

Relics & Ruins

A rules light post apocalyptic RPG, based on Microlite20 and Microlite74 rules.

Sometime in the far past, civilization ended. Atomic war, natural disaster, alien invasion, no one remembers how or why now. All that is known is the once mighty Ancients are gone. Their legacy lies strewn about blasted ruins, waiting to be claimed once more. You are a child of the wasteland, born of the parch. The wasteland is yours for the shaping, the relics of yesterday yours for the taking. Mercenary, raider, thief, adventurer, relic hunter, slave, king...the future is in your hands.

Making a Character

There are three stats: Strength, Dexterity and Mind.
Roll 4d6, drop the lowest result and add together. Repeat twice more.
Assign the scores between the three stats.
Stat modifier is (Score-10)/2, round down.

Hit Points(HP): Starting hit points equal STR score + 1d6.
Each level advance increases hit points by 1d6 + STR mod. (minimum 1 HP per level).

Armor Class (AC): Armor Class is 10 + DEX mod. + armor modifier (whether from mutation, worn armor or both).

Mental Defense (MD): Mental Defense is 10 + MIND mod. + level.

Action Points (AP): Each character starts with 1 Action Point.

Skills: There are no skills in Relics & Ruins. Players are expected to think like relic hunting mutants and tell the GM what their characters do. The GM then decides whether the action is successful. If the GM decides chance is an element, he may call for a d20 test modified by an appropriate stat modifier and the character's level. If the result is equal to or greater than a Difficulty Class (DC) set by the GM, the action is successful.

Races: Humans or Mutants.

Humans: Pure un-mutated humans. They have no problems using ancient relics (i.e. everything fits the way it's supposed to). Experience base is 20.

Mutants: Can be humanoid, animal or even plant mutants. Mutants receive 4 rolls on the Mutation table, and must take 1 roll on the Defect table.
Experience base is 25.

Equipment

Encumbrance: A character may carry 12 + STR mod. items without penalty. Up to 6 items may be readily available in pouches, hanging from belts, in holsters, slung over the shoulder, etc. Everything else goes into the backpack. Several small things can be group together into a single item (10 chems, 5 grenades, etc.). A week of rations is 1 item.

Starting Gear: Characters start with a backpack, a set of leather armor, one light melee weapon, one week's rations, a waterskin and a set of basic cloths. In addition, each character selects 8 more items from the following:

Upgrade Armor (Lthr to Chain, Chain to Plate)
Upgrade Weapon (Light to Med., Med. To 2-hand)
Add'l. Light Melee Weapon
Add'l. suit of Leather Armor
Shield
Ranged Weapon
Thrown Weapon (x5)
Climbing Kit (rope, grapple, pitons)
Camping Kit (tent, bedroll, etc.)
Healer's Kit (heal 1d4 hp outside combat)
Basic Tool Kit (useful for repairs)
1 Week's Rations
Mundane Relic of choice

Currency: Most of the wasteland operates on a barter economy. There may be a few communities that use some form of currency, which most likely would be useless in other communities.

Low Tech Armor:

Leather Armor: +2 AC
Chain Armor: +3 AC
Platel Armor: +4 AC
Shield: +1 AC

Low Tech Weapons:

Light Melee Weapon: 1d6 + STR mod dmg
Medium Melee Weapon: 1d8 + STR mod dmg
2-hand Melee Weapon: 1d10 + STRX2 mod dmg
Crossbow: 1d10 dmg, requires action to reload
Simple Bow: 1d6 dmg
Small Thrown Weapon: 1d4 + STR mod dmg
Javelin: 1d6 + STR mod. Dmg

Other Low Tech Gear: Refer to any number of medieval equipment guides available.

Animals: Riding and pack animals are available: horses, mules, oxen and giant mutant animals are possible. Up to the GM to determine when and where they can be obtained, and for how much.

Experience & Advancement

Humans have an experience base of 20.
Mutants have an experience base of 25.

Characters earn experience points (XP) when the party defeats monsters, overcomes obstacles, finds or loots relics and for good role-playing. Foes provide 1 XP per hit die. Add +1 XP for each doubling of the foes. GM may add additional XP if the foe had special powers or was particularly powerful.

Characters earn 1 to 5 XP (determined by GM) for obstacles overcome by the party, such as traps or natural barriers that require special effort to pass. The GM may also award bonus XP for good role-playing. relics and treasures found or looted by the party provide 1 to 5 XP each, including broken or non-functional relics, but not relics that are traded for or given to the party. Mundane relics and low tech gear provide no XP.

Total all the XP and divide evenly amongst the entire party. If total XP received equals or exceeds experience base x current level, zero out the XP and advance character one level. For example, a human needs 20 XP to advance to level 2, 40 XP to level 3, 60 XP to level 4, etc. A mutant needs 25 XP to level 2, 50 to level 3, 75 XP to level 4.
Level advancement provides 1d6 + STR mod hit points (minimum of 1 per level).

Also, add a point to one stat of choice every third level (levels 3, 6, 9, 12, 15, etc.).

Combat

Surprise: Roll 1d6 for each party. On a roll of 1 or 2, the party is surprised and may take no actions that round.

Initiative: Roll 1d20 + DEX mod for initiative, highest result acts first. Characters may take one action each turn (attack, move, charge into melee range, activate a mutation, grab something from their backpack, use a relic, etc.).

Action Points: Player characters start with 1 Action Point. Some powerful NPCs might also have Action Points. Before rolling initiative a player may declare he is using an Action Point that round. Spending an Action Point allows the character to take an extra action that round. Action Points are gone for the duration of a battle once used, but are recovered at the end of each fight.

Attack Rolls:

Melee attack = d20 + STR mod + Level vs. AC

Ranged attack = d20 + DEX mod + Level vs. AC

Mental attack = d20 + MIND mod + Level vs. MD

Other modifiers may apply as well. If the total result equals or exceeds the target's AC/MD, the attack hits.

Modifiers:

Poor Visibility -2

Long Range -2

Weapon Power +1 to +5

Back or Flank Attack +2

Target Concealment/Cover -2

Attacker Advantage +2 (e.g. high ground)

Critical Hit: d20 rolls a natural 20. Target takes maximum possible damage (e.g. 2d4+2 results in 10 damage on a critical hit).

Critical Fumble: d20 rolls a natural 1. The attacker fumbles, trips, accidentally hits a friend, or experiences a weapon malfunction. The GM has wide latitude on the exact nature of the fumble.

Ammo: Don't bother tracking ammo for relic weapons. On a roll of 1, the weapon malfunctions. Launchers malfunction on rolls of 1 or 2.

Light Weapons and Dex: Players may choose to use their character's DEX mod when using light melee weapons, instead of STR mod.

Dual Wielding: Players may dual wield two light weapons or two relic pistols, receiving an attack roll at -2 for each weapon. Multi-arm mutants could theoretically have up to four weapons (up to GM's discretion whether to allow this).

Burst Fire: Relic guns (but not launchers or melee weapons) can conduct burst fire attacks. Apply a -4 to the attack roll. If the attack hits, double the damage result. Burst fire attacks result in a weapon malfunction on a roll of 1 or 2.

Area Effect (AoE)/Cone Effect (CoE): Make one attack roll and compare result to all targets (friend and foe) in the area of effect. Any hit take damage as usual. Misses take ½ damage.

Stun Damage: Any combination of regular and stun damage that reduces hit points to zero or less renders the character unconscious. Stun damage heals 1 HP per minute.

Pulse Damage: Pulse damage only affects robots and machines. However, if a character is hit by pulse damage, re-roll condition for any relics he's carrying. Assume that weapons and armor are hardened against or immune to pulse damage.

Sonic Damage: If attack roll misses, target still takes ½ damage.

Poison Damage: To resist poison, roll d20 + STR mod + Level vs. poison's DC. If successful, the character resists the poison's effect. Otherwise the character takes damage. DC for mutant poison attacks is 10 + Level.

Rest & Healing: At least 8 full hours of rest are required to recover lost hit points. All hit points lost from activating mutations are regained. Other damage is healed at 1 + ½ level (round down) HP per 8 hours (increase by 1 hp if someone in the party has a Healer's Kit).

Hazards

Falling: 1d6 dmg per 10' fallen. ½ damage on DEX + level save with a DC equal to number of feet fallen.

Spikes: Add +1 dmg per 10' fallen, max of +10.

Extreme Heat/Cold: STR + level save at intervals decided by GM or take 1d6 damage. DC decided by GM.

Radiation: Radiation automatically inflicts 1d6 damage at set intervals:

Cold 1d6 every hour

Warm 1d6 every turn (10 min)

Hot 1d6 every round (1 min)

Relics

Relic Condition: Whenever a relic is found or looted (even if it just dropped off an enemy) roll 1d6:

Condition	Wpns/Armor	Consumables
Broken	1	1
Malfunctioning	2-5	-
Functional	6	2-6

Whenever a character is subjected to an appropriate stress or shock (such as falling a great height, being swallowed by a giant mutant, falling into a vat of acid, etc.), roll condition for each relic on the character as if they had just found the item, as GM sees fit.

Broken: The relic is obviously beyond repair. However, it can still provide useful parts to repair a malfunctioning relic.

Malfunctioning: Indications that the relic should work (i.e. power light is flashing) but nothing happens when used. These relics can be repaired to make them functional.

Functional: Relic is functional and in good working order.

Repair: Repairing a busted relic requires another copy (kaput or busted) of the exact same relic to use as spare parts. Roll d20 + Mind mod + Level greater than or equal to 20. The duplicate relic is consumed. If a 1 is rolled, the item being repaired is kaput and cannot be repaired (though can still provide spare parts).

Modifying Relic Armor: The higher an armor's AC, the more it comports to the ideal humanoid shape. To modify armor to fit a mutant with unusual body features, roll d20 + Mind mod + Level vs. DC 20 + Armor AC. If failed, the armor becomes busted.

Random Relics:

1	Relic Armo
2-3	Relic Gun
4	Relic Launcher
5-6	Relic Melee
7	Relic Grenade
8-9	Relic Chem
10	Relic Tool

Relic Armor:

1-2	Kevlar Armor; +5 AC; 1 XP
3-4	Alloy Armor; +6 AC; 1 XP
5	Ceramic Armor; +7 AC; 2 XP
6	Composite Armor; +8 AC; 2 XP
7	Reactive Armor; +9 AC; 3 XP
8	Power Armor (+2 STR); +10 AC; 4 XP
9	Storm Armor (+4 STR); +11 AC; 5 XP
10	Crusader Armor (+6 STR); +12 AC; 6 XP

Note: Power, Storm and Crusader armor have communicators and are fully sealed against gas attacks. They use 100 year fusion batteries.

Relic Guns:

d20	Relic Gun:	Dmg	Power	X.P.
1-3	Slugthrower Pistol	2d4	+1	1
4-6	Slugthrower Rifle	3d4	+1	1
7	Sonic Pistol	2d6	+2	2
8	Sonic Rifle	3d6	+2	2
9-10	Laser Pistol	2d8	+3	3
11-12	Laser Rifle	3d8	+3	3
13	Plasma Pistol	2d10	+4	4

14	Plasma Rifle	3d10	+4	4
15	Fusion Pistol	2d12	+5	5
16	Fusion Rifle	3d12	+5	5
17	Stun Pistol	2d6	+2	2
18	Stun Rifle	3d6	+2	2
19	Pulse Pistol	3d6	+3	3
20	Pulse Rifle	4d6	+3	3

Relic Melee:

1-2 Light Relic Melee; 1d10 dmg
3-4 Medium Relic Melee; 2d6 dmg
5-6 Two-hand Relic Melee; 2d8 dmg

d10	Melee Type:	Dmg Bonus*	Power	X.P.
1-2	Mono-edged	+2	+1	1
3-4	Vibro	+4	+2	2
5	Laser/Energy	+6	+3	3
6	Plasma	+8	+4	4
7	Quantum	+10	+5	5
8	Pulse	+6	+3	3
9-10	Stun	+4	+2	2

*Don't forget to add STR modifier to damage rolls (x2 for two-hand melee).

Relic Grenades (roll 1d6 grenades found):

1-2	Frag Grenade (AoE 20'); 3d6 dmg; 1 XP
3	Stun Grenade (AoE 20'); 3d6 Stun; 1 XP
4-5	Smoke Grenade (AoE 20'); Poor Vis; 1 XP
6	Pulse Grenade (AoE 20'); 4d6 Pulse; 2 XP
7	Incendiary Grenade (AoE 20'); 4d6 Fire; 2 XP
8	Cyrogenic Grenade (AoE 20'); 4d6 Cold; 2 XP
9	Plasma Grenade (AoE 20'); 5d6 dmg; 3 XP
10	Fusion Charge (AoE 20'); 6d6 dmg; 3 XP

Relic Chems (duration 1 hour unless otherwise stated; all 1 XP):

1	Stimpack (instantly heals 1d6+6 hp)
2	Food Pill (d100; 1 day's ration/pill)
3	Muscle Booster (+4 STR)
4	Reflex Booster (+4 DEX)
5	Brain Booster (+4 Mind)
6	Anti-toxin (immune to poison)
7	Anti-rad (immune to radiation)
8	Reaction Inhaler (+1 Action Point)
9	Pain Suppressor (+2 AC and MD)
10	Alertness Booster (+1 Surprise, +4 Initiative)

Relic Launchers:

1-2	Flamer (CoE 20'); 2d6 dmg Fire; 2 XP
3-4	Grenade Launcher (AoE 20'); 3d6 dmg; 2 XP
5-6	Rocket Launcher (AoE 20'); 4d6 dmg; 3 XP
7	Plasma Launcher (AoE 20'); 5d6 dmg; 4 XP
8	Fusion Launcher (AoE 20'); 6d6 dmg; 5 XP

Relic Tools:

d20	Relic Tools
1	Adv. Toolkit (+2 on tests); 2 XP
2	Vidflex (1 use movie player made of flexible plastic sheet): Roll d6: 1 Action (1d3 XP), 2 Comedy (1d2 XP), 3 Romance (1 XP), 4 Instructional (1d4 XP), 5 Drama (1d2 XP), 6 Political/Propaganda (1d2-1 XP).
3	Trauma Bag (Stabilizes dying characters); 1 XP
4	4 Gravpack (allows 6 more items to be carried without penalty); 2 XP
5	Force Field Generator (creates a 20 HP force field; regenerates 1 HP/hr); 4 XP
6	Gas Mask (immunity to gas attacks while worn and properly sealed); 1 XP
7	Multivisor (Goggles w/ low-light, thermal, magnification, range finder & polarizes against bright light); 2 XP
8	Communicator (Sends and receives audio and video); 2 XP

9	Electric Torch (operates as a flashlight or a lantern); 1 XP
10	Suppressor (Repair roll to attach to slugthrower only, suppresses gunshot flash and sound); 1 XP
11	Regen Ray (Regenerates damaged tissue; heals 1d20 HP, +10 on humans; on roll of 1 the device is busted); 4 XP
12	Multiscanner (Analyzes air, water, soil & biological samples; built in geiger counter); 2 XP
13	X-Ray Visor (can see through 2-3 feet of earth/stone, 2-3 inches of metal and about ½ inch of dense metal (lead, gold, uranium); 2 XP
14	Laser Sight (repair roll to attach to relic gun; +2 on attack rolls); 1 XP
15	Electronic Scope (repair roll to attach to relic rifle; spend a round aiming for +4 on attack roll); 1 XP
16	Enviroshield (creates a force field that keeps out the elements; can take 10 HP of damage before collapsing; large enough to accommodate 6); 3 XP
17	Cloaking Field Generator (creates a light bending field that renders the user nearly invisible (-8 to-hit); field ripples when moving (-4 to-hit), more so when running (-2 to hit); cannot be used with force fields); if hit, field collapses; 5 XP
18	Jump Belt (allows jumps up to 120' horizontal or 60' vertical, ½ for Bigger mutants); 3 XP
19	Psiblocker (+2 MD); 1 XP
20	Psibooster (+2 mental attack rolls); 1 XP

Assume devices run off of 100 year fusion batteries.

Other Treasures (1 XP each):

Ancient relics aren't the only valuables to be found. Adventurers may also find objects that hold value for others and can be bartered in exchange for goods or services. Looted treasures grant 1 XP each. Following are some examples:

Cured Tobacco
Fermented Beverages
Hides, carapace, furs, pelts
Large teeth or tusks
Old books, maps and documents
Old paintings or pictures
Ornate rugs and tapestries
Spices
Holistic herbs
Fabrics
Tea
Crafting materials (wood, metal ingots, etc.)
Everyday relics
Ancient packaged junk food (enough preservatives to keep it for centuries)
Aphrodisiacs (which, depending on local custom and tradition, can include some pretty weird stuff)

Relic Vehicles: Relic vehicles are problematic to a campaign because once the party can fly about in a hovercar at hundreds of miles an hour, the wasteland loses a big part of its mystery and danger. Therefore, GMs are strongly discouraged from allowing party members to permanently acquire a relic vehicle. Better to use them as plot devices, a quick means to get to an exotic location, with the vehicle breaking down or returned to its owner once the adventure is complete. If the GM allows players to acquire a working relic vehicle (say, for example, in a Road Warrior-ish setting), fuel and maintenance problems should be ongoing concerns.

Mundane Relics (all 0 XP):

01-02 Holster
03-04 Utility Belt
05-06 Solar Calculator
07-08 Ballpoint Pen
09-10 Canteen
11-12 Rifle Sling
13-14 Bayonet (1d6 hand or 1d10 mounted)
15-16 Flare
17-18 Matches
19-20 Padlock
21-22 Handcuffs
23-24 Tuff-E(TM) Garbage Bag

25-26 Penlight
27-28 Survival Compass
29-30 Old I.D. Card
31-32 Empty Soda Bottle w/ stopper
33-34 Sunglasses
35-36 Bar Soap
37-38 Locket
39-40 Goggles
41-42 Wall Thermometer
42-44 Earphones
45-46 Rubber Ball
47-48 Action Figure
49-50 Road Map
51-52 Swiss Knife
53-54 Briefcase
55-56 Wind-up Alarm Clock
57-58 Whistle
59-60 Playing Cards
61-62 Lighter
63-64 Duffel Bag
65-66 Combination Lock
67-68 Sealed Bandage
69-70 Baseball Cap
71-72 T-Shirt (w/ logo or frivolous message)
73-74 Stapler
75-76 Holepuncher
77-78 Paper Tablet
79-80 Box of Paperclips
81-82 Novelty Item
83-84 Roll of Duct Tape
85-86 10' Extension Cord
87-88 MuseBox (TM) portable music device
89-90 Metal Road Sign
91-92 Metal Shopping Cart
93-94 Plastic PVC pipe
95-96 Datadisk
97-98 Set of Keys
99-00 Scissors

Ruins & The Wasteland

What the Characters Know: They know how to shoot a gun and don armor. Illiteracy is nearly universal. The common language spoken by most is a bastardized version of the Ancient's language. They generally know north, south, east and west. The Earth is flat. The Ancients lived in a golden age that was destroyed by a great cataclysm of some sort. They have little knowledge of the wasteland beyond their village.

The Wasteland: The wasteland is an uncivilized wilderness, with a few scattered villages and towns, like islands on the ocean. Not all of the wasteland is a desert. Much of it is vast untamed forest and jungle or radioactive swamp and marsh, growing over the cities and ruins of the Ancients. It teems with weird, mutated life...most of it hostile, and hungry. Traveling through the wasteland is always a risky prospect. Attacks by slavers, raiders and the voracious wildlife are quite common.

Ancient Cities: These decaying cities hold the greatest treasures of the ancients. Most are irradiated, some are inhabited and all of them are collapsing into ruin. Cities close to settlements are probably pretty well picked over. You need to venture far into the wilderness to find a city ripe for plunder. Radiation and hostiles aren't your only worries either. You never know when a crumbling floor or ceiling will collapse.

Undercity: The Ancient's cities were built upon a warren of sewers, subway lines and service tunnels. While these locations probably didn't hold many relics during the apocalypse, they have certainly become home to many creatures and peoples that do hoard these treasures.

Forgotten Facilities: Military bunkers, lost vaults, abandoned factories, remote laboratories, even old shopping centers or malls, all filled to the brim with treasure (or so the rumors say).

Old Roads: While crumbling and overgrown, many of the Ancient's roads are still traversable. Common wisdom has it that these roads usually lead to

some ruin or ancient treasure trove of relics. Of course, they also make convenient ambush sites.

Ancient Battlefields: While plant life has overgrown much of the Ancient's legacy, their ancient battlefields host no flora. Most have some background radiation and many still have functioning robots roaming about, looking for targets to engage. But for the brave (or foolhardy) they can be a rich source of relics.

Crashed Vehicles: Some of the Ancient's vehicles are large enough to serve as dungeons in their own right. Mobile battle fortresses, stranded sea- going vessels or crashed spaceships (perhaps even alien spaceships).

Communities: Small farming villages are scattered about the wasteland, most with less than two or three hundred people. There are a few larger towns as well, mostly situated on common trade routes, and well defended. Communities provide a base of operations for the party, a place to resupply and to trade off unneeded relics or goods. They're also good launching points for new adventures.

Merchant Caravans: There are a few brave souls trailblazing new trade routes between settlements. They bring hard-to-find goods with them, and even more important, information. They are under constant assault, so they frequently hire escorts for protection.

Raiders: With civilization and trade come those who find it easier to profit off the labor of others. Raiders are becoming an ever greater menace. In the wild, raiders will almost certainly attack if they outnumber the party. Communities might pay well to be rid of these pests.

Slavers: The practice of slavery is tolerated to varying degrees in the wasteland. In some places is accepted practice, in others slavers are killed on sight. Generally speaking though, most people don't like slavers...you never know when you might wind up as inventory. If encountered in the wild, slavers may be willing to trade. But, if the party appears weak, the slavers may try to subdue them to replenish stock.

Nomads: Some groups choose to wander the wilderness, hunting and gathering for sustenance, salvaging what relics they can in their travels to trade at the next settlement. Nomads are generally not immediately hostile, but life in the wastes being what it is, they will be suspicious until good intentions are proven. Other nomads may be pilgrims on their way to a holy site or searching for a promised land.

Cults: Most organized religion disappeared with the Ancients. In that vacuum, all manner of strange wasteland cults have sprung up. Some are helpful, or at least benign, but most seem to be hostile or even malevolent. Relic cults are especially common, where groups of primitives worship some ancient piece of technology. Ritual sacrifice is not unheard of with these groups.

Warlords: In some corners of the wasteland, would-be conquerors strive to create pocket empires, little kingdoms to call their own. Warlords actively seek relics and powerful recruits to help them. Many types of scum flock to their banner with the promise of loot, drink, women and power (or sometimes for the promise of a full belly). Of course, maybe someday the player's will be one of these wanna-be warlords.

Cannibalism: Considered taboo by most cultures and communities, engaged in by mostly primitive or feral peoples. However, some communities have no qualms about eating other intelligent species (which technically isn't cannibalism, to them at least).

Mutants

Any number of SRD monsters will serve quite ably as mutant creatures in a post-apocalyptic setting. You should be able to add them to your campaign with little trouble. Following are a few creations and adaptations to get you started.

Creatures add the number of hit dice as modifiers to any tests. If a creature has aptitude at a particular task, add +3. Intelligent creatures will use relics when they can get them, and probably accumulate other treasures as well.

Create Your Own: Assign a number of Hit Dice (using d8 for most, d12 for larger). Hit Dice = bonus applied to attack and test rolls. Mental Defense equals 10 + HD (or just use AC as MD). Assign one or more mutations if desired.

Clicker: HD: 3d8 (13 hp); AC 12; MD 12; mandibles (+3, 2d6); large insect that can be trained as a mount at an early age

Grabber Beast: HD: 5d8 +10 (27 hp); AC 12; MD 18; tentaclesx3 (+5, 1d8 each); immune to sonic and fire; moves slowly; hides beneath ground and waits for prey to come into range, then pulls them in with tentacles

Howler: HD 3d8+3 (18 hp); AC 15; MD 13; bite (+3, 2d4+1); Howling Chill (+3 mental attack to cause flight); tracks prey empathically over vast distances; large mutant canine

Morloks: HD 2d8 (11 hp); AC 12; MD 16; fist (+2, 1d4+1) or Empathy/Illusion (+6 vs. MD); communicate by telepathy; blindsense; pale ape-like humanoids, blind and hairless; found underground

Olek: HD: 3d8 (13 hp); AC 13; MD 16; by weapon; uses relics or low-tech gear; has four arms and two heads; may have an additional random mutation

Scaleback: HD: 6d8+12 (39 hp); AC 15; MD 16; attack by relic (+6) or sonic blast (+6, 2d4+2); telepathy, immune to sonic; mutant snake-men that like to use relic guns

Talonfiend: HD: 7d8+10 (40 hp); AC 18; MD 17; talonsx2 (+7, 2d6+6); heightened smell and hearing

Turn: HD: 4d8+6 (20 hp); AC 16; MD 18; by relic (+6); immune to cold; intelligent insect, live in large hives; queen has twice the HD and HP; uses psionic attacks (+8, 3d8+6); they use relics when they can find them, or low tech weapons

Zoms: HD: 2d12 (13 hp); AC 12; MD 12; bite (+2, 1d6+2); immune to radiation, mental effects and poison; inflicts 1d6 radiation damage each round to anyone in melee range; feral irradiated cannibalistic humans

Machines

Note: All machines are immune to mental effects and poisons.

Android, Laborer: HD: 3d8+15 (28 hp); AC 11 + Armor; MD 10; attack by relic weapon (+4)

Android, Leader: HD: 2d8+2 (11 hp); AC 11 + Armor; MD 10; attack by relic weapon (+4)

Android, Soldier: HD: 4d8+16 (36 hp); AC 14 + Armor; MD 10; attack by relic weapon (+6)

Builderbot: HD: 10d8 (60 hp); AC 20; MD: 10; laser drill (+7, 4d6 ranged), saw arm (+7, 3d6) and grabber armsx2 (+7, 2d6); thermal vision; giant construction robot

Docbot: HD: 2d8 (10 hp); AC 12; MD 10; regen ray heals 1d20 damage (+10 on humans); if malfunctioning can reverse polarity and fire a radiation ray that does 2d8 radiation damage

Lawbot: HD: 6d8 (32 hp); AC 18; MD 10; stun pistols x2 (+6, 2d6) and stun grenade launcher (3d6 AoE); low light and thermal vision

Securitybot: HD: 20d8 (110 hp); AC: 23; MD: 10; Fusion Launcher (+13, 6d6, AoE); low light and thermal vision; 20 HP force field

Spiderbot: HD: 4d8 (17 hp); AC 15; MD: 10; laser eye beam (+4, 3d8); low light and thermal vision

Utilitybot: HD 2d8; AC 12; MD 10; mechanical claws (+2, 2d6); thermal vision; general industrial robot

Vendorbot: HD: 2d8 (12 hp); AC: 14; MD: 10; projectile merchandise (+2, 2d4 ranged); uses proximity sensors to target nearby "customers"

Warbot: HD: 80d8 (400 hp); AC: 30; MD: 10; Rocket Launcher x2 (4d6 AoE), Plasma Launcher x2 (5d6 AoE) and Fusion Launcherx1 (6d6,AoE); low light and thermal vision; 40 HP force field; uses grav suspensors to fly about raining death on all

Mutations & Defects

Mutations: Roll 4 times on the following chart. Mutations with (A) after their name must be activated. Activating a mutation costs 4 HP, which can only be recovered after at least 8 hours of rest.

Multiple rolls of the same mutation usually stack (i.e. increase damage, range, weight limits, etc.)

d10	MUTATIONS DESCRIPTION
1	Amazing Stat - +4 to one stat: 1-2 STR, 3-4 DEX, 5-6 Mind
2	Amazing Defense - +3 to: 1-3 AC, 4-6 MD
3	Tougher - +2 Hit Points per level
4	Immunity - Takes no dmg from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Rads, 6 Electricity, 7 Sonic, 8 Psionic
5	Better Senses - One sense is vastly superior 1 Sight, 2 Hearing, 3 Smell, 4 Low light (30'), 5 Thermal (30'), 6 Blindsense (30')
6	Melee Weapon - Natural melee weapon that inflicts 1d8+STR mod; alternatively, player may opt to take this as an activated touch based healing ability instead (1d8 + Mind mod)
7	Ranged Weapon (Activated) - Natural ranged attack that inflicts 1d8 dmg up to 30'; source: 1 Fire, 2 Cold, 3 Acid, 4-6 Normal physical damage
8	Psionic Attk (Activated) - Mental attack that inflicts 1d8+Mind mod up to 30'; sourc: 1 Fire vs. AC, 2 Cold vs. AC, 3 Sonic vs. AC, 4 Elec. vs. AC, 5 Psionic vs. MD, 6 Empathy (no damage, ready & manipulate emotions, 7 Telepathy (no damage, read thoughts/mental comm.), 8 Illusion (no damage, audio and visual illusions only the target can see)
9	Special Mutation - 1 Extra Arms (hold extra wpns or shields), 2 Bigger (use med. Wpns as light and 2-hnd as med.), 3 Prescient (+1 surprise, +4 initiative, 4 Aquatic (gills & webbed digits), 5 Psychic Shield (A) (entire party may use mutant's MD for defense), 6 Regeneration (heals 1 hp/minute as long as alive), 7 Faster (+1 Action Point), 8 Telekinesis (A) (lift 100 lbs +100 lbs./ Mind bonus), 9 Special Move (A) 60' (teleport, fly, jump, etc.), 10 Player's choice
10	Player's Choice - Player may choose specific mutation (i.e. Immunity to Fire)

Defects: Roll once on the following chart. If a character rolls a defect that is the exact opposite of a Mutation the character already has, then re-roll the defect. For example, you can't have both Immunity to Fire and Vulnerability to Fire, but you can have Immunity to Fire and Vulnerability to Cold. Same goes for any Mutations that grant stat and defense bonuses.

d10	DEFECT DESCRIPTION
1	Terrible Stat -4 to one stat: 1-2 STR, 3-4 DEX, 5-6 MIND
2	Poor Defense -3 to 1-3 AC, 4-6 MD
3	Weaker -1 HP per level(min 1hp/level)
4	Vulnerability - Take x2 damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Rads, 6 Electricity, 7 Sonic, 8 Psionic, 9 Stun, 10 Player's choice
5	Diminished Sense - One sense is much poorer: 1-2 Vision, 3-4 Hearing, 5-6 Smell, 7 Taste, 8 Touch
6	Clumsy -1 to all tests and initiative
7	Slower -1 Action Point
8	Allergic - Mutant suffers -2 on all tests when in contact with: 1 Ferrous Metal, 2 Non-ferrous Mental, 3 Plastic, 4 Sunlight, 5 Insect bites, 6 Alcohol, 7 Chems, 8 Player's choice

- 9 Special Defect - 1 Hemophilia (-1 hp/round after taking combat dmg), 2 Narcolepsy (falls asleep at very inconvenient times), 3 Phobia (intense fear of specific creature, condition or environment), 4 Poor Respiration (cumulative -1 on attack, damage and initiative rolls after 1st rnd of combat), 5 Smaller (cannot apply STR bonus to melee dmg rolls; penalties still apply); 6 Player's choice
- 10 Player's Choice - Player may choose specific Defect (i.e. Vulnerability to Sonic or -4 Mind)

Acknowledgements

Relics and Ruins is my attempt at an old school post-apocalyptic RPG in the vein of Gamma World, based on Robin Stacey's Microlite20 (www.microlite20.net), parts of Randall Stuekey's Microlite74 adaptation of M20 and Alex Shroder's M20 Hard Core Rules. Inspiration was drawn from Jonathan Tweet's Omega World d20 variant of Gamma World (available at Paizo.com in pdf format for around \$5), and from other sources of postapocalyptic fiction or games. In addition, I drew upon Darth Cestual's Microlite20 Mutations (based on Omega World) for ideas on how to handle some of the mutations in R&R. I looted ideas from many sources, so if I overlooked a proper attribution, please let me know and I'll correct it.

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