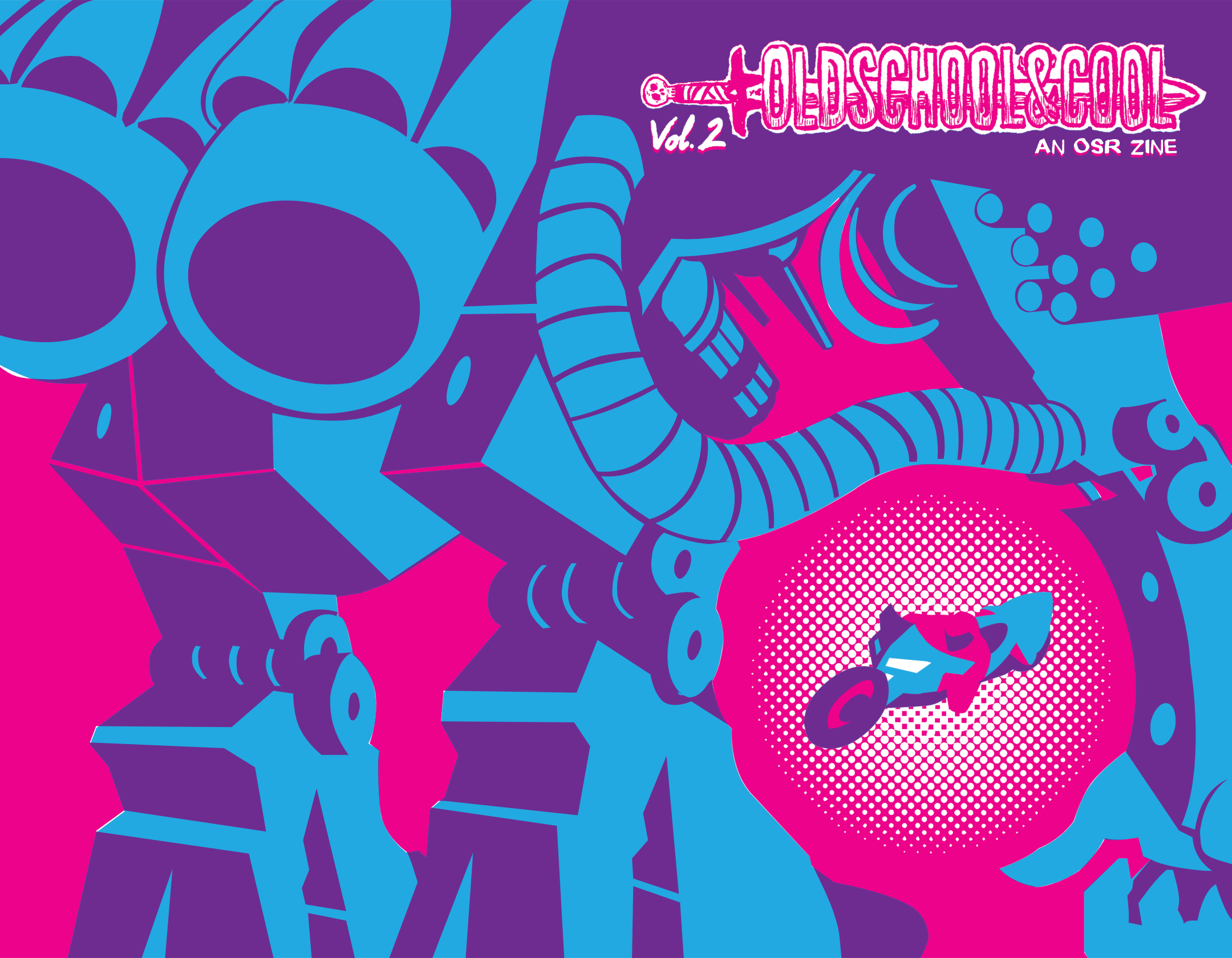# OLD SCHOOL & COOL

Vol. 2

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DESIGNED FOR USE WITH
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WELCOME TO THE APOCALYPSE

We present to you a wretchedly enjoyable future; replete with mutant apes, robots, and wasteland marauders! This sourcebook channels the post-apocalyptic fiction you love; from George Miller to Tank Girl, from Planet of the Apes to Cormac McCarthy, and fuses it into something imminently playable at your table. There are 5 wild new classes, scads of hardy equipment, tables of NPCs ready to combat or befriend the party, chase mechanics, and a one-shot adventure that incorporates all the elements of the book in one terse and action-packed excursion.

Everything in here can be used together to create a hard-core post-apocalyptic OSR setting, or can be taken piecemeal and dropped into your own game. If you have *The Scourge of the Scorn Lords*, use anything from this book to add a Chaos-induced level of techno-madness to the Scorn Lands, or vice versa for a bit of science-fantasy apocalypse somewhere else. This is not a stand-alone game and is intended to be used with *Old School Essentials,* or any other OSR game system. It will work perfectly with the standard classes, equipment, monsters, and spells.

WHAT THE APOCALYPSE?

On one hand, it doesn't really matter how it happened. Most people probably don't know, one way or the other. On the other hand, some would rather know. On the third and fourth hands, well, there are mechanical benefits to knowledge.

Roll 1d6 on the table below to find out how we got here.

Roll	Apocalypse	Game Stuff
1	**Nuclear.** *We blew it up. Damn us all to hell.*	Add 1 to all to the saving throws of all humans.
2	**Rise of the Primates.** *The Forbidden Zone was once a paradise.*	Add 1 to all simians, chimps, apes, etc THAC0/to hit bonus.
3	**Robot Uprising.** *Skynet begins to learn at a geometric rate. It becomes self-aware at 2:14 a.m. Eastern time, August 29th.*	Add 1 to all robots, cyborgs and androids HP.
4	**Resource Scarcity.** *It were full-on winter, and Mr. Dead chasing 'em all.*	Add 1 to all vehicular damage.
5	**Apocalypse from the Future.** *It can also be argued that DNA is nothing more than a program designed to preserve itself.*	Add 1 to all borg-cys THAC0/to hit.
6	**Mutant Uprising.** *They have the power to shut the sky.*	Add 1 to all mutants ability scores.

BORG-CY

Requirements: None
Prime requisite: Con
Hit Dice: 1d8
Maximum level: 14
Armor: All
Weapons: All
Languages: Alignment, Common

Though machines through and through, they are coated in flesh and have every appearance of being human. Do not be fooled. They are far stronger, far more durable, and far more terrible than any human. Borg-Cys are rare in the greater world, which is probably the only reason they don't yet rule it.

Borg-Cy Skills

Borg-Cys are deceptively powerful and each has an individual array of skills and powers that gives rise to legends. This comes with one rather significant weakness: **they cannot heal through rest or magic**, only through self-repair which they gain at 2nd level.

- **Competent.** All 1s the Borg-Cy rolls for attack damage are considered 2s.
- **Powerful.** Once per session, the Borg-Cy may treat an Ascending Armor Class as a Descending Armor class, or vice versa. This lasts for the duration of the combat.

Combat

Borg-Cys fight with anything, preferring heavy armor and big guns.

Upgrades

At 2nd level and every odd level, starting with level 3, the Borg-Cy may choose one of the following abilities. At the next odd level, they may choose any of the previous choices or one at that level. A Borg-Cy may use a number of powers equal to its level per day. All powers may be disabled at will and duration, if not stated, is for 1 minute.

Level 2

Self-Repair. Can take an action to heal 1d8 hit points of damage to itself.

Level 3

Dangerous. For every hit point a Borg-Cy loses, it gains +1 to damage or hit (until repaired).

Disarming. A successful melee hit can disarm an opponent instead of dealing damage.

Precise. Win initiative automatically. Against another with this skill, the character with the highest INT wins.

Level 5

Buzz Saw. Emerges from chest. If the Borg-Cy begins its turn grappled, this does 1d10 damage and ends the grapple. Can be used as a melee weapon for 1d4+2 damage.

Frog Legs. The Borg-Cy can leap CON x 2 feet in the air and STR x2 forward or backward.

Laser Beams. Sweeping beam from the eyes. All beings or objects within a 180 degree arc up to 30 feet distance take 1d6 damage. No save allowed.

Level 7

Drone Buddy. Gain +1d4 to any roll the drone can help with and can scan up to 100 feet away and 50 feet high.

Jet Pack. As per 3rd level *Fly* spell. Duration: a number of minutes equal to the character's experience level.

Lightbender. As per 3rd level *Invisibility 10' Radius* spell. Duration: a number of minutes equal to the character's experience level.

Level 9

Anti-Spell Field. Add +10 to save vs spells, minimum save 1.

Mind Shield. Immune to Psionics from psychics of the same level or below (lead coats the brain).

Nano Cloud. Can be used to completely repair mundane object in 1d4 rounds, construct a basic tool, do 1d4 damage and **save vs poison** or lose 1d4 hit points per round for 10 rounds.

Level 11

Hardlight Blade. Does 1d8 damage, removes limbs with a critical success.

Hardlight Bridge Can connect two points with 60 feet for a number of minutes equal to the Borg-Cy's experience level.

Hardlight Shield. Forms automatically to stop attacks. Reduces all attacks by 8 damage.

Level 13

Antimatter Bomb. Placed at a specific spot within 10' of Borg-Cy. Will explode in 1d6 minutes, doing 1d100x4 damage to all within 30 feet radius. No save allowed.

EMP Flash Bang. Save vs paralysis or knocked prone for 1d4 hours. Successful save: blind, prone, deaf for one round.

Plasma Cannon. Save vs death or die. Successful save takes 13d6 damage.

After Reaching 9th Level

A Borg-Cy can establish a secret academy, attracting 1d4 of their kind of 1st level. The apprentices will serve the character with some reliability; however, should any be arrested or killed, the character will not be able to attract apprentices to replace them.

Level	Title	XP	HD	AC0	D	W	P	B	S
1	Bot	0	1d8	19 [0]	14	14	9	16	15
2	Automaton	2,400	2d8	19 [0]	14	14	9	16	15
3	Bionic	4,800	3d8	19 [0]	14	14	9	16	15
4	Mechanoid	9,000	4d8	17 [+2]	12	12	7	14	13
5	Android	18,000	5d8	17 [+2]	12	12	7	14	13
6	Genos	35,000	6d8	17 [+2]	12	12	7	14	13
7	Cylon	70,000	7d8	14 [+5]	10	10	5	12	11
8	Bishop	125,000	8d8	14 [+5]	10	10	5	12	11
9	Kill-bot	200,000	9d8	14 [+5]	10	10	5	12	11
10	Replicant	400,000	9d8+2*	12 [+7]	8	8	3	10	9
11	Terminator	600,000	9d8+4*	12 [+7]	8	8	3	10	9
12	Borg-Cy Boss	800,000	9d8+6*	12 [+7]	8	8	3	10	9
13	Borg-Cy Champ	1,000,000	9d8+8*	10 [+9]	8	8	2	10	9
14	Borg-Cy 2.0	1,200,000	9d8+10*	10 [+9]	6	7	1	8	6

HUMAN 2.0H

Requirements: None
Prime requisite: WIS
Hit Dice: 1d4
Maximum level: 14
Armor: Any
Weapons: Daggers, pistols, shotguns, staves
Languages: Alignment, Common

There are many different kinds of humans and most of them dislike each other as much as they fear the other denizens of the future. Roll on the Profession List to determine their background.

Human 2.0h Profession List

1. **Athlete.** Add 1 to any physical attribute
2. **Bounty Hunter.** Plus 1 to Wisdom checks
3. **Bodyguard.** Add 1 to AC when protecting another
4. **Drifter.** Add 1 to Charisma
5. **Feral.** Add 1 to Dexterity
6. **Gambler.** Once per day, roll a die. If odd, lose that x10 gold. If even, gain that X10 gold
7. **Gladiator.** Add 1 to Strength
8. **Gyro Captain.** +1 to all flying checks
9. **Hunter.** Add 1 to Constitution
10. **Juicer.** +1 to CON, STR, DEX, -1 WIS, INT, CHA
11. **Mechanic.** Restore 1 hull point (1d8 hit points) to Vehicles once per day
12. **Medic.** Add 1d4+level to all healing processes
13. **Nomad.** Add 1 to Wisdom
14. **Preacher.** Subtract 1 from Intelligence
15. **Rev-head.** When on vehicle, add 1 to hit and ignore all movement penalties
16. **Rocker.** Can conjure a bottle of spirits once per day
17. **Road Warrior.** Escape wrecked vehicles on 5-in-6 chances
18. **Scavenger.** Start with 1d4 extra items on equipment table
19. **Soldier.** Start with 1d4 extra weapons
20. **Wastelander.** Can **intimidate** exactly as a Mutant can

Asimov

Humans have vestigial control over robots and borg-cys. They have a 5 percent chance per level to enforce one of the three laws upon anything with a mechanical brain.

1. A robot may not injure a human being.
2. A robot must obey the orders given it by human beings except where such orders would conflict with the First Law.
3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Law

From the Hip

Humans are no match for the great minds of the machines but they are their best when they go off book. A human can choose any of the following actions once per day, for free. Upon a successful Wisdom check, they can gain an additional action that day, for a total of two per day.

- **Quick.** Automatically win one initiative.
- **Surprise.** Reveal something cool like a hidden gun, a jug of water, or a needed key.
- **Enrage.** Either through personal affronts or sheer obstinate illogic, humans can befuddle others long enough to escape manacles, draw a weapon, duck out of sight, get up from prone, etc.
- **Skills.** Succeed at any skill check they wouldn't be expected to be good at.
- **Disregard.** Ignore the results of anything that does less than 4 damage.

Superiority

Humans are the best. Just ask them and they'll tell you. They rely heavily on genetic coding to maintain their elite edge but this confidence can make them self-destructive.

Humans using technology from the 20th century or later make all attack rolls with advantage. But fumbles on any weapons cause them 1d4 hit points of damage in addition to other consequences.

After Reaching 9th Level

Humans establish towns, fortresses, and enclaves. To begin with, they attract 6d6 humans of 1st level. At each level after that, they attract twice as many

Level	Title	XP	HD	AC0	D	W	P	B	S
1	Morlock	0	1d4	19 [0]	15	16	15	18	17
2	Snowpiercer	1,800	2d4	19 [0]	15	16	15	18	17
3	Eloi	3,600	3d4	19 [0]	15	16	15	18	17
4	Ishiguron	7,000	4d4	19 [0]	15	16	15	18	17
5	Carnelian	15,000	5d4	17 [+2]	13	13	12	15	14
6	Evolved Human	30,000	6d4	17 [+2]	13	13	12	15	14
7	Human+	50,000	7d4	17 [+2]	13	13	12	15	14
8	Metahuman	90,000	8d4	17 [+2]	13	13	12	15	14
9	Downunderer	150,000	9d4	14 [+5]	11	11	9	12	11
10	Shevek	300,000	9d4+2*	14 [+5]	11	11	9	12	11
11	Adastran	500,000	9d4+4*	14 [+5]	11	11	9	12	11
12	Gurgeh	700,000	9d4+6*	14 [+5]	11	11	9	12	11
13	Gattacan	900,000	9d4+8*	12 [+7]	9	9	7	10	8
14	Zothique	1,000,000	9d4+10*	12 [+7]	9	9	7	10	8

MOTORHEAD

Requirements: None
Prime requisite: CON
Hit Dice: 1d4
Maximum level: 14
Armor: Leathers or light body armor, no shields
Weapons: Any
Languages: Alignment, Common, Motorhead Slang

A lifetime of working with vehicles has given the motorhead a natural affinity for all things mechanical. They are exceptional drivers and pilots, as well as mechanics and electrical engineers. Given the right tools and a little bit of time, they can fix, modify, or break down any vehicle.

Combat

Because they must be comfortable both behind the wheel and under the axle of a vehicle, motorheads will never wear heavy armor or use shields.

Car Surfer

Motorheads are completely deft within vehicles, even at extremely high speeds. Therefore they never suffer any negative modifiers to attack rolls made from a moving vehicle.

Master Driver

Upon reaching 5th level, the motorhead may reroll the first result of any **vehicle rollover** check. However, they must take the result of the second roll no matter what.

Motorhead Slang

A special pidgin consisting of slang and derivative terms that motorheads use to communicate with one-another, regardless of where they are from. It is impossible for a non-motorhead to comprehend motorhead slang.

Motorhead Skills

Getaway Driver. All motorheads are great drivers. This ability allows them to modify rolls when performing Evasion/Chase checks (no check can be more than 95% or less than 5%). The motorhead adds their modifier to the check when driving the getaway vehicle and subtracts their modifier from the check when driving the pursuit vehicle. Consult the Motorhead Skill Progression table for the exact amount.

Hotwire. Motorheads can hotwire just about any vehicle. The chance to do so is defined on the Motorhead Skill Progression table. If the roll is a failure, the motorhead may try again the next round.

Open Locks. With access to a tool kit, they can try to pick any lock. This can only be tried once per lock. If the motorhead fails to pick a lock, they must wait until gaining a new level to try again on the same lock.

Repair/Chop Vehicle. If the motorhead has access to a tool kit, they can repair almost any vehicle. Most repairs will take 3d6 turns, though the referee may deem a shorter amount of time for simple repairs or longer for more advanced repairs. If the motorhead has access to a plasma torch, they can also use this skill to chop or break down a vehicle.

Vehicle Maneuver. As they rise in levels, motorheads get better at pulling off difficult vehicle maneuvers. Use the number listed on the Motorhead Skill Progression table instead of the base number for performing vehicle maneuvers.

After Reaching 10th Level.

A motorhead can set up a garage, attracting 2d6 apprentices of 1st level. These motorheads will serve the character loyally and may be relied upon to repair or chop 1 vehicle per apprentice per week.

Level	Title	XP	HD	AC0	D	W	P	B	S
1	Mechanic	0	1d4	19 [0]	13	14	13	16	15
2	Grease Monkey	1,200	2d4	19 [0]	13	14	13	16	15
3	Driver	2,400	3d4	19 [0]	13	14	13	16	15
4	Racer	4,800	4d4	19 [0]	13	14	13	16	15
5	Hoon	9,600	5d4	17 [+2]	12	13	11	14	13
6	Hot Dogger	20,000	6d4	17 [+2]	12	13	11	14	13
7	Speed Demon	40,000	7d4	17 [+2]	12	13	11	14	13
8	Gearhead	80,000	8d4	17 [+2]	12	13	11	14	13
9	Revhead	160,000	9d4	14 [+5]	10	11	9	12	10
10	Motorhead	280,000	9d4+2*	14 [+5]	10	11	9	12	10
11	Chief Motorhead	400,000	9d4+4*	14 [+5]	10	11	9	12	10
12	Senior Motorhead	520,000	9d4+6*	14 [+5]	10	11	9	12	10
13	Motor Master	640,000	9d4+8*	12 [+7]	8	9	7	10	8
14	Lemmy	760,000	9d4+10*	12 [+7]	8	9	7	10	8

Motorhead Skill Progression

Level	Evasion/ Chase	Hotwire	Open Locks	Repair/Chop Vehicle	Vehicle Maneuver
1	5	20	15	15	1–2
2	10	25	20	20	1–2
3	15	30	25	25	1–3
4	20	35	30	30	1–3
5	25	40	35	35	1–3
6	30	45	45	45	1–3
7	35	55	55	55	1–4
8	40	65	65	65	1–4
9	45	75	75	75	1–4
10	50	85	85	85	1–4
11	55	95	95	95	1–5
12	60	96	96	96	1–5
13	65	98	97	97	1–5
14	70	99	99	99	1–5

MUTANT

Requirements: None
Prime requisite: CHA
Hit Dice: 1d6
Maximum level: 14
Armor: Any
Weapons: Any
Languages: Alignment, Common, Wasteland Creole

Mutants excel at being independent and self-sufficient, but they hold friends close and do not take them for granted. Unlike Simians, Mutants do not automatically have solidarity with other Mutants. Roll on the Mutation List 4 times to see what kind of Mutant they are.

Character Creation Mutation

Mutants have been a little different their entire lives. At character creation, the player can choose **one** of the following.

- After rolling ability score, reroll their lowest score using d8's instead of d6's
- After rolling ability scores, they can take the lowest modifier and make it a positive modifier.
- If you have *The Scourge of the Scorn Lords,* alternately the Mutant may roll 1d4 and choose that many psionics. They gain PSPs as if they were wild talents.

Adaptive

Mutants can once per session turn a rolled 1 into the highest number on the dice.

Intimidating

Mutants relish how scary they appear. They can frighten their opponents with sheer bravado by rolling under their Charisma. (Victims get to **save vs paralyzation** to maintain their bravery.) Bravado is hard to fake, however. The Mutant gets +1 for each successive success prior or -1 for each successive failure. (If they succeeded on their last 3 checks, they get +3; if they failed on their last two checks, they get -2).

Mutation List

These mutations can be used purely for cosmetics but they suggest mechanical effects that you and the referee can work out.

Roll	Result
1	1d6 extra eyes
2	1d4 extra arms/hands
3	1d4 extra legs/feet
4	1d3 extra heads
5	1d6 extra mouths
6	Skin color is 1) green 2) red 3) blue 4) orange 5) incandescent 6) ultraviolet
7	Skin texture is 1) rough 2) smooth 3) fuzzy 4) silky 5) scaly 6) slimy
8	Prehensile tail
9	Prehensile feet
10	Part insect
11	Part plant
12	Part turtle
13	Part rat
14	Part mushroom
15	Part fish
16	Part clown
17	Part kangaroo
18	Part bat
19	Part wolverine
20	Part sugar glider

After Reaching 9th Level

A mutant upon reaching 9th level starts a special school where they take 2d4 mutants of the first level under their wing. Low-level mutants enrolled in this school level up twice as fast but if more than half die, the school is disbanded and the mutants break up and wander as lone pariahs once more.

Level	Title	XP	HD	AC0	D	W	P	B	S
1	Ugly	0	1d6	19 [0]	13	14	13	16	15
2	Mutt	1,200	2d6	19 [0]	13	14	13	16	15
3	Freak	2,400	3d6	19 [0]	13	14	13	16	15
4	Deviant	4,800	4d6	19 [0]	11	12	11	14	13
5	Thal	9,000	5d6	17 [+2]	11	12	11	14	13
6	Mule	18,000	6d6	17 [+2]	11	12	11	14	13
7	Esper	35,000	7d6	17 [+2]	10	11	9	12	11
8	Toxie	70,000	8d6	17 [+2]	10	11	9	12	11
9	Psyker	125,000	9d6	14 [+5]	10	11	9	12	11
10	Beastial	200,000	9d6+2*	14 [+5]	8	9	7	10	9
11	Atomic	400,000	9d6+4*	14 [+5]	8	9	7	10	9
12	Wall Hopper	500,000	9d6+6*	14 [+5]	8	9	7	10	9
13	Doomsday Dog	600,000	9d6+8*	12 [+7]	8	9	7	10	9
14	Super Mutant	700,000	9d6+10*	12 [+7]	6	7	5	8	6

SIMIAN

Requirements: Minimum DEX 9
Prime requisite: STR
Hit Dice: 1d8
Maximum level: 12
Armor: Leather or light body armor only, never use shields
Weapons: Any
Languages: Alignment, Common, Simian

Through humanity's own hubris, they created the mutant apes–an evolutionary leap that combined the strength and agility of apes with the knowledge of humans. Resentful of the captivity and experimentation that their ancestors were exposed to, most simians are wary, if not outright hostile, to humans.

Combat

Simians are capable of using any weapon. They will almost never wear heavy armor since they must have freedom of movement to use their natural abilities.

Natural Abilities

Simians can use the following skills, with the chance of success shown on the Simain Abilities Progression Table.

Climb sheer surfaces. A roll is required for each 100' to be climbed. If the roll fails, the simian falls at the halfway point, suffering falling damage.

Hear noise. In a quiet environment, a simian may attempt to listen at a door or to hear the sounds of something approaching.

Hide. A simian can hide in any natural surroundings as well as a thief of the same level can hide in shadows.

Move silently. A simian can move silently as per a thief of the same level.

Surprise: Simians have a 3-in-6 chance to surprise others, they are surprised only on a 1.

Back Protection. When attacked from behind, the simian has a 5% chance per level of detecting the attacker. If detected, the attack is treated as a normal attack with no bonuses (to attack or damage) for attacking from behind.

Jumping. A simian can perform a standing leap up to 10' forward, 3' backward, or 3' upward. With a running start these distances increase to 15+1d6' forward or 4+1d2' upward.

Healing. A simian heals at twice the normal rate. This ability does not affect magical healing of any kind.

After Reaching 9th Level

A simian may claim up to 20 square miles of terrain as their own and establish their own tribe, attracting 2d6 level 1-2 simian followers. If any other simians already claim a tribe within that area, the leaders must do battle with each other, with the followers of the losing side joining the victor.

Level	Title	XP	HD	THAC0	D	W	P	B	S
1	Primate	0	1d8	19 [0]	8	9	10	13	12
2	Nit Picker	2,200	2d8	19 [0]	8	9	10	13	12
3	Groomer	4,400	3d8	19 [0]	8	9	10	13	12
4	Chimpanzee	8,800	4d8	17 [+2]	6	7	8	10	10
5	Gorilla	17,000	5d8	17 [+2]	6	7	8	10	10
6	Orangutan	35,000	6d8	17 [+2]	6	7	8	10	10
7	Simian	70,000	7d8	14 [+5]	4	5	6	7	8
8	Simian 10th	140,000	8d8	14 [+5]	4	5	6	7	8
9	Simain 11th	270,000	9d8	14 [+5]	4	5	6	7	8
10	Caesar	400,000	9d8+3*	12 [+7]	2	3	4	4	6
11	Silverback	530,000	9d8+6*	12 [+7]	2	3	4	4	6
12	Kong	660,000	9d8+9*	12 [+7]	2	3	4	4	6

Simian Abilities Progression

Level	Climb	Hear Noise	Hide	Move Silently	Back Protection
1	85	1–2	10	20	5
2	86	1–2	15	25	10
3	87	1–3	20	30	15
4	88	1–3	25	35	20
5	89	1–3	30	40	25
6	90	1–3	36	45	30
7	91	1–4	45	55	35
8	92	1–4	55	65	40
9	93	1–4	65	75	45
10	94	1–4	75	85	50
11	95	1–5	85	95	55
12	96	1–5	90	96	60

WEAPONS & EQUIPMENT

Armor

Armor	Cost (gp)	Weight	AC
Leathers	20	200	7 [12]
Light Body Armor	40	400	5 [14]
Heavy Body Armor	60	500	3 [16]
Environmental Body Armor	1,250	600	3 [16]
Robot Armor	10,000	2,000	1 [18]
Shield	10	100	-1 [+1]
Field Generator	1,000	20	-3 [+3]

Leathers. Standard biker leathers, offer moderate protection with no loss of movement.

Light Body Armor. Typically carbon fiber composite, move at -5'.

Heavy Body Armor. Carbon fiber composite mixed with plates of metal alloys, move at -10'.

Environmental Body Armor. Heavy armor with filtration and oxygen supply. Allows the wearer to enter even the harshest environment and makes them immune to effects of gas and gas grenades. -10' to movement.

Robot Armor. Ultra heavy armor made completely of metal alloys. Allows the wearer to enter even the harshest environment, makes them immune to effects of gas and gas grenades, and allows the user to add items from the vehicle/robot equipment table to the armor. -15' to movement.

Shield. Typical shield, one size fits all.

Shield Generator. Generates a magnetic force-field, may be used alone or in conjunction with any other armor, including shields.

Melee Weapons

Weapon	Cost (gp)	Weight	Damage
Baseball Bat	3	50	1d4+1
Brass Knuckles	5	5	1d3
Chainsaw	40	110	1d12
Monfilament Whip	125	5	3d4
Sonic Mace	140	30	2d6+2
Stun Baton	110	20	1d4+special
Vibro Blade	120	60	2d6

Baseball Bat. The good old standby.

Brass Knuckles. Can be used on both hands for 2 attacks per round.

Chainsaw. Needs to be filled up with gas once a week.

Monofilament Whip. Super dangerous. Has a melee range of 15 feet. Can deal 1d2 hull points of damage against vehicles.

Sonic Mace. Sound waves add to damage. **Save vs paralysis** for ½ damage.

Stun Baton. Save vs paralysis or stunned for 1d4 rounds.

Vibro Blade. Super fast movement makes it dangerous. Can deal 1d2 hull points of damage against vehicles.

Ranged Weapons

Weapon	Cost (gp)	Weight	Damage	Range	RoF	Capacity	Ammo
Ballistic Pistol	50	10	1d6	100/200/300	1	12	Ballistic
Ballistic Rifle	150	50	1d8	100/300/900	1	12	Ballistic
Ballistic Shotgun	200	40	2d6 or 4d6	100/250/500	1	12	Ballistic
Disintegration Ray	10,000	250	3d6 + special	100/300/900	1	5	E-Clip
Flame Thrower	400	300	Special	25/50/75	1	20	Gasoline
Grenade Launcher	600	40	Special	60/120/180	1	4	Grenade
Grenade, Explosive	80	5	6d6	30/60/90	1	-	-
Grenade, Gas	80	5	Special	30/60/90	1	-	-
Grenade, Smoke	60	5	Special	30/60/90	1	-	-
Grenade, Stun	80	5	Special	30/60/90	1	-	Ballistic
Laser Pistol	100	10	1d8	100/200/300	1	20	E-Clip
Laser Rifle	200	50	1d10	100/300/900	1	20	E-Clip
Machine Gun	1,000	100	1d6 or 6d6	100/300/900	1 or 6	100	Belt
Needle Gun	80	20	1d3	50/100/150	3	100	Needles
Rail Gun	400	70	2d6	100/300/900	2	20	Ballistic
Rocket Launcher	2,500	200	6d6	100/300/900	1/2	1	Rocket
Sonic Cannon	250	130	Special	40/60/80	1	10	E-Clip
Stun Gun	450	20	Special	100/200/300	1	10	E-Clip

Ballistic Pistol. Shoots regular old ballistic bullets.

Ballistic Rifle. Good range, good price.

Ballistic Shotgun. Can fire one or two barrels at a time.

Disintegration Ray. Super deadly. **Save vs death** or become dust!

Flame Thrower. Save vs breath weapon or lit on fire for 1d4 rounds: 1d6 damage per round. Inflicts 1d4 hull points of damage total.

Grenade Launcher. Shoots grenades a long ways. Choose ammo from the grenades list.

Grenade, Explosive. Blast radius of 15'. **Save vs breath weapon** for half damage. Inflicts 1d6 hull points of damage.

Grenade, Gas. Everyone in 15' radius takes 1d6 damage per round for 1d4 rounds. **Save vs poison** for half damage.

Grenade, Smoke. Visibility in 15' radius is completely obscured.

Grenade, Stun. Everyone in 15' radius **save vs paralysis** or stunned for 1d4 rounds.

Laser Pistol. Everyone's favorite. Makes zap-zap noise when it fires.

Laser Rifle. Better range, better damage, same zap-zap noise.

Machine Gun. Fires rapid bursts that can either be fired at a single target (one attack roll, 6d6 damage) or at up to 6 different targets (6 attack rolls, 1d6 damage each). Inflicts 1d6 hull points of damage when the full burst is fired at a single target.

Needle Gun. Needles don't do much damage, but it fires three shots per round and it's super quiet.

Rail Gun. Powerful ballistic rounds with a long range. Fires two shots per round.

Rocket Launcher. Rockets are the best! Everyone within 15' of impact takes 6d6 damage. **Save vs breath weapon** for half. Inflicts 1d6 hull points of damage.

Sonic Cannon. Non-lethal combat. **Save vs breath weapon** or knocked down. Armor Class bonuses from riding inside a vehicle do not apply. Vehicle operators hit by the sonic cannon must make an immediate **vehicle rollover** check at -2.

Stun Gun. Non-lethal combat. **Save vs paralysis** or stunned for 1d4 rounds.

Standard Equipment

Item	Cost (gp)	Weight	Notes
Ammo, Ballistic Clip	10	1	Fits all standard ballistic weapons.
Ammo, Belt	50	50	Only for machine guns and rail guns.
Ammo, E-Clip	20	1	Like a battery, fits lasers, disintegration rays, and sonic weapons.
Ammo, Needle Clip	20	1	Only works for needle guns.
Ammo, Rocket	100	50	A literal rocket
Binoculars	60	10	Provides 10x magnification.
Bio Scanner	100	10	Scan for presence and number of life forms, range 30'.
Compass	20	5	Find your direction anywhere.
Flashlight	5	10	Illuminates a 60' path in the shape of a cone ahead of the wielder.
Gas Mask	60	20	Makes the wearer immune to effects of gas and gas grenades.
Laptop Computer	400	40	Get on the internet.
Lighter	1	1	Much easier to use than a flint and steel.
Plasma Torch	250	40	Used by motorheads to chop and customize vehicles. Inflicts 1d2 hull points of damage per round.
Poncho	2	4	Keep yourself warm and dry–and look good doing it!
Portable Stove	20	20	Great for cooking, uses gas or e-clips.
Protective Goggles	6	5	+2 to saves that affect sight/vision.
Radiation Sensor	40	10	Detects the presence of radiation up to 30'.
Radio	40	10	Communicate two ways, up to 60 miles.
Sleeping Bag	6	20	Lightweight and warm.
Tool Kit	25	100	Used by motorheads to perform repairs on vehicles.
Trench Coat	10	20	Look mysterious, cover your armor or weapons.
Water Filter	20	10	Make any water potable: 1 liter per round.
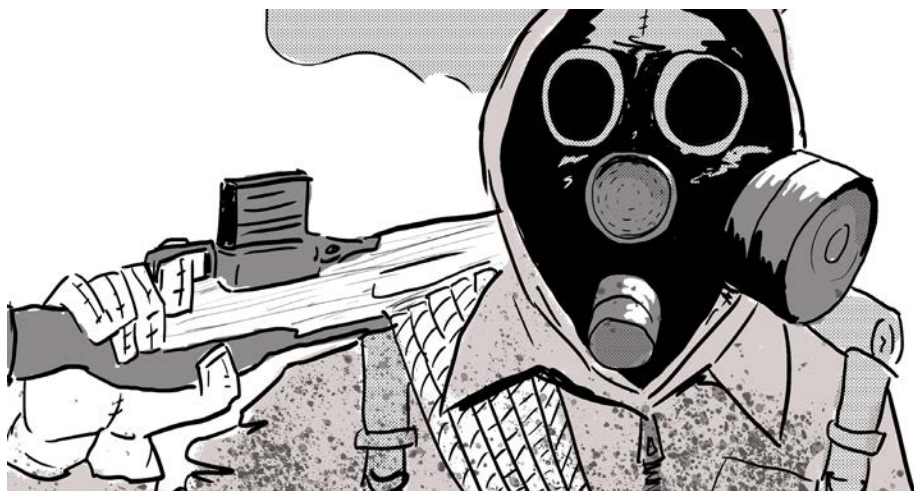
Vehicle/Robot Equipment

Item	Cost (gp)	Weight	Notes
Amplified Listening System	100	0	Extends the range of hearing to a quarter mile.
Booster Jets	250	100	Can be used to add 20% to vehicle maximum speed.
Chaff Defense System	120	100	Deployed to counter rockets, +4 to saves vs. rocket attacks.
Drone Conversion	1,500	20	Make vehicles (or armor) fully autonomous.
Lift Kit	350	30	Off-road vehicle rollover checks at +1.
Loudspeaker	40	0	Amplified voice can be heard up to a quarter mile away.
Motion Detector	120	0	Detect any movement in 30' radius, automatically pass surprise checks within range.
Power Conversion	1,000	500	Change vehicle to solar, electric, or some other kind of power source.
Pressurized Cabin	400	500	Complete filtration and oxygen supply. Allows passengers to enter even the harshest environment and makes them immune to effects of gas and gas grenades.
Radar Detection System	200	10	Detect flying objects above 10' in length or width at a range of 10 miles.
Radio Communication System	80	0	Communicate two ways, up to 60 miles.
Range Targeting Computer	100	0	+4 to hit with any vehicle weapons systems.
Restraining Chip/Kill Switch	300	10	Shuts down vehicle/robot. Can only be overridden with a special code.
Secret Compartment	20	0	Price is per cubic foot.
Spotlight	20	10	Illuminates a 120' path in the shape of a cone ahead of the vehicle.
Stealth Cloak System	800	60	Become virtually invisible: hide on 5-in-6, 2-in-6 when moving.
Target Synchronizer	600	0	Allows all vehicle weapons systems to fire simultaneously at a single target with one attack roll.
Telescoping Vision Magnification	140	0	Provides 10x magnification.
Tool/Weapon Mount	60	40	Allows tools or weapons to be attached to the vehicle or robot.
Tow Kit	40	100	Tow up to twice the vehicle's own weight.
Turbocharger	200	1,000	Increase the maximum speed of the vehicle by 20%.
Turret	200	200	Affix vehicle weapon, allows it to rotate 360 degrees and provides partial cover for the gunner.
Voice Modulator	100	0	Make your car talk to you.
Winch and Grapple	30	10	Typically attaches to the front of the vehicle, can pull up to twice the vehicle's weight.

WASTELAND VEHICLES

Cost

The base amount to purchase an unmodded version of the vehicle.

Weight

The weight in pounds of the base model of the vehicle. Modifications, such as armor or weapons, will increase the weight.

Armor Class

Vehicles have this AC, unless modified with armored plating. All passengers (except those in motorcycles, hoverbikes, or jet packs) have their AC increased by 2, in addition to any other modifiers from vehicle armor modifications.

Hull Points

The measure of a vehicle's integrity (like hit points for vehicles). Normal weapons cannot reduce hull points, but those listed under vehicle weapons can. Spells, fire and magic weapons deal $\frac{1}{4}$ damage to hull points. If you choose not to use hull points, hit point values are provided in parenthesis. Any time that a vehicle loses half or more of its hull points from a single attack, the operator must make a **vehicle rollover** check.

Max Speed

The vehicle's maximum possible speed. Any round in which a vehicle is taken above 75% of its maximum speed, the operator must make a **vehicle rollover** check (checks are at -2 off-road). Unless otherwise specified, a vehicle will normally be assumed to be moving at a "cruising speed" of 50% its maximum speed.

Range

How far the vehicle can travel on one tank of gas.

Max Load

The total weight a vehicle can accommodate (including crew, armor and weapons). Any round in which the max load is exceeded, the operator must make a **vehicle rollover** check.

Passengers

The maximum number of human-sized passengers the vehicle can safely accommodate. Any round in which more than that number is aboard, the operator must make a **vehicle rollover** check.

Fill

The cost in gold pieces to fill a tank completely.

Wasteland Vehicles

Vehicle	Cost (gp)	Weight (pounds)	Armor Class	Hull Points	Max Speed (mph/ yards per round)	Range (miles)	Max Load (pounds)	Passengers	Fill (gp)
Hover Bike	700	500	7 [12]	7 (35hp)	150/450	1000	500	2	5
Hover Car	1,500	2,000	8 [11]	10 (50hp)	120/360	1000	1,000	4	10
Humvee	1,000	5,000	6 [13]	18 (90 hp)	70/210	250	2,000	4	20
Jeep	700	5,000	7 [12]	15 (75 hp)	100/300	300	1,500	4	20
Jet Pack	400	50	6 [13]	2 (10hp)	50/150	200	250	1	2
Motorcycle, Cruiser	200	900	8 [11]	8 (40hp)	115/345	120	500	2	5
Motorcycle, Dirt Bike	100	215	7 [12]	3 (15 hp)	70/210	50	250	1	2
Motorcycle, Sport/ Performance Bike	3,500	400	7 [12]	5 (25 hp)	175/525	50	400	1	3
Muscle Car	500	3,500	8 [11]	10 (50hp)	100/300	300	1,000	4	10
Pickup Truck	800	6,000	7 [12]	12 (60 hp)	80/240	300	7,500	3	15
Semi Truck	2,000	17,500	5 [14]	30 (150 hp)	75/225	2000	12,000	6	40
Spider Mech	5,000	16,000	4 [15]	35 (175 hp)	30/90	1000	8,000	1	30

These are some typical vehicles, but the list is definitely not complete. Feel free to stat out your own vehicles, or modify the ones listed.

Hover Bike. A standard one-seater; with hover capability can drive across both land and water.

Hover Car. Not much to look at but with hover capability can drive across both land and water.

Humvee. Heavy-duty off-road vehicle, good towing capacity. Off-road rollover penalty is -1 instead of -2.

Jeep. Typical off-road vehicle. Off-road rollover penalty is -1 instead of -2.

Jet Pack. Grants solo flight with maximum altitude of 1,000 feet.

Motorcycle, Cruiser. Big and loud, built for highways.

Motorcycle, Dirt Bike. Small, lightweight, and built for off-road. Off-road rollover penalties do not apply.

Motorcycle, Sport/Performance Bike. Sleek and fast, only really good on roads. Off-road rollover penalty is -4.

Muscle Car. Performance and style, everyone's favorite whip.

Pickup Truck. Decent speed, good towing capacity.

Semi Truck. Your standard 18-wheeler; can tow just about anything.

Spider Mech. Mech that walks on 8-legs; great for even the steepest terrain; typically outfitted with a lot of weapons.

Vehicle Armor

All vehicles can be outfitted with metal plating to make them both more resistant to damage and more protective of their passengers. Any vehicle can only be armored once.

Item	Cost (gp)	Weight (pounds)	Vehicle AC	Passenger AC
Car/Truck/Jeep Plating	2,000	200	+2	+1
Humvee/Semi Plating	4,000	1,000	+3	+2
Mech Plating	3,500	3,000	+2	+2
Motorcycle/Hoverbike Plating	1,000	50	+1	-

Vehicle Weapons

In addition to the list below, all vehicle weapons listed in *The Scourge of the Scorn Lords* may be used at the same cost. All weapons must be affixed to the vehicle using a tool/weapon mount or a turret (see vehicle/robot equipment).

Weapon	Cost (gp)	Weight	Damage hull points (hit points)	Range	RoF	Capacity	Ammo
Chain Gun	800	2000	1d4 (4d6)	100/300/900	2	20	Belt
EMP	1000	100	Special	30	1	2	E-Clip
Flame Thrower	400	500	1d4 (Special)	25/50/75	1	20	Gasoline
Laser Cannon	1,500	1200	1d3 (2d10)	100/300/900	1	20	E-Clip
Machine Gun	1,000	800	1d6 (1d6/6d6)	100/300/900	1 or 6	100	Belt
Ram	120	1000	Special	-	-	-	-
Rocket Launcher	2,500	500	1d6 (6d6)	100/300/900	1/2	1	Rocket
Sonic Cannon	250	200	None (Special)	40/60/80	1	10	E-Clip

Chain Gun. Chain driven machine gun hooked up to vehicle's power supply; fires without recoil and can fire 2 bursts per round.

EMP. Electromagnetic pulse cannon. Target vehicle must save at 12+ or become temporarily disabled for 1d6 turns. Borg-cys **save vs paralysis** or suffer the same effect.

Flame Thrower. Save vs breath weapon or lit on fire for 1d4 rounds: 1d6 damage per round. Inflicts 1d4 hull points of damage total.

Laser Cannon. Like a laser rifle, only much, much bigger.

Machine Gun. Fires rapid bursts that can either be fired at a single target (one attack roll, 6d6 damage) or at up to 6 different targets (6 attack rolls, 1d6 damage each). Inflicts 1d6 hull points of damage when the full burst is fired at a single target.

Ram. Allows vehicle to perform a ram maneuver without taking any damage to itself.

Rocket Launcher. Everyone within 15' of impact takes 6d6 damage. **Save vs breath weapon** for half. Inflicts 1d6 hull points of damage. Vehicle mounted rocket launchers must be reloaded by hand when the vehicle is stopped, and so are only usable once per combat.

Sonic Cannon. Non-lethal combat. **Save vs breath weapon** or knocked down. Armor Class bonuses from riding inside a vehicle do not apply. Vehicle operators hit by the sonic cannon must make an immediate **vehicle rollover** check at -2.

VEHICLE EVASION & CHASES

Evasion

- **Time:** Is measured in turns.
- **Distance:** Is measured in miles.
- **Initial distance:** 1d12 miles.
- **Driving Maneuvers:** Are not relevant to evasion.
- **Attacking:** Is not relevant to evasion.

The following procedure is followed each turn until the pursuit is over:

1. The fleeing side moves in a random direction, determined by the referee.

2. The chance of evasion is determined by **the difference between the speeds of the two sides**, use the speed of the slowest vehicle on the fleeing side against the fastest vehicle on the pursuing side (consult the table below). If the roll succeeds, the fleeing side has successfully evaded the pursuing side for the duration of the turn. If the roll fails, a **chase** is initiated (see below).

3. Upon a successful evasion each side must decide whether they wish to continue the pursuit (the referee should roll for NPC pursuers, with a 3-in-6 chance of continuing, declining by 1-in-6 each turn):

   a. If the fleeing side decides to stop and the pursuers do not, it is caught at the beginning of the next turn: a **chase** is initiated (see below).

   b. If the pursuing side decides to stop and the fleeing side does not, the fleeing side has made a successful getaway and can no longer be pursued.

   c. If both sides choose to continue, return to step 1 at the beginning of the next turn.

4. ...unless the fleeing side has succeeded in evading the pursuers 3 times in a row; in which case they have made a successful getaway and can no longer be pursued.

Fleeing Side's Speed	Chance of Evasion
Faster than pursuer	70%
0–20 mph slower than pursuer	50%
21–40 mph slower than pursuer	40%
41–60 mph slower than pursuer	30%
61–80 mph slower than pursuer	20%
81+ mph slower than pursuer	10%

Getting Lost

If the fleeing side makes a successful getaway (see 3b above), there is a 1-in-6 chance per turn of the evasion that they have become lost (i.e., after 4 turns of evasion the chance of becoming lost is 4-in-6). The referee should roll 1d10 per turn of evasion to determine how many miles they have gotten off course and 1d4 for the direction: 1) North, 2) West, 3) South, 4) East.

Chases

A chase is triggered any time one or more vehicle pursues another and the distance between them exceeds 100 yards. Chases are also triggered at the end of some evasions and through the use of certain driving maneuvers. Unless otherwise noted, vehicles always begin chases at their cruising speed (50% max speed).

- **Time:** Is measured in rounds.
- **Distance:** Is measured in yards.
- **Initial distance:** 2d4 × 100 yards.
- **Closing in:** The distance between the two sides decreases by the difference between their two speeds (in yards) each round.
- **Getting away:** If the distance between the vehicles ever exceeds 1,000 yards, switch to an **evasion** (see above).
- **Driving Maneuvers:** may be used as normal during a chase.
- **Attacking:** Each side may use ranged or spell attacks while engaged in a chase.

VEHICLE COMBAT

Vehicle Combat Sequence Per Round

1. Declare spells, driving maneuvers, and cover
2. Initiative: Each side rolls 1d6
3. Winning side acts:
   3.1. Morale
   3.2. Cover
   3.3. Movement/boarding
   3.4. Driving maneuvers
   3.5. Vehicle rollover checks (if required)
   3.6. Ranged attacks
   3.7. Spell casting
   3.8. Melee attacks
4. Other side acts: In initiative order.

Boarding a Moving Vehicle

- Successful Dex check
- -1 per 50 mph

Firing From a Moving Vehicle

- -2 to hit at all ranges when vehicle is at less than 75% of max speed
- -4 to hit at all ranges when vehicle is at 75% or more of max speed

Melee Attacks From a Moving Vehicle

- -1 to hit and +1d of damage per 50mph differential

Spellcasting From a Moving Vehicle

- Spells may be cast as normal from vehicles moving at less than 75% of max speed
- Spells may not be cast from vehicles moving at 75% or more of max speed

Cover

- Riding inside the vehicle offers partial cover: +2 to AC
- Ducking or hiding in a vehicle increases cover (+4 to AC) but makes it impossible to attack
- Motorcycles and Jetpacks offer no cover

Shooting the Wheels Out

Opponents can target a vehicle's wheel. To do so, they must make either a ranged or melee attack roll at an additional -4 to hit. A successful attack results in the following:

- The wheel is destroyed
- The vehicle operator must immediately roll a **vehicle rollover** check
- The maximum speed of the vehicle is reduced by 50% until the wheel is repaired
- Targeting other parts of the vehicle is not covered in these rules and is up to the referee's discretion.

DRIVING MANEUVERS

Anyone operating a vehicle can use their action to perform a driving maneuver instead of an attack. Driving maneuvers occur after movement and before all other types of attacks.

Unless otherwise noted, **all driving maneuvers succeed on a roll of 2-in-6.** Any time a 6 is rolled on a maneuver check a **vehicle rollover** check is triggered.

Burning Rubber

Sudden acceleration increase of up to 50% of maximum vehicle speed. If this maneuver takes the vehicle over 75% of its max speed, a **vehicle rollover** check is triggered. If this maneuver is used to outrun another vehicle, a **chase** is triggered.

Bootlegger's Turn

Turning the vehicle 180 degrees without losing speed. Automatically triggers an **evasion** if successful.

Defensive Driving

The driver swerves in such a way that they are a difficult target for attacks of all kinds. Defensive driving provides the following:

- +4 to AC
- No vehicle attacks
- Additional -4 to all passenger attacks
- -4 to boarding checks
- -1 to opponent's Force/Ram checks

Drifting

Pulling the handbrake so that the vehicle makes a sharp turn (90 degrees or less) without losing speed. Automatically triggers a **chase** if successful.

Force/Ram

Forcing a vehicle involves sideswiping, pushing, or ramming it in an attempt to push it off course or make it crash. On a successful Force/Ram attempt, the target vehicle must make a **vehicle rollover** check.

Ramming causes 1 (1d6) damage per 10 mph differential to both vehicles (unless a ram is affixed to the ramming vehicle).

Skiing/Wheelie

Going up on either the wheels on one side or the back wheel(s) of the vehicle. Can be useful for navigating narrow areas, avoiding obstacles, and staying in control when a wheel blows out.

Stunt Driving

Any driving technique or trick that is not covered by the other maneuvers falls into this category. The referee may impose penalties to the roll, depending on the difficulty of the stunt.

VEHICLE ROLLOVER

Among other things, the following will trigger a vehicle rollover check:

- Any round in which a vehicle is taken above 75% of its maximum speed (checks are at -2 off-road)
- Any time a 6 is rolled on on a vehicle maneuver check
- If another vehicle successfully forces/rams the vehicle
- If the vehicle's wheel is shot out, or the vehicle otherwise loses a wheel
- If the driver is dead or otherwise incapacitated

Whenever a vehicle rollover check is triggered, **roll 2d6** and consult the following table:

Roll	Result	Effects
2	Rollover!	Vehicle takes 1d4 hull points of damage, passengers each take 2d6 hit points
3	Stall!	Engine shuts down completely for 1d4 rounds
4	Vehicle shakes/wobbles	-1 to next driving maneuver check
5-9	Nothing happens	
10	Vehicle swerves dangerously	-1 to next driving maneuver check
11	Skid	Vehicle speed decreased by 50% for 1 round
12	Blowout!	Vehicle loses a wheel (or leg, hover jet, etc.), roll again on this table
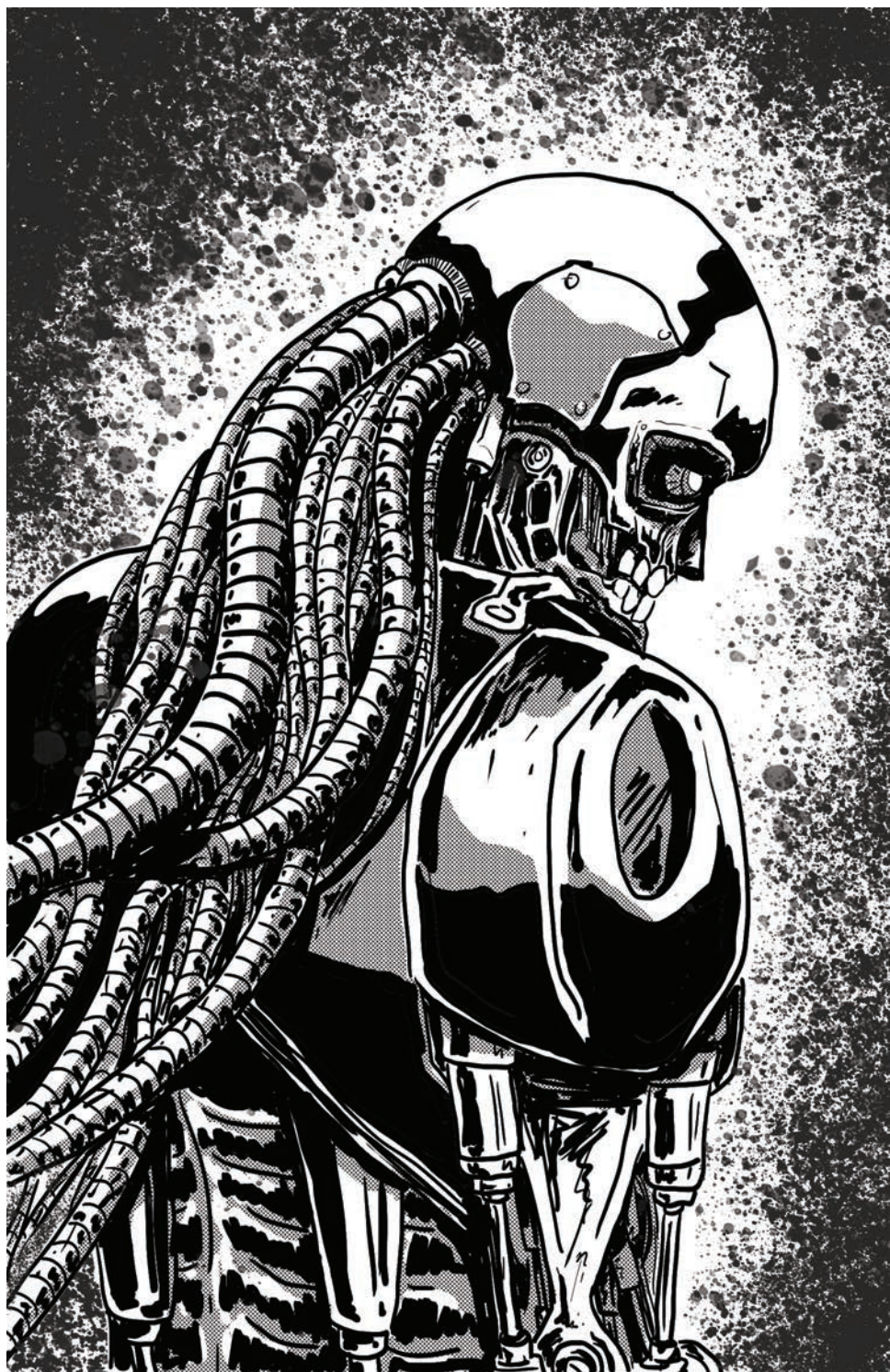
PSYCHIC DUELS

The apocalypse brought about a psychic awakening in all life forms. While some creatures benefited more than others and became strong practitioners of psionics or psychic vampires, all living creatures now have enough psychic strength to engage one another in psychic duels.

Consider the following before conducting a psychic duel:

- Psychic duels are quick affairs, often taking only a second or two. All psychic duels should be resolved before entering a standard combat.

- In order for a psychic duel to occur, the two sides must be within 30 feet of each other and must be able to see one another.

- Both sides do not have to be willing participants; however, the side that initiates the duel must choose to attack in the first round.

- Initiating a psychic duel requires extreme mental concentration: fighting, driving, or even walking make it impossible to make a psychic attack, though defending is always possible.

- Psychic duels always occur between just two individuals; no one may assist either side in a duel (except to use *Tower of Iron Will* preemptively). The referee should resolve all psychic duels in order of highest to lowest Wisdom.

- Borg-cys and other machines have no psychic ability and are both immune to and exempt from making psychic attacks.

When engaging in a psychic duel, consult the following rules:

1. Before initiative is rolled, **each side must secretly choose whether they intend to attack or defend.** This is done by each side placing either a d6 (attack) or a d4 (defend) in their hand (the side that initiated the psychic duel must choose to attack on the first round). The referee will then call for both sides to reveal their dice simultaneously.

2. If both sides choose to defend, the duel is over.

3. If either side chooses to attack, roll initiative as normal.

4. If the side that won initiative chose to attack, they may do so. If they chose to defend, they gain two extra dice in their psychic duel dice pool.

5. If the side that lost initiative chose to attack and they are still standing, they may do so. If they chose to defend, sadly they were too slow and do not gain the extra dice in their psychic duel dice pool.

6. If both sides survive the round, begin again at step 1.

The Dice Pool Mechanic

Psychic duels operate on a simple dice pool mechanic. Each side decides how many d6's they will add to either their attacking or defending dice pools as outlined in the rules below. The side with the most successes rolled from their dice pool is the winner of the contest.

Successes

In a psychic duel, attacking is always more difficult than defending. Each d6 with a result of 5-6 in an attacking dice pool is considered a success. Each d6 with a result of 4-6 in a defending dice pool is considered a success. (Mentalists, Wild Talents, and Psionic Monsters all improve their chances of success by 1.) Compare the number of successes from the attacker and the defender to see who won the duel.

Attacking Dice Pools

Psychic duels are grueling affairs that require a large amount of energy. In order to make a psychic attack, the attacker expends 1 hit point per die added to their attacking dice pool. For instance, Grar makes a psychic attack against Donna the Wise and expends 3 hit points to create an attacking dice pool of 3d6.

Defending Dice Pools

Defending is slightly different than attacking in that every defender automatically begins with one die in their dice pool. If the defender is actively defending for the round and won initiative, they get two more dice in their dice pool. Defenders may also add dice to the defending dice pool at a cost of 1 hit point per die, as outlined above. For example, Donna the Wise chose to defend Grar's psychic attack, won initiative, and expended 1 hit point, creating a dice pool of 4 dice (1 because she is the defender, +2 for actively defending and winning initiative, +1 for expending 1 hit point).

Outcome of the Attack

If the defender's successes equals or exceeds the attacker's, they have fended off the attack and there are no other effects. Go on to the next action or round. If the attacker's successes exceed the defender's they have won the duel, overpowering the defender and completely incapacitating them for 1d4 rounds. For example, Grar rolled one success on his attack and Donna the Wise rolled two successes. Donna successfully resisted the attack and, since she chose to actively defend for the round, the round is over.

Effects of Psionic Powers

Mind Block. A character with an active *Mind Block* power is completely immune to psychic attacks.

Tower of Iron Will. A character affected by a *Tower of Iron Will* power gains 2 extra dice in their defending dice pool. This power may even be activated by a psychic who has lost initiative in a psychic combat.
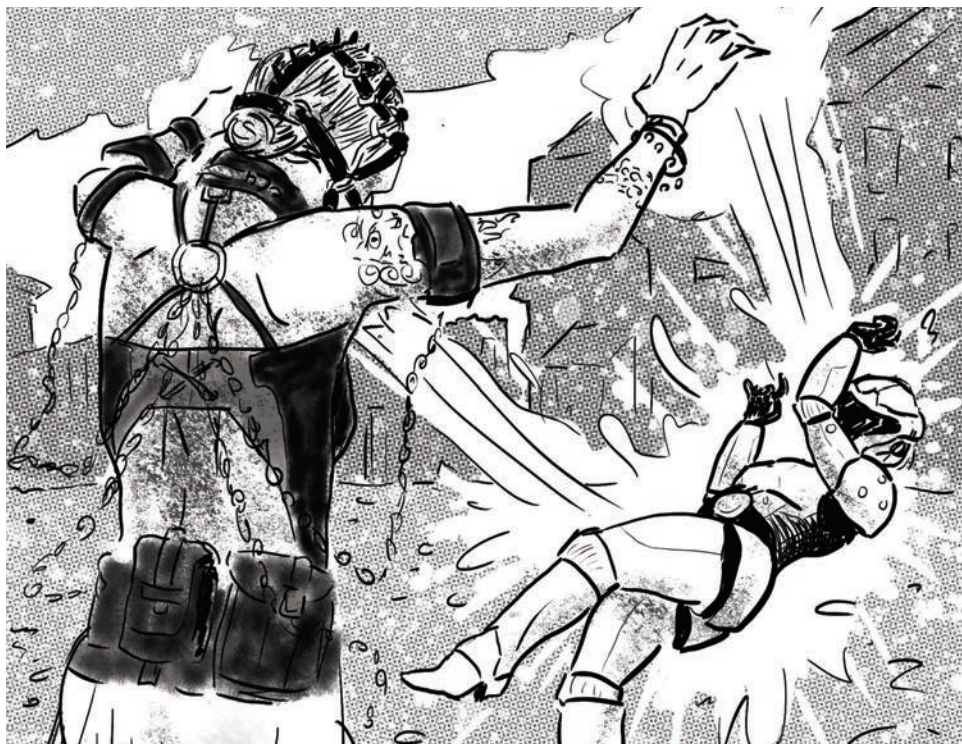
WASTELAND WARRIORS

So your PCs made it to a settlement and you need some interesting NPCs right away? Don't stress—we're here to help with the details. These NPCs can make for hirelings, quest givers, friends, foils, shopkeepers, or anything else you can imagine.

Chose a table that matches the tone of your adventure and roll 5d10. Each die corresponds to one of the columns on the table. If you get tired of the combinations on one table, try mixing and matching between the four. All NPCs are considered to be level 0, but if you don't like that just roll a d4 or a d6 to get their level as well.
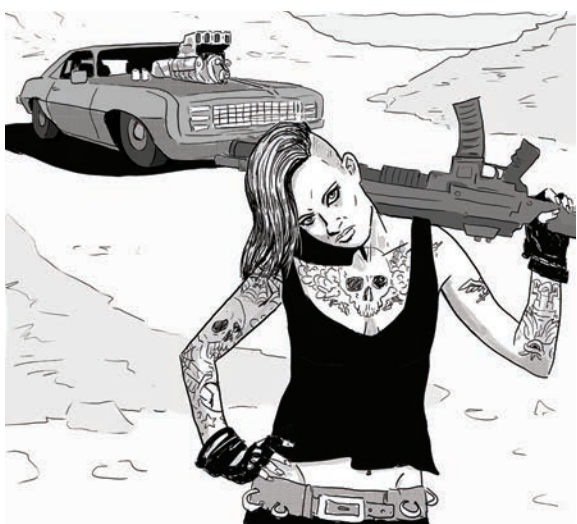
The New Old West

Roll	Who	Stats	What	Looks	Noteworthy
1	Cassady	STR +1	gearhead	has 2 heads	knows everything about cars
2	Clementine	STR +2	hunter	shaved head	owns several hundred bullets
3	Ace	STR +3	scavenger	purple mohawk	excellent sniper
4	Amos	STR -1	slaver	tall and skinny	can get anything you want
5	Doc	STR -2	peddler	covered in spikes like cactus	has 12 ferocious dogs
6	Wyatt	CON +1	gardener	heavily muscled	writing autobiography
7	Jessie	CON +2	mutant	wears spiked shoulder pads	boss of the settlement
8	Butch	CON +3	borg-cy	bushy eyebrows	recently escaped from slavery
9	Ned	CON -1	human 2.0	outrageous hat	cries from happiness over everything
10	Belle	CON -2	simian	super dirty	can jury-rig anything

Old is New Again

Roll	Who	Stats	What	Looks	Noteworthy
1	Wifi	DEX +1	inventor	more scars than skin	car is nigh indestructible
2	Google	DEX +2	librarian	carries violin	eats corpses
3	Net	DEX +3	militia leader	smiles too much	has 4 arms
4	Musk	DEX -1	tavern owner	eyes like a frog	has insect wings
5	Lectric	DEX -2	torturer	covered in scales	glows in the dark
6	Aircon	CON +1	miller	never laughs	has a snake tongue
7	Facebook	CON +2	astronomer	twitches nervously	Is telepathic
8	Microwave	CON +3	teacher	teeth like a jack o'lantern	distills radiator gin
9	Boeing	CON -1	road builder	screechy voice	never sleeps
10	Pepsi	CON -2	suffragette	wears old world accessories	owns stable of horses

Land of the Long White Mushroom Cloud

Roll	Who	Stats	What	Looks	Noteworthy
1	Yahnah	CHA +1	water peddler	hair down to ankles	runs a gear black market
2	Skux	CHA +2	witch	likes to pick fights	all their clothes are made from opossum
3	Bach	CHA +3	chemist	religious symbol tattoos	always hungry
4	Jandahl	CHA -1	mechanic	teeth are sharpened	in a cult
5	Scrog	CHA -2	guard	speaks very quickly	secret cannibal
6	Bruh	WIS +1	miner	wears ankle length duster and gas mask	is friendly with ravens and crows
7	Munted	WIS +2	barbarian	has monkey tail	has cache of flare guns
8	Chook	WIS +3	sheriff	hair is made of plants	wears a kevlar dress
9	Chur	WIS -1	doctor	wears oversized goggles	right hand is a shotgun
10	Yonks	WIS -1	beekeeper	has two antennae	drawing a comic book

The Canyon Crew

Roll	Who	Stats	What	Looks	Noteworthy
1	Carmine	INT +1	bounty hunter	covered in freckles	smells of flower perfume
2	Cerise	INT +2	gunslinger	only whispers	wears really cool sunglasses
3	Ember	INT +3	priest	peg leg (not a pirate)	a paranoid bully
4	Lion	INT -1	juicer	always wears mask	proud alcoholic
5	Sienna	INT -2	bartertowner	has fangs and horns	arrogant and condescending
6	Ecru	STR +1	road warrior	sings instead of speaks	flirtatious
7	Jonquil	STR +2	assassin	long blue hair	very gullible
8	Umber	STR +3	pit fighter	eyes tattooed like raccoon	extremely lazy
9	Fawn	STR -1	rocker	wears metal nose shield	slightly sadomasochist
10	Maize	STR -2	gambler	short and skinny	senile

STATE OF ADVENTURE

About This Adventure

State of Adventure is a post-apocalyptic chase-based scenario where the PCs are hunted by figures of authority but have allies among the base low-lifes, mutants and humans of the land. It is written for characters from Levels 1-3.

History

In the time before time, three creatures existed. Perhaps they were three aspects of the same being or perhaps the convention of separate names had not yet been conceived of. They were known as Kurz the Dark, Kurz the Light, and Kurz the Shadow. They shaped the world and its infinite manifestations of creatures and life.

It was a time of paradise; thus it could never last. Kurz the Dark was jealous of the power of Kurz the Light and the happiness of Kurz the Shadow. It plotted against them and such was its rage and malice that Kurz the Shadow was thrown down. Kurz the Light only just managed to fight it to a stalemate, with each side getting roughly half of the day. That lasted until what humans call the Apocalypse, when Kurz the Dark at last defeated Kurz the Light. Defeated, yes, but not destroyed.

Kurz the Light hid its power in a mighty jewel that the first generations after the Apocalypse worshipped as a god. A diamond as big as a mastiff that shone with shackled power; mortals began to call it the Kurz Light. Ownership of this jewel granted the power to rule over all; it is said to be the secret power behind Attilla Khan and her empire 3 generations ago.

Even with her great power, Attila Khan could not sack the great city of Techs Tarot for it held many ancient secrets of the past and was wealthy beyond measure. Her long siege did lead to the assassination of the Benevolent Hierophant and civil war broke out within Techs Tarot. As is the case with all civil wars, the least civil side won and the Primate Truth, prophet of Kurz the Dark, took control with his tyrannical templars. His sally broke the power of Attila Khan and she fled from him but not from the rest of this account.

It was a dark time in Techs Tarot. A mass exodus of about one-third of the city led by the Queen of Wands departed overnight, fleeing to a high plateau where they created their own settlement. The city of the Primate became known as Major Techs-Arcana and the new city was called Minor Techs-Arcana. They were joined by Attlla Khan and the remnants of her forces. The Primate Truth gathered his new powers and old technologies and smashed apart the city of the rebels. With the death of the city and most of the rebels, the Kurz Light was lost, and the best efforts of the Primate, plus successive generations of explorers, hunters and scavengers alike could not discover it.

They say it can't be done

That was then. Now, two generations later, the Kurz Light has been found in the wreckage of Techs-Arkana. The Primate Justice, successor to Primate Truth, rules the lands for hundreds of miles and desperately wants it. He leads eight of his best Templars on their powerful Thundercycles. Should they acquire the treasure, it will be doom for all.

It is most fortunate, therefore, that the PCs are closer. With good luck, they can snatch the Kurz Light from Techs-Arkana before Justice catches them and return to safety in their hidden underground city.

THE BANDIT

The PCs begin the adventure with a t**urbocharged '77 Pontiac Trans Am** and a full tank of gas.

AC 8 [11], **Hull Points** 10 (50 hp), **Max Speed** 120 (360), **Range** 300 miles, **Max Load** 1,000, **Passengers** 4, **Fill** 10gp

ALLIES

What's your twenty?

Allies in State of Adventure are a form of currency that can be collected and spent to ward off disaster when the Primate or his troops draw near. Roll 2d10 each time **Gain an Ally** is rolled during the mission and note the results.

Providing the player explains how it happened, an Ally that has been gained can be discarded to **automatically succeed at a vehicle evasion check.**

Who are the allies?

Roll	Ally
1	Old Lady
2	Big Rig Driver
3	Undertaker
4	Villager
5	Nomad
6	Human 2.0
7	Mutant
8	Cultist
9	Bounty Hunter
10	Cowboy

How do they help?

Roll	Method of Assistance
1	Block the road
2	Give misinformation to the Templars
3	Share supplies with the PCs
4	Start a distracting fight
5	Hide the PCs in their house
6	Conceal the PCs' vehicle behind theirs
7	Reveal a shortcut
8	Warn about an impending trap
9	Impersonate Templars
10	Crash their vehicle into the pursuit

ENEMIES

Repugnant Raiders

Made up of a motley crew of mutants and humans, these creatures of shadow are no friends to light or darkness but think only of themselves. As selfish as a shadow, the saying goes, and raiders embody that egocentric dogma. Templars kill them on sight. They will flee from Templars and have a 50 percent chance of fleeing each time one of them is slain in combat.

Armor Class 7 [16]

Hit Points 4

Attacks 1 × bone spear (1d6) or 1 x wrist razor (1d4+1)

THAC0 19 [0]

Movement Rate 60' (20')

Saves D12 W13 P14 B15 S16

Alignment Neutral

STR 11 **INT** 11 **WIS** 9 **DEX** 6 **CON** 10 **CHA** 8

Psionic Ability Nil

Items 1d20 gold

- **Bone Spear** +1 against mutants
- **Wrist Razors** Can climb as a Level 5 thief

Templars

They are level 3 Simians raised from birth by and utterly loyal to the Primate. Though still young, these eight Templars are armed with the best weapons and received the best training possible. Through their link to Kurz the Dark, they wear power armor without sacrificing any of their innate abilities. They are armed with tech-daggers and stun whips. They fight intelligently; preferring to set traps, feign retreat, and flank enemies on their powerful Thundercycles.

Armor Class 5 [14]

Hit Points 12

Attacks 2 × tech-dagger (1d3) or 1 x stun whip (1d4+5)

THAC0 19 [0]

Movement Rate 60' (20')

Saves D12 W13 P11 B13 S15

Alignment Neutral

STR 14 **INT** 12 **WIS** 12 **DEX** 9 **CON** 11 **CHA** 10

Psionic Ability Nil

Items 1d100 gold

- **Power Armor** This blend of ancient tech and dark sorcery is specially created for and can only be worn by Simians.

  Can take 20 points of damage before being destroyed. The Templars are unarmed beneath their armor.

  Doubles speed of the wearer.

  Grants +3 to hit with all melee weapons.

- **Tech-Dagger** Does triple damage on a critical.

- **Stun Whips** 1d4+5, *Hold Person* upon a successful hit. Can cast *Lightning Bolt* as 3rd level caster once per day

- **Thunder Cycle** Specially created for the Templars out of ancient technology, these motorcycles earn their name from their great speed and huge sound.

  AC 7 [12], **Hull Points** 10 (50 hp), **Att** 1 × mounted laser blaster (1d8), **Max Speed** 120 (360), **Range** 100 miles, **Max Load** 500, **Passengers** 1, **Fill** 4gp

  Noisy The power armor protects the ears of the Templar. But for those with naked ears, they must **save vs breath weapon** or suffer from *Confusion* as per the 4th level spell when the vehicle is within 15 feet.

PRIMATE JUSTICE

What we're dealing with here, is a complete lack of respect for the law.

Primate Justice is a zealous bishop who craves authority more than life itself. He is a large, strong, and very capable leader, though his rage when not being obeyed is a weak point. He knows not what Kurz the Dark wants with the Kurz Light, but he would die to bring it to his patron. He prefers to shoot enemies until they are overwhelmed with mutations and then beat them to death with his long arms.

Armor Class 3 [16]

Hit Points 14

Attacks 2 × Mutant Pistol or 2 x unarmed (1d3+5 to hit and damage)

THAC0 15 (+4)

Movement Rate 120' (40')

Saves D10 W11 P9 B10 S10

Alignment Neutral

STR 16 **INT** 11 **WIS** 16 **DEX** 12 **CON** 14 **CHA** 18

Size: L (7'+, very broad)

Psionic Ability Nil

Items 1d100 gold, gems, bag of holding

- **Mutant Pistol** Those who are hit by the pistol take no damage but must roll on the Mutation List Table (p. 10) each time they are hit. For each mutation they must **save vs paralysis** (mutants save at +4/advantage) or collapse in horror at their degrading body.

- **Power Armor** This suit was made for the Primate himself and is a singular artifact.

  Can take 30 points of damage before being destroyed.

  Wearer's Strength is 18

- **Thunder Crasher.** The Primate Justice terrorizes the highways in a turbocharged 69 Camaro SS with a reinforced bumper (treat as a ram) called Thunder Crasher.

  AC 8 [11], **Hull Points** 10 (50 hp), **Att** 1 × ram (1/10mph), **Max Speed** 145 (435), **Range** 300 miles, **Max Load** 1,000, **Passengers** 4, **Fill** 10gp

  Noisy The power armor protects the ears of the Templar. But for those with naked ears, they must **save vs breath weapon** or suffer from *Confusion* as per the 4th level spell when the vehicle is within 15 feet.

THE WAY THERE

Reaching Techs-Arcana takes **16 hours,** which are broken into four sections.

Every 4 hours the referee should do each of the following:

1. Roll a **d4** for the first four hours, a **d6** for the second four hours, a **d8** for the third four hours and a **d10** for the last four hours and consult the encounter table below.

2. Call for a **vehicle evasion** check to see if the Templars have caught up with the party. (If the PCs are driving The Bandit, the chance for success is 50%.)

Roll	Result
1	**Smooth Roads**
2	**Gain an Ally**
3	**Shortcut.** Next Chase Scene is at -1 (minimum 1)
4	**Gain an Ally**
5	**Repugnant Raiders** (1d4) attack
6	**Gain an Ally**
7	L**ightning Storm.** Next Chase Scene is at +2
8	**Repugnant Raiders** (1d6) attack
9	**Hail Storm.** Next Chase Scene is at +1
10	**Templar Patrol.** Skip the vehicle evasion check and immediately initiate a Chase Scene

THERE

Tow Cutter's Compound

The compound is run by the Tow Cutter Gang, a ruthless collection of cannibalistic miscreants who terrorize the ruins of Techs-Arcana in search of vehicles to fill their chop shop and children to fill their bellies. Somehow they got possession of the Kurz Light and, though they do not know its true power, recognize its obvious value and keep it under lock and key in their chop shop. The Tow Cutter Gang is without reason and cannot be bargained with.

Tow Cutter has 4 guards roaming the camp (see D below) at all times. Each turn that the PCs are inside the compound and haven't yet engaged the guards, roll a d6. On a roll of 1, the patrol is within 30 feet of the PCs and will spot them unless they are actively hiding.

Tow Cutter Thug. Level 1 Motorhead: AC 7 [12] (leathers), **HP** 3, Att 1 × ballistic pistol (1d6) or x knife (1d4), **THAC0** 19 [+0], **MV** 90' (30'), **SV** D13 W14 P13 B16 S15, **AL** Chaotic, **STR** 9, **INT** 6, **WIS** 7, **DEX** 11, **CON** 11, **CHA** 6, **Abilities** evasion/chase: 5, hotwire: 20, open locks: 15, repair/chop vehicle: 15, vehicle maneuver: 1-2, **Items** 2 ballistic ammo clips

1 square = 5'
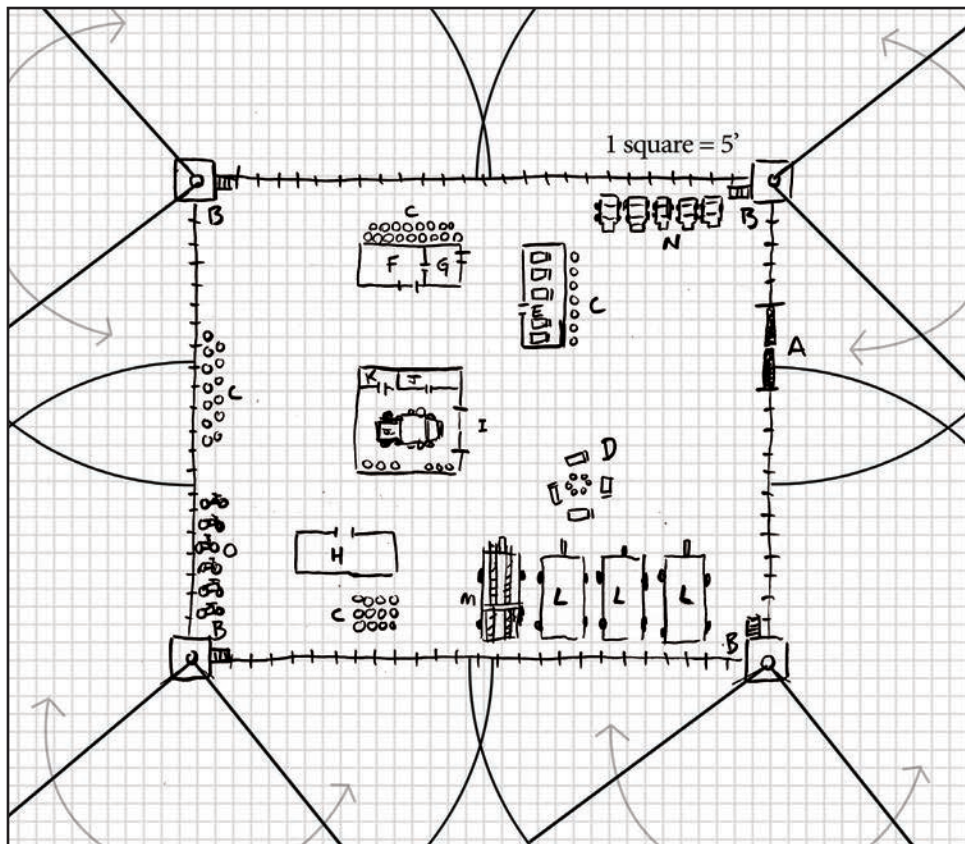
Compound Key:

A. Gate. The compound is surrounded by a 15 foot high steel fence, topped with razor wire. The only way in or out is through the pneumatic gate, which is 25' wide and opens inward. The gate is always guarded by two of Tow Cutter's Thugs.

B. Watchtowers. A 20' high watchtower stands at each corner of the compound. Each watchtower has a spotlight that casts a light in a 90 degree arc for 80'. Each automated spotlight swings in a full 270 degree arc every 30 seconds and then back again, completing a full cycle every minute. A sniper (as Tow Cutter Thug) armed with a ballistic rifle stands at the top of each tower.

C. Gasoline barrels. Tow Cutter's supply is stacked neatly around the compound. Each barrel holds 55 gallons of gas. Very valuable and also very flammable. Treat each barrel as a fireball spell cast by a 5th-level magic-user when shot or otherwise ignited.

D. Guard Camp. Tow Cutter keeps 8 guards on duty each night: 4 sleeping in the camp and 4 wandering the grounds. The sleeping guards will awaken and engage in 1d2 rounds in response to any disturbance.

E. Barracks. The Tow Cutter Gang sleeps here at night. 5 bunk beds hold 10 Thugs, who will awaken and engage in 1d6 rounds in response to any disturbance outside.

F. Tow Cutter's Cabin. The boss sleeps here. He will awaken and engage in 1d8 rounds in response to any disturbance outside.

Tow Cutter. Level 5 Motorhead: AC 5 [14] (light body armor), **HP** 17, **Att** 1 × flame thrower (1d6/round, 1d4 rounds) or x crowbar (1d4+2), **THAC0** 15 [+4], **MV** 90' (30'), **SV** D12 W13 P11 B14 S13, **AL** Chaotic, **STR** 16, **INT** 11, **WIS** 11, **DEX** 11, **CON** 13, **CHA** 15, **Abilities** evasion/chase: 25, hotwire: 40, open locks: 35, repair/chop vehicle: 35, vehicle maneuver: 1-3, **Items** gas mask, silver bracelet (50gp), emerald ring (120gp), 2 e-clips

G. Tow Cutter's Office. A safe on the floor holds 400gp, 3 gems worth 25gp each, 4 ballistic ammo clips, and 2 e-clips. A gun rack on the wall holds 2 shotguns and a laser rifle.

H. Mess Hall. A large pot of meat stew simmers on the stove. A cage nearby holds three sleeping children. The party automatically gains one ally if they rescue them.

I. Chop Shop. The large garage door is exceptionally noisy if opened. The only other entrance is a bay of windows about 15 feet up in the west wall of the 25 foot-high building. Inside, a fully functional semi is suspended 7 feet up on a hydraulic lift (controls should be easy to find) and a row of 6 gasoline barrels line the south wall (see C above).

J. Tool Shop. The Tow Cutter Gang's prized possessions: 6 plasma torches, 12 tool kits, 2 turbochargers, a lift kit, a kill switch, and a laptop computer can be found within.

K. Clean Room. The door to this room is locked. A tripwire in the doorway will trigger an explosive grenade attached to the door jamb. Inside the room, **the Kurz Light sits within a wooden crate.** Tow Cutter put a gas grenade inside the crate, which will be triggered when the crate is opened unless a successful find/remove traps check is made first. The Kurz Light can be moved without triggering the trap, but it weighs 500 pounds.

L. Semi Trailers. Tow Cutter has 3 trailers lined up against the south fence. Each is empty but ready to go. It takes 2d6 rounds to hook one up to a semi.

M. Car Hauler. A semi trailer designed to haul up to 9 vehicles. It takes 2d6 rounds to hook up to a semi. It just so happens to be positioned so that it could work as a ramp going over the fence (make a Stunt Driving vehicle maneuver check to jump the fence, with a failure triggering an automatic **vehicle rollover** check).

N. Jeeps. The gang has 5 jeeps, each outfitted with a ram. They will use the jeeps to pursue, with a driver and one passenger serving as a gunner.

O. Dirt Bikes. The gang has 6 dirt bikes, which they will use for pursuit.

THE WAY BACK

The Kurz Light has been claimed and the PCs have to return home. **They have 16 hours**, which are broken into four sections.

Every 4 hours the referee should do each of the following:

1. Roll a **d4** for the first four hours, a **d6** for the second four hours, a **d8** for the third four hours and a **d10** for the last four hours and consult the encounter table below.

2. Call for a **vehicle evasion** check to see if the Templars have caught up with the party. (If the PCs are driving The Bandit, the chance for success is 50% for the first 2 checks and 40% for the final 2 checks, as The Primate has now joined the hunt.)

Roll	Result
1	**Gain an Ally**
2	**Shortcut.** Next Chase Scene is at -1 (minimum 1)
3	**Flat Tire.** Next Chase Scene is at +1
4	**Heavy Rain.** Next Chase Scene is at +2
5	**Flat Tire.** Next Chase Scene is at +1
6	**Tow Cutter Gang in Pursuit.** Skip the vehicle evasion check and immediately initiate a Chase Scene
7	**Dust Devils.** Next Chase Scene is at +1
8	**Templar Patrol.** Skip the vehicle evasion check and immediately initiate a Chase Scene with the Primate present.
9	**Refuel.** Next Chase Scene is at +1
10	**The Primate Approaches.** Skip the vehicle evasion check and immediately initiate a Chase Scene with the Primate and all 8 of his Templars present.

CHASE SCENES

For the purpose of this adventure, the PCs and the Templars should be considered to be in a perpetual vehicle **evasion** cycle (p. 21) However, there are a few exceptions to the normal rules:

- An **evasion** check should be called for once every 4 hours, instead of once per turn.

- The PCs cannot permanently evade the Templars, no matter how many successful evasions they make in a row, and the Templars will not give up the pursuit until the end of The Way Back.

- The PCs may "spend" an ally to automatically succeed on any evasion check.

If an **evasion** check triggers a **chase,** consult the rules on **chases** on p. 21 with the following modifications:

- Roll 1d8 to see how many Thundercycling Templars are in the Chase Scene.

- The PCs add/subtract any Chase Scene modifiers from the encounter tables to all **driving maneuvers** used during the Chase Scene.

- The Primate will be leading the pursuit during any **chases** in the final 8 hours of The Way Back.

- If the Primate is present during the Chase Scene, all of the Templars make their **driving maneuver** checks at +2.

FINALLY

When the PCs return home, they will be safe from the Primate and his Templars. The Kurz Light can help change the broken world. It will be a time of great hope; but also of great danger. The more people who learn the location of the great treasure, the more that someone even worse than the Primate will come for it.

The Kurz Light is so valuable that everyone who returns with it levels up and goes to within one experience point short of the next level as well.

D100 RANDOM THINGS FROM THE BEFORETIMES

Roll	Result	Roll	Result	Roll	Result
1	Hub Cap	34	Roller Blades	68	Good Looking Rock
2	License Plate	35	Sack of Buckles	69	Plain Rock
3	Old Shoes	36	Buttons	70	Conquistador Helmet
4	Scotch Tape	37	Instant Coffee	71	Radioactive Material
5	Watch	38	Old Bowling Ball	72	Deadly Poison
6	Money	39	Cell Phone	73	High Explosives
7	Artwork	40	Cooler	74	Pizza
8	Kitchen Knives	41	One Million Dollars	75	Rubies
9	Gold	42	Barbell	76	Sorry Game
10	Lawn Gnome	43	A Bible	77	Super NES
11	Lamp	44	Barbies	78	Butterfly Knife
12	Diamonds	45	Tarot Cards	79	Teddy Bear
13	Books	46	Lip Gloss	80	A Map
14	VCR	47	Broken Glass	81	A Key
15	Hair Product	48	Twinkies	82	Clay
16	Jewelry	49	Coke Bottle	83	Parking Meter
17	Cigarettes	50	Pearls	84	Surgical Equipment
18	Music Tapes	51	True Love	85	Gas
19	Musical Instrument	52	Cowboy Hat	86	Hot Sauce
20	Plastic Flamingo	53	A Burger King Sign	87	Paints
21	Posters	54	Baseball Glove	88	A Diamond Grill
22	MTG Cards	55	Medicine	89	Breast Implants
23	18" TV	56	Tools	90	Wi-Fi Router
24	BMX Bike	57	Carlo Rossi Wine	91	Track Record
25	Tire	58	Pepsi Bottle	92	A Brick
26	Coffee Cup	59	Drugs	93	A Briefcase
27	Gameboy	60	Handcuffs	94	Ninja Stars
28	Mummified Cat	61	Liquor	95	Cool Sunglasses
29	Toy	62	Laphroaig Single Malt	96	Tylenol
30	Microwave	63	Scuba Gear	97	Fresh Prince Cassette
31	Emeralds	64	Dice	98	Police Taser
32	Human Skull	66	Groo Comics	99	Dirty Bomb
33	Belt Buckle	67	Red Box D&D	100	Garth Brooks CD