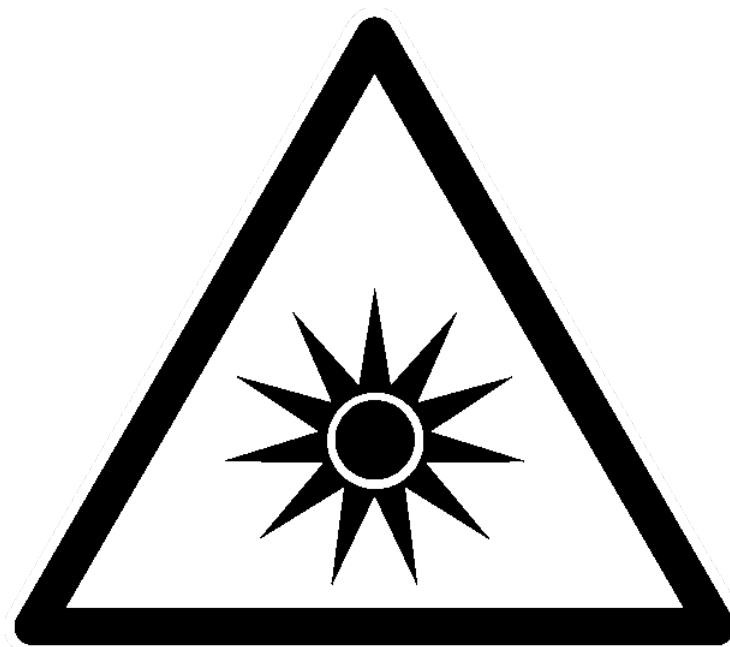# APOCALYPSE TECH REPORT

A TECHNOLOGY SUPPLEMENT
FOR MUTANT FUTURE

CLASSIC DIVERSIONS

Apocalypse Tech Report

A Technology Supplement

For Mutant Future

Classic Diversions

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INTRODUCTION

The *Apocalypse Tech Report* provides additional equipment and new forms of technology - including cybernetics and nanotechnology - for the many worlds of *Mutant Future*. Included in this supplement are 60 technological artifacts from the pre-apocalypse era - including tools, weapons, gadgets, and armor – along with 10 new robots.

The cybernetics section introduces guidelines for creating cyborgs characters and equipping cybernetic implants, along with a simple method for using the game mechanics of standard mutations and technological items as the basis for powerful implant features.

The nanotechnology section contains rules for nanoviruses, nanoaugmentations, and independent nanocolonies. These microscopic robots can provide enormous technological benefits to those who are knowledgeable enough to use them properly. If mishandled or used for less benevolent purposes, they are capable of destroying entire civilizations.

This supplement has been a tremendous amount of fun to put together. I hope it brings you as much enjoyment as it has to me. Just remember to watch out for dangerous ambient nanocolonies. Being turned into gray goo is a rough way to die.

ACKNOWLEDGMENTS

This supplement could not exist without the hard work and creativity of James M. Ward and Daniel Proctor. Thank you both for your games and your inspirations. To the authors of any open game content I have included within these pages, thank you for sharing your work with the rest of us so that we can twist it into our own ideas. Many thanks as well go to all of the forum members, bloggers, GMs and players who keep the old school gaming spirit alive. Last but not least, I can't forget to thank the illustrious Duke of Searle, for his constant feedback and open ears, and my wife, for her kindness and patience in putting up with my ridiculous nonsense.

CREDITS AND COPYRIGHT

ARTIFACTS

Ablat Armor

(AC 5) A less durable alternative to LazAb, Ablat armor was designed to be cheap and easily replaceable. Ablat negates 10 points of damage per round from lasers, masers and other energy beam weapons. Each time it reduces laser damage in this way its AC is worsened by one point. If it is damaged beyond AC 9 it becomes completely useless.

Audio Suppressor

An audio suppressor generates a field of sonic energy that cancels sound produced within its radius field, Through adjusting the main dial on the control panel, its radius field can be set from 1' – 10'. Since energy weapons cannot make use of the traditional silencers found on most ballistic weapons, the audio suppressor can takes over this function with many advanced weapons, reducing weapon firing noise to a mere whine of sonic energy discharge. **Power Source**: Power clip, beltpack or backpack.

Auto-Doser

A personal medical scanner and drug injector, the auto-doser is a 4 inch wide armband that can also be found installed in high-tech clothing and armor. It can hold up to 5 doses of various drugs or chemicals, and will inject a drug on command. It can also be configured to inject a drug under certain conditions, such as when vital signs are failing or toxins are detected in the bloodstream.

Some models allow for remote operation via a separate electronic unit. These were initially designed to allows military leaders to remotely administer stimulants and other battle drugs to their troops, and for dictators and overseers to keep servants and slaves subdued. **Power Source**: Power cell.

Binoculars

Binoculars are useful for watching opponents, wild game, and other activity from a long distance. They can be set at up to 16X magnification.

Binoculars, Range Finding

In addition to the benefit of standard binoculars, range finding binoculars include a digital readout that indicates the exact distance to the object on which they are focused. **Power Source**: Power cell.

Binoculars, Infrared

These binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the mutation *thermal vision* to a distance of 240'. **Power Source**: Power cell.

Bioscanner

The bioscanner 'sniffs' for organic molecules and tests chemical samples, analyzing the make-up of whatever it is focused on. It has a 100' range, and can be used to detect poisons or bacteria, analyze organic matter, search for life signs and classify unfamiliar organisms. **Power Source**: Power cell.

Data Grabber

Developed for use by agents engaged in industrial sabotage, this book-sized electronic device scans the local area for data transmissions and archives everything it finds. While it ends up with a tremendous backlog of information of dubious quality, if introduced into the right situation it can produce a gold mine of information. **Power Source**: Power cell.

Duracable

Strong as steel, flexible as rubber, and almost as light as normal rope, duracable eventually replaced most cables and ropes as the standard device for lifting, pulling, and support. It is made of lightweight and durable wiring wrapped hundreds of times in a swirl that reinforces itself as more stress is placed on the coil. Duracable is able to support up to 10 tons of weight.

Electromagnetic Probe

This handy, palm-sized device detects the electromagnetic emissions of technological devices, and can be used as a diagnostic tool when examining equipment, providing a possible bonus to technology or repair rolls. **Power Source**: Power cell.

Fire Extinguisher

There are various models of this type of device available. Chemical extinguishers usually work poorly because of years of chemical settling, but some surviving examples still perform their function admirably. The typical fire extinguisher ejects enough extinguishing chemicals during one combat round to put out a fire in a 10' by 10' area. It contains enough material for 1d6 such uses.

Flamethrower

A flamethrower consists of a pressurized backpack containing fuel, connected to a pistol shaped firing device. It shoots a 5' wide, 30' long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, but any creature caught in the line of flame can make a save versus Energy Weapons to take half damage. Creatures with cover may get a bonus on their save, as determined by the GM.

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished.

A fire engulfing a single creature or object can be doused or smothered if a character devotes a full round to doing so. A flamethrower at full capacity can shoot 10 times before the fuel supply is depleted. A damaged flamethrower tank may rupture and explode, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of fire damage to creatures and objects in a 5' radius (save versus Energy Weapons for half damage). **Power Source**: Specialized fuel and power cell.

Flash Goggles

These eye coverings keep out irritants such as sand and dust, and their high-tech lenses instantly adjust themselves to bright conditions and completely protect the wearer from blinding light. Adjustable side vents can be sealed off, providing limited eye protection from harmful gasses and chemicals.

Fusion Torch

The fusion torch produces a small, thin gout of flame that burns with such intensity that it creates temporary blobs of plasma all around it. The fusion torch consists of a small fuel canister attached to the torch generator. The

torch deals 4d8 points of damage each round to immobile objects.

Due to the nature of the fusion torch, a character using the torch must be meticulous in the way he cuts to maximize damage to whatever he is slicing through. If used as an improvised weapon, the fusion torch deals only 2d8 points of damage since it is being wielded in a more haphazard fashion. **Power Source**: Specialized fuel and power cell.

Grappler Tag

The grappler tag is a small disc roughly 6" in diameter. When placed against a solid surface, the grappler tag attaches to that surface by magnetism (if the surface is ferrous) or by an array of nearly microscopic metal barbs (if not). The tag can be attached to rope or cable and used as an anchor for climbing, pulling, or any other purpose. A button on the top of the disc releases the grappler tag's hold. **Power Source**: Power cell.

Gyrojet Launcher

Gyrojet launchers are roughly the size of a submachine gun and fire miniature rockets with explosive warheads. The propellant is in the tiny rocket itself, which gives them a long range and high damage from impact and explosion. These rockets are smaller than micro-missiles and are fed into the launcher through specially constructed magazines, capable of holding either ten or twenty rockets. Each rocket has a range of 500' / 1000' and does 5d6 damage to everything in the 5' blast area. **Power Source**: Does not consume charges, but uses a power cell for the firing mechanism.

Hackcard

A marvel of computer technology, the hackcard is a disposable, one-use item designed to allow those who are not computer savvy to bypass technological and computer barriers or perform computer-related tasks. Each hackcard is an individual data-carrying card roughly the size of a credit card with a hole in its center and a magnetic strip on one side. Each hackcard carries a single program designed for a single purpose; this may be to open doors, bypass security restrictions, crash a computer, or even to modify information. Hackcards can be swiped in magnetic key card readers and can be inserted into disc drives on computers with the same ease. After a single use, the card triggers small fibers of combustible material and the hackcard self-destructs, leaving behind no trace of tampering.

Hazard Suit

(AC 8) The lightweight hazard suit is designed for use in hostile environments and unsafe atmospheres. It includes a thin, synthetic body suit with a detachable helmet. Two air tanks can hold enough air for two days, and the wearer can us the included air filter as a gas mask or to refill these air tanks. Although it provides only a minor AC benefit, the suit protects against radiation classes 1-4, treating the class of radiation as if it is 4 lower, and reduces damage from fire and chemicals by one half (resulting in zero damage if a save is applicable and successful).

HUD Goggles

HUD ("heads-up display") goggles contain optical sensors for taking in data and a display device that projects an overlay in the user's field of vision. They also typically incorporate some sort of communications link or data link to allow another person or computer to see what the wearer sees and transmit valuable information back to the HUD. A HUD device can, theoretically, be hooked up to everything from computer systems to communications networks and other audio-video equipment. **Power Source**: Power cell.

Hologuise

The hologuise is a combination hologram projector and digital imaging computer system that is worn like a headband over the forehead. When activated, the hologuise projects a three-

dimensional image over the face that completely obscures the character's natural features. This image is commonly a different face, but can be a black veil or some other decorative image instead. With practical and fashionable uses, hologuises were once employed by the wealthy elite as well as by criminals and spies. **Power Source**: Power cell.

Infochips

These computer chips are intended for use with both hand units and larger terminals. They were used to store both audio and visual content, and often contained academic texts, training manuals, reference documents, works of fiction, personal data, business records, etc.. Depending on the condition of the chip, some of this information may have survived the ages. Infochips containing sensitive or classified information are usually encrypted.

Intellipicks

Though not technically an actual set of lock picks, intellipicks are a cluster of several tiny machines that can pick almost any lock. They come in a small box that, when placed on the lock to be opened, releases the minuscule robots to do their work. Once the intellipicks penetrate the lock, they move tumblers and shift bolts in an efficient and rapid manner, opening the lock in way that no human could. Intellipicks cannot open electronic or computerized locks, though they can open magnetic locks by generating a magnetic field of opposite polarity. **Power Source**: Power cell.

IR Negation Suit

(AC 6) This thin, full-body suit incorporates light-duty ballistic padding to cover vital locations. Sensors and heat dispersal nodes allow the suit to selectively bleed heat to match background IR levels, effectively renders the wearer invisible to infrared sensors and thermal vision. **Power Source**: Power clip, beltpack or backpack.

Jetpack

A jetpack consists of a backpack and fuel cells capable of producing powered flight for up to 2 hours. A character equipped with a jetpack can fly at a speed of 60'. The jet output can be altered to fly at half speed, and descend at double speed. Maneuverability is poor, and the wearer can choose to hover for two full rounds before being required to maintain speed. **Power Source**: Uses special fuel, but requires a power cell for guidance and operation systems.

Jump Boots

This device looks like a pair of long, metal-reinforced platform boots. Their sturdy construction and gravity manipulators allow anyone wearing them to leap up to 30' vertically and horizontally, landing without harm. **Power Source**: Power clip, beltpack or backpack.

Laser Sight

This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 bonus on all attack rolls made against targets no farther than 30 feet away. A laser sight can't be used outdoors during the daytime. **Power Source**: Power cell.

Laser Tripwire

The laser tripwire is a simple device that replaces the standard physical tripwire. A single focused beam of light is projected out from the tripwire generator until it hits a solid surface. If the beam is broken by, for example, a person passing through the beam, the tripwire generator immediately sends out a signal from its data port. This can be used to activate an alarm, trigger an explosive device, or even just turn on the lights in a particular room, depending on what event the signal is set to trigger. **Power Source**: Power cell.

Light Infantry Armor

(AC 3) The primary benefits of light military armor are found in its communications and sensor gear, which are similar to many of the devices later built into powered EMAs. In addition to the communications and data equipment, the armor functions as infantry battle armor complete with durable polymer plates and ballistic nylon protective gear. **Attachments** (as per EMAs): Air Filters, IR/UV/Night Vision, Communications, PHREND System. **Power Source**: Power cell.

Mineral Scanner

This hand-held scanner can detect the presence of metals and minerals. An array of knobs and switches allows the user to adjust its settings and filter the types of minerals it detects. It has a 50' range and can detect minerals through up to 10' of solid matter. **Power Source**: Power cell.

Morphic Disguise Kit

Most people forced to work undercover for extended periods rely on the Morphic disguise kit. The kit features a pair of contact lenses that change color, a hair prosthetic that changes color, length, and texture, a paint-on LCD injector for instant tattoos that transform, and a vocal encoder (vocoder) that is attached to the throat to alter the user's voice. Each component can be altered on command. **Power Source**: Power cell.

Multi-Tool

This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. The tool is useful for certain tasks, as determined by the GM, but may not be useful in more complex situations.

Nanobeacon

Used with a signal locator, this miniature transmitter allows whatever is attached to it to be electronically located over a distance. It sends out a pulse every second that can be detected by sensors attuned to the beacon's frequency. The nanobeacon projects its pulse at up to a 500 mile radius, each nanobeacon with its own unique identification code. Active devices emit a constant signal, while passive ones wait for a signal to come to it before sending out a response. **Power Source**: Self-powered.

Needle Pistol

Using the same principle as gauss weapons, needle pistols use electromagnetism to fire small, hollow steel needles. They are rapid-fire (up to 3 shots per round), short-range (50'/100') weapons. A needle on its own does only 1 HP of damage, but each needle carries a small chemical payload, which can cause

varying effects. Needle ammunition comes in the following types. **Power Source**: Does not consume charges, but uses a power cell for the firing mechanism.

Lethal: These poisons are typically class 1 – 8, but class 12 – 18 poisons were occasionally used.

Nerve: The victim loses all muscle control for 2D4 rounds. A successful save versus stun attacks allows the victim to remain mobile and in control, suffering a -4 penalty to attack rolls for the duration.

Tranq: The victim must save versus poison or be knocked out for 2d8 rounds. Upon waking, he will be in a confused and suggestible state for 1d4 hours.

Neural Activity Scanner

This device consists of a backpack and detachable handheld unit, and can detect neural activity up to 500' away. The device can also give a rough estimation of the intelligence level of organisms based on brainwave patterns. **Power Source**: Power cell.

Neural Recorder

A flexible cap that resembles a grasping clawed hand, the neural recorder can collect data directly from the human mind. Any visual or auditory memories or thoughts can be transmitted through the neural recorder and stored in its memory, which is capable of storing up to two hours of data. If the subject of the neural recording is willing, the neural recorder collects images and sounds from the subject's mind and stores them as either two-dimensional or three-dimensional recordings. **Power Source**: Power cell.

Neural Disabler

The neural disabler is a six-pronged device that, when placed over the head, interrupts brainwave activity. A character wearing a neural disabler may not take any actions aside from moving his normal speed if directed or prodded by another individual. When the

neural disabler is removed, the character has no knowledge of events that took place while he was restrained. **Power Source**: Power cell.

Personal Auto-Levitating Unit ("**Pal**")

A personalized automated levitating unit, or "Pal", consists of a small metal sphere, roughly the size of a tennis ball, and a clip-on remote control device. Upon activation, the ball creates a slightly concave, circular plane of force that is 3' in diameter and 1 inch deep at its center. It can support up to 100 pounds of weight and can be set to float up to 3' above the ground. If used to transport a liquid, its capacity is 2 gallons.

The sphere's movement is controlled through the remote device, which has a range of 100'. It can be set to move at up to normal human speed, and remains level at all times. It can also be set to follow the control device, and if not otherwise directed it will attempt to maintain a constant interval of 5' between itself and the control device. If the sphere moves out of range of the control device, it will remain stationary until it runs out of power. **Power Source**: Power cell.

Personal Defense Spray

A chemical irritant that can temporarily blind a target, personal defense spray comes in a single-shot container. The target takes no damage, but must make a successful saving throw versus stun attacks or be blinded for 1d4 rounds. Personal defense spray has a maximum range of 10 feet.

Phase Box

A phase box clips to the user's belt and allows him to "phase" back and forth between our world and an alternate, immaterial plane of existence, causing him to appear as though he is winking in and out of reality very quickly and at random. This has several effects, as follows.

Any individually targeted attack or power has a -5 penalty to hit when used against someone

Portable Up-Link Communicator

This appears to be a tripod-mounted metal box (a portable computer of sorts), with a small telemetry dish. On one side of the box is an elaborate control panel, and a holographic projector is mounted on the opposite side for receiving visual data or interface routines. When activated, the communicator makes a direct link to one of several orbital platforms around the planet.

Since very few of these platforms are still fully operable, the effects of using this device will vary depending on the GM's whim. Some sample effects are listed in the table below. The GM can roll multiple times on this table, combing the listed effects, in order to come up with random transmissions each time the up-link is attempted. **Power Source**: Power pack.

1d20	Up-Link Result
1-8	No signal.
9-10	Random aggravating noises.
11-12	Strange test patterns.
13	Pre-apocalypse audio.
14	Pre-apocalypse images.
15	Indecipherable speech.
16	Random video images.
17	Contact with other survivors.
18	Ancient computer network.
19	AI Program.
20	Interstellar transmission.

using a phase box, and area attacks do only half damage. The wearer also gets a +2 bonus on attack rolls, and takes only half damage from falling.

A phase box also allows the wearer to step through (but not see through) solid objects. For each 5' of solid material he moves through, there is a 50% chance that he becomes material. If this occurs, he is shunted off to the nearest open space and takes 1d6 points of damage per 5' so traveled. **Power Source**: Power clip, beltpack or backpack.

Portable Environment Generator

Resembling a tall cylinder roughly two feet in height, the generator projects a 30' sphere of custom environment under any conditions. In cold weather areas, the generator produces heat. In arid deserts, the generator produces both cool air and moisture. At night, the generator can act as a glow lamp and provide the area with light. Thanks to a special energy bubble produced by the generator, any atmospheric changes stay within the sphere and do not escape until the device is deactivated. **Power Source**: Power pack.

Power Transfer Unit

This flashlight-sized device allows the transfer of charges between two compatible sources through a set of retractable power cables. They come in two different models: one for transferring power between normal power sources and one for transferring between radioactive sources. Normal models are very safe to use and can quickly recharge power packs, power clips, and similar power sources. Radiation-based models are larger and, if they

are not kept in good repair, can leak harmful radiation. **Power Source**: Self-powered.

Quick-Seal

Quick-seal looks like a block of metal roughly the size of a thin brick. It attaches to any door frame. When activated, chemical compounds inside the block of metal burn fast and hot enough to melt the metal into a liquid form. Almost instantaneously, a second chemical compound freezes the molten metal back into its solid state. The metal melts, sinking into the space between the door and its frame, and then solidifies again, essentially welding the door shut. A door that has been quick-sealed may not be opened by normal means and must be destroyed or cut through as though it were a wall.

Reeducation Box

This device, consisting of a small console and a complex set of attached electrodes, allows the operator to reach into the subject's mind and modify as many as 5 minutes of its memories. The operator can eliminate all memory of an event the subject actually experienced, allow the subject to recall with perfect clarity an event it experienced, change the details of an event, or implant a memory of an event the subject never experienced.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is usually dismissed by the subject as a bad dream or a memory muddied by too much xeno-liquor. **Power Source**: Power pack.

Rescue Bubble

These large (6' diameter) pressurised plastic bubbles were once used on both space and sea vessels as emergency lifeboats. Piezoelectric layers in the bubble wall translate the user's movements into electricity to recharge the bubble's batteries and power its distress beacon, and a small oxygen tank both inflates the bubble and provides two person/hours of life support. A self-repairing plastic seal serves as an emergency airlock. **Power Source**: Self-powered.

Restraint Unit

These high-tech restraints consist of a palm-sized, rectangular device and an accompanying controller. Coiled within each device is a flexible polymer band, which can be pulled out to encircle someone's hands or feet. The band then slides back into the top of the unit, where an electronic adjusting and locking mechanism keeps it securely in place. The band can only be released by activating a button on the thumb-sized controller, which can also send a small jolt of electrical current through the restraint unit and into whoever they may be restraining. This does no actual damage, but incapacitates the captive for one round. The controller has a range of 50'. **Power Source**: Self-powered.

Scope

A standard scope gives the user a +2 bonus to hit when attached to an appropriate weapon. To use a scope, a character must spend a round acquiring his target. If the character changes targets or otherwise loses sight of the target, he must reacquire the target to gain the benefit of the scope.

Scope, Infrared

An infrared scope gives the same bonus as a standard scope. In darkness it filters out all light except for that produced by infrared, allowing the user to clearly discern heat sources in the dark as the mutation *thermal vision* to a distance of 240'. **Power Source**: Power cell.

Scope, Video

A video scope is a 3"x3" view screen attached to the rear of a standard scope. It gives the same bonus as a standard scope and provides an easier way to survey remote portions of the battlefield from the comfort of a safe haven.

allowing the weapon's user to sit back and examine the details in the image rather than having to press his eye against the scope.

The view screen can also be used to freeze-frame and take still images and boasts zoom and image enhancement software. Some video scopes are capable of receiving broadcast images from remote locations, allowing the screen to be used for video communication (by jacking in an optional earpiece and microphone) or to transmit maps and movement orders with visual aides. **Power Source**: Power cell.

Scrambler Pack

This small device is worn on a special belt. It confuses and deceives all kinds of electronic sensors, effectively turning the wearer invisible to scans and bio-sensors. It eats up energy at an immense rate (one discharge per round). **Power Source**: Power clip, beltpack or backpack.

Signal Locator

This device, which has a restricted distribution, activates and monitors the signals of nanobeacons. It includes a small display to show direction of movement. Pricier ones can pinpoint the location on an electronic map. **Power Source**: Power cell.

Soother Pulse

A small box that fits in one hand, the soother pulse emits sub-audible noises and subtle vibrations that can soothe animals. It carries in its memory banks the codes of pulses to soothe almost every animal on the planet, and new pulses can be loaded into the device whenever they are discovered. **Power Source**: Power cell.

Stealth Pack

This type of item appears to be a black rectangular "pack", covered in blinking green lights. When activated, the stealth pack creates a light-distorting field around the user, making him effectively invisible to those around him. As soon as he moves, however, the uneven distortion of the light waves gives a better chance at spotting him (50% chance or more). The pack uses up one discharge per round of use. **Power Source**: Power clip, beltpack or backpack.

Survival Armor

(AC 5) Survival armor includes a detachable helmet (with built-in communicator and gas mask) and full-body suit with ballistic nylon pads. The main function of the armor, however, is to conserve and recycle the body's resources, allowing the wearer to function for days or even weeks on end without a source of water or rations. Sweat and urine are chemically filtered, to be stored in pouches inside the suit. Tubes run up the suit and into the helmet to allow the user to take a drink. A tiny intravenous feeding system provides nourishment when rations and food run out for up to six days.
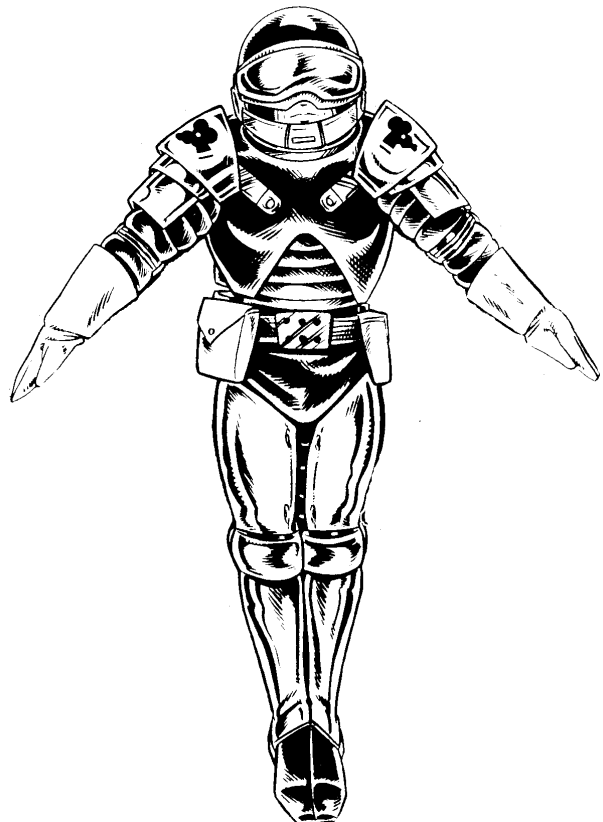
Tiny fans and vents cool the body in extreme heat without losing any body moisture. The outside of the armor bears a number of partially reflective black pads, which absorb solar energy and store that energy in tiny heat cells throughout the suit. In cold temperatures, these cells can release energy and sustain a comfortable temperature for up to 8 hours without needing to recharge. If these cells are empty, the suit also has chemical pouches that can be activated one time for another 8 hours of heat. **Power Source**: Self-powered.

Tangler Gun

A unique non-lethal weapon, the tangler gun can render a target immobile in a few short moments. It fires pellets that, when broken, expand into a gelatinous substance that covers large portions of a target. The disgusting mess soon becomes more problematic as the compound hardens into a tough, chitinous material.

A character struck by a tangler gun suffers a cumulative –2 penalty to DEX. This penalty remains in place until the compound is dissolved. If the character is struck with enough tangler pellets that the penalty is equal to or greater than his DEX, he is immobilized and may take no actions until the compound is dissolved. The compound dissolves naturally after 8 hours or can be removed using suitable tools or solvents. A tangler gun has a maximum range of 20' and holds up to 50 pellets. **Power Source**: Self-powered.

Thermite Grenade

Thermite grenades contain a fine-grained combustible, metallic composition. Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces used thermite grenades to quickly destroy key pieces of equipment. A thermite grenade does 6d6 fire damage in a 10' blast radius., and will generally destroy or at least partially disable most objects and devices.

Thermo-disk

These spheroid plasticine items, roughly the size of the average human's fist, contain storage batteries that, when switched on, give off heat in a 25' radius. As they do not provide light, they can be used in hostile areas without betraying of one's presence. **Power Source**: Power cell.

Utility Harness

A utility harness consists of a belt and suspenders, woven from synthetic fabric, to which can be affixed numerous pouches, tool clips, and holsters. This allows the wearer quick access to small items without having to rummage in a backpack or carrying bag. Utility harnesses are extremely durable, capable of supporting in excess of 500 pounds, and some are outfitted with ascenders, carabiners, and other climbing or rappelling devices.

Video Relay Sphere

These spherical, 1" wide devices were designed for on-the-fly video surveillance. Each contains a miniaturized video relay unit, which can be programmed to send or receive a signal from any other sphere attuned to its frequency. By interfacing one of the spheres with a computer, ERNI, HUD goggles, or other suitable device, the user can toggle between the views of the other spheres. Each sphere has a maximum range of 100 miles.

A microscopic levitation unit (maximum height 20') and magnetic field generator allow a video relay sphere to be positioned in the air, on the ground, or attached to a metallic surface. **Power Source**: Power cell.

ROBOTS
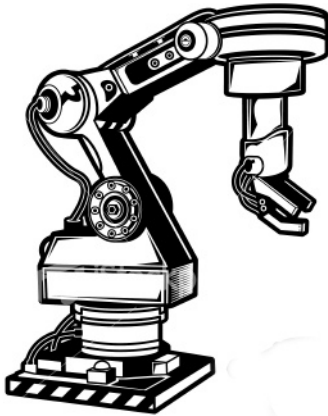
Assembly Bot

Assembly bots were used as factory and construction workers. The basic assembly bot consists of a stationary, crane-like apparatus, with a single grasping hand or tool attachment. They are completely machine-like in their appearance, with no efforts having been taken to make them even remotely humanoid.

In addition to the standard features listed below, assembly bots are often equipped with devices and attachments such as power saws, cutting and welding torches, nail guns, jackhammers, drills, and so forth. Some smaller units, designed chiefly for constructing tall buildings and structures, are equipped with insect-like legs for climbing.

Hit Dice: 5
Frame: Armature
Locomotion: Immobile
Manipulators: Basic hand, tool-mount appendage, or special use gripper.
Armor: Alumisteel (AC 4)
Sensors: Class I
Mental Programming: Programming
Accessories: AV transmitter, tool mounts.

Weaponry: Hand (1d6). Tools and special attachments can increase the damage even further.

Farm Bot

These boxy, headless robots stand 8' tall and are equipped with a combination of retractable treads and adjustable wheels suitable for outdoor work. They primarily served as agricultural units, but some models were designed for landscaping and grounds-keeping work. In addition to the standard features listed below, a farm bot will be equipped with various tools, and devices, depending on its specific function. Slightly larger models (8HD or more) can be found with built in tilling and harvesting mechanisms, which can do considerable damage to anyone caught up by it.

Hit Dice: 6-10
Frame: Armature
Locomotion: Treads and wheels
Manipulators: Interchangeable, usually basic hands.
Armor: Alumisteel (AC 4)
Sensors: Class I
Mental Programming: Programming
Accessories: Fire extinguisher, floodlights, various liquid tanks and sprayers.
Weaponry: None, aside from possible farming or gardening tools, dangerous pesticides, and so forth.

Food Bot

These spindly, 5' tall humanoid robots were used in cafeterias, mess halls, and restaurants. Their specific programming varies, but can include cleaning, sanitation, meal preparation, cooking, cashiering, bussing and waiting tables, and so forth. In addition to the standard features listed below, a food service bot may be equipped with various kitchen

utensils and cooking devices, depending on its function.

Hit Dice: 3
Frame: Armature
Locomotion: Treads
Manipulators: Basic hands
Armor: Duraplastic (AC 5)
Sensors: Class I
Mental Programming: Programming
Accessories: Fire extinguisher, internal storage unit, vocalizer.
Weaponry: UV sterilizer.

Housekeeping Bot

Generally humanoid in appearance, these robotic servitors perform a variety of tasks around the house. They typically come with simple housekeeping and home maintenance programming. Some are also equipped to act as bartenders, valets, and personal assistants, but these luxury features were much more costly than the standard models, making them less common. These puny bots have no built-in weapons and no combat programming, but malfunctioning models may go berserk and lash about with their limbs, hand-held tools, or harmful cleaning products..

Hit Dice: 3
Frame: Biomorph
Locomotion: Legs (pair)
Manipulators: Basic hands (2)
Armor: Duraplastic (AC 5)
Sensors: Class I
Mental Programming: Programming
Accessories: Internal storage unit, tool mount, vocalizer.
Weaponry: None

Infantry Bot

Infantry bots were among the earliest of battlefield robot models, introduced during the period prior to robots becoming the standard on battlefields across the globe. These relatively simple units were designed to utilize the same weapons, vehicles, equipment, and tactical installations as the human soldiers that more advanced combat robots would later replace.

Although nearly as skilled as properly trained human troops, and often far more durable, infantry bots rely on external equipment for the bulk of their functionality. Without a proper weapon or working vehicle, their only offense is to swing at their opponent with their powerful, grasping hands.

Hit Dice: 5
Frame: Armature
Locomotion: Legs (pair)
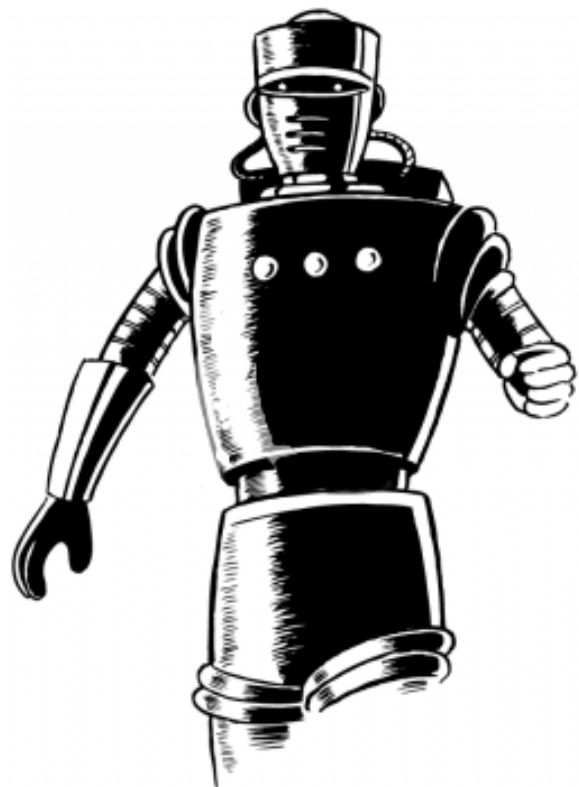**Manipulators**: Advanced hands (2)
Armor: Duralloy (AC 3)
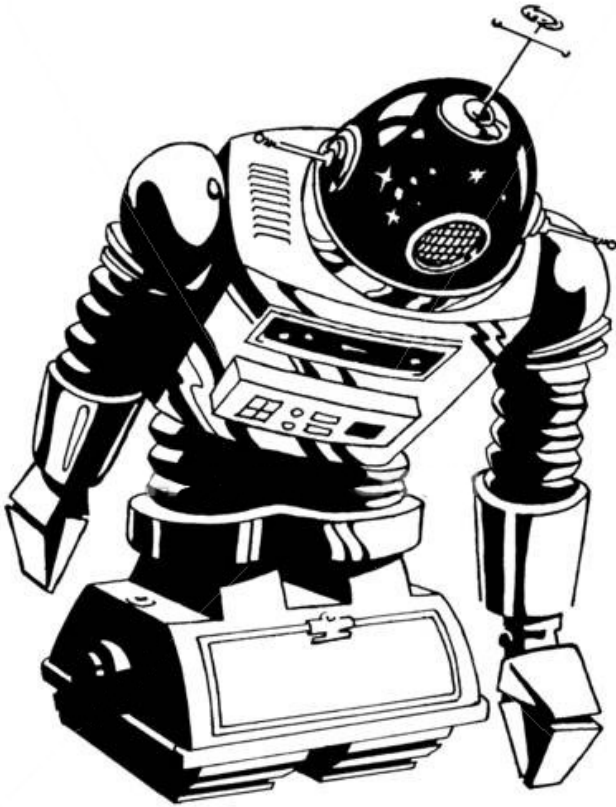**Sensors**: Class II
Mental Programming: Programming
Accessories: AV transmitter, bioscanner, communicator, loading mechanism, internal storage unit, vocalizer.
Weaponry: Hands (1d4) or as per equipped weapons (typically a maser rifle, though this varies depending on available technology).

Info Bot

Info bots served as secretaries, greeters, customer service units, tutors, and repositories of information. Whatever their specific role, their chief purpose is to store information and communicate it to human beings in a face-to-face manner. Aside from their narrow, light-duty treads, these 4' tall robots are somewhat humanoid in shape. Costlier models often possess extremely sophisticated audio/vocal interfaces, allowing a level of communication far beyond the simple dispensing of facts and figures. In addition to the standard features listed below, fully functioning info bots are equipped with an infochip reader and one or more infochips covering subjects relevant to their purpose.

Hit Dice: 3
Frame: Armature
Locomotion: Treads
Manipulators: Pincers
Armor: Duraplastic (AC 5)

Sensors: Class I
Mental Programming: Programming
Accessories: Infochip reader, vocalizer.
Weaponry: None

Laboratory Bot

These 5' tall bots were designed to serve as scientific assistants and technicians. Long, tube-like arms extend from their barrel-shaped bodies in three directions, and their narrow, cylindrical heads are equipped with three different sets of visual sensors, allowing them to see 360 degrees. In addition to the standard features listed below, a laboratory bot will be equipped with various tools, sensors, probes, and devices, depending on its specific function. Laboratory bots typically have no built-in weapons, but aggressive units may strike with their limbs, lab tools, or dangerous chemicals.

Hit Dice: 5
Frame: Armature
Locomotion: Treads
Manipulators: Advanced hands (3) and various probes.
Armor: Alumisteel (AC 4)
Sensors: Class II (360 degree vision)
Mental Programming: Programming
Accessories: AV recorder, chemical sensor, fire extinguisher, internal storage unit, robolink, vocalizer.
Weaponry: None

Mercy Bot

These robots were used by totalitarian governments to administer pain killers, mood stabilizers, and euthanasia to oppressed citizens. Their bucket-like, 5' tall bodies move about on thin cushions of artificial gravity. A mercy bot was typically programmed to patrol a residential area, dispensing chemicals and assisting in suicides. Units that have managed to survive the apocalypse are prone to malfunction, and often attempt to administer unwanted treatment and assistance to anyone they encounter.

Hit Dice: 7
Frame: Armature
Locomotion: Inductor
Manipulators: Advanced hands (2), telescoping hypodermic attachments (2)
Armor: Alumisteel (AC 4)
Sensors: Class I
Mental Programming: Programming
Accessories: AV transmitter, bioscanner, diagnostic scanner, internal storage unit, robolink, vocalizer.
Weaponry: Chemical injectors loaded with multiple doses of various chemicals, drugs, and poisons.

Pet Bot

Engineered to resemble robotic dogs, pet bot's were designed primarily as robotic companions, but their programming includes perimeter defense and light security details. a variety of inputs and monitors allow them to detect intruders with relative ease. A radio system embedded within the Hound Dog allowed it to dispatch one of several alerts to local police, but these systems rarely serve any current purpose. Some pet bots, designed for police and professional security companies, can be set to use a stun attack through their tail. Most pet bots designed for home use, however, do not possess any inherent weapons. The best they can do is attempt to bludgeon an opponent with their stubby appendages.

Hit Dice: 2
Frame: Biomorph
Locomotion: Legs (4)
Manipulators: Jaws
Armor: Duraplastic (AC 5)
Sensors: Class II
Mental Programming: Programming
Accessories: AV transmitter, emergency/alert signal transmitter, vocalizer (barking and growling).
Weaponry: Tail attack (as per stun baton) or bludgeoning/bashing attack (1d2).

Surveillance Bot

Surveillance bots were designed primarily for security, reconnaissance, and intelligence gathering purposes. Their limbless, spherical bodies are less than 1' in diameter, and their small thrusters allow them to move quickly through the air. An array of transmitters, telescopic lenses, and powerful microphones allow them to receive and transmit data at enormous distances. They are not designed for combat, and their only weapon is a vent which can dispense various gasses, depending on the bot's programming and purpose. As a last resort, the bot can trigger a powerful self destruct device, completely obliterating itself and possibly any nearby creatures and objects.

Hit Dice: 3
Frame: Armature
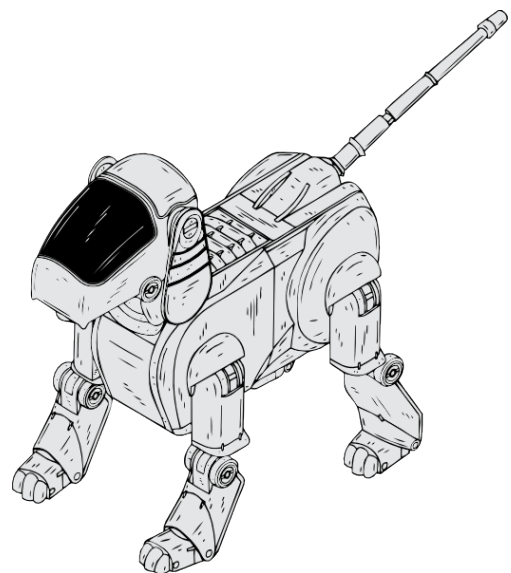**Locomotion**: Thruster
Manipulators: Probes
Armor: Alumisteel (AC 4)
Sensors: Class VI (visual range of 3 miles)
Mental Programming: Programming
Accessories: AV recorder, AV transmitter, holo screen, robolink, self destruct unit (5d6).
Weaponry: Gas vent (as per appropriate smoke or gas grenades, centered on bot, 5 charge capacity)

CYBERNETICS

Incorporating cybernetics into a *Mutant Future*™ game raises several questions. Unlike robots and androids, cyborgs are living beings with limited lifespans. In order for living cyborgs to exist so far after the decline of the ancients, the right materials, knowledge, and technology need to be present in a campaign setting, at least to some degree. There are several ways the GM can rationalize this, three of which are discussed below.

Isolated Technology: The knowledge of cybernetic technology could be held only by one or more isolated or highly protected groups, who are most likely technologically advanced in several other areas as well. Cyborgs could be sent forth from such an enclave as soldiers, traders, or scouts, or be refugees from one of these societies that has experienced some sort of disaster.

Rediscovered Technology: Some groups and individuals may have rediscovered the basic concepts of cybernetics. In order to advance their knowledge, dangerous experiments must be performed, often on unwilling subjects. Until their technology has advance further, cybernetics will be restricted to very basic implants and features, and harmful side-effects are increased for cyborg characters.

Suspended Animation: It is possible, if the right level of technology was in use prior to the apocalypse, that suspended animation equipment exists and may still be functioning. Cyborgs could have been put it into storage in ancient times, only to find themselves awakened hundreds of years later into a dangerous post-apocalyptic world. While some of these cyborgs may still function effectively, many could be malfunctioning, deranged, or otherwise unable to properly adapt to their new surroundings.

Cyborg Characters

When creating a cyborg character, the player creates a human or mutant character as normal, then chooses the type of cybernetic implants he wants his character have. There is no set cost for having cybernetic implants. All that is required, aside from the GMs approval, is the right kind of setting and character background. The GM can choose to limit implants to a specific selection, pick them for the PCs himself, or otherwise make suggestions and veto implants as appropriate. Characters that begin play as cyborgs do not need to go through an in-game surgery process; it can be assumed that they have already undergone that ordeal.

Characters can have just about any body part replaced, except the brain, which can only be enhanced. Implants come in a variety of styles, from "bare-bones" cybernetic limbs to subtle modifications with coverings that match the texture and appearance of the character's normal skin and fir virtually seamlessly with the rest of the character's body. All implants are assumed to come with nearly limitless energy sources. Most are controlled by mental commands, in the same way that a person can control his limbs or other bodily functions simply by thinking about it.

Electricity Vulnerability

A creature with one or more cybernetic attachments takes 50% more damage from any attack that deals electricity damage. This vulnerability to electricity can be offset by an anti-shock implant.

Powers

Most cybernetic implants do not bestow any special benefits on their own. Unlike natural body parts, they readily serve as a method to gain special powers. These powers can

replicate the effects of mutations, and may be determined randomly, using the mutation tables in *Mutant Future*™, or chosen by the player or GM to match the desired functionality of the implant.

Although a character can possess any combination of cybernetic and organic limbs, some powers and effects may require a pair of matching cybernetic limbs in order to be effective. For example, an extraordinary leaping ability would probably not be very effective with just one cybernetic leg; the character would need a pair of such implants in order to use the power to its full capacity. It is up to the GM to establish any such rulings.

Gadgets: In addition to more complex and advanced cybernetic devices, which are best represented through using mutations as "powers", many of the standard artifacts, weapons, and gizmos in the Mutant Future™ rules can be incorporated into an implant. These can include weapons, tools, sensors, communicators, robot parts, and whatever else the GM feels could reasonably fit into the implant.

Upgrade Slots

The components required for each power or gadget are contained within upgrade slots built into the implant. The description of each implant includes the number of upgrade slots for that part.

If an implant's slots are maxed out, the cyborg must replace one of the older upgrades to get a new power. This may or may not require additional surgery, depending on the nature of the implant and the upgrade.

Each power contained in an implant takes up one upgrade slot, but the GM can choose to increase the slots required for more powerful features and effects. Any features which the GM feels would take up more space than normal – such as larger weapons – may also require additional slots.

Installation and Removal

Installing or removing cybernetic implants involves surgery and can be an extremely painful process. If the cybernetic implant has been taken out of another host or has not been customized, the surgery can be even more complex.

Characters awaking from surgery are reduced to 50% their total HP. If the surgeon botches the job, the character's HPs are reduced to 25% of their maximum. This damage is healed at the same rate as normal wounds. Removing a cybernetic attachment without proper surgery causes lasting physical trauma to the patient's body, permanently reducing his CON by 1d4 points.

Threshold and Overload

All living beings have a limit to how many cybernetic implants their bodies can effectively support. This threshold is determined by dividing the character's CON by 3 (rounding up). GMs may even reduce this threshold to reflect a relatively lower-tech setting.

A creature with more implants installed than it can bear rolls once on the Implant Overload table per implant that exceeds its threshold. Overload effects are cumulative and, unless described as permanent, remain only until the offending implants are removed.

At the GM's discretion, extremely advanced civilizations may be able to increase this threshold. Their technology might even be sufficient to lessen the effect of an implant overload, or even remove the threat entirely.

Implant Overload Table

1d10	Overload Effect
1	Accepted: The implant is installed with no ill effects.
2	Brain Damage: Character permanently loses 1d4 points of INT.
3	Constant Trembling: Character takes a −2 penalty to DEX.
4	Cybernetic Rejection: Character permanently loses 1d4 points of CON.
5	Dizziness: Character takes a −1 penalty on attack rolls and saving throws.
6	Insomnia: Character can only sleep for minutes at a time and gains insufficient rest to heal naturally.
7	Muscle Cramps: Character moves at half speed.
8	Muscle Fatigue: Character takes a −2 penalty to STR.
9	Psychosis: Character permanently loses 1d4 points of CHA.
10	Sensory Overload: Character is stunned for 1 round if wounded.

IMPLANTS

Anti-Shock Implant

This tiny implant, embedded near the recipient's brain stem, negates the cyborg's special vulnerability to electricity.

Upgrade Slots: n/a
Typical Powers: *n/a*
Typical Gadgets: n/a

Arm

This implant can replace the hand, forearm, elbow, upper arm, and shoulder. GMs may wish to reduce the number of available upgrade slots for hand or forearm-only replacements.

Upgrade Slots: 5
Typical Powers: Aberrant form (enlarged parts or natural weapon), increased physical attribute (Strength).
Typical Gadgets: Bioscanner, cigarette lighter, diagnostic scanner, electromagnetic probe, ERNI, flashlight, healing pack, intellipicks, internal storage unit, motion detector, power fist, signal locator, soother pulse, tool mount, weapon mount.

Chip Reader

The reader implant is implanted in the brain, with three slots for microchips accessible on the surface. These chips can augment the brain's neural activity, or allow characters to gain skills or knowledge without having to go through a learning process. A character may not rely on any effects from a chip that is not installed, even if he used that chip in the past.

Upgrade Slots: 3 chips
Typical Powers: Ability boost, combat empathy, increased willpower, intellectual affinity (any), know direction, mental barrier, pain insensitivity, quick mind, unique sense.
Typical Gadgets: n/a

Ear

Ear implants replaces one or more auditory receptors. They can augment the inner ear and completely replace the outer ear as well.

Upgrade Slots: 2
Typical Powers: Echolocation (requires matching oral/nasal implant), increased balance, increased sense (hearing), unique sense.
Typical Gadgets: Communicator (requires matching oral/nasal implant), data grabber.

Eye

One eye implant replaces one visual receptor.

Upgrade Slots: 2
Typical Powers: Energy ray, increased sense (vision), night vision, thermal vision, ultraviolet vision, unique sense.
Typical Gadgets: Flash goggles, flashlight, HUD goggles, hologram projector, hologuise, identity card, optical scanner, scope (normal or infrared), UV sterilizer, x-ray goggles.

Leg

This implant can replace the foot, lower leg, knee, thigh, and hip. GMs may wish to reduce the number of available upgrade slots for foot or lower leg-only replacements.

Upgrade Slots: 5
Typical Powers: Aberrant form (enlarged parts or natural weapon), increased physical attribute (Dexterity), quickness.
Typical Gadgets: Jump boots, internal storage unit, mineral scanner, power transfer unit, tool mount, weapon mount.

Neural Jack

This device resembles a socket, used for interface with machines and computers with matching ports. A cable connects the user's jack with the machine, allowing for easy access. Generally, neural jacks are installed on the neck or behind the ear, but some cyborgs add jacks to other parts of the body, in order to interface with more than one device at a time.

Upgrade Slots: n/a
Typical Powers: n/a
Typical Gadgets: n/a

Oral/Nasal

Oral/nasal implants can replace the jaw and chewing organs, throat, vocal apparatus, and olfactory systems.

Upgrade Slots: 3
Typical Powers: Aberrant form (natural weapon), echolocation (requires matching ear implant), increased sense (smell or taste), shriek, unique sense.
Typical Gadgets: Advanced breathing apparatus, chemical sensor, communicator (requires matching oral/nasal implant), gas mask, water purifier.

Skin

Skin implants may be layered over cybernetic limbs. A skin implant can take the form of hard plating, or it can look and feel like natural skin (or scales or whatever the species in question has).

Upgrade Slots: 2
Typical Powers: Chameleon epidermis, dermal poison slime, increased sense (touch), natural armor, reflective epidermis, spiny growth, unique sense.
Typical Gadgets: n/a

Tail/Tentacle

This implant replaces or adds a tail or tentacle, typically attached to the torso, shoulders, or lower back.

Upgrade Slots: 2
Typical Powers: Aberrant form (natural weapon), increased balance, prehensile tail, spiny growth, toxic weapon.
Typical Gadgets: Bioscanner, diagnostic scanner, electromagnetic probe, flashlight, intellipicks, mineral scanner, motion detector, power fist, tool mount, weapon mount.

Torso

This implant augments the chest and abdomen of the cyborg, and can replace the circulatory, respiratory, and/or digestive organs.

Upgrade Slots: 6
Typical Powers: Accumulated resistance, advanced breathing apparatus, complete wing development, energy retaining cell structure, force screen, increased physical attribute (Constitution), natural armor.
Typical Gadgets: Audio suppressor, Auto-doser, flashlight, gas mask, internal storage unit, jetpack, phase pack, scrambler pack, stealth pack, tool mount, weapon mount.

NANOTECHNOLOGY

Nanotechnology involves manipulating objects that are as small as a nanometer (one billionth of a meter) to create materials and products that are only the size of a dozen atoms. Nanotechnology can change human culture in ways that could scarcely be imagined. In some pre-apocalypse societies, it may have directly resulted in a "postmonetary economy" where money became meaningless, industrial manufacturing was unnecessary, and nanoassemblers instantly created any item a person desired.

In societies that created artificial intelligence, nanolife may have taken on an agenda of its own, bringing about catastrophic turns of events that brought entire civilizations down. A "rogue" AI could have used nanotechnology to enslave a human population, or perhaps eliminate them almost entirely.

Even without factoring in artificial intelligence, nanotechnology is extremely powerful. If used only for the betterment of humanity, the potential for malfunction and disaster can still be enormous. Some nanomachines are designed specifically for destructive purposes, and if left uncontrolled can pose a serious threat to life on a global level.
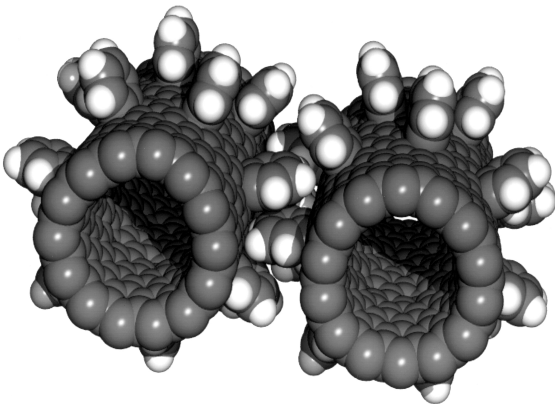
Nanites

The basic working unit of nanotechnology is a nanite, a single robot that can be as small as a dozen atoms in length. Nanite is a generic term: Any robot built using this technology, no matter what its purpose, is a nanite. Each one must be constructed and programmed for a specific purpose, and a nanite's true power lies not in what it can do individually, but what it can be programmed to do in complete synchronization with millions of other nanites that make up a nanocolony. It is possible for a single item or piece of material to be composed of hundreds or thousands of different types of nanites, just as a human body is composed of a multitude of different types of cells.

Programming: Since nanites are small machines controlled by small computers, they can be programmed and reprogrammed accordingly. Reprogramming a nanocolony requires a special computer that can broadcast signals on a frequency the nanocolony recognizes. Typical commands given to a nanocolony include activation and deactivation, movement, and execution of key functions.

Internal Nanocolonies: Internal nanocolonies operate within a living host, interacting fluidly with the body's natural functions and blending seamlessly with the other cells in the body. Most internal nanocolonies are coated with the same chemical compounds that coat the outer portion of blood or skin cells (depending on the nanocolony's function) so that the body they inhabit sees each nanite as just another natural system at work.

Handling an internal nanocolony is much like handling a drug or chemical. They are stored in specially made containers and injectors. Each host can typically only support two internal nanocolonies. Any nanocolony injected into the bloodstream after the second immediately

attacks (and usually destroys) one of the colonies already in the character or creature's body.

Independent Nanocolonies: An independent nanocolony is one that is capable of functioning and surviving outside of a contained environment. Independent nanocolonies can take many forms and can be either airborne or part of another piece of technology.

Trying to physically strike an independent nanocolony is usually futile, akin to trying to hit a microscopic insect swarm. In some cases, an independent nanocolony isn't even visible to the naked eye, except perhaps as a strange glimmer or cloud. Fire, explosions, acid, and similar area-of-effect attacks might cause some damage, but many advanced nanocolnies, or those designed for heavy-duty purposes, will be unharmed.

Nanocolonies are not treated as monsters. They do not have AC, HP, or attack rolls. If anything, they are similar in nature to traps . They should be treated as hazards and obstacles, not simply as opponents for the characters to do battle with.

The best way to deal with an independent nanocolony is through technology. Without a suitable, technological means of countering a nanocolony, there is little one can do except to avoid them when possible, and use extreme caution when contact becomes necessary.

Anti-nanites: Anti-nanites have one specific purpose: to search and destroy other nanites. An anti-nanite colony can be injected into a living creature to destroy some or all nanites already in the creature. Each anti-nanite colony combats a single type of nanocolony. For example, an anti-nanite designed to eliminate gray death nanites seeks out and removes all traces of inactivated gray death in a creature's system, but completely ignores all other nanites. Anti-nanites are often the only means of removing a nanocolony from a creature or

character and are highly sought-after in societies where nano-warfare is common.

In addition to anti-nanites that destroy internal nanocolonies, some anti-nanite colonies target ambient and independent nanocolonies. These nanocolonies function in the same way as their internal nanite-hunting counterparts, but must be released in the vicinity of the target nanites. These anti-nanites are often used to eradicate dangerous nanites and are one of the few reliable means of disposing of overactive nanocolonies like gray goo.

Electricity: Powerful electrical fields or large scale electrical discharges can disrupt many nanocolonies. This usually disorients the nanites for one or more rounds, though more fragile nanites may actually be destroyed. Nanites whose primary function is to produce or give off power will be immune to electrical attacks. Electricity can be used to target and destroy internal nanocolonies, but it usually impossible to destroy the colony in such a way as to not also damage the host. Some mutations, or even very advanced medical technology, may make this sort of treatment survivable.

Electromagnetic Pulses: EMP rifles, or any other form of electromagnetic pulse, can be particularly devastating to most nanocolnies. A large enough pulse applied over the entire area of the nanocolony will often permanently disable it.
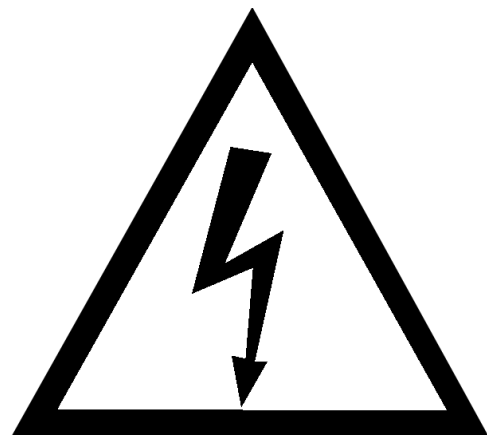
NANOVIRUSES

Nanoviruses are nanocolonies that act like viruses. They move throughout the body, typically with a single function in mind, and alter cells they are programmed to affect. Nanoviruses can lay dormant within a body for long periods and are only destroyed by the body's natural recycling systems; a nanovirus can stay dormant for up to one year before it washes out of the body completely. Nanoviruses typically serve a single purpose, then deactivate and are absorbed by the body.

Brainkiller

Brainkiller causes damage directly to a creature's brain and can render the creature brain dead if successful in its attack. Unlike most other nanoviruses, brainkiller does not linger in the bloodstream but instead flows directly to the brain. The nanites burrow directly into the brain and shoot out harmful jolts of energy until their supply is depleted and they deactivate. Any creature or character targeted by brainkiller immediately loses 3d6 points of INT, WILL, and CHA (roll once for each). If these scores are all reduced to zero or less, permanent brain death occurs. Otherwise, they will each return to normal at the rate of one point per week.

Calcion

A beneficial nanovirus, calcion is one of the most commonly used nanocolonies in the field of medicine. Calcion is a bone-knitting nanite that repairs fractures and breaks in bones with advanced calcium-grafting technology. Additionally, calcion repairs joints and aids with skin regeneration. A character injected with calcion heals from damage at twice the normal rate until he reaches full hit points. After his health is fully restored, the calcion nanites deactivate and cease to function.

Gray Death

Gray death is a horrible biological weapon that kills in a slow and painful manner. Gray death nanites are gray goo nanites (see "Independent Nanocolonies") held within a special containment field. When the command is given, the nanocolony dissipates the containment field and the gray goo is released into the bloodstream of the character. The character must make a save versus poison. If the save is successful, the character's immune system flushes the nanites out of the body before they do any harm. If the save fails, the character is irrevocably killed in 3d10 hours and transforms into gray goo (as described in the "Independent Nanocolonies" section).

Mutagen

Mutagenic nanoviruses were designed to cause rapid and permanent changes within the subject's mind or body. Each dosage contains a nanocolony that embeds itself into the subject's DNA and cellular structure, causing one specific mutation. The transformation takes 2d6 days, and the subject is often in intense agony or discomfort during this time.

Programming a nanocolony to cause mutation is by no means a simple task. If the programmer desires to simply kill the subject, there are much easier ways to do so. Most mutagen nanoviruses were engineered for advancing the evolutionary process, and were therefore beneficial in nature.
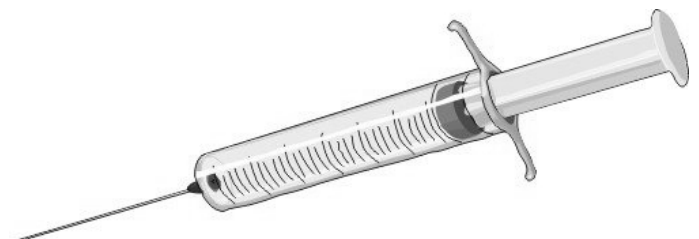
As a mutagenic nanovirus deteriorates over time, it can become unstable. If not properly stored in vacuum sealed containers, these once beneficial nanoviruses can cause mutational drawbacks or death.

Placidity

A subject infected with the placidity nanovirus enters a blissful, pacifistic state for 3d6 hours. He will perceive anyone around him as a trusted friend and ally. He will speak the truth to them in all matters and eagerly follow their advice, as long as it is not suicidal or obviously harmful. If combat should occur during this time, his brain may be unable to process it. He must make a saving throw versus stun attacks every round. If the save is successful, the effect of the nanovirus is broken, and he may act as normal from that point on. Otherwise, he can take no actions except for fleeing or cowering in terror.

Rad-Guard

Rad-guard nanoviruses treat and stave off the effects of radiation. A character injected with rad-guard recovers fully from any negative effects of radiation almost immediately and is immune to further radiation damage for 2d6 months.

Resilite

Resilite has a single purpose - to deal severe amounts of damage to a creature upon activation. Resilite floats inert in the bloodstream until activated, at which point the nanites burrow outward in random directions. In addition to causing internal bleeding, resilite tears through vital organs and damages bones and nerves as well. Whenever resilite is activated, the creature or character immediately suffers 6d10 points of damage.

Slave

The slave nanovirus destroys the free will of the subject, eating away at key areas of the brain and turning its victim into a docile and compliant drone. The character's WILL is reduced by 1 point every hour, until it reaches 3 and he becomes an obedient slave. From that point on, he obeys any orders given to him by anyone, and loses all self-interest aside from the most basic bodily needs and functions.

Transcendence

Collaborative work between nanotechnicians and researchers of psionic phenomenon, with the intent to treat psychosis and mental trauma, eventually led to a variety of derived nano strains. Each has a duration of 1d4+1 hours, but their effects vary widely. Some examples of transcendence strains are listed below.

Absolution: Engineered for treating severe phobias and emotional trauma, the absolution nanovirus can be dangerous if misused. The subject becomes immune to fear, grief, and other negative emotions, which can lead to foolhardy and reckless actions if he is not suitably tempered or carefully monitored.

Hive: These nanites gather input from the brain and endocrine system to determine the subject's emotional state. This is then broadcast in a 20' radius to hive nanites located within other nearby subjects, allowing an empathic link to be established between them.

Visionary: in addition to providing an intense euphoria, this nano strain causes the subject to periodically enter into a catatonic, precognitive state. The GM should roll on the following table once per hour, applying the effects to the subject.

1d6	Effect
1-3	Conscious and lucid.
4	Catatonic – no visions.
5	Catatonic with visions of events 1d4 hours ahead.
6	Catatonic with visions of events 3d6 hours ahead.

NANOAUGMENTERS

Unlike nanoviruses, nanoaugmenters latch onto a specific biological system and provide consistent bonuses for as long as the nanites remain active. Most nanoaugmenters are injected into a character or creature to permanently enhance performance and continue to function indefinitely.

Nanoaugmenters are only removed by other nanites or by commanding the nanocolony to cease all activity. When this occurs, nanoaugmenters are absorbed and recycled by the host body in the same manner as inert nanoviruses.

Brain Boost

The nanites in brain boost latch onto the memory and thought centers of the brain and transmit data back and forth between these centers at an incredible rate. Each nanite can store large amounts of data and acts as a temporary memory storage center. Any creature injected with brain boost immediately gains a +4 bonus to INT. This bonus remains in effect for as long as the nanoaugmenters remain attached to the brain.
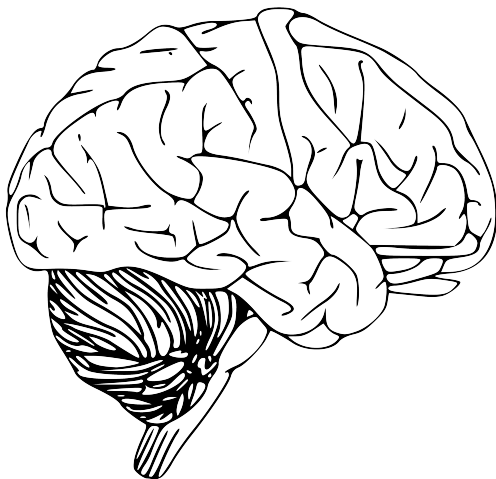
Chatter

The nanites in a chatter nanocolony attach directly to the speech and language centers of the brain. When a character wishes to communicate via his chatter nanites, he needs only to think of what he would say and the nanocolony transmits those thoughts over a communications channel. When other nanites receive the communication, they transmit the information directly into the brain of their host. Each set of chatter nanites is keyed to only communicate with certain other chatter colonies, or with other computer systems.

Clarity

Clarity nanites function within the brain and ocular systems of the host. Through a combination of video and radar technology, the nanites transmit data to the brain, allowing the host to see with perfect 20/20 vision. This cures blindness, both permanent and temporary, as long as the host's ocular organs are still mostly intact and he is able to open his eyes. The nanites process data from holograms and illusions differently than actual physical objects, letting the host know that they are not real objects. In low light conditions, clarity nanites can activate night vision, thermal vision, or UV vision as per the standard mutations.

Doppelganger

The doppelganger nanoaugmentation acts as a dynamic plastic surgery system that alters the physical appearance of its host. The nanoaugmentation can change the hair and eye color of a character instantly and, if desired, can reconfigure the bone structure and actual facial appearance of a character. Reconfiguring the bone structure and facial features of a character are excruciatingly painful. Most doppelganger colonies release anesthetics before and during the process to

eliminate or reduce some of the pain. A doppelganger colony can change the character's features any number of times, though each time requires 30 minutes of transformation time and another 30 minutes of recovery time.

Micro Muscles

Micro muscles are nanoaugmentations that attach themselves to muscles and enable them to perform beyond their normal limitations. Micro muscles not only enhance the strength of a creature injected with the nanites, but also allow the creature to push its muscles beyond their normal capacity. Any creature or character injected with micro muscles gains a +4 bonus to Strength while the nanites are functioning. Only one micro muscle colony may function in a host at a time.

Regen

An advanced and permanent form of calcion nanites, regen nanites permanently imbed themslves within the host's body and make micro-repairs to his bodily systems. This allows the host to regenerate one point of damage every round, up to his maximum HP total.

Although the regen nanites themselves are self-powered, they require excess nutrients to convert into new tissue. In order to keep these nanites at full functionality, the host must consume twice the normal amount of rations. If the nanites do not have sufficient nutrient, they will become dormant until the host consumes double rations for at least one day.

Soldier

The soldier nanoaugmentation was designed to increase the efficiency of combat troops and control their actions remotely. Once embedded in the host's system, these nanites can then be controlled by a remote operator via a computer terminal, much like a robot can be controlled with a robolink.

The host can be sent commands to sleep, awaken, move in a given direction at a defined speed, and so on. His pain sensors can be shut down, as well as key areas of the brain that control emotions. Most of these commands are micromanaged by complex computer systems, but the remote operator can take manual control at any given time or make adjustments to the programming on the fly.

When all else fails, the operator can send a self destruct signal to the nanites, which will then embed themselves in the host's brain stem and produce an intense electrical discharge, causing death within 1d4 rounds.

Ward

Implanted directly into the brain, ward nanites form a defensive network that protects the host from mental attacks. Ward nanites are not pre-programmed to guard against any specific attacks. Instead, they record data from incoming mental attacks and create subroutines to deal with those attacks in the future. The first mental attack of a specific type, therefore, has its normal effect. From that point on, the character receives a permanent, cumulative +1 defense against that type of mental attack every time it is used against him.

Watchdog

Watchdog nanites monitor everything from heart rate and blood pressure to brain activity and the purity of air being taken into a host's lungs. Watchdog nanocolonies can be linked to computer systems to monitor and report data automatically. A watchdog nanocolony cannot take action to heal or prevent damage to a host in the event of a problem with the host body's physiology. It can, however, be linked with other devices and augmentations in order to regulate doses of medicine and other chemicals.

INDEPENDENT NANOCOLONIES

Independent nanocolonies usually perform independent tasks, creating or destroying, without having to enhance or alter an existing object. In fact, most independent nanocolonies are designed to function as autonomous units once released into the air, only altering their objectives when given new commands or new programming.

Independent nanocolonies are among the most dangerous because they can move about freely and cannot be reclaimed easily (if at all) should a malfunction occur. In some settings, they are the direct cause of the fall of entire civilizations, thanks to nanites that consumed natural resources or destroyed infrastructure. Some independent nanocolonies are capable of wiping out entire planets, moving from one object to the next devouring and destroying all that stands in their paths.

Ambient Nanocolonies: An ambient nanocolony is an independent nanocolony that floats in the air with no fixed location or purpose. Most ambient nanocolonies exist in areas where nanotechnology has either grown out of control or where civilization has declined, leaving behind only microscopic remnants of its technology.

These nanocolonies float around aimlessly until some outside stimulus reactivates them. In some cases, ambient nanocolonies even try to continue to fill their intended purpose long after the conditions necessary to do so have passed.

For example, ambient utility fog might continue to try and build roads where no roads have been needed for years, while an inert ambient nanocolony of gray goo might suddenly reactivate, essentially becoming a nanite minefield.

Gray Goo

Gray goo is the ultimate destructive application of nanotechnology. Any object or person that touches this material is subsumed by it and and converted into additional gray goo nanites. The material can only be safely contained in a magnetic storage field so that no physical object ever touches it. Anyone touching gray goo must attempt a saving throw versus poison. If the save is successful, the character has severed contact before any damage was done. If the save fails, the nanites have gotten into the character's system. In 3d10 hours, the character is irretrievably killed and completely transformed into gray goo. The only way to prevent this is to amputate any portion of the body that has come in contact with even a single gray goo nanite.

Levitation

Levitation nanites generate small anti-gravity fields. On an individual level, these fields produce no discernible result, but a floater nanocolony can surround and lift objects of various weights and sizes, depending on how large the nanocolony is. Some floater

nanocolonies are designed and programmed for individual use, and are powerful enough to lift and move one or two human-sized creatures at altitudes of up to 100'. Larger nanocolonies were often used for freight and construction use, and may capable of lifting up to several tons. In very advanced societies, floater nanites may be used to support vast, floating cities and suborbital platforms.

Panic

Panic nanocolnies were designed to be used against civilian populations during times of war. When the nanocolony comes into contact with its intended targets, individual groups of nanites break off and embed themselves in the victim's brains. They immediately go to work short-circuiting the neural pathways, inducing states of extreme fear and paranoia. These nanites then rejoin the main colony. Within 2d6 days of initial contact, the effects will disappear.

If the panic nanocolony remains in the area, it may continue to assault the same victims. Anyone currently affected by the nanites who comes into contact with them again will experience a more pronounced effect, lashing out in berserk anger at the nearest possible target. This second stage effect will last for 2d6 days, after which time the victim will enter the normal panic state for an additional 2d6 days. After this, he will return to normal. A panic nanocolony can remain in an area indefinitely, reinfecting the same targets again and again until an entire civilization has destroyed itself.

Phantoms

Phantom nanocolonies can receive visual data, modify light waves, and project holographic images. They are typically programmed to either maintain large scale holograms or match the surrounding terrain to create an invisibility effect for whatever objects they may be blocking or enclosing. Some pre-apocalypse cities used these nanocolonies as video displays, often for large group projects, public works of art, or enormous floating billboards.

Shields

The shield nanocolony creates a force shield in a single direction that hovers in place and protects against all incoming attacks. The user of the nanocolony directs the nanites, with simple vocal commands, to either its front, right, left, or rear facing where it stays until redirected. The nanocolony provides a +4 bonus to AC against all attacks coming from the specified direction.

Terraformers

Terraforming nanocolonies come in many varieties, and serve many different purposes. The most basic versions are engineered for agricultural use, and can plow fields, harvest crops, and plant seeds. More powerful transformers are capable of breaking apart rocks or forming them from individual particles. Used on a massive scale, these nanocolonies can sculpt the surfaces of entire planets, creating canyons, valleys, mountain ranges, and other terrain.

Utility Fog

This collection of intelligent nanites looks like a formless, colorless substance. When fed instructions through a computer, it can reorganize its size and physical properties to become more or less any object. As long as the computer can pass along the structural and functional parameters, utility fog can become anything from a clear protective coating, to a wall of steel, to a piece of furniture, and more. All that is required is the software to implement the transformation.

LICENSE

APOCALYPSE TECH REPORT

The Apocalypse Tech Report provides additional
equipment and new forms of technology -
including cybernetics and nanotechnology -
for the many worlds of Mutant Future.

Included in this supplement are sixty technological
artifacts from the pre-apocalypse era -
including tools, weapons, gadgets, and armor –
along with 10 new robots.

The cybernetics section introduces guidelines for creating
cyborg characters and equipping cybernetic implants,
along with a simple method for using the game mechanics
of standard mutations and technological items as the
basis for powerful implant features.

The nanotechnology section contains rules for
nanoviruses, nanoaugmentations, and
independent nanocolonies. These microscopic robots
can provide enormous technological benefits to those
who are knowledgeable enough to use them properly.
If mishandled or used for less benevolent purposes, they
are capable of destroying entire civilizations.