, a number of 80+. Information which would be known to only a few, but not necessarily secret, should have a number of plus or minus 50. Secret information (the location of a hidden Base, for example) should have a number of 20 or less.

In addition to research, PC's may gain information about an area by hiring a guide or purchasing **Maps** (which will be more detailed than the sketch map initially shown to the players) and **Lexicons**. Lexicons are multi-lingual dictionaries that enable characters to communicate with those whose languages are included in the Lexicon. The average Lexicon will have information on 2d4 common languages chosen by the GM.

Die Roll Modifier

- Subtract 1 for each day spent on the research.
- Subtract the IN of the smartest researcher.
- Subtract 1 for every 5 gold pieces spent on the research.
- Subtract 5 if the research was done at a Tech Level III Base.
- Subtract 5 if the GM thinks the characters have showed great initiative and intelligence in their research.
- Add 5 if the GM thinks the characters have overlooked obvious sources in their research.
- Add 10 if the research was done at a Tech Level II Base.
- Add 20 if the research was done at a Tech Level I Base.

Languages

The **Basic Game Rules** used in **Rite of Passage** assumed that most, if not all, characters in the game speak the same languages, use telepathy or can otherwise communicate with each other. In running Campaigns, however, the GM will need to distinguish more clearly which characters can communicate with each other. For this purpose, GM's should note that **TRADE LANGUAGE** (a mix of pidgin-English and sign language) is used throughout post-holocaust America. Most characters will understand it, but it is too simple a language to convey very complex thoughts. In addition, all Cryptic Alliances will have their own secret language known only by members (or former members) of that alliance. All NPC species that are social in nature (those which tend to live in groups) will have their own language, and most clans will have a clan language or dialect. Only if two characters have at least one language in common or one of them can use telepathy can they communicate. Players should note their languages in the **Language** space on their Character Sheet.

Characters begin a Campaign knowing Trade Language, a clan language and, if they are Humanoids or Mutated Animals, a Species Language. During the Campaign, they may learn a number of other languages equal to one half their IN (rounded down), providing they have the necessary senses and vocal apparatus. Mutated Characters who haven't the proper vocal apparatus can only communicate through a sign language variation on Trade Language or through telepathy. It takes 12 weeks of exposure to a language (through study or constant attempts at communication with speakers of that language) to learn it. Characters may choose to forget a language at any time in order to learn a new language. Characters with a Lexicon containing at least one language they know can always communicate with anyone who speaks any other language contained in that Lexicon. The communication will be much clearer than if they used only Trade Language, but will not be as clear as that possible between fluent speakers of the same language. The GM should take this factor into account in all negotiations (causing misunderstood bargains to be struck, etc.). A character with a Lexicon may employ it to halve the time it takes him to learn a language contained in the Lexicon.

Pre-holocaust Computers and Robots will not understand post-holocaust languages unless they have been reprogrammed to understand. Think Tanks, Borgs, Cybernetic Installations and some MBC's that have had contact with post-holocaust life forms will know the languages of these life forms and will speak or understand Trade Language and any other languages with which they have come in contact. Units of these types that haven't been in contact with Post-holocaust life forms will not have this understanding. Units under the control of other units will understand any languages understood by the controlling unit unless the GM indicates otherwise. Borgs learn languages at the same speed as PC's. Think Tanks and Cybernetic Installations (and some MBC's) learn any new language in one week. Units will not assist or obey characters they can't communicate with and will either try to express their lack of understanding in pre-holocaust language or will (if a simple unit) flash an ''INVALID COMMAND'' light or use some other visual or audio system to communicate this idea.

PLAYER CHARACTERS AND SOCIETY

When playing a single adventure, a character's position in society is fairly unimportant, but in a Campaign the position is crucial. This section discusses how characters fit into society.

Social Systems

There are scores of distinct social structures in post-holocaust America. All can be broadly classified as:

1. TRIBAL & CLAN SOCIETIES: Most societies are primitive in both technology and organization. They are generally made up of a group of tribes organized into a large clan. The tribes are usually run by a council of elders or by a "chief."

2. FEUDAL SOCIETIES: Most Tech Level II societies are feudal in nature. That is, they are peasant societies ruled over by a "nobility" charged with the protection of that segment of the society. The nobles, in turn, owe loyalty to nobles of higher rank. Such societies are usually localized, including a dozen castles and villages within 20 kilometers of each other.

3. CITY-STATES: Some Tech Level II societies are organized as city-states of 3000 to 30,000 people. These may be ruled by a single "tyrant" or king, by an appointed council or by an elected assembly.

4. CRYPTIC ALLIANCES: Societies of all levels of technology will often be part of a Cryptic Alliance. Many small independent villages will be Bases for such organizations and most Cryptic Alliances are tightly organized and continent-wide.

All "social characters" (those that don't normally live alone) will be members of a social grouping . . . called a **Community** in the game. Each character's stature in the post-holocaust world will depend in part on how well he lives up to the ideals of his community. Those that adhere to the community's ideals will gain access to community property and, in some cases, to special knowledge. Those who consistently or severely violate community standards will be cast out of their community (and often marked by branding with hot metal or chemicals). The **CHARACTER STATUS** section gives details on stature. A PC's Community is noted in the **Community** box on his Character Sheet.

Economic Systems

The basic economic system of the post-holocaust world is a primitive sort of free enterprise. There is no real world economy, but in most areas private property is recognized and trade is based on a mixture of barter and a dual monetary system (gold pieces and domars). Some communities practice tribal communism and many Tech Level II cultures are Feudal in nature (divided into classes, some of which are tied to the land). In general, PC's will come from (and operate in) an economic environment similar to the American West in the 1800's.

In this sort of environment, inflation is an ever-present danger. Any local increase in the money supply will almost immediately be reflected in an increase in prices for everything. The GM should

take this factor into account by increasing prices above the levels given for items on the Equipment Tables whenever a large supply of money enters an area. This will most often be the result of PC's looting an Ancient bank or other financial institution for a large supply of domars. The amount of the price increase will have to be determined by the GM, but it should be roughly proportional to the amount of "new" money entering the local economy. Thus, if the PC's bring 5000 domars into a small village economy (300 people and a money supply of 15,000 domars), the money supply would increase by roughly a third and prices would jump accordingly. As a rule of thumb, assume that Tech Level I areas will have a money supply of about 500 domars (or 100 gold pieces) per person. This figure should be doubled for Tech Level II areas and quadrupled for Tech Level III areas.

Players may make out wills for their characters stating who gets all or part of their property if they die. Property in the form of land or wealth kept at the character's home may always be left to another character in a will. Undamaged property on the PC's body when he is killed may be salvaged by his friends. Their sense of honor determines if they give it to his heirs or keep it. If they don't salvage property from his body, it is lost and has *no further effect on the game*. Wills *must* always state what character gets each item of property, but the characters named need not be in the game when the will is written. They may be "relatives" or friends of the character who will only enter the game (as new PC's) if the character dies. Alternatively, a player may decide to leave his character's possessions to his fellow adventurers.

New characters who inherit property from a dead character do not get the Rank, Attributes or other characteristics of the dead character. They only get his physical property. Any items that the dead character borrowed from his community must be returned. They cannot be passed on to the character's heirs. In order to keep the game balanced, the GM must ruthlessly enforce this rule so that PC's don't get too powerful as a result of wills. Dishonest NPC companions, greedy uncles, natural disasters and other devices can be introduced into the game to deprive characters of some or all of their inherited property.

CHARACTER STATUS

As characters have adventures, they will gain experience and fame. These are expressed in the game as **STATUS POINTS**, which are converted into increased **RANK**. Rank is a measure of

how the character's bearing and reputation affect the reactions of NPC's in different situations.

How To Gain Status Points

Characters begin the game with **no** Status Points. At the end of each complete adventure, the GM awards each PC a number of Status Points to reflect how well the character did in the adventure. Status Points are given for the following reasons:

1. BEATING NPC'S IN COMBAT: When a party wins a combat, the GM awards each surviving party member a number of Status Points equal to the Hit Point Score of all opponents divided by the number of party members present when the combat began.

EXAMPLE: A party of 4 attacks 3 Hissers with Hit Point Scores of 40, 36 and 44. The total Hit Point Scores of the Hissers equal 120 (40+36+44=120). This number is divided by the number of characters in the party for a result of 30 (120÷4=30). If the party wins, the survivors each get 30 Status Points.

Winning a combat is defined as beating the other party by killing, subduing or driving away all of the enemy NPC's.

2. GIVING ARTIFACTS TO THE COMMUNITY: A character may turn over to the political or social organization of which he is a member any artifacts he gains on an adventure (as a result of gifts or division of the spoils). The character then gets a number of Status Points equal to the Status Point Value of the item turned over. The Status Point Value of all artifacts is listed in the **Equipment Tables** in **PART IX**. The GM must determine the Status Point Value of all other artifacts (using the values given for artifacts described in the rules as a guideline). Only functional, powered artifacts that have been figured out by the character may be turned in for Status Points. An artifact requiring ammunition may be turned in only if the proper ammunition is turned in with it.

3. ACCOMPLISHING A MISSION: If the GM assigns the party a mission (rescuing hostages, as in the **Rite Of Passage** adventure, for example), they should be rewarded for accomplishing all or part of the mission. In general, the GM should make awards of 300 to 600 Status Points per character per mission.

4. SPECIAL AWARDS: The GM should reward excellent play or the performance of difficult tasks with Status Point Awards averaging between 200 and 500 points per task per player. Mounting a rear guard against overwhelming odds, beating an especially tough band of NPC's or

figuring out some mysterious event are examples of events deserving special awards.

All awards are cumulative and should be announced at the end of each adventure (**EXCEPTION**: Awards for turning over artifacts are made when the artifact is actually turned over). All awards are recorded in the **Status Points Box** of the **Character Sheet** of the PC receiving the award.

How To Use Status Points

Status Points are used to gain Rank. All beginning characters are Rank 0. This is the lowest Rank in the game. Once a PC successfully completes his rite of passage, he automatically rises to Rank 1. Any further Rank increase is based on the accumulation of Status Points. As soon as a Rank 1 character accumulates 3000 Status Points, he automatically rises to Rank 2. The 3000 Status Points in his Status Points Box are erased (leaving any excess points above 3000 in the box). In order to rise from Rank 2 to Rank 3, the character must accumulate twice the number of Status Points it took him to reach Rank 1 (6000). As soon as the character has 6000 Status Points recorded in his Status Point Box, he becomes a Rank 3 character and the 6000 points are erased. The cost to rise 1 Rank continues to double until Rank 6. Characters at Rank 6 and above rise 1 Rank for each increment of 50000 Status Points accumulated. Status Points expended to rise in Rank are permanently removed. There is no limit to how high a character can rise in Rank.

How To Rank Affects

Rank has the following effects on play:

1. A character's Charisma is always modifed by the addition of his Rank. Thus, a character with a Charisma of 12 and a Rank of 4 would have a modified Charisma of 16 (12+4=16). There is no limit to how high Charisma can be raised by Rank.

2. A character's chances of finding a particular functioning item of equipment for sale at a given Base are increased by 2% per Rank. Thus, a Rank 1 character trying to purchase a piece of Tech Level II equipment at a Tech Level I Base (15% base chance) would have a 17% chance of finding the item. A Rank 3 character would have a 21% chance. The chance of finding an item at a Base is never increased by more than 20 as a result of Rank.

3. A character can borrow equipment from his community within the limits of

his Rank. In order to borrow equipment, he must be at one of that community's Bases. Thus, a member of Clan Cambol could only borrow equipment at a Cambol Base. The value of the equipment borrowed at any one time may not exceed 100 x the character's Rank in gold pieces. Any items which are depleted (Drugs, Grenades, etc.) or which are lost or damaged by the character must be paid for by him before he can borrow any more equipment from his community. Only equipment of the same (or lower) Tech Level as the Base the character currently occupies may be borrowed. Thus, only Tech Levels I and II equipment can be borrowed from a Tech Level II Base.

4. The die roll used to determine if a party gains a piece of knowledge they are researching is modified by the subtraction of 2 for each Rank attained by the highest Ranked character involved in the research.

5. Characters of Rank 3 or higher may elect to join a Cryptic Alliance. A character may try once per month per Rank above 3 to join a Cryptic Alliance. Thus, a Rank 4 character could try twice to join a particular Cryptic Alliance in a given month. For each such attempt, the GM rolls d% and consults the description in **PART IV** of the Cryptic Alliance being joined. The **Type** section of each Cryptic Alliance description includes a percentage chance for each character type that the Cryptic Alliance will accept a character of that type as a member. If the percentage dice roll for the character's attempt at joining the Cryptic Alliance is less than or equal to the percentage chance given in this section for his character type, the character is immediately accepted into membership. If not, the character may try again if he has sufficient Rank. If he does not have sufficient Rank, he must wait one month (30 days) before trying again. A character may try to join only one Cryptic Alliance in a 3-month period. If he is turned down by one Cryptic Alliance during that period, he must wait at least 3 months before applying for membership in another Cryptic Alliance. Immediately upon joining a Cryptic Alliance, a character treats that Cryptic Alliance as the community of which he is a member. He may no longer be considered a member of his former community.

Communities and Cryptic Alliances

In general, a character cannot change the community of which he is a member except by joining a Cryptic Alliance. In some isolated instances, the GM may wish to allow a character to join a new community if his own is destroyed, but this should be the exception . . . not the

rule. A character may only be a member of one community or Cryptic Alliance at a time. Once a character joins a Cryptic Alliance, he may not change the Cryptic Alliance of which he is a member. He may be ejected from membership in the Cryptic Alliance (or from some other type of community or group) at the GM's discretion if he fails to live up to the ideals of the group. Any character who is ejected from his community or Cryptic Alliance becomes a **WANDERER** (an outcast, considered fair game in the post-holocaust world). Wanderers are not able to borrow equipment since they have no community. They may not gain Status Points for turning over artifacts. A character loses all benefits specific to membership in his Cryptic Alliance as soon as he becomes a wanderer.

Characters who are members of a Cryptic Alliance, Clan or other social grouping with more than one settlement or dwelling place may turn in artifacts, borrow equipment and seek free shelter (for 1 night per Rank) in any of the settlements of the group. He is not limited to using only the Base where he lives.

Membership in a specific Cryptic Alliance carries the following benefits and penalties:

ARCHIVISTS: Members may turn in artifacts for Status Points even if the artifacts aren't functional or powered or if they have yet to be figured out. Members receive double the normal number of Status Points for turning in any kind of Robot and receive 50 Status Points per item for turning in any artifact which does not have any other Status Point value attached to it (e.g. members get 50 Status Points for turning in any junk they don't know what to do with).

BROTHERHOOD OF THOUGHT: Members receive the same number of points for successfully negotiating with NPC's (e.g. avoiding conflict) that they would receive for beating the NPC's. In addition, for each character a member recruits into the organization, he receives 100 Status Points times the recruit's Rank.

FOLLOWERS OF THE VOICE: Members modify their Charisma by twice their Rank (not simply by adding their Rank) when interacting with Borgs, Think Tanks and Cybernetic Installations. In addition, they add their Rank to their die when attempting to figure out an artifact.

FRIENDS OF ENTROPY: Members receive double Status Points for beating NPC's and triple Status Points for destroying Robots. In general, Red Death Bases consist of Tech Level II nomadic camps and only Tech Level I and II equipment may be borrowed at them.

HEALERS: Members receive no Status Points for beating NPC's. However, they get 1 Status Point for each Hit Point recovered by a patient under their care. A Healer may care for a number of individuals in one day equal to his Rank. Characters may be under the care of only one Healer per day. Whenever a character is under a Healer's care, he adds 3 x the the Healer's Rank to the chance of recovering from illness at the end of each day. In addition, characters under a Healer's care recover double the normal number of Hit Points that would be recovered by Resting. Healers add their Rank to their die roll when trying to figure out a medical artifact. They get double Status Points for turning in medical artifacts.

KNIGHTS OF GENETIC PURITY: Members get double Status Points for beating an NPC party containing one or more Humanoids. They lose 50 Status Points from those they currently have available each time their party negotiates with an NPC party that includes one or more Humanoids.

RADIOACTIVISTS: Members receive 25 Status Points for each Radiation Check they must make. They get 300 Status Points for each non-defect mutation arising out of a Radiation Check and lose 300 Status Points from those they currently have available for each Defect they gain from a Radiation Check. In addition, members receive five times the normal Status Points for turning in a Mutation Bomb or Genetic Booster.

RESTORATIONISTS: Members get double Status Points for turning in artifacts or beating NPC parties that include members of the **Friends of Entropy, Followers of the Voice, Archivists, Seekers, Zoopremisists** or **The Created.**

SEEKERS: Members get no Status Points for turning in artifacts and lose 50 Status Points from those they currently have available each time they get an artifact as part of their share of the party's loot and don't destroy it. They get 100 Status Points times the recruit's Rank for recruiting a character into their organization and get double the normal Status Points for beating a party that includes one or more members of the **Restorationists, Knights of Genetic Purity, The Iron Society, Zoopremisists, Followers of the Voice, Archivists,** and **The Created.** In addition, they get triple Status Points for destroying Robots.

THE CREATED: PC's cannot be members of this organization.

THE IRON SOCIETY: Members get double Status Points for beating parties which include one or more Pure Strain Humans and lose 50 Status Points from those they crrently have available each time their party negotiates with an NPC party containing one or more Pure Strain Humans.

THE RANKS OF THE FIT: Members get 200 Status Points times the Rank of the recruit for each character they recruit into this organization. They get double Status Points for each weapon artifact they turn in.

ZOOPREMISISTS: Members get double Status Points for beating a party that includes one or more Pure Strain Humans or Humanoids. If an NPC party includes one or more members of **The Ranks of the Fit**, triple Status Points are received. If both situations apply, triple Status Points (only) are received.

When modified Status Points are received for beating or negotiating with NPC's, the Status Point award for the PC's party is calculated normally. Then the award actually given to the PC is modified. The modifications applying to a particular PC's Status never affect the number of Status Points awarded to his companions.

PART VIII DESIGNING ADVENTURES

Before players can take their characters on an adventure, they will need to know something about their goals, the area through which they will be travelling and what dangers they will have to overcome during the adventure. **PART VI** provides this material for beginning players who are performing their "Rite of Passage." When the players want to have other adventures, the GM must create the necessary background for them. This section gives a step by step method for providing that background.

CHOOSING SCENARIOS

A "scenario" is an idea or theme that ties together an adventure and keeps it from being just an endless series of meaningless encounters or combats. Like a good novel, a good scenario always gives the players a reason for their adventure. In addition, a good scenario will present the players with challenges that will test their capabilities to the utmost while giving them some chance of surviving. The best scenarios are usually those that present a realistic environment filled with inhabitants whose motivations and relationships with each other are easily grasped. The paragraphs below describe some common types of scenarios the beginning GM may want to try out.

1. EXPLORING THE UNKNOWN: The players are recruited or hired to explore a wild area (deep forest, ruined Ancient town, etc.) to determine its potential value as the site of a new settlement.

2. DESTROYING A TERRIBLE MENACE: The players are recruited or hired to find and destroy some deadly menace that is threatening the peace of a tribe or holding. GAMMA WORLD® Module GW 1-**Legion Of Gold** and GAMMA WORLD® Module GW3- **The Cleansing Wars of Garik Blackhand** are examples of this type of Scenario.

3. FULFILLING A QUEST: The players must travel to a particular place and bring back something to prove that they were there or bring back some particular item from that place. The **Rite Of Passage** adventure in this package and GAMMA WORLD® Module GW2- **Famine in Fargo** are examples of this type of scenario.

4. ESCAPING FROM ENEMIES: The characters begin the scenario as prisoners or fugitives and must make good their escape. GAMMA WORLD® Referee's Screens & Mini-Module - **The Albuquerque Starport** and GAMMA WORLD ® Module GW4- **The Mind Masters** are examples of this type of scenario.

5. RESCUING PRISONERS: The players are recruited or hired to find and rescue certain prisoners being held by a Cryptic Alliance or a band of savage NPC's (Arks, for example). This is a sub-theme of the **Rite of Passage** adventure in this booklet.

DESIGNING A SETTING

Once a scenario has been selected, the next step in structuring an adventure is to decide where the adventure will take place, what the surrounding area will be like and what main features the scene of the adventure's final action will have. It isn't necessary to know where every element of the setting is located or to have a detailed map of the area. However, the GM must form a general idea of what the setting will be. Popular settings for adventures include:

1. MECHLANDS: These Robot Farms are always computer-controlled and are an excellent source of processed foods for those who can convince the controlling Cybernetic Installations to turn the food over to them.

2. ANCIENT MILITARY INSTALLATIONS: These might have any purpose connected with government or war. Most will have large numbers of Security Robots, Defense Borgs and Security Monitors in them. Many will contain weapons, armor and transport. Some will house government records in shock-proof buildings or caverns deep under the Installation. A few will be Military Experimental Labs which will contain partially tested artifacts of great power.

3. ANCIENT COMMUNITIES: Most Ancient communities will have been destroyed during the Social Wars and thoroughly looted in the years since. However, the vast weed-grown fields of rubble and decaying vine-draped statues that mark their sites will be objects of religious worship to many. In some cases, portions of such communities will be fairly intact and will still yield some functioning artifacts. The rare town, village or city of the past will even have a functioning Broadcast Power Station and the Robots powered by that station will keep the buildings in repair and will replace worn-out equipment and machinery. Even some Ancient metropolises may have partially escaped the destruction.

4. SPACEPORTS: Though most Spaceports will be near what were once population centers and will be surrounded by wide belts of radiation and rubble, their sturdy construction will have saved them from destruction and they will be good places to find artifacts.

5. DEATHLANDS: These radioactive deserts will usually be shunned by travellers, but it is within such areas that the largest troves of unlooted artifacts will be found. However, all characters who spend any time in these areas will have a 2% chance per March Turn of exposure to random Intensity Level radiation. These areas will often be places of exile for wanderers or will have religious significance to Radioactivists and others.

6. ENEMY STRONGHOLDS: The bases of hereditary tribal enemies or of Cryptic Alliances will often be armed strongholds that the characters must escape or penetrate (to rescue captives, for example). These may be located in castles or towers of post-holocaust construction, in caves, caverns or old mine shafts, in walled towns or villages or virtually anywhere else the GM desires.

Once the GM has decided on a setting and planned out the surrounding area in a general way, he should make a preliminary decision as to the general number and type of NPC's who will inhabit the setting and the surrounding area. With this decision in mind, he should proceed to draw detailed maps of the setting and surroundings using the **Area Map, Outdoor Adventure Map** and **Indoor Adventure Maps** included in this game as a guide.

STOCKING THE TARGET

Once the setting is mapped, it must be "stocked." Stocking an area is the process of deciding what interesting or dangerous NPC's and equipment, fixed machinery and hazards will be present and where exactly they will be located. The GM will need to first decide what NPC's (if any) have to be present in a setting because of the scenario he has chosen. For example, if the scenario is the rescue of a friend from a Badder village, the GM must obviously make sure that there are a lot of Badders present. Once he has determined who **must** be present, he may then use his own judgement to add other NPC's to the area **or** he may use the **ENCOUNTER TABLE** for this purpose. When using this table to "stock" an area instead of to determine what Random Encounters occur, the GM should roll 1d20 instead of d% and index the result with the appropriate terrain type on the table each time he wants to place an NPC. Reroll any **No Encounter** results. If stocking a setting in a Deathland area, the GM should roll 1d10. If the setting is an Installation, he should replace some NPC's with Robots.

Once he has selected the NPC's for a setting, the GM should decide what equipment is present. He will need to consult the Equipment Tables for this purpose in most cases. However, if common artifacts are desired, he may simply roll on the **LOOT TABLE** whenever he needs to place an artifact in the area. When deciding what equipment is present, the GM should remember that very valuable or powerful items should not be common or easy to acquire. In general such items should be found only in the heart of Installations that are difficult to penetrate or should be part of the equipment of powerful NPC's.

When all NPC's and equipment have been placed in the setting, the GM should fill in any other details of interest and establish where there are areas of radiation or other hazards. He may, at this time, wish to adjust his maps so as to direct the players toward any interesting Encounters or other situations he has cooked up (blocking a passage with rubble so that the characters **must** enter the room occupied by the three Hoops, for example). Finally, he should locate any small items of fixed machinery present.

In some cases, the GM will need to create special **Encounter Tables** of his own to handle those situations in which the characters will be wandering around a large Installation or similar area for hours (or days) on end. In such cases, he should use the same format as for the **Encounter Table** given in these rules, but should use only those types of NPC's that he has decided are present in the area.

SELECTING A PARTY

The GM will sometimes find that, due to a lack of players, a party doesn't have enough PC's to handle all of the dangers that he has built into his scenario. As a way of anticipating this problem, the GM should prepare several potentially friendly NPC's before the game and have them available for recruitment or hiring at the PC's Base. He could also preplace one or more such NPC's in the vicinity of the adventure so that their services can be made available to the PC's (via a "Random" Encounter) if the going gets too rough. GM's should use this technique with care since, taken to extremes, it can lead to the PC's being nothing but "spear carriers" for the GM's powerful NPC's. If the GM does not wish to use NPC's to strengthen a party, an alternative is to dilute an adventure to give the players a chance. In such cases, the GM decides how many characters the party is short of and subtracts this number from the die roll when determining the number of NPC's appearing.

PC MUTATION TABLE

HUMAN	ANIMAL	PHYSICAL MUTATION	MENTAL MUTATION
01	01	No Nerve Endings (D)	Attack Reversal (D)
02-03	02	Poison Susceptibility (D)	Mental Block (D)
04-05	03	Dark Dependency (D)	Seizures (D)
06-07	04	Arterial Weakness (D)	Fear Impulse (D)
08	05	Diminished Sense (D)	Hostility Field (D)
09	06-08	Energy Sensitivity (D)	Mental Defenselessness
10	09-10	Doubled Pain (D)	Multiple Damage (D)
11	11	Heat Reaction (D)	Energy Sensitivity (D)
12-14	12	Insanity (D)	Periodic Amnesia (D)
15	13-15	Attraction Odor (D)	Unconscious Summoning (D)
16-17	16-17	Anti-Charisma (D)	Empathy
18-19	18-19	Body Structure Change (D)	Beguiling
20	20	Fat Cell Accumulation (D)	Confusion
21	21	Increased Metabolism (D)	Psychometry
22	22	Inhibiting Field (D)	Directional Sense
23	23-24	Water Dependency (D)	Intuition
24	25	Weight Decrease (D)	Precognition
25-26	26	Vision Defect (D)	Summoning
27	27-28	Light Dependency (D)	Absorption
28	29-30	Skin Structure Change (D)	Time Suspension
29	31	Narcolepsy (D)	Reflection
30	32	Bacterial Suscept. (D)	Devolution
31-33	33	Phobia (D)	Genius Capability
34	34	Poor Dual Brain (D)	Repelling Force
35	35	Poor Respiration (D)	Mass Mind
36	36	Actual Metamorphosis	Magnetic Control
37-38	37-38	Kinetic Absorption	Heightened Brain Talent
39	39	Sound Imitation	Heightened Intelligence
40	40	Bodily Control	Density Control (Others)
41	41	Horns or Antlers	Light Manipulation
42-45	42-46	Heightened Phys. Attrib.	Mental Blast
46-47	47	Heightened Sense	Mental Shield
48-52	48-51	Heightened Precision	Mental Control of Body
53-54	52-54	Modified Body Parts	Mental Multiplier
55-57	55-57	Multiple Body Parts	Mental Control
58	58-59	Over-sized Body Parts	Mental Paralysis
59-60	60-62	New Body Parts	Fear Generation
61	63	Regeneration	Force Field Generation
62	64	Quills or Spines	Illusion Generation
63	65	Radar/Sonar	Molecular Sense
64	66	Ultravision	Molecular Disruption
65	67	Shorter	Repulsion Field
66	68	Electrical Generation	Plant Control
67	69	Gills	Stunning Force
68	70	Taller	Telepathy
69	71	Photosynthetic Skin	Pyro/Cryokinesis
70	72	Physical Reflection	Telekinesis
71	73	Mane & Bristles	Telekinetic Arm
72	74	Skeletal Enhancement	Telekinetic Flight
73	75	Density Control (Self)	Symbiotic Attachment
74	76	Displacement	Levitation
75-76	77	Wings/Gas Bags	Temporal Fugue
77	78	Speed Increase	Teleport Object
78	79-80	Carapace	Teleportation
79	81	Radiation Eyes	Thought Imitation
80-81	82-83	Chameleon Powers	The Gamma Eye
82	84	Light Generation	Will Force
83	85	Shapechange	Total Healing
84-85	86	Anti-Life Leech	Time Manipulation
86-87	87	Infravision	Weather Manipulation
88	88	Heightened Balance	Time Distortion
89	89	Energy Absorption	Death Field Generation
90	90	Energy Metamorphosis	Life Leech
91	91-92	Gas Generation	Planar Travel
92	93	Heat Generation	Pick Any Good Mutation
93-94	94	Hands of Power	Pick Any Good Mutation
95	95	Dual Brain	Pick Any Good Mutation
96	96	Duality	Pick Any Good Mutation
97	97	Sonic Blast	Pick Any Good Mutation
98	98	Pick Any Good Mutation	Pick Any Good Mutation
99-100	99-100	Pick Two Good Mutations	Pick Two Good Mutations

PLANT MUTATION TABLE

DIE ROLL	PLANT MUTATION
01	Dark Dependency (D)
02	Heat Reaction (D)
03	Temperature Sensitivity (D)
04	Low Fertility (D)
05-06	Attraction Odor (D)
07-08	Daylight Stasis (D)
09-10	Light Dependency (D)
11	Texture Change
12	Beguiling
13-14	Radiated Fiber
15-16	Spore Cloud
17-18	Allurement
19-20	Symbiotic Attachment
21-22	Dissolving Juices
23-24	Chameleon Powers
25-26	Contact Poison Sap
27-28	Aromatic Powers
29-30	Absorption
31-32	Adaptation
33-35	Berries
36-40	New Body Parts
41-45	Mobility
46-48	Increased Sense
49-56	New Sense
57-67	Modified Vines and Roots
68-69	Divisional Body Segments
70-74	Modified Leaves
75-79	Size Increase/Decrease
80-84	Throwing Thorns
85-86	Thorns/Spikes
87-88	Explosive Fruit/Seeds
89	Sonic Blast
90	Bacterial Symbiosis
91	Anti-Life Leech
92	Death Field Generation
93	Electrical Generation
94	Energy Negation
95	Heat Generation
96	Seed Mobility
97	Wings/Gas Bags
98-99	Roll an extra mutation
100	Pick any one mutation

KEY: The numbers in the **DIE ROLL** column are the results of a d% die roll. The entry opposite each die roll span is the mutation a Plant gains when that number is rolled. Mutations are described in the **MUTATIONS** portion of **PART II**. If more than one Defect (a mutation followed by a "D") is rolled, the GM rerolls the second and any succeeding Defects. No Plant can have more than one Defect. If a non-Defect mutation is rolled more than once, the GM doubles, triples or quadruples its effects as appropriate. The GM defines effects of such multiplication.

EXPLANATION: The player controlling the character rolls d% and finds the result in the **HUMAN** column if the character is a Humanoid or in the **ANIMAL** column if he is a Mutated Animal. The character gains the mutation opposite that number in the **PHYSICAL MUTATION** column if he was rolling for a Physical Mutation and gets the mutaiton in the **METAL MUTATION** column if he was rolling for a Mental Mutation. Mutation effects are explained in PART II. Wherever the table reads **PICK ANY GOOD MUTATION** or **PICK TWO GOOD MUTATIONS**, the controlling player picks which ones the character gets. If a player is told to **PICK ANY GOOD MUTATION,** he may choose to eliminate one Defect (mutation marked "d") instead. If a mutaiton is rolled more than once, its effect is doubled, tripled or quadrupled, as appropriate. The GM determines the exact effect of such multiplication.

POISON MATRIX

INTENSITY	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
C 18+	-	-	-	-	-	-	-	-	-	-	-	1	2	3	4	D
O 17	-	-	-	-	-	-	-	-	-	-	1	2	3	4	D	D
N 16	-	-	-	-	-	-	-	-	-	1	2	3	4	D	D	D
S 15	-	-	-	-	-	-	-	-	1	2	3	4	D	D	D	D
T 14	-	-	-	-	-	-	-	1	2	3	4	5	D	D	D	D
I 13	-	-	-	-	-	-	1	2	3	4	5	6	D	D	D	D
T 12	-	-	-	-	-	1	2	3	4	5	6	D	D	D	D	D
U 11	-	-	-	-	1	2	3	4	5	6	D	D	D	D	D	D
T 10	-	-	-	1	2	3	4	5	D	D	D	D	D	D	D	D
I 9	-	-	-	1	2	3	4	D	D	D	D	D	D	D	D	D
O 8	-	-	-	1	2	3	D	D	D	D	D	D	D	D	D	D
N 7	-	-	1	2	3	D	D	D	D	D	D	D	D	D	D	D
6	-	-	1	2	3	D	D	D	D	D	D	D	D	D	D	D
5	-	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D
4	1	2	3	4	D	D	D	D	D	D	D	D	D	D	D	D
3	2	3	4	5	D	D	D	D	D	D	D	D	D	D	D	D

RADIATION MATRIX

INTENSITY	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
C 18+	-	-	-	-	-	-	1	2	3	4	5	6	7	8	M	M
O 17	-	-	-	-	-	1	2	3	4	5	6	7	8	M	M	M
N 16	-	-	-	-	1	2	3	4	5	6	7	8	M	M	M	M
S 15	-	-	-	1	2	3	4	5	6	7	8	M	M	M	M	D
T 14	-	-	1	2	3	4	5	6	7	8	M	M	M	M	M	D
I 13	-	1	2	3	4	5	6	7	8	M	M	M	M	M	D	D
T 12	1	2	3	4	5	6	7	8	M	M	M	M	D	D	D	D
U 11	2	3	4	5	6	7	8	M	M	M	M	D	D	D	D	D
T 10	3	4	5	6	7	8	M	M	M	M	D	D	D	D	D	D
I 9	4	5	6	7	8	M	M	M	M	D	D	D	D	D	D	D
O 8	5	6	7	8	M	M	M	M	D	D	D	D	D	D	D	D
N 7	6	7	8	M	M	M	M	D	D	D	D	D	D	D	D	D
6	7	8	M	M	M	M	D	D	D	D	D	D	D	D	D	D
5	8	M	M	M	M	D	D	D	D	D	D	D	D	D	D	D
4	M	M	M	M	D	D	D	D	D	D	D	D	D	D	D	D
3	M	M	M	D	D	D	D	D	D	D	D	D	D	D	D	D

KEY: The **POISON MATRIX and the RADIATION MATRIX** are used in the same way. The GM finds the column representing the Intensity Level of the Poison or Radiation and reads down that column until he comes to the row representing the character's Constitution. Results mean: "—" (No Effect); "#" (damage equal to a roll of this number of 6-sided dice); "D" (death); or "M" (Mutated Animals and Humanoids gain a new mutation and Pure Strain Humans take 8d6 damage).

ENCOUNTER TABLE

DIE ROLL	CLEAR	MOUNTAINS	FOREST	DESERT	WATER AREA	RUIN	DEATHLANDS
01	Zarn	Hisser	Hisser	Serf	Win Seen	Arn	Android
02	Yexil	Blight	Sep	Kamodo	Crep Plant	Obb	Hisser
03	Android	Parn	Blaash	Blight	Seroon Lou	Hoop	Blight
04	Badder	Zarn	Blackun	Perth	Terl	Android	Zarn
05	Sleeth	Manta	Terl	Parn	Ert Telden	Badder	Perth
06	Arn	Orlen	Win Seen	Zarn	Barl Nep	Serf	Blaash
07	Herp	Zeethh	Pineto	Yexil	Ert	Blaash	Serf
08	Podog	Sep	Perth	Hisser	Fleshin	Yexil	Parn
09	Podog	Arn	Obb	Sep	Keeshin	Manta	Squeeker
10	Jaget	Yexil	Kai Lin	Cal Then	Narl Ep	Ark	Squeeker
11	Centisteed	Herp	Grens	Manta	Menarl	Orlen	NE
12	Rakox	Wardent	Badder	Kep Plant	Herkel	Dabber	NE
13	Rakox	Kep Plant	Arn	Carrin	Ber Lep	Sleeth	NE
14	Brutorz	Crep Plant	Lil	Podog	Cren Tosh	Carrin	NE
15	Hoop	Cal Then	Blood Bird	NE	Fen	Squeeker	NE
16	Hawkoid	Ark	Horl Choo	NE	Gator	Squeeker	NE
17	Hopper	Hawkoid	Soul Besh	NE	NE	Squeeker	NE
18	Hopper	Podog	Dabber	NE	NE	NE	NE
19	NE	Carrin	Centisteed	NE	NE	NE	NE
20+	NE	NE	NE	NE	NE	NE	NE

NOTE: The party encounters the type of entity listed opposite the die roll for that type of terrain. A "NE" means that no Encounter takes place during the Turn. Do not check again until next March Turn. When an Encounter takes place, the GM refers to the NPC Description in **PART IV** to determine the number of NPC's of that type appearing and how they are equipped.

PHYSICAL ATTACK MATRIX
ATTACKER'S WEAPON CLASS

DAC	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
M 1	19	19	18	15	13	16	14	18	18	16	16	16	12	14	14	12
A 2	17	18	17	14	12	15	13	17	16	15	15	15	11	13	13	11
T 3	16	16	16	12	10	15	12	16	15	14	15	15	08	12	13	11
R 4	15	14	15	12	10	15	11	15	14	13	15	15	08	11	13	18
I 5	14	13	14	12	10	15	10	14	13	12	14	15	08	11	13	11
X 6	13	12	13	12	10	15	09	13	12	11	11	15	08	10	13	11
7	12	11	12	12	10	13	08	12	11	10	10	11	08	10	13	11
I 8	11	10	11	12	10	13	07	11	10	09	09	09	08	09	13	11
9	10	09	10	12	10	07	06	10	09	08	07	06	08	08	08	11
10	09	08	09	11	09	06	05	09	08	07	06	05	08	08	08	10

ATTACKER'S HIT DICE

DAC	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
M 1	20	19	19	18	18	17	17	17	16	16	15	15	15	15	14	14
A 2	19	18	18	17	17	16	16	16	15	15	14	14	14	14	13	13
T 3	18	17	17	16	16	15	15	15	14	14	13	13	13	13	12	12
R 4	17	16	16	15	15	14	14	14	13	13	12	12	12	12	11	11
I 5	16	15	15	14	14	13	13	13	12	12	11	11	11	11	10	10
X 6	14	13	13	12	12	11	11	11	10	10	09	09	09	09	08	08
7	13	12	12	11	11	10	10	10	09	09	08	08	08	08	07	07
I 8	12	11	11	10	10	09	09	09	08	08	07	07	07	07	06	06
I 9	11	10	10	09	09	08	08	08	07	07	06	06	06	06	05	05
10	10	09	09	08	08	07	07	07	06	06	05	05	05	05	04	04

EXPLANATION: The players find the column representing the attacker's Weapon Class or Hit Dice (as appropriate) and reads down it until he finds the row representing the Defender's Armor Class **(DAC).** The result at the intersection of column and row is the number the attacker must roll equal to or higher than to affect the defender.

MOVEMENT TABLE

UNBURDENED CHARACTERS

SPEED	MARCH TURN	SEARCH TURN	ACTION TURN
Slow	6 Kilometers	450 Meters	9 Meters
Normal	12 Kilometers	900 Meters	18 Meters
Fast	24 Kilometers	1800 Meters	36 Meters

BURDENED CHARACTERS

SPEED	MARCH TURN	SEARCH TURN	ACTION TURN
Slow	4 Kilometers	300 Meters	3 Meters
Normal	8 Kilometers	600 Meters	12 Meters
Fast	16 Kilometers	1200 Meters	24 Meters

HEAVILY BURDENED CHARACTERS

SPEED	MARCH TURN	SEARCH TURN	ACTION TURN
Slow	2 Kilometers	150 Meters	3 Meters
Normal	4 Kilometers	300 Meters	6 Meters
Fast	8 Kilometers	600 Meters	12 Meters

MENTAL ATTACK MATRIX
ATTACKER'S MENTAL STRENGTH

DMS	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18+
3	10	09	08	07	06	05	04	03	02	A	A	A	A	A	A	A
4	11	10	09	08	07	06	05	04	03	02	A	A	A	A	A	A
5	12	11	10	09	08	07	06	05	04	03	02	A	A	A	A	A
6	13	12	11	10	09	08	07	06	05	04	03	02	A	A	A	A
7	14	13	12	11	10	09	08	07	06	05	04	03	02	A	A	A
8	15	14	13	12	11	10	09	08	07	06	05	04	03	02	A	A
9	16	15	14	13	12	11	10	09	08	07	06	05	04	03	02	A
10	17	16	15	14	13	12	11	10	09	08	07	06	05	04	03	02
11	18	17	16	15	14	13	12	11	10	09	08	07	06	05	04	03
12	19	18	17	16	15	14	13	12	11	10	09	08	07	06	05	04
13	20	19	18	17	16	15	14	13	12	11	10	09	08	07	06	05
14	NE	20	19	18	17	16	15	14	13	12	11	10	09	08	07	06
15	NE	NE	20	19	18	17	16	15	14	13	12	11	10	09	08	07
16	NE	NE	NE	20	19	18	17	16	15	14	13	12	11	10	09	08
17	NE	NE	NE	NE	20	19	18	17	16	15	14	13	12	11	10	09
18+	NE	NE	NE	NE	NE	20	19	18	17	16	15	14	13	12	11	10

KEY: DMS = DEFENDER'S MENTAL STRENGTH. **RESULTS:** NE = No Effect; **A** = Attack Automatically Succeeds; # = Attacker must roll equal to or greater than this number on 1d20 for the attack to succeed. If it succeeds, the Mental Mutation being used in the attack takes immediate effect. If it fails, the Mental Mutation doesn't take effect.

TABLE OF METRIC CONVERSIONS

MEASUREMENT	= COMPOSITION	= EQUIVALENT
1 Kilometer	= 1000 Meters	= .62 Mile
1 Meter	= 100 Centimeters	= 3.28 Feet
1 Meter	= 100 Centimeters	= 1.09 Yards
1 Centimeter	= 10 Millimeters	= .39 Inch
1 Mile	= 5280 Feet	= 1.61 Kilometers
1 Mile	= 1760 Yards	= 1.61 Kilometers
1 Yard	= 3 Feet	= .91 Meter
1 Inch	= 2.54 Centimeters	= 25.4 Millimeters
1 Metric Ton	= 1000 Kilograms	= 1.1 Tons
1 Kilogram	= 1000 Grams	= 2.2 Pounds
1 Gram	= 1000 Milligrams	= .035 Ounce
1 Ton	= 2000 Pounds	= .91 Metric Ton
1 Pound	= 32 Ounces	= 45 Kilograms
1 Pound	= 32 Ounces	= 450 Grams
1 Liter	= 1000 Milliliters	= 1.06 Quarts
1 Liter	= 1000 Milliliters	= 33.8 Ounces
1 Milliliter	= 1 C Centimeter	= .034 Ounce
1 C Cenitmeter	=	= .06 C Inch
1 Quart	= 32 Ounces	= .95 Liter
1 Ounce	=	= 29.6 Milliliters
1 C Inch	= .55 Ounce	= 16.39 C Centimeters
1 KPH	=	= .62 MPH
MPH	=	= 1.61 KPH

NOTE: A ''C'' before a measurement means that it is cubic (for example: C Centimeters = Cubic Centimeters). **KPH** = Kilometers Per Hour. **MPH** = Miles Per Hour.

TYPE	WC	CODE	RANGE	DAMAGE	COST	KILO	VALUE
Battle Axe	2	~II	*	1d8	7	3	100
Black Ray Pistol	15	DIII	30	*	*	.5	RANK
Blowgun (+ 30 darts)	9	~I	12	*	5	1	50
Bola	2	~II	15	1d4/H	3	.5	50
Chemex Grenade	8	FIII	~	10d6	90	.2	400
Club	1	~I	12	1d6/H	3	1	NONE
CDP A	16	FIII	*	10d6	*	20	600
CDP B	16	FIII	*	12d6	*	40	700
Concussion Bomb	16	FIII	*	*	*	14	750
Crossbow (+ 30 bolts)	9	~II	120	1d6/H	30	13	300
Dagger	2	~I	18	1d4/H	3	.5	50
Energy Grenade	8	FIII	~	12d6	200	.2	450
Energy Mace	5	BII	*	10d6	150	.5	500
Fission Bomb (Clean)	16	FIII	*	40d10	*	50	1700
Fission Bomb (Dirty)	16	FIII	*	60d10	*	50	1700
Flail	2	~II	*	1d6/D	5	2	100
Fragment Grenade	8	FII	~	5d6	100	.2	250
Fusion Bomb	16	FIII	*	15d10	*	30	1000
Fusion Rifle	16	DIII	360	*	*	5	RANK
Hammer	1	~II	*	2d4/H	5	4	100
Hand (Throwing Axe	2	~I	18	1d6/H	4	1	50
Javelin	8	~II	30	1d6	2	1	50
Lance (mounted only)	1	~II	*	1d6/D	5	8	200
Laser Pistol	13	DIII	90	5d6	600	.5	1000
Laser Rifle	13	DIII	300	6d6	900	2	RANK
Long Sword	3	~II	*	1d8/D	10	4	300
Mace	1	~II	*	1d6/H	5	3	100
Mark V Blaster	14	DIII	60	7d6	*	1	1500
Mark VII Rifle	14	DIII	240	8d6	*	3	RANK
Matter Bomb Alpha	16	FIII	*	15d6	300	4	800
Matter Bomb Beta	16	FIII	*	30d6	*	20	2000
Matter Bomb Delta	16	FIII	*	60d6	*	50	5000
Micro-missile	16	FIII	500	7d6	*	3	3000
Mini-missile	16	FIII	1000	20d10	*	7	4000
Morning Star	2	~II	*	2d4/H	7	3	150
Musket (+ 30 Rounds)	9	~II	60	1d6	50	5	500
Mutation Bomb	16	FIII	*	*	*	10	1500
Needler	11	DIII	60	*	150	.2	400
Negation Bomb	16	FIII	*	*	*	10	1250
Neutron Bomb	16	FIII	*	20d10	*	200	1500
Paralysis Rod	4	DIII	*	*	*	.5	RANK
Photon Grenade	8	FIII	~	*	200	.2	500
Poison Gas Grenade	8	FIII	~	*	120	.2	250
Pole Arm	3	~II	*	1d8/D	7	5	250
Robotic Tentacles	7	EIII	*	1d8/H	*	*	NONE
SDP	8	FIII	*	6d6	40	5	300
Short Bow (+ 20 arrows)	9	~I	90	1d6	25	3	200
Short Sword	3	~I	*	1d6/D	7	2	150
Sling (+ 30 bullets)	9	~I	90	1d4/D	5	1	100
Sling (+ 30 stones)	9	~I	60	1d4	2	1	50
Slug Throwing Pistol A	10	DII	12	1d6	160	.2	150
Slug Throwing Pistol B	10	DII	18	2d6	200	.5	200
Slug Throwing Pistol C	10	DII	30	2d6	300	1	250
Spear	1	~I	18	1d6/D	3	2	200
Stun Grenade	8	FII	~	*	60	.2	300
Stun Ray Pistol	12	DIII	30	*	550	1	500
Stun Ray Rifle	12	DIII	90	*	750	4	RANK
Stun Whip	6	DII	*	*	90	.5	400
Surface Missile	16	FIII	40000	*	*	500	7000
Tear Gas Grenade	8	FII	~	*	30	.2	200
Torc Grenade	8	FIII	~	*	400	.2	750
Trek Bomb	16	FIII	*	*	*	25	1800
Two-Handed Sword	3	~II	*	1d10/D	15	7	350
Vibro Blade	5	CII	*	8d6	150	.1	RANK
Vibro Dagger	4	CII	*	3d6	90	.1	150

KEY: WC = The Weapon Class of the item. **CODE** = The item's Tech Rating and Complexity: **A, B, C** = Complexity; **~** = Equipment; **I, II or III.** = **RANGE** = The distance in meters over which the weapon can be used ; **~** = Range is dependent on how far the user can throw the item; ***** = The item cannot be used for purposes of Ranged Combat or requires a special delivery system. Weapons may be used at up to twice this effective range, but do half damage (total all damage; halve the total; round down). If damage must be halved more than once, divide by 4 and round down. **DAMAGE** = The number and type of dice rolled to find the damage done by the weapon; ***** = Has special effect outlined in the Equipment Descriptions; **/H** = Weapon does half damage (divide damage by two and round down . . . minimum damage of

CHARISMA SCORE	MF	MA	RA
3	1	-3	-3
4	1	-3	-2
5	2	-2	-2
6	2	-2	-1
7	3	-1	-1
8	3	-1	0
9	4	0	0
10	4	0	0
11	4	0	0
12	5	0	0
13	5	0	+1
14	6	+1	+1
15	7	+1	+2
16	8	+2	+2
17	10	+2	+3
18	15	+3	+3
19	20	+3	+4
20	25	+4	+4
21+	35	+4	+5

KEY: MR (MAXIMUM FOLLOWERS) = This is the maximum number of followers a character with this Charisma may have at one time. **MA (MORALE ADJUSTMENT** = (This number is added to Morale Check die rolls involving followers or hirelings of characters with this Charisma. **RA (REACTION ADJUSTMENT)** = This number is added to Reaction Check dice rolls in which characters with this Charisma are involved.

CHARISMA TABLE MODIFIERS CHART

PC	NPC TYPE		
	P	H	M
P	0	1	1
H	1	0	1
M	2	2	0

EXPLANATION: Whenever an NPC undergoes a Reaction Check or a Morale Check, index the type of PC to whom the NPC is reacting (if a Reaction Check) or the type of PC controlling the NPC (if a Morale Check) with the NPC's type. Types listed are **P** = Pure Strain Human; **H** = Humanoid; **M** =Mutated Animal. The resulting number is subtracted from the Charisma of the PC for purposes of modifying the Reaction Check or Morale Check die roll.

"1") against characters of larger than human-size; /D = Weapon does double damage (roll damage normally and multiply result by two) when used against larger than human-size characters. COST = The cost in gold piece to purchase the item. KILO = The weight of the item in kilograms. VALUE = The Status Point Value of the item if the character discovers it during an adventure and turns it over to his community, tribe or Cryptic Alliance. "*" = Not available for sale (and so having no Cost or, in some cases, Code). In the case of Robotic Tentacles also indicates that the tentacles are attached to a Robotic Unit and can't be used separately. RANK = Character gains 1 Rank (instead of receiving Status Points) for the item. NONE = Character gets no Status Points for the item.

GENERAL EQUIPMENT TABLE

TYPE	CODE	COST	KILO	VALUE
Accelera Dose	EII	100	.1	100
Adhesive Paste	AII	2	.2	50
Anti-Grav Pods	CIII	550	3	200
Anti-Grav Sled	EIII	*	300	RANK
Anti-Radiation Serum	EIII	*	.1	100
Arrow Poison (jar)	~I	10	.2	100
Atomic Energy Cell	AIII	*	12	250
Backpack	~II	5	1	50
Bedroll (or furs)	~I	7	2	NONE
Beer (skin full)	~I	1	.5	NONE
Binoculars	BII	60	.5	100
Boots	~II	20	1	NONE
Candles (6)	~II	2	.3	NONE
Chemical Energy Cells (2)	AII	20	.5	100
Control Baton	BIII	*	.5	750
Communications Sender	EII	250	3	300
Communicator	BII	200	.5	200
Cur-In Dose	EIII	200	.1	100
Energy Cell Charger	EIII	*	1	RANK
Energy Cloak	EIII	*	1	400
Flask of Flammable Oil	~I	2	.5	NONE
Fungicide (flask)	CIII	30	.5	100
Genetic Booster (4 doses)	EIII	*	.1	400
Glow Cube	AIII	30	.5	50
Harness	~II	15	10	50
Heavy Clothing (furs/cloaks)	~I	8	5	100
Hemp Rope (15 meters)	~I	1	1	NONE
Herbicide (flask)	CIII	40	.5	200
Hydrogen Energy Cells (2)	AII	80	.5	150
Insect Repellant (tube)	~II	1	.1	NONE
Interra Shot	EIII	*	.1	100
Iron Spikes (12)	~II	1	3	NONE
Kinetic Nullifier Fluid (tube)	AIII	180	.2	200
Lantern (with oil)	~II	10	2	NONE
Large Leather Sack	~I	2	.5	NONE
Lexicon	~II	60	.5	50
Light Clothing (skins, etc.)	~I	2	1	50
Map	~I	50	.2	50
Matches (box of 50)	~I	1	.1	100
Medi-kit	EIII	300	1	800
Metal Cookware	~II	3	1	50
Mind Booster (4 doses)	EI	160	.1	400
Neutralizing Pigments	~II	50	.5	100
Pain Reducer (4 doses)	EII	60	.1	400
Plastic Cord (15 meters)	AII	15	.5	50
Poison Antidote (specific type)	~I	10	.1	100
Portent	BIII	250	1	NONE
Saddle	~I	20	8	200
Shoes	~I	5	.5	NONE
Small Leather Sack	~I	1	.2	NONE
Small Rock Hammer	~II	2	1	NONE
Solar Energy Cells (2)	BII	150	1	100
Stage I I.D.	AI	1	.1	NONE
Stage II I.D.	AI	2	.1	NONE
Stage III I.D.	AIII	500	.1	RANK
Stage IV I.D.	AIII	2000	.1	RANK
Stage V I.D.	AIII	*	.1	RANK
Steel Mirror	~II	10	.2	NONE
Stim Dose	EIII	30	.1	100
Suggestion Change Drug	EIII	*	.1	100
Sustenance Dose	EIII	1	.1	50
Tinder Box (steel & flint	~I	3	.2	50
Torches (6)	~I	1	3	NONE
Ultraviolet Goggles	BIII	*	.2	300
Water Skin (one liter)	~I	1	.5	NONE
Week's Dried Rations For 1	~I	5	2	NONE
Week's Iron Rations For 1	~II	10	1	NONE
Wine (skin full)	~I	1	.5	NONE
Wooden Staff (2 meters)	~I	1	2	NONE

KEY: CODE = The item's Tech Rating Complexity: **A, B, C,** etc. = Complexity; ¬ = Non-Artifact Equipment; I, II or III = Level I, II or II. **COST** = The cost in gold pieces to buy the item. **KILO** = the weight of the item in kilograms. **VALUE** = The Status Point Value of the item if the character discovers it during an adventure and turns it over to his community, tribe or Cryptic Alliance. A "*" means that the item is not available for purchase and that the information in that column is therefore not applicable. **RANK** = Character gains 1 Rank (instead of gaining Status Points). **NON** = Character may not turn in item to community, tribe or Cryptic Alliance for increased Rank of Status Points.

ARTIFACT COMPLEXITY TABLE

COMPLEXITY	START NUMBER
A	5
B	10
C	15
D	10
E	20
F	5
G	25
H	30

DIE ROLL	DAMAGE
1d4	+3/ *
1d6	+3/ *
1d8	+3/+7
1d8	+2/+3
1d10	+3/+9
1d6	+1/+2
1d12	+4/+9
1d20	+6/ *

EXPLANATION: When trying to figure out what an Artifact does, find it's **COMPLEXITY** (A, B, C . . . H), representing how easy it is to damage, figure out or accidentally start operating the item. Read across that row until you reach the **START NUMBER** column. This is the number the item starts at. For each attempt at figuring out the Artifact, roll 2 dice, one for the character trying to figure out the Artifact and one for the Artifact. The character's die roll will be 1d12 (if a Pure Strain Human), 1d10 (if a Humanoid) or 1d8 (if a Mutated Animal.) The die roll for the Artifact will be the type of die listed in the **DIE ROLL** column for an Artifact with that complexity. Subtract the character's die from the Start Number and add the Artifact's die. The result will be a new Start Number for use in your next attempt to figure out the item. Whenever the Start Number reaches 0 (or less), stop rolling. You have figures the Artifact. If the net change a Start Number (from the previous Start Number) is equal to the first number listed under the **DAMAGE** column for an Artifact of that Complexity, the item is broken. If equal to or greater than the second number, the Artifact is not broken, but instead does damage to one or more characters as a result of detonation or accidental discharge. A * means that an item of this Complexity cannot do any damage to the characters.

LOOT TABLE

DIE	DEATHLANDS & RUINS	INSTALLATIONS	DIE	DEATHLANDS & RUINS	INSTALLATIONS
01	Energy Cell Charger (5E)	Energy Cell Charger (25E)	51	Microwave Oven (3B)	Plastic Welding Rig (20E)
02	Stun Ray Rifle (3D)	Stun Ray Rifle (20D)	52	Domar Changer (5B)	Pocket Computer (10E)
03	Laser Rifle (5D)	Laser Rifle (25D)	53	Feelie Projector (1E)	Pair-Portable Waldoes (5C)
04	Powered Alloy Plate (8E)	Powered Alloy Plate (30E)	54	5-Prong Breen/Gola (2E)	Foam Fire Extinguisher (3B)
05	Powered Plate (5E)	Powered Plate (20E)	55	Power Mannequin (3C)	Voicewriter (50C)
06	Inertia Armor (8E)	Inertia Armor (30E)	56	Portable Fresher (1C)	Portable Fresher (10C)
07	Energized Armor (10E)	Energized Armor (40E)	57	Portofax Unit (2C)	Autovac Air Cleaner (5B)
08	Plastic Armor (85E)	Medi-kit (85E)	58	Folding Portocart (15A)	T5-3 Sempla Module (10E)
09	Vibro Blade (15C)	Vibro Blade (20C)	59	Greencam Lifter (7E)	Magnetic Passkey (15B)
10	Control Baton (30B)	Control Baton (50B)	60	Audio-Suppressor Set (5E)	Portable Rose (25E)
11	Laser Pistol (8D)	Laser Pistol (30D)	61	Personal Enviorig (2C)	Powered Chair (60B)
12	Ultraviolet Goggles (75B)	Ultraviolet Goggles (95B)	62	Portable Gremlin (1E)	Portable Elevator (30B)
13	Anti-Grav Pods (10C)	Anti-Grav Pods (40C)	63	Universal Cooker (5E)	Neural Exciter (5E)
14	Torc Grenade (5F)	Torc Grenade (70F)	64	Sanivac Unit (5B)	Simplex Recorder (35C)
15	Medi-kit (30E)	Portent (80B)	65	Security Bag (40B)	Alpha Enhancer (10E)
16	Stun Ray Pistol (10D)	Stun Ray Pistol (50D)	66	Feldman Protectors (50B)	Retractable-Detractors (12E)
17	Slug Throwing Pistol C (25D)	Energy Grenade (70F)	67	Light Sculpture (15E)	Micronet Retainer (40E)
18	Communications Sender (5E)	Communications Sender (20E)	68	Promo Ball (2E)	Conditioning Ring (10C)
19	Portent (25B)	Needler (30D)	69	Power Sleep Unit (1B)	Power Sleep Unit (35B)
20	Slug Throwing Pistol B (20D)	Photon Grenade (70F)	70	Vendoscript Unit (1B)	Computafile (15E)
21	Energy Mace (5B)	Energy Mace (25B)	71	Autolight Match (5B)	Portable Solar Shower (25C)
22	Needler (10D)	Communicator (15B)	72	Cubic Use Meter (1E)	Power Stool (60B)
23	Sheath Armor (80A)	Chemex Grenade (70F)	73	Traffic Regulator (10C)	Power Drafting Board (20E)
24	Stun Whip (10B)	Stun Whip (20B)	74	Remote Control Pad (10E)	3-D Animate Inanimator (10E)
25	Atomic Energy Cell (40A)	Atomic Energy Cell (80A)	75	Powered Walker (10B)	Duralloy Ammo Case (25A)
26	Vibro Dagger (10C)	Fragment Grenade (60F)	76	Hydration Unit (2E)	Universal Tool Kit (40E)
27	Hydrogen Energy Cell (80A)	Chemical Energy Cell (10A)	77	Portable Routing Cone (5B)	Pocket Refractor (70B)
28	Slug Throwing Pistol A (15D)	Kinetic Nullifier Fluid (100A)	78	Articulated Host (3E)	Universal Lab Unit (15E)
29	Binoculars (50B)	Binoculars (95B)	79	Security Locker (25C)	Powered Secretary (20E)
30	Chemical Energy Cell (1A)	Hydrogen Energy Cell (95A)	80	Mediscan Ball (2E)	Power Assisted Worksuit (10C)
31	Solar Energy Cell (60B)	Solar Energy Cell (90B)	81	Personal Music Cube (3E)	Sonic Press (25E)
32	Glow Cube (5A)	Plastic Cord (100A)	82	Child's Powered Doll (2B)	Containment Pack (20C)
33	Communicator (1B)	Glow Cube (70A)	83	Powered Kiddiesitter (5E)	Portable Lightsaw (25E)
34	Micro-mesh Net (25A)	Tempus Helmet (25E)	84	Garment Autopress (5C)	Duralloy Speciment Case (90B)
35	Laser Pen (5B)	Manual Writer (15C)	85	Hoverchair (5B)	Pocket Power Sensor (10C)
36	Kinetic Damper (2B)	Digital Chronometer (80C)	86	Image Cube (3C)	Intraspray Jetgun (45B)
37	Slot Machine (5B)	Magnetic Scanner (35B)	87	Security Callpad (10E)	Neomylar Labcoat (70A)
38	Particle Scrubber (1B)	Finger Watch (10C)	88	Personal Biodecon Kit (2C)	Computaform Unit (25E)
39	Synthesizer (10E)	Velkon Tube — 3 Charges (70D)	89	Hovertray (5C)	Power Chisel (20E)
40	Plastic Crate (50A)	Duralloy Cannister (99A)	90	Vitavend Unit (1B)	Rur Powerlock (35E)
41	Laser Optics Projector (5C)	Microscope (80C)	91	Pedicycle (20B)	Microtorch (15E)
42	Laser Scissors (30B)	Attache Case (10B)	92	Dentiscan Unit (1B)	Audio Verifier (20C)
43	Pleasure Globe (5B)	Utility Laser Drill (20B)	93	Jalacca Circuitboard (1E)	Articulated Relaxer (30E)
44	Video Recorder (1E)	Holocube (25E)	94	Telesnapper (2E)	Room Fresher (25C)
45	Solar Clock (3C)	Air Conditioner (10B)	95	Distress Caller (5C)	Microdot Projector (65E)
46	Togulen Machine (5E)	Perforated Pollinator (20E)	96	Autoteller (5E)	Viviscan Unit (15C)
47	Radiation Dosimeter (1A)	Radiation Dosimeter (5A)	97	Directory Cube (10B)	Chemicanner (5E)
48	Chest of Garments (5A)	Radiation Suit (10A)	98	Universal Gym (25B)	Briefing Cube (20C)
49	Half-Ton Mygnyl Chorts (5B)	Paired Mnemoxing Plates (10E)	99	Powered Cabinet (5C)	Surgical Unit (10E)
50	Vendomac Unit (1B)	Vendomac Unit (20B)	100	Time Capsule (35B)	5-D Portopack (1E)

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EXPLANATION: The item listed opposite each numbered dice roll result is the item found when the characters are in DEATHLANDS or RUINS (first column) or in INSTALLATIONS (second column). If an Installation is located in the Deathlands, use the INSTALLATION column. If an Installation is in total ruins (no security systems are functioning and it has obviously been looted before), use the DEATHLANDS & RUINS column instead. The numbers and letters in parentheses after each item *are the percentage chance of the item being in working condition or otherwise useable (30, 35, 40, etc.) and its COMPLEXITY LEVEL (A, B, C, etc.).*

SPECIAL NOTE: The items opposite numbers 34-100 on the table are not described in the rules. They are miscellaneous examples of Ancient technology which may or may not be of use to the characters. If the GM wishes to use these items in the game, he must decide for himself what they do and what they look like. All of the unexplained items are Tech Level III. None of them has an Armor Class or Weapon Class and none may be purchased at any Base. Since the properties of the items will be unfamiliar to everyone in the Gamma World, they will not be highly-valued, having a worth of 1d4 gold pieces and 1d6 Status Points, in most cases. If the GM does not wish to use these unexplained items in a game, he should divide all d% rolls on the LOOT TABLE by 3 (round down). This procedure will yield dice roll numbers between 1 and 33 and the items opposite those numbers are all fully explained in these rules.

ARMOR TABLE

TYPE	AC	CODE	COST	KILO	VALUE
Chainmail	4	~II	40	17	200
Chainmail Barding	4	~II	80	25	300
Duralloy Shield	+	~II	180	1	400
Energized Armor	2	EIII	750	20	RANK
Fiber Armor	6	~I	15	6	200
Force Shield	4	EIII	*	1	300
Furs or Heavy Skins	8	~I	3	3	50
Inertia Armor	2	EIII	1100	30	RANK
Leather Armor	6	~I	20	9	300
No Armor	10	*	*	*	NONE
Partial Carapace	6	*	*	*	NONE
Powered Alloyed Plate	2	EIII	1200	40	RANK
Powered Assault Armor	1	EIII	*	500	RANK
Powered Attack Armor	1	EIII	*	450	RANK
Powered Battle Armor	2	EIII	*	300	RANK
Powered Plate Armor	3	EIII	1000	100	RANK
Powered Scout Armor	2	EIII	*	250	RANK
Plastic Armor	3	EII	360	10	500
Ring Mail	4	~II	35	20	200
Sheath Armor	4	AII	120	12	300
Shield	+	~I	10	5	100
Steel Plate Armor	4	~II	60	28	RANK
Steel Plate Barding	4	~II	120	40	RANK
Studded Leather Armor	5	~I	25	11	350
Studded Leather Barding	5	~II	50	16	400
Total Carapace	4	*	*	*	NONE

KEY: AC = The Armor Class of the item. **CODE** = The item's Tech Rating and Complexity: **A, B, C** = Complexity; **~** = Equipment; **I, II, II** = Tech Level I, II or III **COST** = The cost in gold pieces if the item is purchased. **KILO** = The weight of the armor in kilograms if carried (not worn). **VALUE:** The Statue Point value of the item if the character discovers it during an adventure and turns it over to his community, tribe or Community Alliance. A "+" = Shields decrease the "To Hit" die roll when trying to hit the character by 1. A Duralloy Shield decreases the die roll by 3. "*" = Not available for sale (and, thus, having no COST or, in some cases, CODE or KILO value). **RANK** = Character gains 1 Rank (instead of gaining Status Points). **NONE** = Character cannot turn this item in for an increase in Rank or Status Points. **NOTE:** Modification to a character's Armor Class may cause it to exceed 10 or drop below 1. In such cases, treat an Armor Class above 10 as 10 and an Armor Class below 1 as 1.

REACTION TABLE

DIE ROLL REACTION

01-03	Extremely Hostile: Immediately Attacks *
04-06	Somewhat Hostile: Prepares for Possible Attack *
07-09	Extremely Wary: Prepares for Possible Attack (+1)
10-14	Somewhat Wary: Remains at a Distance (+2)
15-17	Uncertain: Approaches Cautiously (+3)
18-19	Somewhat Friendly: Approaches Openly (+4)
20	Extremely Friendly: Approaches Helpfully

NOTES: A ÷**1**, +**2**, +**3** or +**4**, after a reaction means that if the party attempts to negotiate, die rolls used to determine the reaction to that negotiation will have that number added to them. A "*" means that it is not possible to negotiate with the NPC and that the players' characters will have to either fight, stand still or attempt to leave the vicinity of the NPC (preferably in a nonthreatening manner). Any action other than an outright attack by the PC's will require that a new Reaction Check be made and 5 is subtracted from such additional checks.

TRANSPORT TABLE KEY

EXPLANATION: class = The vehicle's Armor Class followed its Hit Point Score. **CODE:** The vehicle or craft's Tech Rating and complexity: A, B, C, etc. = Complexity; I, II, or III = Level, I, II or III. **COST** = The cost in gold pieces to buy the vehicle or craft. **SPEED** = The maximum speed of the vehicle or craft in kilometers per hour (kph). **VALUE** = The Status Point value of the item if it is discovered by a character during an adventure and turned over to the community, tribe or Cryptic Alliance of which he is a member. Some items have been entered more than once when they have more than one mode of travel. **MODES** includes: **flying** the vehicle is airborne), **hovering** (the vehicle moves just above the surface of the earth) and **diving**, (the vehicle travels underwater). A "*" means that the item is not available for purchase (and the information in that column is not applicable). **RANK** = Character gains 1 Rank (instead of gaining Status Points) for turning in the item. **NONE** = Character may not turn in the item to his community, tribe or Cryptic Alliance for increased Rank or Status Points. **NOTE:** In some cases, a vehicle's Armor Class may be increased as a result of damage so that it is greater than 8. In all cases, treat a vehicle Armor Class greater than 8 as 8.

TRANSPORT TABLE

TYPE	CLASS	CODE	COST	SPEED	VALUE
Bubble Car (flying)	2/300	GIII	*	1050kph	RANK
Bubble Car (diving)	2/300	GIII	*	100kph	RANK
Canoe	8/ 30	~I	50	Varies	200
Cart	7/ 20	~II	50	5kph	100
Chariot	6/ 40	~II	80	5kph	500
Civilian Ground Car	4/100	GIII	4000	180kph	RANK
E Car (flying)	4/250	GIII	*	500kph	RANK
E Car (hovering)	4/250	GIII	*	150kph	RANK
E Car (diving)	4/250	GIII	*	75kph	RANK
Flit Car (hovering)	4/250	GIII	*	200kph	RANK
Flit Car (flying)	4/250	GIII	*	400kph	RANK
Hover Car	4/150	GIII	5000	300kph	RANK
Large Boat	6/400	~I	200	30kph	5000
Large Raft	7/ 80	~I	80	Varies	NONE
Military Ground Car	3/400	GIII	5500	160kph	RANK
Small Boat	7/ 50	~I	100	Varies	250
Small Raft	7/ 60	~I	50	Varies	NONE
Turbine Car	4/100	GIII	4500	140kph	RANK
Wagon	7/ 80	~II	80	5kph	300

Pazifik Zea

Lantik Zea

Gulf of Mecksgo

Kalifornya Gulf

Great Zalt Zea

Pazdena

Lakes: Lake Mantoba · Lake Winpeg · Wood Lake · Lake Zuperior · Lake Mitchigoon · Lake Yuron · Lake Ontario · Lake Ery · Lake Kanzaz · Lake Zantluz

Nu Djaima Bay · Zant Larnz Bay

Toria · Keupu · Zaatle · Takoma · Zikaken · Parlant · Kalem · Len · Blinz · Bizmark · Gronerd · Frikton · Xubel · Banger · Gusta · Bopston · Namjerser · Barton · Zbringfield · Providenza · Nubedfurd

Waza · Apon · Zantul · Madzoo · Granrapidza · Lanzing · Winzee · Dart Voroit · Arford · Nusaun · Bridgport · Nu Ork City

Ido · Potelz · Rapid Zity · Pizrt · Ragezen · Waukegah · Razene · Gezroyt · Doledo · Kleyelan · Nurk · Viladelfya

Og · Shina · Zhkago · Lerano · Aahmz · Battle Grn · Garn · Union · Lantik City · Baltimor · Napolis · Great Washing

Zaltlak · Dena · Tabr · Olden · Omaha · Dishoya · Rockford · Zbriagveeg · Zinzinat · Richmon · Narfak

Mento · Frisco · Okton · Topeka · Kansaz City · Zantta · Frederzka · Lezzxton · Kalumbia

Sanip · Akerz · Fresno · Envor · Radoz · Charlestun

El Aia · Apm · Zantig · Zentral · Amarrilo · Klama City · Zreveport · Aguala · Zuyana

Mezeal · Fenix · Lubbok · Memfiz · Mogomry · Makon

Pazo · Agle · Fort Wotho · Dalz · Mabeel · Baznru

Aurea · Huzton · Norlenz · Tabzaee · Tona · Landa

Zantone · Zaigspeta · Lauder · Mimi

Trey

N

Scale 1.64 Kilometers per hex

AREA MAP OF ALLEGHENY

Outdoor Adventure Map of Pitz Burke

Gany River

Hio River

Mon River

Lake Trev

Merz Island

Dukfi Island

Park Lake

Lake Martinz

The Dukane Crater

The Arkway Crater

The Washing Crater

Crater Lake

The Lokim Crater

The Green Crater

Legend

Symbol		Symbol	
	Crater		Lake
	Rubble		River
	Ruins		Road
	Woods		Trail
	Marsh		Radiation

N
W — E
S

0 60 120 180 240

Scale = 60 meters per square