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Scorched Earth

Only a half a billion people died in the great flame. Tokyo, Jakarta, Delhi, New York - the teeming multitudes of the largest cities of the world accounted for only a tiny fraction of humanity's presence on earth. We had enough foresight, or luck, to disperse across the wide places of the world, where no bomb would bother checking in. So the nukes themselves only caught half a billion people sleeping in their cribs, scrambling for their shelters, or stuck in 9 am traffic. And, except for the countless ground zeros, it usually wasn't a fast death - fire and ash is a bad way to go.

Six billion people died in the next six months, near as we can figure. That's a billion people a month, or the entire population of pre-war San Diego every hour. The food just wasn't there, the rains stopped, and the fires only added to the 150 megatons of radioactive soot already in the atmosphere. If you weren't starving, the cell walls of your lungs were puking themselves from all those extra ions. If you weren't sprouting unhealthy looking black bumps, you were getting murdered and eaten by your good, Christian neighbors in the rubble pile next door. Hunger can make you loopy, especially when you got a brain tumor the size of a pipe bomb working its way out your eyeballs.

Just six months after the great flame, we were left with about half a billion people spread across this good, black earth. The sky was dark with poison smoke, the temperature had dropped about 20 degrees, and when it did rain (which it didn't), the water grabbed lots of little acid and radiation particles and brought them down to earth. All of North America was covered in a big black cloud, which sat like a massive fog bank from sea to poisoned sea. Inhale deeply, and you could taste the charred remains of the great melting pot.



Now, modern man was a couple thousand years removed from our hunter gatherer grandfathers, so we had basically no idea what we were doing The lucky ones survived for months off of grocery stories designed to feed entire cities for a day, but supplies were running low, and there sure as hell wasn't anything else to eat outside. During the daytime it was dark. During the nighttime, it was freezing. Plants ... well, there weren't really any plants left.

So, no big surprise, half of the remaining population is dead by the end of the first year. That's 250 million people left across the world (the population of pre-war Indonesia), for those interested in the survival of our race. Only about 13 million left in the US. There's nothing new to eat, so it's the really good scavengers that remain. These are guys who are willing to anything to get by (and have some resistance to all the crap in the air). Gangs form to prey on the weak, and settlements group up in response. People and families who thought they were the last survivors of the species come out of the woodwork, none of them quite right in the head.

Society makes some attempts, that's what I'm trying to say.

Fast forward to year three, and another ten million corpses line the streets of America (though who's counting at this point?). Only three million of us left, or about 1% of our pre-flame numbers, but there's good news. The ground-hugging clouds have hugged just a bit too hard, and they've mostly dissipated. I mean, the world is black and the sea has a thick film of death (leading to the near total extinction of all sea life), but at least the sun's back. And what a sun! Forty percent of the ozone has burned off - that means that if you didn't get cancer from the bombs, you might just get good old fashion melanoma.

But sunlight is food if you are a plant, and finally it's farming time. Boy, is that first crop terrible. Mutant corn doesn't mean giant, and it doesn't mean laser eyes either - it usually means tiny, ragged, and ugly brown stalks which whither if you breathe too hard.

So now we got a few small groups producing their own food, accountants and factory hands beginning to remember how to fend for themselves. Well, remember those gangs? The farming settlements just became prime targets, and now we've got our own little arms race. Except this time, it's sticks, cars, and guns, not missiles, jet planes, and hackers.

An entirely warlike culture begins to emerge, just three years after the world was destroyed by such tendencies. But that's the way life is. Conflict all the way down. The years pass, and settlements rise and fall. The borders of the known world grow and the population remains almost stable. Ten years and the crops start to level out. Twenty years and Route 66 is re-established. 30 years and a massive cult rumbles in from the east, and nearly wipes Chicago off the map. 40 years and some guys are selling fish in Nevada they claim they caught in New Orleans. Before you know it, it's been 50 years, and we've still not received any word from the government, Europe, or, hell, even L.A. There are kids alive now who have no idea what a computer is, what the internet was, or even what the big war was all about. There are kids whose grandparents were in diapers when the bombs hit.

Anyway, we've done our best to get used to things. A few settlements built in the old way, constantly raided by gangs in search of food, guns, and gas. A few settlements built in the really old way, protecting their land with spears and clubs. And of course, the ruin runners and city slickers who never left their own homes at all, the mostly feral scavengers who somehow still find twinkies in ancient convenience stores.

We're a world between civilizations. If we make it through this, we might just rise again. One day you might think that everything has got back to normal, and the next you're alone, fleeing for your life on the motorbike you call your best friend. The earth's wounds are still raw, infected, and bleeding, and we are a long way from closing them. But, with the right people, we might get there.

Or, with the wrong people, we might lose it all.

The American Wasteland

Let's talk about North America because, let's be honest, everything else is just speculation. There's maybe three million people left, spread from sea to shining sea. A whopping one percent of humanity survived. Where there used to be 100 people per square mile, now there's only one. The coasts are pretty much gone. Whoever shot those nukes, sure didn't like beachside property. So we're left with the middle.

Miles and miles and miles of cracked smoking wasteland, black with soot and basically inhospitable to both plant and animal life. Which isn't to say they aren't trying. The critters that are left are ugly and mean as hell. Buffalo, wolves, coyotes, dogs - we still have some of the old breeds left, but those new breeds are something else. Giant lizards, intelligent roaches, infected humans - nothing nice has come out of all this, that's for sure.

The mountains on either side of us did a little to keep the radiation away. As far as I know, California just isn't there anymore, but the Sierra Nevada did an admirable job of keeping Nevada and the rest of the Southwest relatively habitable. To the East, you can get about as far as Nashville before you need to call it quits. The Appalachians held back just enough soot to make a difference, but try no further. Go too far north and you'll freeze. Go too far south and you hit the irradiated ruins of Mexico. You know the old song: "Raiders to the left of me, radiation to the right, here I am, stuck in the middle with you."

Anyway, it's home.

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About Scorched Earth

Scorched is an adventure roleplaying game inspired by Mad Max, Fallout, and a long line of gritty post-apocalyptic fiction. This is a game of survival and chaos, a world where society has broken down and life is a struggle.

Post-apocalyptic America is rife with madness and death, radiation and sickness, famine and war. The players take on the roles of survivors or adventurers, those seeking to plunder their enemies, right great wrongs, rebuild the world, or simply live until the next day.

In addition to new classes, races, items, and rules, Scorched Earth introduces vehicles as a major fixture of gameplay. Seamlessly blend gunplay and explosions with high stakes car chases and collisions. In the wasteland, a good motor can be just as valuable as a reliable weapon.

Scorched Earth uses the Pathfinder rules system and requires the Pathfinder Core Rulebook to play. The information provided in this book exists to give players the tools they need to create characters who survive in post-apocalyptic America.

Chapter one introduces the game while chapter two the character origins, with chapter three detailing the various classes available to both PCs and NPCs. Chapter four discusses new skills and feats, as well as modifications to existing skills and feats. Chapter five reviews the items, weapons, and armor available in the world. Chapter six introduces the vehicle rules and the vehicles themselves. Chapter seven speaks to some of the hazards that the wasteland holds, including radiation and mutant creatures.

The Scorched Earth Campaign Setting contains information on the settlements and gangs of post-Apocalyptic America, as well as new creatures and dozens of NPC stat blocks. It also provides adventure seeds and other great goodies for your game.





Instead of races, Scorched Earth has character origins. Origins allow the players to create characters with their own subtle distinctions beyond what is offered by classes alone. Unless otherwise stated, all origins are medium size humanoids (human) and have a base speed of 20 ft.

Origins

Battlekin: A fighter and eager martyr, the brainwashed fodder of some powerful demagogue. **Cultist:** A member or ex-member of a cult, familiar with power and manipulation. Mutant: An outcast and reject, the sad result of the poisoned earth. **Nomad:** A hermit and wanderer, whose quest for survival takes him across the wastes. **Ruin Dweller:** A scavenger and tinkerer, lives within the broken cities of the old world. Settler: A citizen and rebuilder, tries to remain sane in an insane environment. **Savage:** A luddite and spiritualist, rejects the old world and remakes civilization from the ground up.

Each origin begins the game speaking English. With a high Intelligence or ranks in Linguistics, a player may choose from: Spanish, Mandarin, Tagalog, French, Vietnamese, and German.

Battlekin

Across the wastes, many children are reared with only one cause: war. Commonly known as battlekin, they are sometimes referred to as warlings, war children, or war boys. The battlekin are trained from a young age in the art of combat and grow to be adults with a bloodlust in their hearts and a battle cry echoing in their minds.

Factions throughout the wastes vary in training and focus for their battlekin. Some battlekin are trained in gunplay while others are taught to fight with a variety of melee weapons. In their training, many battlekin are pitted against each other, leaving only the brutal and hardened. Those not pitted against each other are thrown to the harsh wastes to survive for weeks at a time before they are allowed to return for more brutish training.

As they grow in age and rank, battlekin are brought out to raids and combat to experience the savagery first-hand. They work as a team, acting as a single unit as they flow across the waste. Particularly vicious or foolish battlekin will jump into the fray early on and either prove their worth or be left to the vultures.

The few battlekin that survive to adulthood are a sight to behold and a force to be reckoned with. They are aggressive, callous, and ruthless in combat, but in combat they become fierce and sadistic. A battlekin will fight with unrelenting determination, matched only by the monstrous beasts of the wastes.

Battlekin Origin Traits

+2 Strength, +2 Charisma, -2 Wisdom: Battlekin are athletic and assertive, but weak-willed and irrational.

Combat Prowess: Battlekin begin play with proficiency in one weapon of their choice.

Comradely: Battlekin are used to raiding with others and often have specialized combat styles based on collaboration. They begin play with a bonus teamwork feat for which they qualify.

Fearless: Battlekin gain a +4 racial bonus on all saving throws against fear effects.

Quick Reactions: Battlekin can take a move action and a standard action during a surprise round.

Weak Willed: Battlekin suffer a -2 penalty to Will saves.

Alternate Racial Traits

Fistfighters: Not all battlekin are taught to fight with weapons. Some are trained to use their own bodies or their environment as their weapon of choice. Battlekin with this trait begin with either Catch Off-Guard or Improved Unarmed Strike as a bonus feat. This replaces the combat prowess trait.

Lone Wolf: Some battlekin are raised and taught to fight alone. Battlekin with this trait gain a +2 racial bonus to initiative checks. This replaces the comradely trait.

Rehabilitated: Battlekin are occasionally captured and slowly reintegrated into the world. These battlekin are reformed into ordinary members of society and lose most of their bloodlust and ruthlessness, gaining other valuable skills. Instead of the standard ability score arrangement, the battlekin gains a +2 racial bonus to any ability score of their choice, representing their newfound place in society.



Cultist

Cultists are found among communities all over the wastes. A community may harbor a single cultist or even an entire cult. Properly integrated, cultists will gravitate to take less notable positions like merchants or workers. An integrated cult leader will take the role of a community leader such as a priest or a high-ranking authority.

Other cultists live freely and openly in large compounds, blindly following a powerful demagogue or perceived deity. What may at first seem to be a simple farming village could actually house something far more complex. There is no overt tendency for evil in these cults. Some cults do perform their fair share of blood ritual and war mongering, but others are just happy traveling the wastes curing disease.

While cults vary in their beliefs, cult rituals tend to follow a general pattern. Most cults use their social influence to indoctrinate low ranking members of the cult. Some of this brainwashing can involve abuse, maltreatment, or torture, leaving the member a frail figure that is easily inculcated. Other times, it is gifts, training, and promises of immortality and a better life. Afterwards, the person's sense of self and personality is slowly stripped away. The remaining blank slate is used to serve the cult.

Occasionally, a cultist will break away from their cult. They may lift the wool that covered their eyes and attempt to live a new life, haunted by their past. A former cultist may still need to live a double life to keep any previous actions hidden from the rest of the world. If a former cultist's past is ever discovered, he may face the same consequences as active members.

Cultist Origin Traits

+2 Dexterity, +2 Charisma, -2 Constitution: Cultists are nimble and captivating, but cult rites generally leave them feeble. **Blood Rites:** Many cult rituals involve the drawing and leaching of blood, and cultists are familiar with the liquid. Cultists are immune to all bleed damage.

Double Life: Cultists choose two favored classes at 1st level and gain +1 hit points or +1 skill rank whenever they take a level in either of those classes.

Low Light Vision: Cultists are familiar with subterfuge and working in dark areas. They can see twice as far in conditions of dim light.

Manipulative: Cultists choose either Bluff, Diplomacy, Intimidate, or Sense Motive. Cultists gain a +2 racial bonus to that skill and it is always considered a class skill.

Alternate Racial Traits

Assimilative: Many cultists are adept at integrating themselves in a new community. Cultists with this trait gain a +1 bonus on Disguise, and Knowledge (local) checks. This replaces the manipulative trait.

Bloodletting: These cultists held the daggers when the time for sacrifice came. When a cultist scores a critical hit with a slashing weapon, he inflicts one bleed damage. This replaces the Blood Rites trait.

Cunning Linguist: Some cultists meet with merchants and traveling folk on behalf of the cult. They begin the game speaking two additional languages. This replaces the double life trait.

Reformed: A reformed cultist is living a new life, either via escape or exile from their cult. The cultist's body and mind has since recovered from their conditioning. Instead of the standard ability score arrangement, the cultist gains a +2 racial bonus to any ability score of their choice, representing their new opportunity at life.

Mutant

Mutants are not treated the same universally but what's left of humanity rarely treats them as equals. They are outcasts, slaves, and monsters. Loving mothers try to hide their offspring's mutations for as long as possible and some are successful hiding their traits for entire lifetimes. For most, however, this is impossible. Disfigured faces and additional appendages are difficult to cover.

Over time, communities of mutants have formed underground in caves and ruins. Their government vary as much as their human cousins, from savage dictatorships to functioning democracies.

The mutant population has a high rate of sterility and a low lifespan, which has a profound impact on mutants view of life. The family unit is replaced by formal gangs vying for power within the community. Their short lives encourage risky behaviors and violence matched only by the most aggressive humans.

Mutant Origin Traits

Ability Score: Mutant characters gain a +4 racial bonus to one ability score of their choice at creation. Mutant characters suffer a -2 penalty to three ability scores of their choice at creation.

Physical Mutations

All mutants have several genetic divergences but some are more noticeable than others. Mutants are born with one physical mutation trait from the list below.

Biter: Some mutations involve monstrous changes to the human mandible and teeth. Either the jaw muscles grow incredibly strong or the teeth come in razor sharp. Mutants with this mutation gain a natural bite attack, which deals 1d3 damage. The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.

Crepuscular: These mutants thrive during twilight hours and have evolved excellent sight during dawn and dusk. They can see twice as far

as a race with normal vision in conditions of dim light and gain a +2 bonus to Perception checks at all times.

Darkvision: Some mutant communities adapted to live underground in caves or ruins. These mutants gain darkvision up to 60 feet.

Gilled: These mutants can breathe both air and water.

Leather Skinned: Thick skin protects mutants against the new world's hazards, and these mutants gain a +1 natural armor bonus to their Armor Class.

Nucleotide Repair: Mutants receive a +1 bonus on Fortitude and Reflex saving throws.

Stunted: These mutants are small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks. Their speed is reduced by -5. However, they may use medium sized weapons and armor without penalty.

Social Adaptation

Along with the physical adaptations, most mutants find their own way of dealing with the rest of mankind. Mutants select one of the following social adaptation traits.

Bully: These mutants use their disfigurements to frighten their enemies. They receive a +2 bonus to Intimidate checks.

Imposter: Covering up tumors and other disfigurements, these mutants attempt to fit in with others and keep their secret. They receive a +4 bonus to Disguise checks.

Scoundrel: Deceit is an essential survival mechanism, granting +2 bonus to Bluff checks.

Alternate Racial Traits

Almost Normal: An almost normal mutant has only small defects separating him from humanity. Instead of the standard ability score arrangement, the mutant gains a +2 racial bonus to any ability score of their choice.



Nomad

Where humans live conflict inevitably follows, and no one knows this better than the Nomads. Nomads travel from place to place without any true destination. For these wanderers, home is not a location, but a state of mind. They carry with them only as much as they need to survive, their positions limited to what they can load into their trucks.

Nomads often end up traveling in a variety of ways, some walking from settlement to settlement as they witness the horrors of the new world first hand, eyes opened from a young age to both the best and worst humanity has to offer. Others see the world from the driver's seat, the flat wastes allowing them to see for miles in any direction. They considered their vehicle more of a home than any hovel or shelter could ever be.

Most nomads travel in packs, knowing the importance of safety in numbers, and there is always a place for someone willing to carry their weight. From a young age, nomads are expected to learn some valuable skill to assist with day to day life. At a certain age they have their worth tested, a rite of passage for those wish to stay. Not all do succeed however, finding the life of a nomad too hard. Some seek shelter in a settlement to live a more mundane life, while others desert due to conflict with others in their pack, splitting off to found their own group of wayward travelers.

None are more aware of the ways that the wasteland can punish the unprepared, and the knowledge gained from such travels makes nomads a formidable foe. Simply living to survive, there are few who have any more lofty aspirations than simply making it through the day, but those who do often end up shaping the land in ways others can barely imagine.

Nomad Origin Traits

+2 Constitution, +2 Intelligence, -2 Charisma: Life traveling across the wasteland has made nomads hardy and intelligent, but their lack of social interaction can make them brusque. Adaptive Talent: Nomads may select any one skill, and treat it as a class skill.

The Long Road: Nomads are familiar with long stretches behind the wheel. They gain a +4 bonus on saves against the fatigued and exhausted conditions.

Combat Driver: Most nomads that have been born in the back of a vehicle, more comfortable behind the wheel than anywhere else. Nomads with this trait gain a +1 on all driver checks.

Talented Beginner: Nomads suffer a -2 penalty (instead of the typical -4 penalty) when wielding improvised weapons or weapons they are not proficient with.

Thoughtless: Nomads take a -2 penalty to all Sense Motive checks.

Alternative Origin Traits

Battle Specialist: Some nomads prefer a specialized fighting style to a broader adaptive approach. Nomads with this trait begin play with one combat feat for which they qualify. This trait replaces Adaptive Talent and Talented Beginner.

Intelligent Survivor: Ruins are an excellent place to find spare parts and gear. Nomads with this trait gain +2 on all Scavenge checks. This trait replaces combat driver.

Wasteland Survivor: Survival takes many forms in the wasteland, and some nomads take a different method of surviving the harsh world they now live in. Nomads with this trait gain the Endurance feat. This trait replaces The Long Road.

Settled Nomad: Not all nomads can continue to travel until the end of their days. Some choose to settle down after enough time on the road. Instead of the standard ability score arrangement, the nomad gains a +2 racial bonus to any ability score of their choice, representing their adaptation to civilization.

Ruin Dweller

The world is full of ruins. Dead buildings, burned out husks, and claustrophobic underground bunkers litter the wastes like bones jutting out from a vicious wound. Most of these ruins are abandoned, long picked clean by scavengers of both the animal and the human variety. Some ruins, though, are still home to solitary hermits or small bands of survivors that prefer to live in the shadows of the past rather than build new settlements reaching towards the future.

Ruin dwellers thrive in a strange world mid-way between savagery and civilization. They are unusual, often unnatural creatures with unique ideas about history, life, and the world around them. They have little concept of social niceties and hunt and gather just like any other barbarian. Yet living in the skeletons of the before times has made ruin dwellers canny about lost technologies and ancient ways. Few can take the tattered remnants of the old world and restore them to life or turn them to an entirely new purpose the way a ruin dweller can.

Every ruin dweller is different. The crazed old man digging through a fallout shelter seeking clues to ancient technology. The tribe of children huddled up in an old airport, telling fractured stories of their ancient history. The mad murderer, setting traps for lone wanderers who dare infringe upon her lands. The only common thread is that each one lives with one foot planted in the wasteland and one foot planted in the past.

Ruin Dweller Origin Traits

+2 Constitution, +2 Wisdom, -2 Dexterity: Digging through the ruins of a dead civilization has made ruin dwellers resistant to disease and trained their senses but dulled their reaction time.

Plague Tolerance: Ruin dwellers expose themselves to strange, buried diseases and toxic substances almost daily. They gain a +2 bonus to saves against against disease, poisons, and radiation effects. **Ruin Runner:** While in a ruin, ruin dwellers gain a +4 bonus on Stealth checks. Additionally, ruin dwellers move at full speed through natural difficult terrain while in ruins.

Scavenger's Eyes: A lifetime of looking for bits and pieces has made ruin dwellers preternaturally aware. They gain a +2 origin bonus to Perception checks and gain low light vision. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision.

Scavenging Tinkerer: Ruin dwellers are experts at finding and using ancient technology. They gain a +1 origin bonus on Scavenge and Mechanics skill checks. Ruin dwellers are treated as proficient with any weapon they have personally crafted.

Alternate Origin Traits

Change of Focus: Not every ruin dweller is focused with fanatical precision on the shards of the past. Some train their minds or bodies for other tasks. Instead of the standard ability score arrangement, the ruin dweller gains a +2 origin bonus to any ability score of their choice.

Morlock Eyes: Some ruins are underground and ruin dwellers have adapted to that strange life. The ruin dweller gains darkvision. This origin trait replaces scavenger's eyes.

Scavenging Hacker: **Ruin dwellers tend toward mechanical devices, as they are easier to** build and repair. Some, though, prefer to tinker with the electronics of the past. The ruin dweller gains a +2 bonus on Hack skill checks and halves the time needed to hack an electronic device. This origin trait replace scavenging tinkerer.

Tower Climber: Some ruins still reach toward the sky, in defiance of any powers that seek to tear them down. The ruin dweller has a climb speed of 10 feet. This origin trait replaces ruin runner.

Savage

As the world fell apart around them, some members of society saw this as an exciting new time in their lives. Finally free of the constraints of technology, the savages recognized the clean slate as a chance to try again. Many of the first savages abandoned their homes and families and set out into the wilds. The early savages were quickly thinned out, but those that survived held strong within their small groups that grew to moderately-sized tribes.

Currently, these tribes live a simple life, in tune with the natural world. They believe in making use of only the most basic of what nature offers. Rejection of old technologies and methods is widespread among the savage tribes. Most savages are hunters or gatherers, as many savages distain even basic agriculture and animal husbandry. Over the years, savage senses have grown sharper, allowing them to hunt at night relatively unimpeded.

When faced with aspects of technology, new or old, savages react with opposition. Given the opportunity, some savages will actively oppose progress in the world, choosing to seek out villages or encampments to destroy. However, other tribes choose to live with an isolationist approach, fearing that active attacks will only provoke retaliation. Regardless of their stance, tribes teach their members basic defense against the modern tools and techniques brandished by the outsiders.

Savage Origin Traits

+2 Strength, +2 Wisdom, -2 Intelligence: Savages are strong and intuitive, but reject scholarly and intellectual pursuits.

Attuned: Savages gain a +1 racial bonus on all saving throws.

Natural Crafter: Savages gain a +2 racial bonus to Craft checks when crafting poisons and non-metal weapons and armor.

Nature's Senses: Savages gain low-light vision.

Self-Reliant: Savages choose either Heal or Survival. Savages gain a +2 racial bonus to that skill and it is always considered a class skill.

Technological Hatred: Savages gain a +2 CMB bonus to sunder and disarm attempts against manufactured weapons.

Alternate Racial Traits

Savage Fury: Some savages are extremely attached to their tribes and will defend them to the bitter end. When a savage with this trait is reduced to half her hit points or fewer and has no conscious ally within 30 feet, she gains a +2 racial bonus on melee attack rolls and Armor Class. This replaces technological hatred.

Terrain Bond: Savages will sometimes choose a particular environment to live within, excelling while within that habitat. Savages with this trait choose a specific terrain type selected from the ranger's list of favored terrains. While within this terrain, a savage gains a +2 dodge bonus to AC. This replaces attuned.

Enlightened: An enlightened savage has found a new path in life, one that leads away from their old beliefs. The savage may still cling to old ideas about nature, but is open to discovery and embracing new aspects of the world around them. Instead of the standard ability score arrangement, the savage gains a +2 racial bonus to any ability score of their choice, representing their newfound approach to life.



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Settler

Settlers are just folks trying to return to the old ways. For them, enough is enough. There's no reason that the end of the world means unending violence and strife. These individuals band together to restore civilization, forming small, orderly settlements out in the wastes.

Settlers are content in their communities, and uncomfortable with the idea of too much excitement and danger. In this crazy world, adrenaline is usually immediately followed by death, and settlers don't want any of either. It's tough to scratch out your own way on this scorched earth, but it's better than killing for a living. Settlers are the primary producers of the world, farming for corn, tending to livestock, and fixing up old water purifiers.

Which is exactly why they make such valuable targets. Luckily, the many are stronger than the few, even if the few have missile launchers.

Of course, not all settlers are happy-go-lucky good samaritans. A large portion are social climbers and schemers, people who know that skills and cunning are just as powerful as a clean gun. And the temptation to kill your neighbor and take his lands is ever present, even in the purest of hearts.

Settler Origin Traits

+2 Dexterity, +2 Intelligence, -2 Strength: Settlers are quick of both wit and hand, but their cushy lifestyle has left them physically weak.

Cunning Linguist: Settlers are comfortable is a cosmopolitan environment, and begin play speaking two additional languages.

Sedentary Lifestyle: Settlers rarely find the need to travel from place to place, and suffer a -1 penalty to driver score.

Cog in the Machine: Settlers usually have some specific role inside their own society. They receive Skill Focus as a bonus feat at first level.

Skilled: Settles gain an additional skill rank at 1st level and one additional skill rank whenever they gain a level.

Crowd Courage: Settlers receive a +1 morale bonus to AC and all saves as long as they are adjacent to an ally.

Alternate Racial Traits

Trucker: Some settlers must become skilled drivers as part of their occupation. However, these unfortunate citizens are not as shielded from the horrors of the wasteland, and often come back from long trips mentally broken. Settlers with the Trucker racial trait suffer a -2 penalty to Will saves. This replaces the sedentary lifestyle trait.

Rebel: Some settlers grow up dreaming of something more than simple safety. They secretly harbor notions of adventure, and rebel against pleasant community. These individuals gain a +1 bonus to attack rolls as long as they are not within 10 feet of an ally. This replaces Crowd Courage.

Back to the Wild: Many who grow up in settlements ultimately reject it's trappings. These individuals embrace the chaos of the scorched earth. Instead of the standard ability score arrangement, the settler gains a +2 racial bonus to any ability score of their choice, representing his rejection of his place in society







Classes

Scorched Earth uses new classes to convey the skills and abilities of wastelanders.

Berzerker: A frenzied killer and psychopath, unstoppable and unbreakable, pummels his enemies into oblivion.

Bomber: A scientist and pyromaniac, obliterates her enemies in a flash of fire, taking a break only to heal her allies or ignite a demolition charge. **Demagogue:** A leader and shaper of men, inspires his allies, strikes fear in the heart of his enemies, and sends his minion into the fight to do his dirty

work. Gearhead: A genius with mechanics and skilled

driver, modifies his vehicle, weapon, and armor beyond the bounds of the layman.

Road Warrior: A knight of the wasteland, focuses his order's rage against opponents who have wronged him or others.

Scavenger: A survivor and assassin, favors underhanded tactics with a bonded beast and leads her allies through the dangers of the wasteland. Wild Gunner: A mercenary and artist with a gun, uses bullets to dazzle and destroy his enemies.

All classes count as fighters for the purpose of qualifying for feats restricted to fighters (for example, weapon specialization).

Driver Score

Scorched Earth introduces a new statistic into Pathfinder: Driver score. A character's driver score represents his skill and competency in driving vehicles.

When a character is in control of a vehicle, he adds his driver score to the vehicle's Reflex Save, CMB, CMD, and Maneuverability. The driver also adds his driver score to the vehicle's AC as a dodge bonus which does not apply if the driver is flat footed. These bonuses do not apply if the vehicle is stopped.

Bonuses to the driver's Reflex Save, CMB, CMD, Armor class, or Attack Modifier do not affect the vehicle's statistics

A character's driver score is equal to his Base Driver Score (determined by his class) + his Intelligence modifier.

Converting Pathfinder Fantasy Classes

In addition to the classes new to Scorched Earth, a few Pathfinder Fantasy classes may be used with minimal adjustment. In general, any class without spells, abilities that interact with firearms, or Supernatural or Spell-like abilities is fair game.

Classes that gain Disable Device as a class skill instead gain Mechanics. Classes that gain Use Magic Device instead gain Hack. Classes that gain Survival also gain Scavenge. Classes that gain Knowledge (arcana, history, or planes) instead gain Knowledge (old world). Classes that gain Knowledge (engineering) instead gains mechanics. Classes that gain Knowledge (nobility, local, or religion) instead gain Knowledge (organizations). Classes that gain Knowledge (dungeoneering) instead gains Scavenge. Classes that gain Spellcraft instead gain Engineering.

All converted classes, including prestige classes, gain a 1/2 base driver score. Use the bomber's driver score progression as reference.

Barbarian or Unchained Barbarian

The barbarian cannot choose any supernatural or spell-like abilities for her rage powers.

Fighter

The fighter's weapon groups are changed. The new weapon groups are: Light Melee Weapons, One-Handed Melee Weapons, Two-Handed Melee Weapons, One-Handed Ranged Weapons, Two-Handed Ranged Weapon, Grenades, and Turrets.

Rogue or Unchained Rogue

The unchained rogue cannot choose any supernatural abilities or spell-like abilities for his rogue talents.

Brawler

The brawler may be used without any adjustment.

Slayer

The slayer may be used without adjustment.

Swashbuckler

The swashbuckler may be used without adjustment.

Skirmisher or Trapper Ranger

While the standard ranger cannot be chosen, the skirmisher or trapper archetypes for the ranger may be used without adjustment.

Prestige Class

You may select any Prestige Class without spells or any (Su) or (Sp) abilities.

Aristocrat, Commoner, Expert, and Warrior

The aristocrat, commoner, expert, and warrior NPC classes may be used without adjustment.

Berserker

Some survive the wastes through the slow sacrifice of their sanity. The remaining shreds of their humanity cling on, somewhere in the deep recesses of their sub consciousness. These are the berserkers. While they can control their insanity for brief periods to interact with the vestiges of society, their madness takes over during combat. During these fits of mania, pain becomes a forgotten sensation as the berserker charges towards any threat with murder in his heart.

Berserkers are rarely welcome in places that cling to civilization. Their inability to control their tempers or their sanity renders them unfit company for most humans. The rare berserker who finds a home, however, will defend it even as it burns. Berserkers often run in packs. Even the insane need companionship.

Role: The berserker prefers fighting in melee, shunning the safety of distance that guns provide. He closes the distance quickly while his stamina keeps him fighting in situations that would leave most dead.

Hit Die: d12

Class Skills

The berserker's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Perception (Wis), Survival (Wis), and Swim (Str).



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Level	Base Attack	Base Drive	Fort	Ref	Will	Special
1	+1	+0	+2	+2	+0	Bloodlust, close the gap, frenzy
2	+2	+1	+3	+3	+0	Frenzy power
3	+3	+1	+3	+3	+1	Fearless frenzy
4	+4	+2	+4	+4	+1	Frenzy power
5	+5	+2	+4	+4	+1	Mad passenger +1
6	+6 / +1	+3	+5	+5	+2	Frenzied revenge, frenzy power
7	+7 / +2	+3	+5	+5	+2	Damage reduction 1/-, mad passenger +2
8	+8 / +3	+4	+6	+6	+2	Frenzy power
9	+9 / +4	+4	+6	+6	+3	Mad passenger +3, overwhelming charge
10	+10 / +5	+5	+7	+7	+3	Damage reduction 2/-, frenzy power
11	+11 / +6 / +1	+5	+7	+7	+3	Ferocious frenzy, mad passenger +4
12	+12 / +7 / +2	+6	+8	+8	+4	Frenzy power
13	+13 / +8 / +3	+6	+8	+8	+4	Damage reduction 3/-, mad passenger +5
14	+14 / +9 / +4	+7	+9	+9	+4	Frenzy power
15	+15 / +10 / +5	+7	+9	+9	+5	Mad passenger +6
16	+16 / +11 / +6 / +1	+8	+10	+10	+5	Damage reduction 4/-, frenzy power
17	+17 / +12 / +7 / +2	+8	+10	+10	+5	Disciplined frenzy, mad passenger +7
18	+18 / +13 / +8 / +3	+9	+11	+11	+6	Frenzy power
19	+19 / +14 / +9 / +4	+9	+11	+11	+6	Damage reduction 5/-, mad Passenger +8
20	+20 / +15 / +10 / +5	+10	+12	+12	+6	Apocalyptic frenzy, frenzy power

Class Features

The following are class features of the berserker.

Weapon and Armor Proficiency

The berserker is proficient with all simple weapons, all martial melee weapons and all weapons with the heavy special quality. The berserker is proficient with all armor (light, medium, and heavy) as well as shields (including iron doors).

Close the Gap

At 1st level, a berserker may devote all his energy to closing the gap to an opponent. When making a charge full round action, the berserker may move an additional +10 feet. The berserker moves an additional +10 feet when charging at 4th level and at every additional 4 level thereafter, up to a maximum of +60 feet at 20th level.

Frenzy

A berserker can temporarily lose what little sanity he has left, granting him uncanny yet unpredictable skills in combat. Starting at 1st level, a berserker can frenzy for a number of rounds per day equal to 2 + his Constitution modifier. At each level after 1st, he can frenzy for 1 additional round per day. These frenzy rounds are renewed after resting for 8 hours, although these hours do not need to be consecutive. A berserker can enter a frenzy as a free action.

While in a frenzy, a berserker gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, driver score, and Will saving throws. In addition, he takes a -2 penalty to Armor Class. He also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the frenzy ends, and are not replenished if the berserker enters a frenzy again within 1 minute of his previous frenzy. While in a frenzy, a berserker cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatic, Intimidate, and Ride) or any ability that requires patience or concentration.

A berserker can end his frenzy as a free action, and is fatigued for 1 minute after a frenzy ends. A berserker can't enter a new frenzy while fatigued or exhausted, but can otherwise enter a frenzy multiple times per day. If a berserker falls unconscious, his frenzy immediately ends unless he chooses to enter a bloodlust While frenzied, the berserker may use two handed weapons as if they were one handed.

While frenzied, the berserker adds his Strength modifier to all Acrobatics checks.

A berserker enters this frenzied state as a free action and is fatigued for 1 minute after a frenzy ends. A berserker can't enter a new frenzy while fatigued or exhausted, but can otherwise enter a frenzy multiple times per day.

Bloodlust

Sometimes frenzy is not enough. A berserker will often find himself in situations where he needs to completely break his sanity to get the job done. In these cases, he enters a bloodlust.

While in a bloodlust, the berserker continues to benefit from the effects of his frenzy, even if the berserker has gone beyond his maximum number of frenzy rounds per day. Rounds in a bloodlust do not count against the berserker's maximum number of frenzy rounds per day.

There are main three ways in which a berserker may enter a bloodlust.

A berserker in a frenzy can channel his full madness into a strike against a target. If the berserker in a frenzy successfully hits his target with a melee attack, he may choose to declare the attack a critical threat as a swift action. If he does, after the attack is resolved the berserker enters a bloodlust. The berserker cannot take this action while in a bloodlust.

If the berserker's hit points drop below 0, instead of falling unconscious he may choose to enters a bloodlust. The berserker is staggered while below 0 hit points and must still roll to stabilize.

A berserker may choose to enter a bloodlust as a free action any time an enemy is within 30 feet, even if the berserker is currently in a frenzy or fatigued.

If the berserker is in a bloodlust, roll on the following table at the beginning of each of the berserker's turns to see what the berserker does in that round.

Bloodlust

d4 Behavior

1: The berserker is staggered, but acts normally. His bloodlust and frenzy ends.

2: The berserker screams at the nearest creature within 30 feet, making a demoralize check. He then makes a single melee attack roll against the nearest creature, taking a 5 foot step if need be. If no creatures are within melee range, he takes a single move action towards the nearest creature he can see.

3: The berserker strikes himself with the most damaging item in his hand, scoring a hit. If this damage would kill him (negative Constitution), he is dealt no damage and instead exits his bloodlust. He then makes a single melee attack roll against the nearest creature, taking a 5 foot step if need be. If no creatures are within melee range, he takes a single move action towards the nearest creature he can see.

4: The berserker makes a full round melee attack roll against the nearest creature, taking a 5 foot step if need be. If no creatures are within melee range, he charges the nearest creature he can see. If he still cannot reach any creatures, he simply takes a double move action towards the nearest creature he can see.

A berserker cannot choose to end his bloodlust. His bloodlust only ends when he rolls a 1 to determine his actions. Even if he has 0 or fewer hit points, he remains conscious and in a bloodlust, but staggered.

Frenzy Powers

As a berserker gains levels, he learns to channel his inner madness in new ways. Starting at 2nd level, a berserker gains a frenzy power. He gains another frenzy power for every two levels of berserker attained after 2nd level. A berserker gains the benefits of frenzy powers only while in a frenzy, and some of these powers require the berserker to take an action first. Unless otherwise noted, a berserker cannot select an individual power more than once. Any frenzy powers which begin a bloodlust cannot be used during a bloodlust.

Any berserker who meets the power's prerequisites can select and use frenzy powers.

Animal Fury: While frenzying, the berserker gains a bite attack. If used as part of a full attack action, the bite attack is made at the berserker's full base attack bonus -5. If the bite hits, it deals 1d4 points of damage plus half the berserker's Strength modifier. A berserker can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the berserker against the target this round are at a +2 bonus.

Close Quarters Wielder: While frenzied, the berserker does not suffer a penalty for using heavy weapons inside vehicles.

Flesh Wound: The berserker can try to avoid serious harm from an attack. The berserker must make a Fortitude save with a DC equal to the damage that would be dealt by the attack. The berserker's armor check penalty applies on this saving throw. If the save succeeds, the berserker takes half damage from the attack and the damage is nonlethal. The berserker must elect to use this ability after the attack roll is made, but before the damage is rolled. After using flesh wound, the berserker enters a bloodlust. A berserker must be at least 10th level to select this frenzy power.

Flip That Rig: As a full-round action, while hanging off a vehicle, a berserker can grab the steering wheel and attempt to flip the vehicle over. The berserker must first make a wrest control combat maneuver against the driver, and then an intentionally flip check. The berserker gains a +10 bonus to the intentionally flip check. If either of these checks fails, flip that rig has no effect. A berserker must be 10th level and have the mad stunts frenzy power to select this power. **Frenzied Charge:** While frenzying, the berserker doubles his Strength bonus to damage to melee attacks made during a charge.

Frenzied Climber: When frenzied, the berserker adds his level as an enhancement bonus on all Climb skill checks.

Frenzied Leaper: When frenzied, the berserker adds his level as an enhancement bonus on all Acrobatics skill checks made to jump. When making a jump in this way, the berserker is always considered to have a running start.

Frenzied Swimmer: When frenzied, the berserker adds his level as an enhancement bonus on all Swim skill checks.

Good for What Ails You: While frenzied, a berserker who takes a drink of alcohol may attempt a new saving throw against one of the following conditions that may be affecting him: blinded, confused, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, shaken, or sickened. If he succeeds at the save, the effect is suppressed for the duration of the frenzy. He also may attempt a new saving throw if poisoned; a successful save counts against those required for a cure, but a failed save has no ill effect.

Guarded Life: While frenzied, if the berserker is reduced below 0 hit points, 1 hit point of lethal damage per berserker level is converted to nonlethal damage. If the berserker is at negative hit points due to lethal damage, he immediately stabilizes.

Increased Damage Reduction: The berserker's damage reduction increases by 1/-. This increase is always active while the berserker is frenzied. A berserker can select this frenzy power up to three times. Its effects stack. A berserker must be at least 8th level before selecting this frenzy power.

Internal Fortitude: While frenzied, the berserker is immune to the sickened and nauseated conditions. A berserker must be at least 8th level before selecting this frenzy power.

Intimidating Driver: The berserker's insane disregard for his own safety unnerves other drivers. While driving a vehicle and attempting a combat maneuver against an enemy vehicle, the berserker can attempt to demoralize the enemy driver as a swift action.

Intimidating Glare: The berserker can make an Intimidate check against one adjacent foe as a move action. If the berserker successfully demoralizes his opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the berserker's check exceeds the DC.

Inspire Ferocity: While frenzied, the berserker can use a move action to impart his reckless abandon modifier to all willing allies within 30 feet for a number of rounds equal to his Charisma modifier (minimum 1). A berserker must have the reckless abandon frenzy power to select this frenzy power.

Knockback: Once per round, the berserker can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the berserker's Strength modifier and is moved back as normal. The berserker does not need to move with the target if successful. This does not provoke an attack of opportunity.

Knockdown: Once per round, the berserker can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the berserker's Strength modifier and is knocked prone. This does not provoke an attack of opportunity. Once the berserker's turn ends, he enters a bloodlust.

Low-Light Vision: The berserker's senses sharpen and he gains low-light vision while frenzied.

Liquid Courage: While frenzied, the berserker increases his morale bonus on saving throws against mind-affecting effects by +1 for each alcoholic drink he consumes during his frenzy, to a maximum of +1 increase per four berserker levels.

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Lunging Driver: The berserker becomes a master of crashes. When his vehicle collides into another vehicle, the berserker can leap out of his seat and strike as a swift action, making an additional melee or unarmed attack against any target in the other vehicle. He still takes full damage from the collision and then falls from the vehicle.

Mad Stunts: The berserker no longer receives a penalty to melee attacks when hanging on a vehicle and reduces damage dealt from falling from a vehicle by d6.

Mighty Swing: The berserker automatically confirms a critical hit. This power is used as an immediate action once a critical threat has been determined. Once the berserker's turn ends, he enters a bloodlust. A berserker must be at least 12th level before selecting this power.

Night Vision: The berserker's senses grow incredibly sharp while frenzied and he gains darkvision 60 feet. A berserker must have low-light vision as a frenzy power or a racial trait to select this frenzy power.

No Escape: The berserker can move up to double his normal speed as an immediate action but he can only use this ability when an adjacent foe uses a withdraw action to move away from him. He must end his movement adjacent to the enemy that used the withdraw action. The berserker provokes attacks of opportunity as normal during this movement. At the end of the turn, the berserker enters a bloodlust.

Overbearing Advance: While frenzied, the berserker inflicts damage equal to his Strength bonus whenever he succeeds at an overrun combat maneuver.

Overbearing Onslaught: While frenzied, the berserker may overrun more than one target per round, with a -2 penalty on his CMB for each overrun check after the first. A berserker must have the overbearing advance frenzy power to select this frenzy power. A berserker must be at least 6th level to select this frenzy power.

Powerful Blow: The berserker gains a +1 bonus on a single damage roll. This bonus increases by +1 for every 4 levels the berserker has attained. This power is used as a swift action before the roll to hit is made. At the end of the turn, the berserker enters a bloodlust.

Protective Frenzy: As a free action, a berserker can enter a defensive state until the start of his next turn. Enemies who threaten the berserker cannot make attack rolls against any other target. If the berserker takes damage before his next turn, he enters into a Bloodlust.

Quick Reflexes: While frenzied, the berserker can make one additional attack of opportunity per round.

Reckless Abandon: While frenzied, the berserker can take a -1 penalty to AC to gain a +1 bonus on attack rolls. The AC penalty increases by -1 and the attack roll bonus increases by +1 at 4th level and every four levels thereafter.

Renewed Vigor: As a standard action, the berserker heals 1d8 points of damage + his Constitution modifier. For every four levels the berserker has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. At the end of the turn, the berserker enters a bloodlust. A berserker must be at least 4th level before selecting this power.

Retributive Grappler: When the berserker attempts to grapple while frenzying, he adds the damage that he receives from any attacks of opportunity that turn as a bonus to his Combat Maneuver check. If the berserker has the Improved Grapple feat, he can choose to provoke an attack of opportunity when initiating a grapple.

Road Rage: While making an attack action while on or in a vehicle, the berserker can add his Charisma modifier to damage and make an Intimidate check to demoralize his opponent as an immediate action. Doing so drives the berserker into a bloodlust. **Roaring Drunk:** While frenzied, the berserker gains a +1 morale bonus on Intimidate checks and to the save DC of any fear effects he creates for each alcoholic drink he has consumed during his frenzy, to a maximum of +1 per four berserker levels.

Rolling Dodge: The berserker gains a +1 dodge bonus to his Armor Class against ranged attacks for a number of rounds equal to the berserker's current Constitution modifier (minimum 1). This bonus increases by +1 for every 6 levels the berserker has attained. Activating this ability is a move action that does not provoke an attack of opportunity.

Savage Strike: When declaring a critical threat to enter a bloodlust, the berserker deals bleed damage on the strike equal to 1/2 the berserker's class level (minimum 1).

Smasher: Once per round, whenever the berserker makes an attack against an unattended object or a sunder combat maneuver, he can ignore the object's hardness. This ability must be used before the attack roll or sunder check is made. At the end of the turn, the berserker enters a bloodlust.

Staggering Drunk: While frenzied, a berserker gains a +1 dodge bonus to AC against attacks of opportunity for each alcoholic drink he has consumed during his frenzy, to a maximum of +1 per four berserker levels.

Strength Surge: The berserker adds his berserker level on one Strength check or combat maneuver check, or to his Combat Maneuver Defense when an opponent attempts a maneuver against him. This power is used as an immediate action. At the end of the turn, the berserker enters a bloodlust.

Surprise Accuracy: The berserker gains a +1 morale bonus on one attack roll. This bonus increases by +1 for every 4 levels the berserker has attained. This power is used as a swift action before the roll to hit is made. At the end of the turn, the berserker enters a bloodlust.

Swift Foot: The berserker gains a 5-foot enhancement bonus to his speed. This increase is always active while the berserker is frenzied. A berserker can select this frenzy power up to three times. Its effects stack.

Terrifying Howl: The berserker unleashes a terrifying howl as a standard action. All shaken enemies within 30 feet must make a Will save (DC equal to 10 + 1/2 the berserker's level + the berserker's Strength modifier) or be panicked for 1d4+1 rounds. Once an enemy has made a save versus terrifying howl (successful or not), it is immune to this power for 24 hours. A berserker must have the intimidating glare frenzy power to select this frenzy power. A berserker must be at least 8th level before selecting this power.

Unexpected Strike: The berserker can make an attack of opportunity against a foe that moves into any square threatened by the berserker, regardless of whether or not that movement would normally provoke an attack of opportunity. A berserker must be at least 8th level before selecting this power. At the end of the turn, the berserker enters a bloodlust.

Unflinching Driver: The berserker doesn't flinch when it comes to driving a vehicle into collisions. While driving a vehicle and attempting to purposefully collide with another object or vehicle, the berserker adds his constitution his vehicle's maneuverability and Reflex.

Weaponize Anything: The berserker enjoys killing unconventionally. The berserker may pick up or draw an improvised weapon within reach as a swift action, and may make a full round attack with improvised weapon in the surprise round. He suffers a no penalty to attack for using improvised weapons.

Fearless Frenzy: At 3rd level, a berserker is immune to fear while frenzied and his unhinged demeanor sets his opponents on edge. While frenzying, each enemy within 10 feet of him receives a -2 penalty on saving throws against fear effects and the berserker gains a bonus to Intimidate checks equal to 1/2 his class level (minimum 1). **Mad Passenger:** Starting at 5th level, a berserker suffers 2 fewer points of damage due to flipping vehicles, vehicle collisions, or falling from vehicles. He gains a bonus of +2 to any Acrobatics checks made while aboard a moving vehicle or while leaping onto or off of a moving vehicle. These bonuses increase by +2 every two berserker levels thereafter.

Frenzied Revenge: Starting at 6th level, while frenzied the berserker may leave himself open to attack as a free action while preparing devastating counterattacks. The berserker suffers a -4 penalty to AC, but every attack against the berserker provokes an attack of opportunity from him, which is resolved prior to resolving each enemy attack.

Damage Reduction: At 7th level, the berserker gains damage reduction while frenzied. Subtract 1 from the damage the berserker takes each time he is dealt damage from a weapon or natural attack. At 10th level, and every three berserker levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point.

Overwhelming Charge: At 9th level, while frenzying, the berserker gains the pounce special ability, allowing him to make a full attack at the end of a charge.

Ferocious Frenzy: At 11th level, when a berserker enters a frenzy, the bonus to his melee attack rolls and melee damage increases to +3. Additionally, he receives 3 temporary hit points per berserker level while frenzied.

Disciplined Bloodlust: Starting at 17th level, a berserker may re-roll his bloodlust determination once per round.

Apocalyptic Frenzy: At 20th level, when a berserker enters a frenzy, the bonus to his melee attack rolls and melee damage increases to +4 and the critical range of all melee attacks made while frenzied increases by 1. Additionally, he receives 4 temporary hit points per berserker level while frenzied.

Bomber

Some say the world got into this mess because of people like the bomber. They aren't entirely wrong.

Dangerous lunatics who hear the siren call of chemicals and flame, bombers aren't content with just inventing new methods of mass destruction. Bombers need to use their creations the same way most folk need to eat or breathe. The good ones try to use their talents to help the world. The bad ones turn into destruction incarnate. The crazy ones are the most dangerous of them all.

Bombers consider themselves to be pioneers and scholars, attempting to rediscover knowledge lost from the before times. So long as their experiments don't cause too much damage they are welcome in the remains of civilization. Their abilities are as useful when clearing away a boulder as they are when raiders attack.

Role: Bombers apply explosives both tactically and liberally to make their problems go away. This makes them good at dealing with crowds, swarms, and anything with a motor. Some bombers specialize in using their bombs to spread medicine instead of fire, making them excellent healers.

Hit Die: d8

Class Skills

The bomber's class skills are Appraise (Int), Craft (Int), Hack (Int), Heal (Wis), Knowledge (old world) (Int), Mechanics (Int), Perception (Wis), Profession (Wis), Scavenge (Wis), Sleight of Hand (Dex).

Skill Ranks Per Level: 4 + Int modifier

Loval	Base Attack	Base Drive	Fort	Dof	XX/:11	Special
Level				Ref	Will	-
1	+1	+0	+2	+2	+0	Bomb (1d8), throw anything, trick
2	+2	+1	+3	+3	+0	Tweak, vehicle wrecker (+1)
3	+3	+2	+3	+3	+1	Bomb (2d8), bomber's path (novice)
4	+4	+3	+4	+4	+1	Tweak
5	+5	+3	+4	+4	+1	Bomb (3d8), bomber's hobby (novice), vehicle wrecker (+2)
6	+6 / +1	+4	+5	+5	+2	Tweak
7	+7 / +2	+5	+5	+5	+2	Bomb (4d8), evasion
8	+8 / +3	+6	+6	+6	+2	Bomber's path (journeyman), tweak
9	+9 / +4	+6	+6	+6	+3	Bomb (5d8)
10	+10 / +5	+7	+7	+7	+3	Advanced tweak, vehicle wrecker (+3)
11	+11 / +6 / +1	+8	+7	+7	+3	Bomb (6d8), bomber's hobby (journeyman)
12	+12 / +7 / +2	+9	+8	+8	+4	Tweak
13	+13 / +8 / +3	+9	+8	+8	+4	Bomb (7d8), bomber's path (master), improved evasion
14	+14 / +9 / +4	+10	+9	+9	+4	Tweak
15	+15 / +10 / +5	+11	+9	+9	+5	Bomb (8d8), vehicle wrecker (+4)
16	+16 / +11 / +6 / +1	+12	+10	+10	+5	Tweak
17	+17 / +12 / +7 / +2	+12	+10	+10	+6	Bomb (9d8), bomber's hobby (master)
18	+18 / +13 / +8 / +3	+13	+11	+11	+6	Bomber's path (grandmaster), grand tweak
19	+19/+14/+9/+4	+14	+11	+11	+6	Bomb (10d8), bomb immunity
20	+20 / +15 / +10 / +5	+15	+12	+12	+6	Ultimate bomb, vehicle wrecker (+5)

Class Features

The following are class features of the bomber.

Weapon and Armor Proficiency

Bombers are proficient with simple weapons, grenades, and bombs. Select two exotic weapons. The bomber is proficient in both. Bombers are also proficient with light armor, but not with shields.

Bomb

Starting at 1st level, bombers are adept at swiftly mixing volatile chemicals into a catalyst to create powerful bombs that they can hurl at their enemies. A bomber can use a number of bombs per day equal to twice her class level + her Intelligence modifier. Bombs are unstable, and if not used in the round they are created, they degrade and become inert - their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, the bomber must use a small vial containing an ounce of liquid catalyst - the bomber can create this liquid catalyst from small amounts of chemicals in her chemistry lab, and these supplies can be readily refilled at no cost. Most bombers create a number of catalyst vials at the start of the day equal to the total number of bombs they can create in a day - once created, a catalyst vial remains usable by the bomber for years.

Drawing the components of, mixing, and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the Throw Splash Weapons special attack. Bombs are considered weapons and can be selected for such feats as Point-Blank Shot and Weapon Focus. On a direct hit, a bomber's bomb inflicts 1d8 points of fire damage + additional damage equal to the bomber's Intelligence modifier. The damage of the bomber's bomb increases by 1d8 points at every odd-numbered bomber level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from a bomber's bomb is always equal to the bomb's minimum damage (so if the bomb would deal 2d8+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage).

Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the bomber's level + the bomber's Intelligence modifier.

Note that bombs target AC, not touch AC.

Bombers can learn new types of bombs as tweaks (see the Tweak ability) as they level up. A bomber's bomb is keyed to her unique biochemical signature and becomes inert if used or carried by anyone else.

Bombs, like all weapons, may not be thrown outside of one range increment while inside moving vehicles.

Throw Anything

Bombers gain the Throw Anything feat as a bonus feat at 1st level. A bomber adds her Intelligence modifier to damage done with splash weapons as well as grenades, including the splash damage if any. This bonus is already included in the Bomb class feature.

Trick

Bombers aren't just experts in explosions but in chemistry in general. At 1st level a bomber learns how to sacrifice her bombs in order to perform chemistry tricks. For each bomb sacrificed the bomber can perform two chemistry tricks. At every odd level starting at 3rd, the number of tricks the bomber can perform using the chemicals scavenged from a single bomb increases by +1. These scavenged chemicals go inert after 8 hours, after which they are no longer suitable for performing tricks. Creating and using a trick is a standard action. Any trick thrown as a weapon has a range increment of 10 feet. The DC for any save required by a trick is 10 + 1/2 the bomber's class level + the bomber's Intelligence bonus.

Acid: The bomber creates a vial of acid that ignores up to 2 points of hardness and does 1d3 points of acid damage. The acid can be poured onto a target as a melee touch attack or thrown as a ranged touch attack. **Blinding Goo:** The bomber mixes her chemicals into a fast dissolving ball of goo that can be thrown into a target's face as a ranged touch attack. If the goo ball hits, the target is blinded for one round.

Boost: The bomber's chemicals mimic the effects of boost, and may be used as such.

Cold Pack: The chemist mixes her chemicals into a packet that produces a chill for 1 hour. Anyone using a cold pack gains a +5 bonus to Fortitude save to resist hot temperatures. Cold packs are also useful for keeping food and beverages cool. Cold packs are usually slipped beneath clothing or into a boot or shoe.

Depressant: The chemicals work together as a depressant that is absorbed through the skin. The bomber must succeed at a melee or ranged touch attack to deliver the depressant, after which the target must make a Fortitude save. Failure fatigues the target for 1 turn per bomber level.

Dissolving Spray: The bomber mixes her chemicals into a spray that helps dissolve solid objects. When sprayed onto a substance (a melee touch attack) reduce its hardness by -2. The item remains weakened until repaired by a DC 15 Craft or Mechanics check and a minute of work. Using dissolving spray on an object worn or held by a creature requires a melee touch attack. Dissolving spray cannot be used at range.

Fake Medicine: The chemicals the bomber mixes aren't exactly medicine but they do the trick in the short term. When fake medicine is swallowed or administered (a standard action) it delays the effects of any disease or the nausea or sickened conditions for 10 minutes.

Firestarter: The chemicals react together to create heat, setting any unattended flammable liquid or fine object ablaze. Firestarter can be poured onto a target as a melee touch attack or thrown as a ranged touch attack. **Flash:** The chemicals explode into a harmless burst of light after a violent impact. Make a ranged touch attack against the target. If the attack is successful, the target must make a Reflex save or be dazed for 1 round.

Glowstick: The vial full of chemicals glows, shining light like a torch for 1 hour.

Glue: The bomber's chemicals become a glue. Anyone touching a surface covered in the glue must make a Reflex save or become entangled. Breaking a bond formed by the glue requires a solvent or a DC 15 Strength check. One vial of glue is enough to cover a 5x5 foot area.

Grand Show: The bomber uses her chemicals to create a harmless light and sound show to impress or frighten. For the ten minutes after the trick was performed, you and your allies gain a +2 to any Bluff or Intimidate attempt against a target that has seen the grand show.

Graffiti Paint: The bomber creates a brightly colored, permanent paint that cannot be washed off without chemical assistance. Each vial of graffiti paint contains enough pigment to cover a 5x5 foot square area.

Lubricant: The chemicals mix to form a non-flammable lubricant. Anyone attempting to walk through an area covered in lubricant must move at half speed and make an Acrobatics check or slip and fall prone. The DC of the Acrobatics check is equal to 10 + 1/2 bomber level + bomber's Int modifier. Holding onto an object covered in lubricant requires a successful Reflex save or the object is immediately dropped. A saving throw must be made each round the creature attempts to hold or use the object. Deploying the lubricant requires either a melee or ranged touch attack. Each vial contains enough lubricant to cover a 5x5 foot square area.

Heat Pack: The chemist mixes her chemicals into a packet that produces a pleasant heat for 1 hour. Anyone using a heat pack gains a +5 bonus to their Fortitude save to resist cold temperatures. **Liquid Rope:** The chemicals mix together to form ten feet of rubber strapping that can be used as a rope. Liquid rope uses the same statistics as hemp rope but dissolves after an hour.

Mending: The bomber's chemicals form a quick-hardening rubber substance that can be used to make functional, if ugly, repairs on an object. Restore 1d4 hit points to any object or vehicle.

Poison Detection: The bomber's chemical mixture changes color when it touches a poison or toxic substance.

Scent Mixture: This mixture of chemicals produces an appealing aroma of food, making it perfect for masking the scent of poisons. Any creature trying to detect a poison or other unusual scent through scent takes a -10 penalty to their Perception check.

Solvent: The bomber creates a solvent that will remove paint, including graffiti paint, and dissolve most glues.

Stim Pack Boost: The bomber adds her chemicals to a stim pack, boosting its effectiveness. Add the bomber's Intelligence modifier to the number of hit points the stim pack heals.

Stimulant: The bomber produces a mixture that, when drunk, grants the imbiber a +1 resistance bonus on all saving throws for one minute.

Water Purifier: The chemical mixture will purify water and remove toxins, poisons, and diseases, making it safe to drink. Water purifier does not work on other liquids such as alcohol or juice. Each vial of purifier will clean up to 5 gallons of water.

Tweaks

At 2nd level, and then again at every 2 levels thereafter (up to 18th level), a bomber learns to tweak either her bombs or her heavy weapons. Unless otherwise noted, a bomber cannot select an individual tweak more than once. Some tweaks can only be made if the bomber has met certain prerequisites first, such as discovering other tweaks. Tweaks do not stack unless otherwise noted. Only one such tweak can be applied to an individual bomb or heavy weapon at a time. Changing out the tweak on a weapon requires tools and ten minutes time. The DC of any saving throw called for by a tweak is equal to 10 + 1/2the bomber's level + the bomber's Intelligence modifier.

Acid Bomb: When a bomber creates a bomb, she can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional 1d6 points of acid damage one round later. Vehicles that take a direct hit from an acid bomb take an additional 1d8 points of acid damage one round later.

Concussive Bomb: When a bomber creates a bomb, she can choose to have it inflict sonic damage. Concussive bombs deal 1d6 points of sonic damage, plus 1d6 more points of sonic damage for every 2 bomber levels beyond the 1st, instead of the normal 1d8 damage. Creatures that take a direct hit from the concussive bomb are deafened for 1 minute unless they succeed at a Fortitude save.

Directed Bomb: A bomber can modify her bombs to splash in a 15-foot cone instead of a 5-foot radius burst. The bomber chooses the direction of the cone. If the attack misses, roll an additional 1d8 to determine the direction of the blast from where the bomb lands.

Dirty Bomb: Bombers must know the smoke bomb tweak to learn this tweak. The smoke created by the bomb contains radioactive materials and fills an area equal to twice the bomb's splash radius for 1 round per level. Any creature exposed to the smoke must make a Fortitude save or become sickened for as long as they are inside the cloud and for 1d6 rounds after they leave it.

Explosive Bomb: The bomber has learned how to increase the spread of her bomb's splash radius. The bomber's bombs now have a splash radius of 10 feet instead of 5 feet. Creatures that take a direct hit also catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Explosive Missile: As a move action the bomber can choose one bomb-related tweak she knows and apply that tweak to ammunition fired from one of her exotic weapons. When the tweaked ammunition hits its target, it deals damage normally and detonates as if the bomber had thrown the bomb at the target. If the explosive missile misses, it does not detonate.

Foam Bomb: A foam bomb deals no damage. Instead, foam bombs fill an area equal to the bomb's splash radius with a fire retardant foam. Any flame covered by the foam is immediately extinguished. Foam bombs can also be used to reduce damage from collisions and falls. As an immediate action in response to a fall or impending collision, a bomber can throw a foam bomb at a surface or vehicle. The AC of unmoving surfaces is 5. Any collision or falling damage suffered from impact with that surface is reduced by an amount equal to a bomb's normal damage.

Frost Bomb: When a bomber creates a bomb, she can mix in a cryogenic liquid in order to inflict cold damage. Creatures that take a hit from a frost bomb are staggered on their next turn unless they succeed at a Fortitude save.

Electromagnetic Bomb: Instead of dealing damage, electromagnetic bombs are designed to attach to vehicles and send out electromagnetic pulses that interfere with the workings of an engine. For every electromagnetic bomb attached to a vehicle, reduce the acceleration of a vehicle by 5. Removing a electromagnetic mine requires a standard action and DC 15 Strength check. Electromagnetic bombs have a hardness of 2 and 5 hit points.

Magnetic Bomb: The bomber has built a compact but powerful magnet into her bomb. Magnetic bombs add +2 to attack rolls to target vehicles, structures made from metal, and creatures wearing metal armor. Metal weapons are not large enough to attract a magnetic bomb.

Precise Bomb: The bomber has learned to craft bombs into compact instruments of precision. Whenever the bomber throws a bomb, she can select a number of squares equal to her Intelligence modifier that are not affected by the splash damage from her bombs. Precise bomb can stack with other tweaks.

Psychoactive Bomb: Psychoactive bombs are mixed with neurotoxins that heighten susceptibility to suggestion. A creature struck by a psychoactive bomb takes a -1 penalty on saving throws against charm, emotion, fear, and pain effects, and the DC for Bluff, Diplomacy, and Intimidate checks against the victim decreases by 2. This effect lasts for 1 hour per bomber level. These penalties do not stack, and a creature can only be affected by a single psychoactive bomb at a time. Reduce the amount of normal damage dealt by the bomb by 1d8 (so a bomb that would normally deal 6d8+4 points of damage deals 5d8+4 points of damage instead).

Radiation Bomb: When a bomber creates a bomb, she can choose to have it inflict radiation damage instead of fire damage. Creatures that take a hit from a radiation bomb are sickened on their next turn unless they succeed at a Fortitude save.

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Rocket Bomb: When creating her bomb, the bomber can attach it to powerful but inaccurate rockets. These rocket bombs travel farther and explode bigger than normal bombs, but cannot target individual creatures. The range increment on a rocket bomb is 50 feet and they explode in a 20-foot radius from the point of impact. All creatures in that area, including the direct target, take the bomb's normal splash damage. The direct target does not suffer the bomb's normal damage.

Scrap Bomb: When the bomber creates a bomb, she can choose to have it explode into shards of shrapnel that deal piercing damage. A creature that takes a direct hit from a scrap bomb takes 1 point of bleed damage per die of bomb damage unless it succeeds at a Reflex save.

Shock Bomb: When the bomber creates a bomb, she can choose to have it inflict electricity damage. Creatures that take a direct hit from a shock bomb must succeed at a Reflex save or become dazzled for 1d4 rounds.

Silicon Bomb: When a bomber creates a bomb, she can choose to have it create a silicon slick upon detonation. When a silicon bomb detonates, it coats an area equal to the bomb's splash radius in silicon for 1 round per level. Any creature in the bomb's splash radius must make a Reflex save or fall. A creature can walk within or through the silicon covered area at half normal movement with a DC 10 Acrobatics check. Failure means the creature stops in the first silicon coated square it enters and must make a Reflex save or fall while failure but 5 or more means the creature automatically falls.

Smoke Bomb: When the bomber creates a bomb, she can choose to have it create a cloud of thick smoke when it detonates. The cloud fills an area equal to twice the bomb's splash radius for 1 round per level and obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures further away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the cloud in 4 rounds; a strong wind (21+ mph) disperses the cloud in one round.



Sticky Bomb: The effects of the bomb are persistent and continue to damage creatures for 1 round after the initial damage. Creatures that take a direct hit from a sticky bomb take the splash damage 1 round later. Bombs that have effects that would normally occur 1 round later instead have those effects occur 2 rounds later.

Stink Bomb: The bomber must know the smoke bomb tweak before learning this tweak. The smoke created by a bomber's bomb can fill an area equal to twice the bomb's splash radius with a putrid smell for 1 round. Living creatures in the smoke cloud must succeed at a Fortitude save or become nauseated. This condition lasts for 1d4+1 rounds after they leave the cloud.

Strafe Bomb: The bomber can modify her bombs to splash in a 30-foot line rather than affecting a radius. The line starts at the bomber and extends away from her in the direction she chooses. The bomber designates one creature in the squares affected by the line to be the target of the bomb and makes her attack roll against that creature; all other squares in the line take splash damage.

Vehicle Wrecker

At 2nd level, bombers learn to more effectively blow up machines as well as men. The bomber gains a +1 bonus to attack and damage when attacking vehicles. This bonus increases by +1 at 5th level and every 5 levels thereafter. At 10th level the bonus also applies to attacks and damage against structures and all objects.

Bomber's Path

At 3rd level, bombers embark on a path of specialization and must choose from: booming bomber, demolition bomber, mad bomber, medical bomber, or tactical bomber. A bomber's specialization choice grants her new abilities at 3rd, 8th, 13th, and 18th level. Once chosen, the bomber's specialty may not be changed.

Biochemical Bomber

Biochemical bombers are less interested in big booms and more interested in toxins and contagions. They spend hours in their labs creating poisons and culturing diseases and use their bombs as the perfect delivery system to cause panic, mayhem, and biological destruction. The effects of abilities gained from different levels do not stack. The biochemical bomber must choose what ability she is using before she throws the bomb.

Novice level: Novice level biochemical bombers learn the smoke tweak for free. In addition, these bombers can modify the smoke their bombs produce to carry a mild but virulent toxin. Living creatures in the smoke cloud must succeed at a Fortitude save or suffer 1 point of bleed damage as blood begins oozing from their ears and eyes.

Journeyman level: At the journeyman level, the biochemical bomber learns how to intensify the toxins delivered by her smoke bombs. The smoke created by the smoke bomb carries fills an area equal to twice the bomb's splash radius for 1 round per level. A living creature inside a smoke bomb must make a Fortitude save or suffer 1d4 points of Constitution damage at the start of each turn they are in the cloud. Holding one's breath doesn't help, but creatures immune to poison are unaffected by the bomb.

Master level: Master level biochemical bombers have moved beyond toxins and can now pack diseases into their smoke bombs. The smoke created by a smoke bomb fills an area equal to twice the bomb's splash radius for 1 round per level. Any creature exposed immediately risks contracting one of the following diseases: measles, pneumonia, typhoid, or virulent influenza. The onset period is immediate. Use the disease's listed frequency and save DC to determine further effects.

Grandmaster level: At the grandmaster level, a biochemical bomber learns to create either greater poison smoke bombs or greater plague smoke bombs. The bomber must choose which of the two types of bomb she learns to make when she reaches grandmaster level.

Greater Plague Smoke Bomb: The smoke created by a greater plague smoke bomb carries a horrible disease and fills an area equal to twice the bomb's splash radius for 1 round per level. Any creature exposed immediately risks contracting one of the following diseases: measles, pneumonia, rabies, typhoid, or virulent influenza. The onset period does not apply. Use the disease's listed frequency to determine further effects. The save for the disease is equal to 10 + 1/2 the bomber's level + the bomber's Intelligence modifier. If the creature fails the initials save, the infected creature can only make a saving throw to resist a disease contracted from a greater plague smoke bomb after a successful Heal check has been made to treat it. This Heal check does not confer a bonus to resist the disease

Greater Poison Smoke Bomb: The smoke created by a poison bomb carries a toxin and fills an area equal to twice the bomb's splash radius for 1 round per level. The toxic smoke automatically kills any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save, in which case it takes 1d4 points of Constitution damage on your turn each round they remain in the cloud. A living creature with 6 or more HD takes 1d4 points Constitution damage on your turn each round while in the cloud. A successful Fortitude save halves this damage. Holding one's breath doesn't help, but creatures immune to poison are unaffected by the bomb.

Demolition Bomber

Demolition bombers are a sneaky sort. They prefer to plant their bombs subtly and detonate them from afar. They enjoy the anticipation of the explosion as much as the actual event.

Novice level: Novice level demolition bombers learn add a timer to their bombs so that they explode a number of rounds after the bomber ceases contact with the bomb. The timer can be set for any period of time as chosen by the bomber, up to a number of hours equal to her class level. Setting a timer is a standard action as part of throwing (or placing) the bomb. If at any point the bomber reclaims possession of the timed bomb, she can end the timer, prevent the bomb's detonation, and regain that use of the bomb. A bomber may set the bomb such that it detonates immediately if any other creature attempts to touch it, or moves adjacent to it. The bomb deals damage as if it scored a direct hit to any creature in the square with the bomb when it detonates, and splash damage to all adjacent creatures as normal. Planting a timed bomb is a full-round action. Planting a timed bomb on an unwilling target requires a successful touch melee attack. Tweaks cannot be applied to timed bombs.

Journeyman level: At the journeyman level, the demolition bomber learns to remotely detonate her timed bombs. If the journeyman is within close range (25 ft. + 5 ft. per 2 class levels) she may detonate a timed bomb before the countdown reaches zero as a move action. As the demolition bomber grows in experience she can increase the range of her remote detonation. A master demolition bomber can detonate a bomb from medium range (100 ft. + 10 ft. per 2 class levels) and a grandmaster can detonate a bomb from long range (400 ft. + 40 ft. per 2 class levels).

Master level: Master level demolition bombers learn to further transform their timed bombs into shaped charges that channel the power of an explosion into a concentrated area. Upon detonation, the bomber can apply all the damage of a shaped charge, including the damage that would normally be allocated to each square in the bomb's splash radius, to a single creature, item, or five by five foot area of structure within the bomb's radius. **Grandmaster level:** At the grandmaster level, demolition bombers become experts in wrecking vehicles and demolishing structures. By spending one minute's study at within 10 feet or five minutes study within 200 feet, the demolition bomber can identify where on a vehicle or structure to attach a timed bomb for maximum damage. No other action other than movement can be performed while the bomber is studying the target. Once her study of the target is complete, the demolition bomber knows precisely where to plant her bomb for maximum effectiveness and the next bomb attack against the target is automatically considered a critical threat.

Medical Bomber

While most bombers see explosions as a method of destruction, medical bombers have crafted them into a delivery system for healing and medicine. They still love the explosion but have channeled their mania into something positive.

Novice level: Novice medical bombers have learned how to turn a cocktail of medicines into an aerosol spray that can be administered via a bomb's explosion. Medicine bombs do no damage. Instead, a creature that takes a direct hit heals an amount of damage equal to the bomb's damage. Creatures in the splash radius are healed for a number of hit points equal to the bomb's splash damage. Bombers automatically hit allied targets within three range increments.

A creature can only be affected by one medicine bomb per round.

Journeyman level: At the journeyman level, medical bombers can pack more powerful medicines into their medicine bombs. Instead of healing hit points the medical bomber's medicine bomb can also heal up to 1d4 ability damage and 1 negative level. Creatures in the splash radius heal 1 ability point damage. **Master level:** Master level medical bombers learn how to quickly mix anti-toxins, antibiotics, stimulants, and other medicines into their medicine bombs. Instead of healing hit points, a medical bomber's medicine bomb can help neutralize poisons and cure diseases. A creature that takes a direct hit from the stim bomb can make an immediate save against the poison or disease with a bonus equal to 1/2 the bomber's class level. Creatures in the splash radius of the medicine bomb make an immediate save with no bonus.

Grandmaster level: At the grandmaster level, the medicine delivered by a medical bomber's medicine bombs lingers in the target's system. When used to heal hit points, bombs bestow fast healing 5 on creatures that take a direct hit for a number of rounds equal to 1/2 the bomber's class level.

Tactical Bomber

The tactical bomber views her bombs as the ultimate battlefield tool. Using carefully placed explosives, the tactical bomber can move combatants around a battlefield as if they were pieces on a chessboard.

Novice level: Novice level tactical bombers mix a fast acting foam glue into their bomb. These glue bombs do not do damage but creatures that take a direct hit from them must make a Reflex save or become entangled and glued to the floor. Creature in the splash area that fail their saves are entangled but not glued to the floor. A creature that is glued to the floor can break free by making a strength check or by dealing 15 points of damage to the glue with a slashing weapon. The strength check is equal to 10 + 1/2 the bomber's level + the bomber's Int modifier. Hitting the glue is automatic, after which the creature that hit makes a damage roll to see how much of the glue was scraped off. Once free, the creature is still entangled but can move. The glue becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness.

Journeyman level: At the journeyman level, tactical bombers become adept at positioning their bombs in such a way that they can be used to perform combat maneuvers. After determining the results of a successful bomb attack, compare the result of the bomber's attack check against the target's CMD. If the bomber's attack check is equal to the target's CMD or higher, she may also perform one of the following combat maneuvers against the direct target of the bomb: bull rush, disarm, or trip. If the result of the bomber's attack check is lower than the CMD the tactical bomber does not perform the combat maneuver but suffers no negative consequences as a result. Bombs used in this way deal no damage.

Master level: Master level tactical bombers learn to perform combat maneuvers against entire groups with their bombs. After determining the results of a successful bomb attack, compare the result of the bomber's attack check against the CMD of any target in the bomb's splash radius that failed its Reflex save. If the bomber's attack check is equal to the target's CMD or higher, she may perform one of the following combat maneuvers against it: bull rush, disarm, or trip. The same combat maneuver must be performed against all the affected targets. If the result of the bomber's attack check is lower than the CMD of any target the tactical bomber does not perform the combat maneuver but suffers no negative consequences as a result. Bombs used in this way deal no damage.

Grandmaster level: At the grandmaster level, tactical bombers learn to control the board instead of the pieces. When the tactical bomber throws a bomb he may target the terrain instead of a creature to break up ground, dig holes, or create temporary bulwarks of solidified foam. Used in this way, the terrain bomb does no damage. Instead, the tactical bomber selects any number of squares within the bomb's normal splash radius. Squares of normal terrain, a 5 foot tall wall of hardened concrete foam, or a 5 foot deep pit. Terrain made of a material with a hardness rating of 5 or above cannot be made into a pit.



Versatile Bomber

Versatile bombers believe in the beauty and the art of the bomb itself. Their spare time is spent tinkering with new formulas, new delivery methods, and practicing their throwing arm for the perfect toss.

A versatile bombers gain one bonus tweak at her novice and another at her journeyman levels. At master level, the versatile bomber learns a bonus advanced tweak. At grandmaster level, the versatile bomber learns a bonus grand tweak.

Bomber's Hobby

Few bombers can sit still long enough to focus entirely on one path. Starting at 5th level, a bomber can pick a second path to learn from the Bomber's Path ability. The bomber gains her second path's journeyman ability at 11th level, and the master ability at 17th level.

Evasion

At 7th level, a bomber learns to avoid attack with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can only be used if the bomber is wearing light armor or no armor. A helpless bomber does not gain the benefits of evasion.

Advanced Tweaks

At 10th level, and every two levels thereafter, a bomber can choose one of the following advanced tweaks in place of a bomber tweak talent.

Blinding Bomb: When a bomber creates a bomb, she can choose for it to detonate with an intense flash of light. Creatures that take a direct hit from a blinding bomb are blinded for 1 minute unless they succeed at a Fortitude save. Creatures in the splash area that fail their saves against the bomb are dazzled for 1 minute. This is a light effect.

Boomstick: When a bomber creates a bomb, she can affix it to the end of a melee weapon. When the melee weapon successfully strikes a target, the bomb detonates. A target damaged by the melee weapon suffers both the weapon's normal melee damage and bomb's damage. Creatures adjacent to the target take splash damage from the bomb as usual. Bombs can also be affixed to throwing weapons such as spears and javelins but doing so unbalances them, adding a -4 penalty to attack rolls. The weapon is destroyed when the bomb detonates.

Cluster Bomb: Instead of creating one large bomb, the bomber can create a package of mini-bombs that do less damage to the direct target but more damage to targets in the splash radius. Reduce the damage dealt to the direct target by 4d8 and increase the damage done to targets in the splash zone by 2d8.

Fast Bombing: The bombers has learned to quickly create enough bombs to throw more than one in a single round. The bomber can prepare and throw additional bombs as a full-round action if her base attack bonus is high enough to grant her additional attacks. This functions just like a full-attack with a ranged weapon. Fast bombing stacks with all other tweaks except for smoke bomb and any bomb that requires smoke bomb as a prerequisite.

Gamma Bomb: When a bomber creates a bomb, she can choose to have it inflict radiation damage damage instead of fire damage. Creatures that take a direct hit from a gamma bomb suffer from 1d4 negative levels unless they succeed at a Fortitude save. Creatures in the splash area suffer from 1 negative level on their next turn unless they succeed at a Fortitude save.

Greater Explosive Bomb: The bomber must have the explosive bomb tweak to learn this tweak. The bomber has learned how to pack more explosive power into each bomb. Increase the damage die of her bombs from a d8 to a d10. **Homing Bomb:** The bomber has affixed small rockets to her bomb to help guide it towards its target. Homing bombs ignore the +4 bonus to AC provided by cover and reduce the miss chance from concealment by 20%.

Madness Bomb: The smoke of a madness bomb contains a powerful hallucinogen that causes damage to the brain. A creature that takes a direct hit from a madness bomb takes damage from the bomb plus 1d4 points of Wisdom damage. Reduce the amount of normal damage dealt by the bomb by 2d8 (so a bomb that would normally deal 6d8+4 points of damage deals 4d8+4 points of damage instead). The amount of Wisdom damage dealt by a madness bomb is reduced by 1 for each madness bomb that hit the target in the past 24 hours, to a minimum of 1 point of Wisdom damage.

Sundering Bomb: When a bomber creates a bomb, she can pack it with chemicals that damage metal, plastic, and wood than to flesh, allowing her to make a sundering attempt at range using her BAB + Intelligence modifier. The creature directly hit by the bomb only takes splash damage. Sundering bombs do double damage against tires.

Improved Evasion

At 13th level, the bomber's evasion upgrades to improved evasion. In addition to taking no damage on a successful Reflex save, she takes only half damage on a failed save.

Grand Tweak

At 18th level, and every two levels thereafter, a bomber can choose one of the following grand tweaks in place of a bomber tweak talent.


Bomb on Wheels: With ten minutes of uninterrupted work, a bomber can affix one of her bombs to the gas tank of a vehicle, transforming it into a bomb on wheels. The bomber triggers the bomb to detonate either when the vehicle reaches a set speed or when it collides with another vehicle or structure. When the bomb detonates it deals maximum damage to the vehicle. If the vehicle collides with a creature, vehicle, or structure the direct target and the rigged vehicle take damage both from the collision and maximum damage from the bomb. The splash radius for a bomb on wheels is doubled and all splash damage is doubled due to the force of the explosion.

Critical Bomb: Whenever the bomber rolls to confirm a critical hit with her bombs, roll twice and take the better of the two rolls. Even if the confirmation roll fails, add an additional 1d8 to the bomb's damage. This tweak can be stacked with other tweaks.

Inferno Bomb: The smoke created by the bomb fill an area equal to twice the bomb's splash radius for 1 round per level. The smoke is shot through with white-hot embers. The bomb obscures vision as a smoke bomb does. In addition, the white-hot embers within the cloud deal 6d6 points of fire damage to everything within the cloud on the bomber's turn each round. All creatures within the smoke can make a Reflex save each round to take half damage. The bomber must have the smoke bomb tweak to select this tweak.

Insane Bomber: As a full round action, the bomber can make a melee attack against an enemy. This provokes an attack of opportunity. If the attack is successful and if the bomber is still conscious, she then sets off a number of bombs up to 3+ her intelligence modifier. The target is automatically hit by all the bombs. The bomber is automatically hit by the splash damage of each bomb. This damage cannot be reduced by a Reflex save or by the bomb immunity ability. **Pyrotechnic Bomb:** The bomber loads her bomb with pyrotechnics that produce intense, loud, and colorful explosions. Creatures that take a direct hit from a pyrotechnic bomb are blinded and deafened for 1 minute and panicked for 1 round unless they succeed at a Fortitude save. Creatures in the splash area that fail their saves against the bomb are dazzled and shaken for 1 minute. This is both a light and a sonic effect.

Bomb Immunity

At 19th level, a bomber knows her bombs so well she is always able to evade the damage. The bomber takes no damage and suffers no adverse effects from her own bombs unless she chooses. Against bombs and other explosive devices with a splash radius, the bomber always gets a Reflex save against damage as if she were in the explosive's splash radius, even if she was the direct target.

Ultimate Bomb

At 20th level, the bomber has rediscovered lost secrets from the time before and can now build the ultimate bomb. Each ultimate bomb can only be deployed once per day and uses one daily bomb. When building an ultimate bomb, the bomber must choose from one of the following three options.

Genesis bomb: While most bombs cause destruction, the genesis bomb releases a flash of growth accelerating radiation and a genetic modification cloud that fills a radius equal to twice the bomb's splash radius for 1 round. Any creature inside the cloud is affected by the genesis bomb. The bomb immediately ends any and all of the following adverse conditions: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures up to a maximum of 150 hit points of damage.

The genesis bomb does removes d4 negative levels but does not restore permanently drained ability score points.

Any vegetation in the burst radius becomes thick and overgrown, doubling the plant's size. Crops caught in a genesis bomb explosion are more productive, generating twice as much food per plant. Food produced by these crops is also healthier. Eating a meal prepared with food from genesis bomb irradiated crops doubles the healing effects of a full day of rest.

Mini-nuke: The bomber has learned how to build a small, localized nuclear device. Mini-nukes may be thrown as any other bomb. All creatures, structures, and vehicle within a 20 foot radius of the point of detonation suffer 12d12 radiation damage and must make a Fortitude save or suffer 2d4 negative levels of radiation. Any creature, structure, or vehicle between 20 to 100 feet of the point of impact suffers 6d12 radiation damage. Reflex saves do not reduce this damage.

All terrain within the blast radius of the mini-nuke is now considered difficult terrain.

Bomb immunity does not mitigate the effects of a mini-nuke.

Neutron bomb: While the principles of the neutron bomb are hard to understand the effects are not. The bomber throws the bomb. There's a flash of light. The target drops dead. The direct target of a neutron bomb must succeed at a Fortitude save against a DC equal to 10 + 1/2 the bomber's level + the bomber's Intelligence modifier. Failure means instant death. Success mitigates the death effect but reduces the direct target's current hit point total in half and paralyzes it for 1d4 rounds. Targets in the neutron bomb's splash radius must make a Fortitude save against a DC equal to 10 + 1/2 the bomber's level + the bomber's label + the bomber's splash radius must make a Fortitude save against a DC equal to 10 + 1/2 the bomber's level + the bomber's lower's level + the bomber's splash radius must make a Fortitude save against a DC equal to 10 + 1/2 the bomber's level + the bomber's lower's level + the bomber's splash radius must make a Fortitude save against a DC equal to 10 + 1/2 the bomber's level + the bomber'



Demagogue

The wasteland is rife with broken minds waiting to be conquered. The teeming mass of humanity seek wisdom, comfort, and purpose in time of such terror. They need a guru to guide them through difficulties, a leader to inspire success, or a wrathful god to punish the wicked. Men, after all,

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are sheep, and they need a shepherd.

At least, that's how the demagogue sees it. Demagogues are cult leaders and politicians, gang bosses and war chiefs, managers of businesses and commanders of armies. Always seeking to grow his followers, the demagogue and his loyal minor head into the wastes in search of renown and power. And, of course, the betterment of his subordinates. Or so he says.

Role: The demagogue's place is leading from behind. He is weak on his own, but are able to improve his allies' abilities and strike fear in their enemies. A demagogue's voice is his weapon, his minion is his shield, and his friends are his tools.

Hit Die: d6

Class Skills

The demagogue's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex).

Skill Ranks Per Level: 4 + Int modifier

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Level	Base Attack				Will	Special
1	+0	+0	+0	+0	+2	Fascinate, inspire courage, inspire driving, minion, proclamation, speech
2	+1	+1	+0	+0	+3	Proclamation, witness
3	+1	+2	+1	+1	+3	Inspire competence
4	+2	+3	+1	+1	+4	Pillar of devotion, proclamation
5	+2	+3	+1	+1	+4	Sooth
6	+3	+4	+2	+2	+5	Proclamation
7	+3	+5	+2	+2	+5	Lingering doubt, suggestion
8	+4	+6	+2	+2	+6	Proclamation
9	+4	+6	+3	+3	+6	Fear mongering, inspire greatness
10	+5	+7	+3	+3	+7	Major proclamation, proclamation
11	+5	+8	+3	+3	+7	Counseling, constant presence
12	+6 / +1	+9	+4	+4	+8	Proclamation
13	+6 / +1	+9	+4	+4	+8	Frightening speech
14	+7 / +2	+10	+4	+4	+9	Proclamation
15	+7 / +2	+11	+5	+5	+9	Inspire heroics
16	+8 / +3	+12	+5	+5	+10	Proclamation
17	+8 / +3	+12	+5	+5	+10	Mass Suggestion
18	+9 / +4	+13	+6	+6	+11	Grand proclamation, proclamation
29	+9 / +4	+14	+6	+6	+11	Death Speech
20	+10 / +5	+15	+6	+6	+12	Proclamation

Class Features

The following are class features of the cult leader.

Weapon and Armor Proficiency

Cult Leaders are proficient with all simple weapons. They are not proficient with any type of armor or shield.

Minion

At 1st level, a demagogue takes on a loyal follower, a devoted minion who adheres to the demagogue's every command. Anywhere from trustworthy friend to worshipping apostle to broken slave (for the most evil demagogues), a minion is ultimately a reflection of the demagogue's methods and teachings.

When a demagogue takes on a minion, he may choose from one of three minion types: champion, killer, and bodyguard. As the demagogue increases in level, his minion grows in strength depending on the minion type chosen.

Minions are usually passive, only taking to action in their demagogue's defense or at his explicit order. Mostly silent, they live to serve their leader.



They offer little ideas or insights (the demagogue will of course have better ones), and will only carry out commands. During combat, the minion acts on the demagogue's initiative.

If a demagogue's minion is killed or lost, or if the demagogue simply chooses to replace him, the demagogue must spend a week within a settlement or town to find and bend a new individual to his will.

For more information on minions, refer to the minion section.

Speech

A demagogue's force of will is both a weapon and a blessing, and his voice is music both strange and terrible for those within earshot. He may use his speech to inspire his allies or demoralize his enemies. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a demagogue can use speech for 2 additional rounds per day. Each round, the demagogue can produce any one of the types of speeches that he has mastered, as indicated by his level.

Starting a speech is a standard action, but it can be maintained each round as a free action. Changing a speech from one effect to another requires the demagogue to stop the previous speech and start a new one as a standard action. A speech cannot be disrupted, but it ends immediately if the demagogue is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A demagogue cannot have more than one speech in effect at one time.

At 7th level, a demagogue can start a speech as a move action instead of a standard action. At 13th level, a demagogue can start a speech as a swift action.

All speeches are mind-affecting with audible components. Targets must be within 30 feet and able to hear the demagogue. If the demagogue is in a vehicle, targets must be within 60 feet. The targets need not understand the demagogue's language, as the fire in his voice is enough. A deaf demagogue has a 20% change to fail when attempting to use a speech with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf and mindless creatures are immune to speeches, but any creature with intelligence 1 or greater is susceptible.





List of Speeches:

Fascinate: At 1st level, a demagogue can use his speech to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be capable of paying attention to the demagogue. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a demagogue has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the demagogue's level + the demagogue's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the demagogue cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the speech for as long as the demagogue continues to maintain it. While fascinated, a target takes a -4 penalty on initiative checks as well as skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon or aiming a weapon at the target, automatically breaks the effect.

Inspire Courage: A 1st level demagogue can use his speech to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. An affected ally receives a +1 morale bonus on saving throws against fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six demagogue levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level.

Inspire Driving: A 1st level demagogue can use his speech to improve his allies and his own driving score. An affected ally receives a +1 morale bonus to his driver score. At 5th level, and every six demagogue levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. **Inspire Competence:** A demagogue of 3rd level or higher can use his speech to help an ally succeed at a task. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he continues to hear the demagogue's speech. This bonus increases by +1 for every four levels the demagogue has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th).

Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A demagogue can't inspire competence in himself.

Sooth: A demagogue of 5th level or higher can use his speech to sooth weary and disturbed allies. He removes the fatigued, sickened, and shaken condition from all those affected. This ability begins to work after two continuous rounds of speech.

Suggestion: A demagogue of 7th level or higher can use his speech to make a suggestion to a creature that he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A demagogue can use this ability more than once against an individual creature during an individual speech.

When making the suggestion, the demagogue suggests a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the speech.

The suggested course of activity can continue as long as the demagogue continues his suggestion speech. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do. The demagogue can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the speech ends, the activity is not performed. A Will saving throw (DC 10 + 1/2 demagogue's level + demagogue's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is a language-dependent ability.

Fear Mongering: A demagogue of 9th level or higher can use his speech to foster a sense of growing dread in each enemy that can hear his speech, causing them to become shaken. The effect persists for as long as the enemy can hear the speech. The speech cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Fearmongering is a fear effect.

A Will saving throw (DC 10 + 1/2 demagogue's level + demagogue's Cha modifier) negates the effect. A creature must make this save at the start of each turn he hears the speech until he fails, at which point he remains shaken until the speech ends.

Inspire Greatness: A demagogue of 9th level or higher can use his speech to inspire greatness in himself or a single willing ally within range feet, granting extra fighting capability. For every three levels a demagogue attains beyond 9th, he can target one additional ally while using this speech (up to a maximum of four at 18th level). To inspire greatness, all of the targets must be able to see and hear the demagogue. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent.



Frightening Speech: A demagogue of 13th level or higher can use his speech to cause fear in his enemies. Each enemy within range receives a Will save (DC 10 + 1/2 the demagogue's level + the demagogue's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear the speech. Frightening speech is a fear effect.

Inspire Heroics: A demagogue of 15th level or higher can inspire tremendous heroism in himself and a single ally within range feet. At 18th level he can inspire heroics in one additional creature. To inspire heroics, all of the targets must be able to see and hear the demagogue. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the targets are able to hear the speech.

Mass Suggestion: This ability functions just like suggestion, but allows a demagogue of 17th level or higher to make a suggestion simultaneously to any number of creatures that he has already fascinated.

Death Speech: A demagogue of 19th level or higher can use his speech to cause one enemy to die from fear or rapture. To be affected, the target must be able to hear the demagogue perform for 1 full round. The target receives a Will save (DC 10 + 1/2 the demagogue's level + the demagogue's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the target is staggered for 1d4 rounds, and the demagogue cannot use deadly speech on that creature again for 24 hours. If a creature's saving throw fails, it dies.

Proclamation

Demagogues learn a number of proclamations which he can use to control a battlefield. At 1st level, a demagogue gains one proclamation of his choice. He gains an additional proclamation at 2nd level and for every 2 levels attained after 2nd level, as noted on Table: Demagogue. A demagogue cannot select an individual proclamation more than once. Unless otherwise noted, using a proclamation is a standard action that does not provoke an attack of opportunity. The save to resist a proclamation is equal to 10 + 1/2 the demagogue's level + the demagogue's Charisma modifier. Whether or not the save is successful, and whether or not the proclamation is beneficial, the target cannot be the target of the same proclamation for 24 hours. Proclamations are mind-affecting effects.

Unless otherwise noted, proclamations can only target creatures within 30 feet of the demagogue. Deaf and mindless creatures are immune to proclamations, but any creature with intelligence 1 or greater is susceptible.

Proclamations may be woven into speeches such that both may be made at the same time. Making a proclamation does not end or interrupt a speech.

The range of all proclamations increases by 30 when a demagogue is within a vehicle.

Baseless Confidence: A demagogue fills the target with baseless confidence. The creature receives a +2 bonus to AC and a +2 bonus on saving throws. This confidence lasts until the creature is hit or fails a saving throw. A demagogue can inspire baseless confidence in one creature at a time. If the demagogue uses this ability again, the previous target immediately loses the benefits. At 8th level and 16th level, the bonuses provided by this proclamation increase by +1.

Charm: A demagogue can charm a creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if the demagogue had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the demagogue's Charisma modifier. A Will save negates this effect. The duration can be extended with the ramble proclamation. At 8th level, this effect increases the attitude of the target creature by two steps.



Cower: The demagogue causes a target to become so overwhelmed with fear that it does nothing. If the target has fewer HD than the demagogue, then the target cowers for one round. A successful Will save negates this effect.

Driver's Lapse: The demagogue distracts a driver from his duties. If the target fails his Will save, he is unable to control any vehicle for a number of rounds equal to the demagogue's Charisma modifier.

Driving Force: The demagogue often takes the wheel, showing his followers the way from behind a steering wheel. He receives a permanent +1 bonus to his driver score upon taking this proclamation. All occupants and hanger-ons of a vehicle driven by the demagogue, including the demagogue himself, gain a +1 morale bonus to attack. This bonus is doubled for the demagogue's minion.

Discord: The demagogue can make an animal or humanoid within 30 feet distrust another creature within line of sight. The target's attitude toward the other creature decreases by one step. A successful Will save negates this effect. The effect lasts for a number of rounds equal to the demagogue's Charisma modifier. The duration can be extended with the ramble proclamation. At 8th level, this effect decreases the attitude of the target creature by two steps.

Feral Speech: This proclamation grants the demagogue the ability to communicate with and understand the response of any mammal with intelligence 1 or 2. Although he does not actually speak the language of animals, he is skilled at working with beasts. The demagogue can make himself understood as far as his voice carries. This proclamation does not predispose any animal so addressed toward the demagogue in any way, and animals are very terse in their communications. **Forbidden Ground:** The demagogue declares a certain plot of land sacrosanct. The land is a 15 foot radius area whose center can be no more than 30 feet from the demagogue. For one round, any enemies attempting to enter this area must make a Will save or become staggered for one round. Though the demagogue may use forbidden ground as many times as he likes, each creature need only attempt one save against the effect before become immune to all of the demagogue's forbidden grounds for 24 hours.

Forget Mastery: The target's training fades from them. If the target fails his Will save, he loses one style point, one daily use of challenge, and a number of bombs, rounds of frenzy, and rounds of speech equal to the demagogue's Charisma modifier. In addition, he cannot deal sneak attack for one round.

I am Your New Master: All minions and animal companions suffer a -5 penalty on saving throws against the demagogue's proclamations and speeches.

Irrefutable Gift: The demagogue offers an object to an adjacent creature, and entices it into using or consuming the proffered item. If the target fails its Will save, it immediately takes the offered object, dropping an already held object if necessary. On its next turn, it consumes or dons the object, as appropriate for the item in question. For example, an apple would be eaten, a stimpack used, a present opened, and a pistol wielded in a free hand. If the target is physically unable to accept the object, the proclamation fails. After one round, the target returns to his senses.

Impose Ennui: The demagogue fills the target with listlessness and lethargy. If the target fails his Will save, he suffers a -2 penalty to melee damage and attack rolls, and cannot confirm melee critical hits, until the demagogue's next turn.



Inflict Doubt: All enemies within a 30 foot radius must make a Will save or fall prey to a gnawing doubt. The center of the 30 foot radius may be no more than 50 feet away. Enemies who fail their Will save take a -1 penalty on attack rolls and a -1 penalty against fear effects and proclamations. Inflict doubt is a fear effect that lasts for 1 minute per level.

Momentary Confusion: The demagogue breaks the mind of his target for one round. Roll on the following table at the start of the target's turn to see what it does in that round. A Will save negates this effect.

Confusion Effects

d% Behavior

01-25 Acts normally
26-50 Does nothing but babble incoherently
51-75 Deals 1d8 points of damage + Str modifier to self with item in hand
76-100 Attacks nearest creature

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Optimism: The demagogue can grant a creature within 30 feet an optimistic outlook. The target can call upon this optimism once per round, allowing him to roll twice on any ability check, attack roll, saving throw, or skill check, taking the better result. He must decide to use this ability before the first roll is made. At 8th level and 16th level, the duration of this proclamation is extended by 1 round. **Peacebond:** A demagogue can use this proclamation on a creature to prevent it from drawing a weapon for a number of rounds equal to the demagogue's level. This proclamation has no effect on natural weapons or weapons already in a creature's hands. A Will save negates this effect.

Pessimism: The demagogue can cause a creature within 30 feet to suffer from extreme pessimism for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates this proclamation. At 8th level and 16th level, the duration of this proclamation is extended by 1 round. This proclamation affects all rolls the target must make while it lasts.

Ramble: A demagogue may ramble on as a move action. Any creature that is within 30 feet that is under the effects of a charm, discord, weakness, silence, optimism, or pessimism proclamation caused by the demagogue has the duration of that proclamation extended by 1 round.

Regain Sanity: The demagogue forcefully reminds an ally of his duties. The target may make a Will save against all mind-affecting effects currently afflicting him. He gains a +2 bonus on these saves.

Restore Vigor: The demagogue can restore fortitude and strength with the power of speech, curing a target of 1d8 points of damage +1 point per demagogue level and bestowing an equal number of temporary hit points. Once a creature has benefited from the restore vigor proclamation, it cannot benefit from it again for 24 hours. At 5th level, this proclamation instead cures 2d8 points of damage +1 per demagogue level.

Silence: The demagogue stuns a target into silence. The target is unable to speak or make any vocalizations for a number of rounds equal to the demagogue's Charisma modifier. A successful Will save negates this effect. **Stress:** A demagogue may impose sudden weakness in those in stressful situations. If the target fails his Will save, he is unable to confirm critical hits for one round. If the target is a hangeron and fails his Will save, he falls from his vehicle.

Sudden Rage: A demagogue fills the target with a moment of rage. If the creature is frenzied and fails his will save, he immediately enters a bloodlust. If the creature is not frenzied, fails his will save, and is adjacent to a creature, he immediately makes a melee attack against an adjacent creature of his choice with whatever is in his hands.

War of Words: The demagogue engages in a war of words with a fellow demagogue. He may only target creatures with at least one level of demagogue with this proclamation. The demagogue makes a Charisma check with a bonus equal to his demagogue level. The DC of this check is equal to 10 + the target's Charisma modifier + the target's demagogue level. If the demagogue succeeds, the target is staggered for one round and suffers d6 points of damage for every two demagogue levels the demagogue possesses. If the demagogue fails, the demagogue suffers d6 points of damage for every two demagogue levels the target possesses, but is not staggered.

Weakness: A target within 30 feet takes a -2 penalty on one of the following (demagogue's choice): AC, ability checks, attack rolls, driver score, saving throws, or skill checks. This proclamation lasts for a number of rounds equal to 3 + the demagogue's Charisma modifier. At 7th level the penalty increases to -4.

Witness

At 2nd level, a demagogue gains the ability to witness his minion as a standard action. Under the watchful eye of his demagogue, the minion knows he cannot fail. Until the start of the demagogue's next turn, the minion gains a +2 bonus to attack rolls, damage rolls, driver score, and saves. The minion must be able to see or hear the demagogue to gain this effect. This is a mind-affecting effect.



Pillar of Devotion

At 4th level, a demagogue understands that his words are necessary to keep his subordinates in line. He choses one of the following skills: Bluff, Diplomacy, Intimidate, or Sense Motive. The demagogue gains a bonus on this skill equal to 1/2 his demagogue level. At 8th, 12th, and 16th level, the demagogue may chose an additional skill from the list.

Lingering Doubt

At 7th level, a demagogue's words stick in an enemy's mind, even if he thinks he has shaken them off. If the target succeeds in a Will save against a proclamation or speech, he suffers a -2 penalty to attack rolls and driver score for one round. The demagogue may choose to inflict this status with no save on a target within 30 feet as a standard action.

Major Proclamation

Starting at 10th level a demagogue can choose one of the following major proclamations whenever he could select a new proclamation.

Compel Suicide: The demagogue is so persuasive that he may cause an enemy to do himself serious harm. A Will save negates this effect. If the target is the driver of a vehicle with 4 or fewer base wheels, the driver attempts to flip the vehicle. If the target is a hanger-on, he immediately lets go. If the target is neither of the previous categories, he instead attacks himself with the weapon he has in his hand, dealing himself 1d8 + Str with the weapon he has in his hand and using up an attack of opportunity (if he has one). **Compel Hatred:** The demagogue fills the target with a terrible loathing aimed at a specific creature. A Will save negates this effect. The demagogue designates a single creature as the object of the target's revulsion. For a number of days equal to the demagogue's level, the target does all it can to remain at least 60 feet away from the object of its loathing. As soon as the target moves within this range, it becomes nauseated until it can again get away from the object of its revulsion. If traveling beyond 60 feet of the object of its loathing would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Drop Guard: All enemies within a 30 radius of the demagogue must make a Will saving throw or immediately provoke attacks of opportunity from foes that threaten them.

Fear Leech: The target of this proclamation becomes shaken for a number of rounds equal to 3 + the demagogue's Charisma modifier. As long as the demagogue remains within 30 feet of his target, the demagogue gains a +1 morale bonus on attack rolls, driver score, and saving throws as long as this effect persists. A successful Will save reduces the duration of this proclamation to 1 round. This is a mind-affecting fear effect.

Imposing Figure: If the demagogue is the most powerful force in the area, a demagogue causes all targets to become so overwhelmed with fear that they does nothing. If the demagogue has the most HD of any creature within 30 feet, or is tied for the most HD of any creatures within 30 feet, then all enemies within the radius with fewer HD than the demagogue cower for one round. A successful Will save negates this effect.

Inflict Nightmares: A demagogue can stir up suppressed memories and latent guilt in a creature within 60 feet that causes its sleep to be tormented by terrible nightmares. Each night the nightmares prevent restful sleep, cause 1d10 points of damage, and leave the subject fatigued. A Will save negates this effect. If the save is failed, the target must make a new save each night or be unable to rest.

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Major Restore Vigor: The demagogue can restore more fortitude and strength with the power of speech, curing the target 3d8 points of damage +1 point per demagogue level and bestowing an equal number of temporary hit points. At 15th level, this proclamation heals 4d8 points of damage +1 point per demagogue level and bestows an equal number of temporary hit points.

Mass Momentary Madness: The demagogue breaks the mind of all targets within an area target for one round. This proclamations acts as Momentary Confusion, but for all enemies within a 15 foot radius circle. The center of this circle cannot be more than 30 feet from the demagogue.

Overwhelming Regret: The demagogue may instill a seed of regret in the enemy's mind that lasts for a number of rounds equal to the demagogue's Charisma modifier. A Will save negates this effect. Each time the target makes an attack roll he suffers d4 damage regardless of whether or not the attack hits. If the target confirms a critical, he is dealt an additional 2d8 damage.

Paralyze: The demagogue inflicts a strange madness on the target, making it unable to move or act. If the target fails his Will save, he is paralyzed for one round.

Sickening Speech: With a quick speech, the demagogue causes one creature to feel overwhelming nausea. The target is nauseated for a number of rounds equal to the demagogue's level. A Fortitude save negates this effect. If the saving throw is failed, the target can attempt a new save each round to end the effect.

Sorrow Blindness: The demagogue can cause such sorrow in an enemy that his own tears obscure his view. The target is blinded for a number of rounds equal to the demagogue's Charisma modifier. A Will save negates this effect.

Constant Presence

Starting at 11th level, a demagogue may witness his minion as a move action.

Counseling

Starting at 11th level, a demagogue may begin to undo the mental damage of others. With 1 hour of counselling, a demagogue may allow himself or another creature a Will save against all active mind affecting effects. The target gains a +2 bonus on his Will save against any effect which has previously been counselled. This bonus is cumulative with every counseling.

Grand Proclamation

Starting at 18th level, and every two levels thereafter, a demagogue can choose one of the following grand proclamationes whenever he could select a new proclamation.

Convert: The demagogue convinces a target to become an ally for 24 hours. If the target has equal to or more HD than the demagogue, then the proclamation has no effect. A successful Will save negates this effect.

If the demagogue and the subject have a common language, the demagogue can generally force the subject to perform as he desire, within the limits of its abilities. If no common language exists, he can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still."

Once the demagogue has given a converted creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-today survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 can determine that the subject's behavior is being influenced by a demagogue.

Changing his orders or giving a converted creature a new command is a move action.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out.

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Destroy Mind: The demagogue can permanently and irrevocably destroy the mind of an enemy. This acts as Momentary Madness, but is permanent. In addition, the target suffers a -4 penalty on all Will saves.

Dire Prophecy: The demagogue declares a dire prophecy against the target (Will negates). As long as the proclamation persists, the target takes a -4 penalty to his armor class and on attack rolls, saves, ability checks, and skill checks. While the proclamation persists, the speech may end it by bringing its full force upon his victim all at once. Doing so gives the victim a penalty equal to the demagogue's level to his armor class or on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw.

The demagogue must decide to apply this penalty before the roll to be modified is made. The demagogue must have line of sight on the target to bring its full force. A target can only have one dire prophecy upon him at a time. Whether or not the target's save against the proclamation is successful, a creature cannot be the target of this proclamation for 1 day.

Induce Pacifism: If the target fails its Will save, it cannot take violent actions or do anything destructive against any creature. If another creature takes hostile action against the creature, the creature can act normally in regard to that creature only. The proclamation is permanent.

Mass Paralyze: This proclamation acts as the paralyze proclamation, but it acts against all enemies the demagogue can see.

Mass Restore Vigor: The demagogue can restore an incredible amount of fortitude and strength with the power of speech, curing all targets within 30 feet 5d8 points of damage +1 point per demagogue level and bestowing an equal number of temporary hit points. For a number of rounds equal to the demagogue's Charisma modifier, each target gains fast healing 5. **Overwhelming Ennui:** This proclamation has a range of 30 feet. The target receives a Will save to negate the effect. If this save is failed, the creature becomes fatigued the first round of the proclamation. On the second round of the proclamation, the creature becomes exhausted. On the third round, the creature dies unless it succeeds at a Fortitude save. Creatures that fail the first save but succeed at the second remain exhausted and take 4d6 points of damage + 1 point of damage per level of the speech. Slaying the demagogue ends the effect, but any fatigue or exhaustion remains. Whether or not the saves are successful, a creature cannot be the target of this proclamation again for 1 day.

Rouse Mob: The demagogue speaks stirring words and draws a crowd to his side. All targets within 60 feet with less HD than the demagogue must make a Will save or become helpful towards the demagogue. Any creature currently being threatened or attacked by the demagogue or his allies, however, receives a +5 bonus on its saving throw. Any creature who fails his Will save also suffers a -2 penalty on Will saves against on the demagogue's proclamations and speeches.



Gearhead

Technology is what separates us from the apes. Those who can control technology are lifted higher still.

The gearhead understands that machines are a tool for improving yourself. These pioneers of the piston are often found knee deep in scrap metal, sleeves rolled to the elbow and covered in grease. They know how to improve machines, repair them, and destroy them in a pinch. And they are fearsome drivers, intuitive and calculating by equal strides behind the wheel of some heavily modded beacon of steel.

Not the most proficient in combat, gearheads rely on heavily modified gear to get him through the day. A recoil reduction helps with his sloppy aim, improved firing mechanism makes sure his shots count, and some chemically treated armor ensures he doesn't die immediately due to his lackluster reflexes.

Sure, mastery and skill are important. But when it comes down to it, the man with the best toys win.

Role: The gearhead chooses a single vehicle, weapon, and armor which he modifies and improves to fit his own survival style. Gearheads are skilled drivers, capable of leading motor squads from a set of personalized wheels.

Hit Die: d6

Class Skills:

Appraise (Int), Craft (Int), Disguise (Cha), Hack (Int), Heal (Wis), Knowledge (old world) (Int), Knowledge (geography) (Int), Mechanics (Int), Perception (Wis), Profession (Wis), Scavenge (Wis), Sense Motive (Wis)

Skill Ranks Per Level: 8 + Int modifier



Level	Base Attack	Base Drive	Fort	Ref	Will	Special
1	+0	+1	+0	+2	+0	Derby survivor, vehicle bond
2	+1	+2	+0	+3	+0	Armor bond, armor mod, driver's eye, tinker
3	+2	+3	+1	+4	+1	Weapon bond, weapon mod
4	+3	+4	+1	+4	+1	Driver's eye, gear wrecker +1
5	+3	+5	+1	+4	+1	Armor mod, evasion
6	+4	+6	+2	+5	+2	Weapon mod
7	+5	+7	+2	+5	+2	Improved repair x2
8	+6 / +1	+8	+2	+6	+2	Armor mod, gear wrecker +2
9	+6 / +1	+9	+3	+6	+5	Weapon mod
10	+7 / +2	+10	+3	+7	+3	Eye for sabotage
11	+8 / +3	+11	+3	+7	+3	Armor mod, steady hand
12	+9 / +4	+12	+4	+8	+3	Gear wrecker +3, weapon mod
13	+10 / +5	+13	+4	+8	+4	Improved repair x3
14	+10 / +5	+14	+4	+9	+4	Armor mod, improved driver's eye
15	+11 / +6 / +1	+15	+5	+9	+4	Weapon mod
16	+12 / +7 / +2	+16	+5	+10	+5	Gear wrecker +4
17	+13 / +8 / +3	+17	+5	+10	+5	Armor mod, improved evasion
18	+13 / +8 / +3	+18	+6	+11	+5	Weapon mod
19	+14 / +9 / +4	+19	+6	+11	+6	Improved repair x4
20	+15 / +10 / +5	+20	+6	+12	+6	Armor mod, gear wrecker +5, perfected work

Class Features

The following are class features of the Gearhead.

Weapon and Armor Proficiency

Gearheads are proficient with all simple weapons and with light armor, as well as all martial firearms. They are not proficient with any type of shield.

Derby Survivor

At 1st level, the gearhead is no stranger to crashes. All damage dealt to the gearhead in a collision or a flip is reduced by the gearhead's level.





Vehicle Bond

At 1st level, a gearhead forms a bond with a vehicle close to him. Although he does not need to own the vehicle, he should be familiar with it, having studied or driven it for a least 12 hours. While he is bonded with the vehicle, he may install bonus mods on the vehicle that do not count against the vehicle's maximum mod point value. The total value of these bonus mods may not exceed the gearhead's level. He need not pay any slugs for the bonus mods, but he must have access to a scrapyard or gear rich ruin to install them.

A gearhead's bond with his vehicle is strong. Should a gearhead's vehicle be destroyed, the gearhead may bond with another vehicle after 1 week of careful analysis and tinkering. The gearhead may also choose to change his bond to a new vehicle each time he gains a level. If he changes vehicles, all bonus mods on the old vehicle immediately fall into disrepair and become worthless. They may be salvaged by the gearhead, but only to be brought onto the new vehicle.

Tinker

At 2nd level, the gearhead starts on a long journey to master engines, gears, and other moving parts. He gains a bonus on Mechanics checks equal to 1/2 his level (minimum 1).

Driver's Eye

At 2nd level, the gearhead gains the Run'n'Gun feat. If he already possesses this feat, he instead gains a combat feat of his choice that he qualifies for.

Armor Bond

At 2nd level, a gearhead bonds with a single armor or shield (a specific armor or shield, not a type of or shield). The gearhead does not need to be proficient with the armor or shield. A gearhead who bonds with a specific armor or shield gains bonuses depending on his level as he improves the equipment. The modifications require ingenuity and craft to use, and only the gearhead may take advantage of their workings. All others take a -2 penalty to attack while wearing the armor and gain no benefits from the modifications.

A gearhead's bond with his armor or shield is strong. Should a gearhead's armor or shield be destroyed the gearhead may bond with another weapon after 1 week of careful analysis and tinkering. The gearhead may also choose to change his bond to a new armor or shield each time he gains a level. If he changes his armor or shield, all bonus mods on the old armor or shield immediately fall into disrepair and become worthless. They may be salvaged by the gearhead, but only to be brought onto the new armor or shield.

At second level, and every three levels thereafter, the gearhead chooses a armor mod to add to his armor or shield. These armor modifications do not count against the standard two modification per weapon limit. He need not pay any slugs for the bonus mods, but he must have access to a scrapyard or gear rich ruin to install them.





Weapon Bond

At 3rd level, a gearhead bonds with a single mechanical weapon (a specific weapon, not a type of weapon). The gearhead does not need to be proficient with the weapon. A gearhead who bonds with a specific weapon gains bonuses depending on his level as he improves the machine. The modifications require ingenuity and craft to use, and only the gearhead may take advantage of their workings. All others take a -2 penalty to attack while wielding the weapon and gain no benefits from the modifications.

A gearhead's bond with his weapon is strong. Should a gearhead's weapon be destroyed the gearhead may bond with another weapon after 1 week of careful analysis and tinkering. The gearhead may also choose to change his bond to a new weapon each time he gains a level. If he changes weapons, all bonus mods on the old weapon immediately fall into disrepair and become worthless. They may be salvaged by the gearhead, but only to be brought onto the new weapon.

At third level, and every three levels thereafter, the gearhead chooses a weapon mod to add to his weapon. These weapon modifications do not count against the standard two modification per weapon limit. He need not pay any slugs for the bonus mods, but he must have access to a scrapyard or gear rich ruin to install them.

In addition to the standard weapon modification available to all characters, the gearhead may choose from the following special weapon modifications.

Force Multiplier

When a gearhead confirms a critical hit with his chosen weapon, he can increase the weapon's damage multiplier by +1 as an immediate action. He may use this ability a number of times per day equal to his Intelligence modifier. The gearhead must be level 12 before taking this weapon modification.

Recoil Reduction

A gearhead may reroll an attack roll, critical hit confirmation roll, miss chance check, or damage roll as an immediate action. He must accept the second roll even if it is worse. He can use this ability a number of times per day equal to his Intelligence modifier.

Secondary Firing Mechanic

The gearhead can take a standard action to make one attack with his chosen weapon as a touch attack that ignores damage reduction (or hardness, if attacking an object). If the weapon does not attack AC (for example, the flamethrower), this weapon modification has no effect. The gearhead must be level 12 before taking this weapon modification.

Uranium Casing

The gearhead may load his weapon with a uranium casing as a swift action. His next attack roll deals normal damage, and, on a hit, the target must make a Fortitude save or suffer one negative level. The DC for this save is equal to 10 + 1/2 the gearhead's level + Int modifier. He may use this ability a number of times per day equal to his Intelligence modifier. The gearhead must be level 12 before taking this weapon modification.

Gear Wrecker

At 4th level, the gearhead gains a +1 bonus to attack and damage rolls against vehicles. This bonus increases to +2 at level 8, +3 at level 12, +4 at level 16, and +5 at level 20.

Evasion

At 5th level and higher, a gearhead has learned to quickly react to danger. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the gearhead is wearing light armor or no armor. A helpless gearhead does not gain the benefit of evasion.



Improved Repair

At 7th level, a gearhead learns to repair machines significantly quicker and more efficiently than his peers. He no longer requires spare parts when repairing machines. Furthermore, the time needed for the gearhead to make repairs is cut in half.

At the end of the repair time, a gearhead repairs the vehicle a number of hit points equal to twice his engineering check. The amount increases to triple his check at 13th level and four times his check at 19th level.

Eye for Sabotage

At level 10, the gearhead automatically detects any sabotage on his bonded vehicle or weapon with 6 seconds of examination.

Steady Hand

At 11th level, the gearhead no longer takes penalties to attack while subject to a spin out or side swipe.

Improved Driver's Eye

At 14th level, the gearhead no longer suffers a penalty to attack while driving a vehicle.

Improved Evasion

At level 17, the gearhead gains the benefits of improved evasion. This works like evasion, except that while the gearhead still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless gearhead does not gain the benefit of improved evasion.

Perfected Work

At 20th level, a gearhead may either choose to perfect his bonded weapon, armor, or vehicle. Once this choice is made, it cannot be changed. If the gearhead perfects his weapon, he immediately chooses and applies two additional weapon modifications. He gains +1 to attack and damage when wielding the weapon.

If the gearhead perfects his armor, he immediately chooses and applies two additional armor modifications. The armor bonus of the weapon increase by 1.

If the gearhead perfects his vehicle, the vehicle's max mod points increases by 4 and he may fill these slots for free. His vehicle can no longer be sabotaged (unless he wishes it). When it has the broken condition, the vehicle's hardness is doubled.



Minion

A minion's abilities are determined by the demagogue's level and its minion type. Table: Minion Base Statistics determines many of the base statistics of the minion.

When a demagogue choses a minion, he chooses from one of the three minion types: champion, bodyguard, and killer. This type determines the minions attributes, saves, and special abilities.

Champion

Ability Scores Str 17, Dex 11, Con 15, Int 8, Wis 8, Cha 7 At 5th level, the champion gains a bonus combat feat. He gains an additional bonus combat feat at 11th level, and a third bonus combat feat at 17th level.

A champion's Strength increases as he progresses in levels. His strong save is Fortitude.

Bodyguard

Ability Scores Str 13, Dex 15, Con 15, Int 8, Wis 8, Cha 7 At 5th level, the bodyguard's skin hardens from hard work and strain. He gains a +1 natural armor bonus to AC. This bonus increases to +2 at 11th level and +3 at 17th level. A bodyguard's Constitution increases as he progresses in levels. His strong save is Will.

Killer

Ability Scores Str 15, Dex 17, Con 11, Int 8, Wis 8, Cha 7

At 5th level, a killer minion gains +1d6 sneak attack as per the scavenger's sneak attack class feature. This increases to +2d6 at 11th level and +3d6 at 17th level. The killer may apply sneak attack on any target threatened by his demagogue.

A killer's Dexterity increase as he progresses in levels. His strong save is Reflex.

Skills: A minion gains 2 + Int skills per level. An minion cannot have more ranks in a skill than it has Hit Dice. The following are class skills for minions: Acrobatics (Dex), Climb (Str), and Swim (Str).

Starting Proficiencies: A minion is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields.

-1-5

			Base					
Demago	0		Drive				Attribut	te
Level	Hit Dice	BaB	Skill	Good Save	Bad Save	Feats	Bonus	Special
1	2	+1	+1	+3	+0	1	+0	Bonus teamwork feat, solo tactics
2	3	+2	+2	+3	+1	2	+0	- 1.11
3	3	+2	+2	+3	+1	2	+1	- I Contract of the second
4	4	+3	+3	+4	+1	2	+1	Ability score increase, bonus teamwork feat
5	5	+3	+3	+4	+2	3	+1	Minion advancement
6	6	+4	+4	+5	+2	3	+2	Devotion
7	6	+4	+4	+5	+2	3	+2	Bonus teamwork feat
8	7	+5	+5	+6	+3	4	+2	Ability score increase
9	8	+5	+5	+6	+3	4	+3	
10	9	+6	+6	+7	+3	4	+3	Bonus teamwork feat
11	9	+6	+6	+7	+4	5	+3	Minion advancement
12	10	+7	+7	+8	+4	5	+4	Ability score increase
13	11	+7	+7	+8	+4	5	+4	Bonus teamwork feat
14	12	+8	+8	+9	+5	6	+4	
15	12	+8	+8	+9	+5	6	+5	Minion advancement
16	13	+9	+9	+10	+5	6	+5	Ability score increase, bonus teamwork feat
17	14	+9	+9	+10	+6	7	+6	Minion advancement
18	15	+10	+9	+11	+6	7	+6	
19	15	+10	+10	+11	+6	8	+6	Bonus teamwork feat
20	16	+11	+10	+12	+7	8	+7	Ability score increase

Demagogue Level

The character's demagogue level.

HD

This is the total number of eight-sided (d8) Hit Dice the minion possesses, each of which gains a Constitution modifier, as normal. Minions receive an average hit points per hit die. For d8, the average is 4.5. Multiply 4.5 times the number of hit dice your minion has and round down. Recalculate hit points for your minion each time it gains additional hit dice. After its hit points are calculated, add in appropriate bonuses from its Constitution modifier, feats, and so on.

BAB

This is the minion's base attack bonus.

Driver Score

This is the minion's base driver score.

Good Save

These are the minion's base saving throw bonuses for his good save as indicated by his minion type.

Bad Saves

These are the minion's base saving throw bonuses for his bad saves as indicated by his minion type.

Feats

This is the total number of feats possessed by an minion. Minions may select any feat they choose. Note that minions cannot select a feat with a requirement of base attack bonus +1 until they gain their second feat at 3 Hit Dice.

Attribute Bonus

Add this value to one of the minion's attribute scores depending on the minion type.

Solo Tactics

All of the minion's allies are treated as if they possessed the same teamwork feats as the minion for the purpose of determining whether the minion receives a bonus from his teamwork feats. His allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the minion to receive the listed bonus.

Devotion

An minion gains a +4 morale bonus on Will saves.

Minion Advancement

At 5th, 11th, and 17th level, the minion gains a bonus depending on his minion type.

Ability Score Increase

The minion adds +1 to any one of its ability scores.



Road Warrior

The shattered remains of the old highway systems are every bit as wild a territory as any in the wastelands. The strong ride the roads as bandits, preying on the weak. The weak ride the roads in desperation, risking everything to travel in search of water, food, fuel, and safety.

The road warrior calls these long stretches of broken road home. Master drivers and vicious fighters, road warriors are experts on survival in a world where death comes riding on four wheels and a single bullet or drop of fuel can make the difference between making it to the next outpost and becoming scavenger meat.

Road warriors often rely on their own sense or justice or anger to dispose of enemies. While competent in battle, road warriors become a force to be reckoned with against hated rivals.

Role: Capable both behind the wheel and with a weapon in hand, road warriors are most at home in the open expanses between pockets of civilization. They often act as guides or guards for others and many will join a cause if it tickles their sense of justice, or if the pay is right.

Hit Die: d10

Class Skills

Climb (Str), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (geography) (Int), Mechanics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Survival (Wis).

Skill Ranks Per Level:

4 + Int modifier

Lovol	Base Attack	Base Drive	Fort	Ref	Will	Special
						Special
1	+1	+1	+2	+0	+2	Challenge 1/day, gang
2	+2	+2	+3	+0	+3	Gang ability, road warrior vehicle bond
3	+3	+3	+3	+1	+3	Treatment
4	+4	+4	+4	+1	+4	Challenge 2/day
5	+5	+5	+4	+1	+4	Warrior's cache
6	+6 / +1	+6	+5	+2	+5	Improved treatment, nerves of iron
7	+7 / +2	+7	+5	+2	+5	Challenge 3/day
8	+8 / +3	+8	+6	+2	+6	Gang ability
9	+9 / +4	+9	+6	+3	+6	Improved treatment
10	+10 / +5	+10	+7	+3	+7	Challenge 4/day
11	+11 / +6 / +1	+11	+7	+3	+7	Supply cache upgrade
12	+12 / +7 / +2	+12	+8	+4	+8	Nerves of steel
13	+13 / +8 / +3	+13	+8	+4	+8	Challenge 5/day
14	+14 / +9 / +4	+14	+9	+4	+9	Demanding challenge
15	+15 / +10 / +5	+15	+9	+5	+9	Gang ability
16	+16 / +11 / +6 / +1	+16	+10	+5	+10	Challenge 6/day
17	+17 / +12 / +7 / +2	+17	+10	+5	+10	Supply cache upgrade
18	+18 / +13 / +8 / +3	+18	+11	+6	+11	Nerves of titanium
19	+19 / +14 / +9 / +4	+19	+11	+6	+11	Challenge 7/day
20	+20 / +15 / +10 / +5	+20	+12	+6	+12	Two men enter

Class Features

The following are class features of the road warrior.

Weapon and Armor Proficiency

A road warrior is proficient with all simple and martial weapons and with all types of armor (heavy, light, and medium) and with shields.

Challenge

Once per day, a road warrior can challenge an enemy to combat. As a swift action, the road warrior chooses one target within sight to challenge. The road warrior's attacks deal extra damage whenever the attacks are made against the target of the challenge. This extra damage is equal to the road warrior's level. The road warrior can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level.

Challenging an enemy requires much of the road warrior's concentration. The road warrior takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends. Each road warrior's challenge also includes another effect which is listed in the section describing the road warrior's gang.

If the target of the challenge is in control of a vehicle, then all bonuses and penalties applied to the target of the challenge also apply to the vehicle.

Gang

At 1st level, a road warrior has trained with a specific gang. The gang grants the road warrior a number of bonuses, class skills, and special abilities. In addition, each gang includes a code that the road warrior has sworn to follow. A road warrior cannot change his gang without undertaking a lengthy process to dedicate himself to new training. When this choice is made, he immediately loses all the benefits of his old gang. He must then follow the code of his new gang for one entire level without gaining any benefits from the gang. Once accomplished, he gains all of the bonuses from his new gang. Members of a gang are not necessarily bound together, but some organizations do exist comprised of road warriors that belong to one specific gang.

Those road warrior who deviate from their gang's code risk being ostracized by other members of the gang. Although a road warrior will not lose his powers or abilities when acting counter to his code, he may earn the enmity of those around him.

The Angels of Hell

This biker gang goes back to the before times, when men and women sought freedom by roaming the highways on their metal steeds. The Angels of Hell survived and adapted to the wasteland with vigor, using their motorcycles, savage combat skills, and fellowship to build a new life. The Angels of Hell are experts in pack tactics and group combat.

Code: A road warrior belonging to the Angels of Hell seeks freedom before comfort. The song of the road calls to him and he grows restless if he stays in one place for too long. Any Angel of Hell member who tries to settle down is seen as going soft and no longer worthy of his place in the gang. An Angel of Hell must give aid to his fellow bikers.

Challenge: Whenever a road warrior belonging to the Angels of Hell issues a challenge, he receives a +2 bonus on vehicle combat maneuvers and vehicle CMD against the target of the challenge. This bonus increases by +1 for every four levels the road warrior possesses.

Skills: A road warrior who is a members of the Angels of Hell adds Knowledge (organizations) (Int) and Scavenge (Wis) to his list of class skills. He receives a bonus on Mechanics checks equal to _ his road warrior level (minimum 1).

Gang Abilities: A road warrior who belongs to the Angels of Hell gains the following abilities as he increases in level.

Pack Tactics

At 2nd level, the road warrior knows how to work as a group in combat. Whenever the road warrior performs the aid another action, he grants his ally a +3 bonus instead of +2. At 8th level, and every six levels thereafter, this bonus increases by an additional +1.

Pack Strategy

At 8th level, the road warrior guides his allies in combat. The road warrior and his allies gain a +1 bonus to attack when flanking the target of the road warrior's challenge. The bonus increases by an additional +1 at 14th and 20th level.

Pack Attack

At 15th level, the road warrior and his allies learn to strike together. When the road warrior or one of his allies successfully attacks the target of the road warrior's challenge, increase the damage dealt to the target by +1d6 for each ally who previously struck the target this round.

The Order of the Paper Phoenix

In the last, crumbling days of the old world, a few brave scholars raced against time in an effort to save the learning of mankind from the coming flame. Now, the descendants of those scholars have formed the Order of the Paper Phoenix, a gang dedicated to seeking out lost knowledge and keeping it safe for the day humanity rises from the ashes.

Code: A member of the Order of the Paper Phoenix protects written knowledge at all costs. The Order's bylaws state that any book from the time before should be saved and given to a senior member of the Order. A member of the Order of the Paper Phoenix has sworn to protect fellow scholars from harm.

Challenge: A member of the Order of the Paper Phoenix's intellect and insight can provide aid to his allies. When an Order of the Paper Phoenix road warrior issues a challenge, his allies receive a +1 circumstance bonus on attack rolls against the target of his challenge if the road warrior has wounded the target. This bonus increases by +1 for every four levels the road warrior possesses.

Skills: A road warrior belonging to the Order of the Paper Phoenix adds one Knowledge skill of his choice and Linguistics (Int) to his list of class skills. He can use Linguistics untrained, and receives a bonus on Linguistics checks equal to 1/2 his road warrior level (minimum 1). **Gang Abilities:** A road warrior belonging to the Order of the Paper Phoenix gains the following abilities as he increases in level.

Highway Scholar

At 2nd level, the road warrior chooses two Knowledge skills. This choice is permanent and cannot be changed. He can make skill checks with those Knowledges untrained. He gains a bonus equal to 1/2 his road warrior level (minimum 1) on checks using those skills.

Font of Knowledge

At 8th level, the road warrior's brain is crammed with information. Three times per day as a free action, the road warrior can add 1d6 to the result of any Intelligence based skill check. The road warrior can use this ability one additional time per day at 12th level and every four levels thereafter (to a maximum of six times per day at 20th level).

Combat Scholar

At 15th level, the road warrior can apply his education to real world situations. The road warrior can use a move action to study the target of his challenge. Upon doing so he, he adds 1/2 his road warrior level as an insight bonus to the next attack and damage rolls he makes against the target. The bonus on damage rolls is precision damage, and not multiplied on a critical hit.

Church of the Sacred Flame

The Church of the Sacred Flame worships what they call the Great Fire, the destructive force that wiped civilization from the world. They believe the fires were a god that came to Earth and cleansed away the bloated excesses of society and replaced it with raw, primal truth.

Code: A road warrior belonging to the Church of the Sacred Flame believes that civilization is perfect just as it is. He has pledged to stop any warlord or society from expanding too far or gaining too much power. Road warriors of the Church of the Sacred Flame are also obsessed with fire. Few are active arsonists but many members believe that putting out a fire before it dies a "natural death" is wrong.



Challenge: A road warrior belonging to the Church of the Sacred Flame sees each victory as a sign of favor from the Great Fire. As an immediate action after reducing the target of his challenge to 0 hit points or fewer, the road warrior can elect to issue a glorious challenge to an opponent within 15 feet.

A glorious challenge does not count against the road warrior's number of challenges per day, but otherwise acts like a road warrior's challenge class feature. When he issues a glorious challenge, the road warrior takes a -2 penalty to AC for the duration of the glorious challenge (this penalty stacks with the usual -2 AC penalty against opponents other than the target of the road warrior's challenge)

Skills: A road warrior who is a members of the Church of the Sacred Flame does not receive additional class skills. Instead, he gains proficiency with torches as a weapon. A lit torch is a light melee weapon which deals 1d6 bludgeoning damage (x2) plus 1 point of fire damage and weighs two pounds. Torches are not treated as an improvised weapon for a member of the Church of the Sacred Flame, and he can light torches as a swift action.

Gang Abilities: A road warrior who belongs to the Church of the Sacred Flame gains the following abilities as he increases in level.

The Gift of Flame

At 2nd level, whenever the road warrior confirms a critical hit on a target while wielding his torch, he sets the target on fire. In each subsequent round the target must make a Reflex save (DC equal to 10 + 1/2 the road warrior's level + the road warrior's Charisma bonus). If the target succeeds at its Reflex save the fire is extinguished. If the target fails at its Reflex save, it suffers 1d6 additional points of fire damage.

Fear of Fire

At 8th level, whenever the road warrior confirms a critical hit while wielding his torch, as an immediate action he can attempt an Intimidate check to demoralize all foes within 15 feet who can see him. This ability can only be used once per combat. Lighting a torch is now a move action for the road warrior.

Breath of Fire

At 15th level, the road warrior can take a drink and expel a gout of alcohol-fueled fire through his torch in a 30-foot cone. Creatures within the cone take 1d6 per road warrior level of fire damage (max. 20d6). A successful Reflex saving throw (DC 10 + 1/2 the road warrior's level + the road warrior's Charisma modifier) halves the damage. Using this ability is a full round action, and the road warrior must have a lit torch in hand. The road warrior can use this ability a number of times per day equal to his Charisma bonus (minimum 1).

Knights of the Broken Road

Not everyone in this post-apocalyptic nightmare has descended into savagery and barbarism. The Knights of the Broken Road are road warriors who have sworn to uphold the principles of chivalry and honor. In a time when most fend for themselves, the Knights of the Broken Road are willing to give their lives to protect others.

Code: A road warrior belonging to the Knights of the Broken Road is sworn to avoid dishonesty, even to protect another. At best, the road warrior should remain silent rather than lie. In combat, a road warrior belonging to the Knights of the Broken Road engages honorably and should never strike an unarmed foe or a foe who has fallen or surrendered. All members of the Knights of the Broken Road have pledged to provide aid to those in need. **Challenge:** Whenever a road warrior belonging to the Knights of the Broken Road issues a challenge, he receives a +2 morale bonus on attack rolls made against the target of his challenge if the target is an intelligent creature to whom the road warrior has offered the chance to surrender (by taking a move action to offer terms). The bonus increases by +1 for every four levels the road warrior possesses (to a maximum of +6 at 17th level).

Skills: A road warrior belonging to the Knights of the Broken Road adds Knowledge (old world) (Int) and Linguistics (Dex) to his list of class skills. He receives a bonus on Diplomacy checks equal to 1/2 his road warrior level (minimum 1).

Gang Abilities: A road warrior belonging to the Knights of the Broken Road gains the following abilities as he increases in level.

Honorable Combat

At 2nd level the road warrior cannot be caught flat-footed, nor does he lose his Dex bonus to AC if he cannot see his attacker. He still loses his Dexterity bonus to AC if immobilized or if an opponent successfully uses a feint action against him.

Strength of Heart

At 8th level, the road warrior may draw on an inner well of strength. Once per day as an immediate action, the road warrior may ignore an amount of damage from a single source equal to his road warrior level plus his Charisma modifier. He can only ignore hit point damage in this fashion. The road warrior can use this ability one additional time per day at 16th level.

Living Shield

At 15th level, the road warrior is a shield to others. While taking the total defense action, the road warrior can extend his protection to those around him, granting a +2 circumstance bonus to AC to all adjacent allies. In addition, while taking the total defense action, as an immediate action the road warrior can attempt to deflect an attack by making an attack roll opposed by the attacker's original attack roll. If successful, the attack is deflected and deals no damage.

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League of Hackers

Members of the League of Hackers seek out, preserve, and rebuild electronic devices leftover from the before times. They do this not to make the world a better place or to restore lost knowledge to humanity but because they love their hobby more than anything else. They would be almost laughable if they didn't tend to be such deadly shots. Superior calculations make for superior snipers.

Code: A road warrior belonging to the League of Hackers will never willingly destroy an working electronic device or an electronic device that could be restored to functionality. Many are willing to pay any price, or commit any act, to pursue their quest.

Challenge: Whenever a road warrior belonging to the League of Hackers issues a challenge, he receives a +1 morale bonus on ranged attack rolls against the target of his challenge. This bonus increases by +1 for every four levels the road warrior possesses.

Skills: A road warrior who is a members of the League of Hackers adds Hack (Int) and Knowledge (old world) (Int) to his list of class skills. He receives a bonus on Hack checks equal to 1/2 his road warrior level (minimum 1).

Gang Abilities: A road warrior who belongs to the League of Hackers gains the following abilities as he increases in level.

Ranged Geometry

At 2nd level, the road warrior knows is an expert at quickly calculating ranges and angles to hit a target's most vulnerable spot. He receives Deadly Aim as a bonus feat. If he already knows deadly aim, he may instead choose any combat feat he qualifies for.

Target Calculations

At 8th level, the road warrior's ability to calculate a shot and then hit with pinpoint accuracy improves. Three times per day, as a full-round action, he can make a single ranged attack against a specific part of his target's anatomy. He gains the following effects depending on the part of the body targeted. Creatures immune to sneak attacks or critical hits are immune to these effects.

* Arms: On a hit the target takes no damage but drops one carried item of the road warrior's choice, even if the item is wielded with two hands. * Head: On a hit the target is damaged normally and confused for 1 round.

* Legs: On a hit the target is damaged normally and knocked prone. Creatures that have four or more legs or that are immune to trip attacks are immune to this effect.

* Torso: Targeting the torso doubles the weapon's critical range.

* Wings: On a hit the target is damaged normally and must make a DC 20 Fly check or fall.

Perfectly Calculated

At 15th level, the road warrior can work out all the variables for the combat as a free action. For 1 round, the road warrior receives a competence bonus equal to his Intelligence modifier on all ability checks, attack rolls, damage rolls, saving throws, and skill checks. This bonus is also added to his AC. In addition, any critical threats he makes are automatically confirmed. The road warrior can use this ability once per day.

The Militia

In the aftermath of the great cataclysm, a group of soldiers came together and swore that they would never allow the greed and incompetence of society's leaders to destroy the world again. These soldiers formed the Milita, a gang of inspired warriors that seek out and support those leaders they believe can rebuild the world.



Code: Every road warrior belonging to the Militia seeks a leader worthy of his service. Once a Militia road warrior finds a worthy leader he swears eternal loyalty and promises to obey his leader in all things, even if that means fighting or killing another member of the Militia.

Challenge: Whenever a road warrior belonging to the Militia declares a challenge, he and an ally of his choice receives damage reduction 1/- against attacks made by the target of his challenge. This DR increases by +1 for every four levels the road warrior possesses.

Skills: A road warrior belonging to the Militia adds Knowledge (organizations) (Int) and Sense Motive (Wis) to his list of class skills. He receives a bonus on Sense Motive checks equal to 1/2 his road warrior level (minimum 1).

Gang Abilities: A road warrior belonging to the Militia gains the following abilities as he increases in level.

Weapon Training

At 2nd level, the road warrior chooses an exotic weapon and gains proficiency with that weapon.

Oath of Service

At 8th level, the road warrior's sense of duty drives him to accomplish seemingly impossible tasks. Once per day as a standard action, the road warrior can focus his mind and will. Once during the next minute, he can choose to roll an attack roll, skill check, or saving throw three times and take the best result. He must decide to use this ability before the roll is made.

His Leader's General

At 15th level, the road warrior has learned to act as a leader in his own right. The road warrior can call out to his allies, inspiring them. As a swift action, the road warrior can grant a competence bonus equal to his Charisma modifier on all attack and damage rolls to all allies within 30 feet. This bonus lasts for 5 rounds. This ability can be used once per day.

The Open Eye Gang

Order and law? The old world had that and it burned to ashes. The Open Eye Gang knows the truth. Order failed. Law failed. Society failed. All that can succeed is anarchy, chaos, and the right to dominate through strength.

Code: A road warrior belonging to the Open Eye Gang believes in three principles: chaos, destruction, and strength. An Open Eye road warrior seeks to tear down the lie that is society. He believes in using his strength to solve problems and to prove that he is superior to others. To run away from a fight is an admission of weakness. If something is in his way, the road warrior belonging to the Open Eye Gang knocks it down.

Challenge: A road warrior belonging to the Open Eye Gang can attempt a free grapple, trip, sunder combat maneuver check anytime he takes the full-attack action against the target of his challenge. This free combat maneuver does not provoke an attack of opportunity.

Skills: A road warrior belonging to the Open Eye Gang adds Acrobatics (Dex) and Escape Artist (Dex) to his list of class skills. Whenever the road warrior makes a Strength check to bash, break, or burst he receives a bonus equal to 1/2 his road warrior level (minimum one) on the roll.

Gang Abilities: A road warrior belonging to the Open Eye Gang gains the following abilities as he increases in level.



Might Makes Right

At 2nd level, the road warrior does not provoke attacks of opportunity when he attacks foes while unarmed so long as he is dealing nonlethal damage. In addition, the road warrior's unarmed strikes deal more damage than usual; he gains Improved Unarmed Strike as a bonus feat (or any other combat feat if he already has Improved Unarmed Strike) and his critical range for unarmed attacks increases by +1.

Submission

At 8th level, the road warrior gains Chokehold as a bonus feat, even if he does not meet the prerequisites. He does not take the -5 penalty on grapple checks to put an opponent in a chokehold.

Open Eyed Ravager

At 15th level, the road warrior becomes a paragon of destruction. If the road warrior's current hit points drop below 0, he does not need to fall unconscious. Instead, he can choose to continue to normally act so long as he damaged an enemy in melee combat within the past round. The road warrior should roll to stabilize as normal, and will still die if his health is reduced to negative Constitution. The road warrior can choose to exit this state at any time.

The Sherwood Society

In the wastelands, the strong rule the weak. Many leaders are cruel despots, living in relative luxury at the expense of their people. The Sherwood Society is a band of road warriors who recognize that simply toppling a dictator does not solve the problem. There is always someone ready to take his place. Instead, the Sherwood Society steals from the rich and powerful to give aid and comfort to the poor and destitute, hoping to save those sad souls until a better solution can be found.

Code: Road warriors belonging to the Sherwood Society have dedicated themselves to taking from the powerful and cruel and giving to the poor, starving, and downtrodden. If a member of the Sherwood Society finds a person with too much wealth, he is expected to find a way to relieve that person of their excess resources and redistribute it to those in need. **Challenge:** A road warrior belonging to the Sherwood Society can make a free disarm or steal combat maneuver anytime he takes the full-attack action against the target of his challenge. This free combat maneuver that does not provoke an attack of opportunity.

Skills: A road warrior belonging to the Sherwood Society adds Disable Device (Dex) and Stealth (Dex) to his list of class skills. He receives a bonus on Disable Device checks equal to 1/2 his road warrior level (minimum 1).

Gang Abilities: A road warrior belonging to the Sherwood Society gains the following abilities as he increases in level.

Steal from the Rich

Starting at 2nd level, the road warrior gains a +1 to Stealth skill checks and a +1 on Reflex saves and a +1 dodge bonus to AC against traps. At 6th level, and at every 4 levels thereafter, these bonuses increase by an additional +1.

Perseverance of the Poor

At 8th level, the road warrior can channel the perseverance of the poor. Once per day as a swift action, the road warrior can grant himself a competence bonus equal to his Charisma modifier on all saves. These bonuses last for 1 round per level.

Getaway

At 15th level, the road warrior grows adept at the grab and dash. He gains a +4 bonus to any attempt to steal an item from a foe. Additionally, for one round after after successfully executing a steal action, the road warrior does not provoke attacks of opportunity when moving through threatened squares.

Creedless

Not every road warrior belongs to a gang. Some wander the wastelands without any organization, relying on on themselves, their vehicles, and their weapons to keep them safe. These road warriors might be ruthless mercenaries, reluctant protectors, or just men who want to keep to themselves and survive until tomorrow. **Code:** A creedless road warrior follows only the code of his own conscious.

Challenge: Whenever a creedless road warrior issues a challenge he receives a +1 morale bonus on combat maneuvers and attacks of opportunity made against the target of his challenge. This bonus increases by 1 for every 4 levels the road warrior possesses.

Skills: A creedless road warrior chooses three skills not on his class list to add to list of class skills.

Gang Abilities: A creedless road warrior does not gain gang abilities. Instead, he receives a bonus feat at 2nd, 8th, and 15th level. He must meet all prerequisites for the bonus feat he has selected.

Road Warrior's Vehicle Bond

At 2nd level, a road warrior forms a bond with a vehicle close to him. Although he does not need to own the vehicle, he should be familiar with it, having studied or driven it for a least 12 hours. While he is bonded with the vehicle, he may install bonus mods on the vehicle that do not count against the vehicle's maximum mod point value. The total value of these bonus mods may not exceed the _ the road warrior's level. He need not pay any slugs for the bonus mods, but he must have access to a scrapyard or gear rich ruin to install them.

A road warrior's bond with his vehicle is strong. Should a road warrior's vehicle be destroyed, the road warrior may bond with another vehicle after 1 week of careful analysis and tinkering. The road warrior may also choose to change his bond to a new vehicle each time he gains a level. If he changes vehicles, all bonus mods on the old vehicle immediately fall into disrepair and become worthless. They may be salvaged by the road warrior, but only to be brought onto the new vehicle.





Treatment

Beginning at 3rd level, a road warrior becomes an expert in healing wounds and ailments (his own or those of others) using his skills and whatever materials are on hand. Each day he can use this ability a number of times equal to 1/2 his road warrior level, plus his Charisma modifier. With one use of this ability, the road warrior can apply treatment and heal 1d4 hit points of damage for every three road warrior levels he possesses. Using this ability is a standard action, and the scavenger only needs one free hand.

Whenever the road warrior uses his treatment ability to heal a target he can also remove the fatigued, shaken, and sickened condition from the target.

Additionally, road warriors are adept at using stim packs. A road warrior can apply a stim pack to himself as a swift action or to others as a move action.

Supply Cache

By 5th level, a road warrior has begun securing hidden caches of supplies throughout the wasteland. Once per day, the road warrior can find and open one of these caches to gain one day's worth of food, one stim pack, one radiation scrub, one boost, or any one item worth 25 slugs or less. These items are nearing their expiration date however - they expire or break at midnight that night, and any merchant will be able to determine this defect immediately.

At 11th level, the road warrior can raid a supply cache twice per day. In addition to the above items, he may find any one item worth 50 slugs or less. These items still expire at midnight.

At 17th level, the road warrior can raid a supply cache three times per day. In addition to the above items, he may find any one item worth 100 slugs or less. These items still expire at midnight.

Nerves of Iron

At 6th level, a road warrior has seen and done enough that terror is a thing of the past. The road warrior is immune to fear, no matter the source. His resolve also inspires his allies. As long as the road warrior is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls. At 10th level, and every five levels thereafter, these bonuses increase by +1. This ability functions only while the road warrior is conscious, not if he is unconscious or dead.

Improved Treatment

As the road warrior increases in strength, his emergency medical skills improve. Whenever the road warrior uses treatment, the target also receives all additional effects.

At 6th level, when the road warrior uses his treatment ability, he may restore a single point of ability damage for every three road warrior levels he possesses.

At 9th level, the road warrior's emergency medical skills improve. Whenever the road warrior uses his treatment ability to heal a target he can remove the dazed and staggered condition from the target, and give the target an immediate saving throw roll against all diseases and poisons with a +4 bonus.

At 12th level, when the road warrior uses his treatment ability to heal a target he can remove the exhausted, frightened, and nauseated condition from the target.

At 15th level, when the road warrior uses his treatment ability he may remove a single negative level from the target.

At 18th level, when the road warrior uses his treatment ability to heal a target he can remove temporary blindness and deafness, and the paralyzed and stunned condition from the target. Treatment has no effect against permanent blindness and deafness.

Nerves of Steel

At 12th level, a road warrior focuses his might on his challenge while behind the wheel. He gains a +2 bonus to driver score when resolving vehicle combat maneuvers or collisions with the target of his challenge. This bonus increases by +1 at 14th level and every two levels thereafter.

Demanding Challenge

At 14th level, whenever a road warrior declares a challenge, his target must pay attention to the threat he poses. As long as the target is within 30 feet of the road warrior, it takes a -2 penalty to its AC from attacks made by anyone other than the road warrior.

Nerves of Titanium

At 18th level, a road warrior's resolve becomes unshakable and he refuses to fail. Three times per day the road warrior can choose to reroll an attack roll, saving throw roll, or skill check roll and take the better of the two results.

Two Men Enter

At 20th level, a road warrior's willpower and cunning transforms his challenge into a one on one death match that cannot be ignored. As a free action, the road warrior can demand a death match from the target of his challenge. Once the deathmatch has begun, it only ends when the challenge ends.

While this ability is in effect, the target of the challenge suffers a -10 penalty to attacks made against any target except the road warrior. The road warrior suffers a -10 penalty to any attacks made against any target except the target of the challenge.

The road warrior gains DR 10/- and resist energy 10 against all sources except the target of his challenge.

While the road warrior is engaged in a death match challenge, all critical threats against the target of his challenge are automatically confirmed. Furthermore, the critical modifier and critical range of the road warrior's weapons increase by +1 against the target of his challenge.

Scavenger

There are those who thrive in the harsh environments wrought by nuclear devastation, adapting to the new shape of the world as if this were man's natural state. Scavengers are a breed apart from those who simply 'survive' day to day. They take every advantage to procure resources for both themselves and their animal allies, forming a powerful symbiotic duo. Masters of their environment, scavengers use their surroundings to their advantage, blending into their environment like a ghost only to strike when their target is most vulnerable.

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Scavengers are slow to trust others, knowing all too well just how cheap life is in the wasteland. The only trust they truly feel is towards their animals. Together the two make a formidable team, working in sync to survive the harshest environments. Few places are too dangerous for a scavenger to survive, allowing them to thrive in even the worst of places left on earth. They are a common sight in the ruins of the old world as well as other dangerous places.

Role: Teamwork is the specialty of the scavenger, allowing her to to strike with precision and debilitating foes with a myriad of conditions. Dangerous both close and far, a scavenger's most dangerous tool is her mind, and her best work being done from when foes cannot defend themselves.

Hit Die: d10

Class Skills:

The scavenger's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hack (Int), Intimidate (Cha), Knowledge (old world) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Scavenge (Wis), Stealth (Dex), and Survival (Wis)

Skill Ranks Per Level: 6 + Int modifier



Level	Base Attack	Base Drive	Fort	Ref	Will	Special
1	+1	+0	+0	+2	+2	Animal companion, patch job, sneak attack +1d6
2	+2	+1	+0	+3	+3	Distracting tactics, trained scavenger
3	+3	+1	+1	+3	+3	Favored terrain (ruins)
4	+4	+2	+1	+4	+4	Ruins knowledge, sneak attack +2d6
5	+5	+2	+1	+4	+4	Scavenger maneuver, savvy rationer
6	+6 / +1	+3	+2	+5	+5	Hide in plain sight
7	+7 / +2	+3	+2	+5	+5	Sneak attack +3d6
8	+8 / +3	+4	+2	+6	+6	Cruel hunter, scavenger maneuver
9	+9 / +4	+4	+3	+6	+6	Painful maneuver
10	+10 / +5	+5	+3	+7	+7	Sneak attack +4d6
11	+11 / +6 / +1	+5	+3	+7	+7	Scavenger maneuver
12	+12 / +7 / +2	+6	+4	+8	+8	Enduring companion
13	+13 / +8 / +3	+6	+4	+8	+8	Sneak attack +5d6
14	+14 / +9 / +4	+7	+4	+9	+9	Scavenger maneuver
15	+15 / +10 / +5	+7	+5	+9	+9	Pack tactics, greater
16	+16 / +11 / +6 / +1	+8	+5	+10	+10	Cruel companion, sneak attack +6d6
17	+17 / +12 / +7 / +2	+8	+5	+10	+10	Scavenger maneuver
18	+18 / +13 / +8 / +3	+9	+6	+11	+11	Painful maneuver
19	+19 / +14 / +9 / +4	+9	+6	+11	+11	Sneak attack +7d6
20	+20 / +15 / +10 / +5	+10	+6	+12	+12	Disabling strike, scavenger maneuver

Class Features

The following are class features of the Scavenger

Weapon and Armor Proficiency

Scavengers are proficient with all simple and martial weapons. They are also proficient with light and medium armor, although not with shields.

Animal Companion

At 1st level, a scavenger forms a bond with an animal companion. A scavenger who selects an animal companion can choose from the following list: ape, badger, bird, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf. This animal is a loyal companion that accompanies the scavenger on her adventures.

Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the scavenger advances in level. Most animal companions increase in size when their scavenger reaches 4th or 7th level, depending on the companion. If a scavenger releases her companion from service, she may gain a new



one by searching for 24 hours in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

Animal cannot hang onto vehicles like humans (as they lack the hands), and thus are forced to leap directly from the passenger compartments of one vehicle into the passenger compartment of another vehicle. However, animal do not suffer the +5 increase to DC for leaping from or into passenger compartments.

Apes are the one exception to the rule. They can hang onto vehicles like humans, and do suffer the DC increases for leaping from or into passenger compartments. They cannot, however, use their hands to wield weapons of any sort, and cannot be trained for anything beyond what any other animal could do.



Sneak Attack

If a scavenger can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The scavenger's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the scavenger flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every three scavenger levels thereafter. Should the scavenger score a critical hit with a sneak attack, this extra damage is multiplied. Ranged attacks can count as sneak attacks at any range.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a scavenger can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

Objects and vehicles are immune to sneak attack.

A scavenger cannot sneak attack while striking a creature with concealment.

Patch Job

Beginning at 1st level, a scavenger can heal wounds (her own or those of others) with her medical knowledge by touch. Each day she can use this ability a number of times equal to 1/2 her scavenger level plus her Wisdom modifier. With one use of this ability, a scavenger can heal 1d6 hit points of damage for every two scavenger levels she possesses. Using this ability is a standard action, and the scavenger only needs one free hand.

Trained Scavenger

As a master of the art of survival, a scavenger's ability to live anywhere is legendary. At 2nd level, the scavenger chooses either the scavenge or survival skill. Once this choice is made, it cannot be changed. She receives a competence bonus to checks of this skill equal to 1/2 her class level.

Distracting Tactics

At 2nd level, a scavenger adds her sneak attack damage on all attacks made against targets threatened by her animal companion.

Favored Terrain

At 3rd level, a scavenger gains ruins as a favored terrain. The scavenger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Scavenge skill checks when she is in this terrain. A scavenger traveling through her favored terrain normally leaves no trail and cannot be tracked (though she may leave a trail if he so chooses). At 8th level, and every 8 levels thereafter, this bonus increases by an additional +2.

Ruins Knowledge

At 4th level, a scavenger may move through any sort of difficult terrain caused by ruins (such as rubble, overturned chairs, or broken glass) at her normal speed and without taking damage or suffering any other impairment.

The scavenger also learns the appropriate methods for dealing with radiation. She gains a +2 bonus on saves against negative levels caused by radiation. This bonus increases by +2 for every 4 levels the scavenger has achieved (+4 at level 8, +6 at level 12)

Scavenger Maneuver

At 5th level, and every three levels thereafter, an scavenger can select one maneuver. Each maneuver adds an effect to the scavenger's sneak attack. Whenever the scavenger deals sneak attack, she may choose a single maneuver that she knows. This choice is made before damage is rolled. The save against a scavenger maneuver is 10 + 1/2 the scavenger's character level + her Wisdom modifier.

At 8th level, and every 3 levels thereafter, a scavenger may select a new scavenger maneuver.

Sicken

By reducing her sneak attack by 1d6, a scavenger can force her target to make a Fortitude save or become sickened for 1 minute.

Shaken

By reducing her sneak attack by 1d6, a scavenger can force her target to make a Will save or become shaken for 1 minute.

Fatigued

By reducing her sneak attack by 1d6, a scavenger can force her target to make a Fortitude save or become fatigued for 1 minute.

Disarm

By reducing her sneak attack by 1d6, a scavenger can force her target to make a Reflex save or drop whatever they have in one of their hands at the scavenger's choice.

At 11th level she may select from the following maneuvers:

Dazed

By reducing her sneak attack by 3d6, a scavenger can force her target to make a Fortitude save or be dazed for 1 round.

Staggered

By reducing her sneak attack by 3d6, a scavenger can force her target to make a Fortitude save or be staggered for a number of rounds equal to the scavenger's Wisdom modifier (minimum 1.)

Tripped

By reducing her sneak attack by 3d6, a scavenger can force her target to make a Reflex save or be knocked prone.

At 17th level she may from select the following maneuvers:

Exhausted

By reducing her sneak attack by 5d6, a scavenger can force her target to make a Fortitude save or become exhausted.

Frightened

By reducing her sneak attack by 5d6, a scavenger can force her target to make a Will save or become frightened for a number of rounds equal to the scavenger's Wisdom modifier (minimum 1).

Nauseated

By reducing her sneak attack by 5d6, a scavenger can force her target to make a Fortitude save or become nauseated for a number of rounds equal to the scavenger's Wisdom modifier (minimum 1).

Radiation Sickness

By reducing her sneak attack by 5d6, a scavenger can apply radioactive materials to her weapon and force her target to make a Fortitude save or gain one negative level from radiation.

Savvy Rationer

At 6th level, a scavenger knows how to stretch her supplies out. She only requires half of the food and water of a normal human being.

Hide in Plain Sight

While in ruins terrain, a scavenger of 6th level or higher can use the Stealth skill even while being observed.

Cruel Hunter

At 8th level, a scavenger's adds her sneak attack damage on all attacks made against shaken, frightened, sickened, nauseated, staggered, or prone targets.

Painful Maneuver

At 9th level, whenever a target fails a save against a scavenger maneuver the target is dealt an additional 1d6 sneak attack damage. At 18th level, this additional damage increases to 2d6.

Enduring Companion

At 12th level, a scavenger's animal companion has proven itself as tougher, stronger, and better than normal animals of its type. The animal companion gains a permanent +2 bonus to Constitution, Dexterity, and Strength.

Greater Pack Tactics

At 15th level, a scavenger adds her sneak attack damage on all attacks made against targets threatened by her allies.

Cruel Companion

At 16th level, a scavenger's animal companion gains +2d6 sneak attack damage. The animal companion adds her sneak attack damage on all attacks made against shaken, frightened, sick, nauseated, staggered, or prone targets, or when the target is threatened by the scavenger.

Excruciating Maneuver

At 18th level, the DC of the scavenger maneuvers increases by +2.

Disabling Strike

At 20th level, a scavenger knows all the pressure points and weak spots of her enemies. She gains three new scavenger maneuvers, none of which reduce sneak attack damage:

Blinded and Deafened

A scavenger can force her target to make a Fortitude save or be permanently blinded and/or deafened at the scavenger's choice.

Paralyzed

A scavenger can force her target to make a Fortitude save or be paralyzed for a number of rounds equal to the scavenger's Wisdom modifier (minimum 1.)

Stunned

A scavenger can force her target to make a Fortitude save or be stunned for a number of rounds equal to the scavenger's Wisdom modifier (minimum 1.)






Wild Gunner

Some soldiers march to the beat of a different drum, a war drum of steel that crashes down on those around them with an explosion of gunpowder and metal. Wild Gunners are the kinds of people who revel in the chaos of the end times, a hunk of steel in their hands that reminds them they're still alive and kicking with enough firepower to carve out a space to live. While some rule the plains with the fear of god behind their shotguns, others travel out across the blasted hellscape doing their best to make this world a little less nightmarish. The calling card of a Wild Gunner is nothing more than the smell of gunpowder and a few bullet cases on the ground, but their impact can change or end lives in a heartbeat.

Outlaw techniques are the stuff of legends, the abilities that help define a wild gunner from the rest of the rabble. While others may hold a gun like a sacred child, wild gunners are a master of metal and powder, using firearms like an extension of themselves, each explosion of gunpowder a validation of their very existence. Guns are a brush in the hands of these artist, allowing them to paint a masterpiece of destruction and devastation onto whatever blasted earth they find themselves on. They are heralds of change with only the flash of a muzzle to celebrate their accomplishments.

Role: Masters of ranged combat, Wild Gunners are known for their ability to zero in on a single target and rain destruction down on them in a hail of gunfire. Experts in their chosen tool, a Wild Gunner can create results far beyond their less trained peers, causing bullets to swerve in just the right way, dodging and weaving in combat as though they weren't there, and landing impossible trick shots that can debilitate and cripple their targets.

Hit Die: d10

Class Skills:

The wild gunner's class skills are Acrobatics (Dex), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Mechanics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Scavenger (Wis), Survival (Wis)

Skill Ranks Per Level: 4 + Int modifier

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Level	Base Attack	Base Drive	Fort	Ref	Will	Special
1	+1	+0	+2	+2	+0	Outlaw's style, outlaw technique, quick on the draw
2	+2	+1	+3	+3	+0	Dead eye, ready for anything, outlaw technique
3	+3	+2	+3	+3	+1	Steel negotiator, technique mastery
4	+4	+3	+4	+4	+1	Bonus feat, outlaw technique
5	+5	+3	+4	+4	+1	Sharp shooter
6	+6 / +1	+4	+5	+5	+2	Outlaw technique
7	+7 / +2	+5	+5	+5	+2	Technique mastery
8	+8 / +3	+6	+6	+6	+2	Bonus feat, outlaw technique
9	+9 / +4	+6	+6	+6	+3	Stylish recovery
10	+10 / +5	+7	+7	+7	+3	Advanced techniques, outlaw technique
11	+11 / +6 / +1	+8	+7	+7	+3	Technique mastery
12	+12 / +7 / +2	+9	+8	+8	+4	Bonus feat, outlaw technique
13	+13 / +8 / +3	+9	+8	+8	+4	Bandit's luck
14	+14 / +9 / +4	+10	+9	+9	+4	Outlaw technique
15	+15 / +10 / +5	+11	+9	+9	+5	Technique mastery
16	+16 / +11 / +6 / +1	+12	+10	+10	+5	Bonus feat, outlaw technique
17	+17 / +12 / +7 / +2	+12	+10	+10	+5	Steel resolve
18	+18 / +13 / +8 / +3	+13	+11	+11	+6	Master techniques, outlaw technique, technique mastery
19	+19 / +14 / +9 / +4	+14	+11	+11	+6	Technique mastery
20	+20 / +15 / +10 / +5	+15	+12	+12	+6	Bonus feat, outlaw technique, living legend



Class Features

The following are class features of the Wild Gunner

Weapon and Armor Proficiency

A wild gunner is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields.

Outlaw's Style

The life of a wild gunner is determined by seconds on the battlefield, meaning she must use the most of any chance she get. At the start of each day, a wild gunner gains a number of style points equal to her Wisdom modifier (minimum 1) which she may expend to execute outlaw techniques. Her style points go up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though feats and class abilities can affect this maximum.

A wild gunner regains style points in the following ways:

Critical Hit: Each time the wild gunner confirms a critical hit, she regains 1 style point. Confirming a critical hit on a helpless or unaware creature or a creature that has fewer Hit Dice than half the wild gunner's character level doesn't restore style points.

Killing Blow: When the wild gunner reduces a creature to 0 or fewer hit points while in combat, she regains 1 style point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the wild gunner's character level to 0 or fewer hit points doesn't restore any style.

Outlaw Technique

At 1st level, a wild gunner selects 2 outlaw techniques, adding them to the list of outlaw techniques she may use. At 2nd level, and every 2 levels after, a wild gunner gains another outlaw technique. The save for each technique is 10 + 1/2the wild gunner's character level + her Wisdom modifier. Using a outlaw technique requires a wild gunner to expend 1 style point to activate. Unless otherwise stated, outlaw techniques augments an attack a wild gunner makes, including any attack in a full round attack or attack of opportunity. Outlaw techniques must be declared before the attack die is rolled, meaning a missed attack ruins the outlaw technique and the style point is wasted. On a successful attack, the effects of the outlaw technique activate in addition to any damage dealt. A wild gunner may only use up to 2 outlaw techniques per round.

Adamant Rebellion

As an immediate action, the wild gunner may activate this outlaw technique to reroll a failed will save.

Mastery: If this save is successful, she receive a +2 to all attack rolls until the end of her next round.

Brutal Perforation

As a swift action, a wild gunner may activate this outlaw technique. Until the wild gunner's next turn, all targets hit by the wild gunner's attack roll suffer a -1 to all attack and damage rolls for each successful attack made against them. This penalty lasts for a number of rounds equal to the wild gunner's Wisdom modifier (minimum 1.)

Mastery: The targets also have their land speed reduced by 5 feet for each successful attack landed. If their speed is reduced to 0 ft, they must make a Reflex save or be staggered for 1 round.

Bullet Push

As a swift action, a wild gunner may activate this outlaw technique on a single attack roll. She makes a ranged CMB check as per the sharpshooter class ability on a single unattended object within range, such as a tool or dropped weapon. The DC of this check is equal to the weight of the item in pounds. For every 5 by which she exceeds the DC, the item travels 5 feet away from the wild gunner. **Mastery:** The wild gunner may push the item in any direction, and may move the item up to 10 feet for every 5 by while she exceeds the DC.

Cool Hand Gunner

As a swift action, a wild gunner may activate this outlaw technique. For a number of minutes equal to her Wisdom modifier (minimum 1), a wild gunner may ignore all effects of wind and turbulence for her ranged attacks.

Mastery: A wild gunner's ranged attacks ignores partial cover and partial concealment.

Counter Shot

As an immediate action, a wild gunner may activate this outlaw technique after an enemy successfully strikes her with a ranged attack, but before damage is dealt. The wild gunner makes an attack roll. If her attack roll is higher than the opponent's attack roll, the ranged attack is deflected harmlessly and treated as a missed attack. The wild gunner may not deflect critical hits.

Mastery: A wild gunner may also deflect a melee attack with this technique. This action does not provoke an attack of opportunity.

Drilling Assault

As a swift action, a wild gunner may activate this outlaw technique. For a number of rounds equal to the wild gunner's Wisdom modifier (minimum 1), she may ignore all hardness and damage reduction of her targets.

Mastery: This outlaw technique last a number of minutes equal to her Wisdom modifier (minimum 1).

Hot Lead Signature

As a swift action, a wild gunner may activate this outlaw technique on a single attack roll. The wild gunner's attack bestows a penalty to the target's AC equal to the wild gunner's Wisdom modifier (minimum -1) until the end of their next round.

Mastery: This penalty now last a number of rounds equal to the wild gunner's Wisdom modifier (minimum 1.)

Hubcap Breaker

As a swift action, a wild gunner may activate this outlaw technique on a single attack roll. The wild gunner's attack bestows a penalty on the maneuverability and reflex saves of the attacked vehicle equal to the wild gunner's Wisdom modifier (minimum -1). This penalty does not stack with itself, and lasts until the damage is repaired with 10 minutes worth of work.

Mastery: Vehicles affected by this penalty also have their acceleration reduced by 10 ft.

Lightning Line

As a swift action, a wild gunner may activate this outlaw technique on a single attack roll. This outlaw technique causes her bullet to pass through the initial target. The wild gunner chooses two targets within range in a line from her. After making an attack and damaging the closer target, the wild gunner may make a second attack as a free action against the second target.

Mastery: The wild gunner may attack a third target in a line.

Long Barrel

As a swift action, a wild gunner may activate this outlaw technique. For a number of minutes equal to the wild gunner's Wisdom modifier (minimum 1), she may add 10 ft to the range increment of any weapon she wields.

Mastery: A wild gunner may instead double the range increment of any weapon she wields.

Lucky Ricochet

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When a wild gunner misses a target, she may activate this outlaw technique as a swift action to make a second attack roll with a -5 penalty against a different target within 15 ft. of her original target.

Mastery: A wild gunner may increase the range of the second attack to 30 ft. from the original target, and suffers no penalty to the second attack roll.

Magnum Melee

As a swift action, a wild gunner may activate this outlaw technique. For a number of minutes equal to the wild gunner's Wisdom modifier (minimum 1) she may use firearms as improvised weapons without penalty, increasing the damage die of her firearms by 1 step when used as improvised weapons.

Mastery: During this time, a wild gunner may use her Dexterity instead of her Strength for melee attack and damage rolls with firearms.

Mobile Hunter's Charge

As a full round action, a wild gunner may move up to her speed and make a full round attack at any point during her movement.

Mastery: A wild gunner may move up to twice her speed while using this tactic.

Powderburn Tattoo

As a standard action, a wild gunner may make a single attack roll against a target within 5 feet, receiving a bonus on this attack equal to the wild gunner's Wisdom modifier (minimum 1). If the target is hit, it must make a Fortitude save or be staggered for 1 round. If the attack misses the wild gunner provokes an attack of opportunity from the target.

Mastery: The target is instead staggered for a number of rounds equal to the wild gunner's Wisdom modifier (minimum 1). At the start of each of their turns while staggered, the target may make a Fortitude save. On a success, they are no longer staggered.

Rapid Fire Accuracy

As a swift action, a wild gunner may activate this outlaw technique. For a number of minutes equal to the wild gunner's Wisdom modifier (minimum 1), rapid fire weapons she wields gain a critical range of 20/x2. If the rapid fire weapons already have a critical range (from the burst fire mod or a similar ability), their threat range is instead doubled.

Mastery: A wild gunner may increase the range increment of any rapid fire weapon by 15 ft.

Reactive Targeting

As a swift action, a wild gunner may activate this outlaw technique. For a number of rounds equal to the wild gunner's Wisdom modifier (minimum 1), a wild gunner threatening all squares within 5 feet with her ranged weapons.

Mastery: A wild gunner threatens all squares within 10 feet of themselves.

Shoot from the Hip

At the beginning of a surprise round, if a wild gunner would not normally take an action, she can activate this outlaw technique to roll initiative and take a standard action or a move action.

Mastery: A wild gunner may make both a move and a standard action in the surprise round, but not a full round action.

Shoot 'em Full of Health

As a full round action, a wild gunner may load a stimpack into her weapon and fire it into a target. If the target is willing, the wild gunner must hit the target's flatfooted AC. On a hit, the target is affected by a stim pack. This uses up one of the wild gunner's stimpack.

Mastery: The wild gunner may activate this technique as an attack action.

Shotgun Driver

As a swift action, a wild gunner may activate this outlaw technique. For a number of minutes equal to the wild gunner's Wisdom modifier (minimum 1), she is able to control a vehicle while wielding a 1 handed weapon with no penalties to attack. She takes no penalties to attack rolls with 1 handed firearms for hanging off of the side of a vehicle.

Mastery: A wild gunner may wield a two handed firearm in one hand while driving or hanging off the side of vehicle, taking a -2 on attack rolls with that firearm.

Startling Shot

As a swift action, a wild gunner may activate this outlaw technique on a single attack roll. The target of the wild gunner's attack must make a Will save or become flat footed and shaken until the end of their next round. This is a mind affecting fear effect.

Mastery: A wild gunner may increase the duration of this condition to a number of rounds equal to her Wisdom modifier (minimum 1).

Super Scope

As a swift action, a wild gunner may activate this outlaw technique. For a number of rounds equal to the wild gunner's Wisdom modifier (minimum 1), she may aim with a scope as a move action instead of a full round action.

Mastery: This outlaw technique last a number of minutes equal to her Wisdom modifier (minimum 1).

Trigger Happy Havoc

As a swift action, a wild gunner may activate this outlaw technique. For a number of minutes equal to the wild gunner's Wisdom modifier (minimum 1), each time she makes a successful attack, she gains a +1 to attack rolls, up to a maximum bonus equal to her Wisdom modifier. Each time she misses an attack, this bonus is reduced by 1 to a minimum of +0.

Mastery: A wild gunner must miss two attacks in a row to reduce this bonus.

Twin Barrel Blast

As a standard action, a wild gunner may make 1 attack roll with each weapon she's wielding. If she is wielding two or more weapons, she suffers the normal penalties for two weapon fighting.

Mastery: All attack rolls the wild gunner makes this round gain +2 bonus to attack and damage rolls.

Quick on the Draw

At 1st level, a wild gunner gains Quick Draw feat as a bonus feat.

Dead Eye

At 2nd level, a wild gunner may add her Dexterity modifier to damage when using a firearm. This bonus damage may not exceed her Wild Gunner level.

Ready for Anything

At 2nd level, a wild gunner receives an additional maximum style point. At 7th level, 12th level, and 17th level, she receives an additional maximum style point.

If the gunner has no style points, she may rest for 5 minutes to recover 1 style point.

Technique Mastery

At 3rd level, and every 4 levels thereafter, a wild gunner may select 1 technique that she knows and gain the listed mastery benefit of it.

Steely Negotiator

At 3rd level, a wild gunner may use her Wisdom modifier in place of her Charisma modifier when making an intimidate or diplomacy check.

Bonus Feat

At 4th level, and at every 4 level thereafter, a wild gunner gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as Combat Feats.

Sharp Shooter

At 5th level, a wild gunner may attempt a disarm or trip combat maneuver against a target within one range increment of her weapon. Her CMB for such attempts is equal to her base attack bonus plus her Dexterity modifier. At 10th level, she adds her Wisdom modifier to such attempts and may also make sunder combat maneuvers.

Stylish Recovery

At 9th level, a wild gunner may expend 1 style point to reroll a failed skill check for Dexterity and Wisdom based skills.

Advanced Techniques

At 10th level, and every two levels thereafter, a wild gunner can choose one of the following advanced techniques in place of an outlaw technique.

Adrenaline Junkie

As a swift action, a wild gunner may activate this outlaw technique. For a number of minutes equal to the wild gunner's Wisdom modifier (minimum 1), she may give herself a bonus on attack rolls equal to her Wisdom modifier (minimum +1). Every time she misses an attack while this outlaw technique is active, this bonus decreases by 1. If this bonus reaches 0 before the end of the outlaw technique's duration, this technique instantly ends.

Mastery: This outlaw technique does not end when the bonus reaches 0. A wild gunner may recover the full bonus by spending a standard action to refocus herself.

Blinding Reflexes

When a wild gunner is targeted by a ranged attack, she may use this outlaw technique to make an attack against her attacker as an immediate action. If her attack hits, the target takes no damage but suffers a penalty on attack rolls equal to the wild gunner's Wisdom modifier (minimum 1) until the end of the target's round.

Mastery: If the wild gunner's attack is successful, the target cannot make an attack roll against her until the beginning of their next round.

Dead Man's Trigger

Whenever a wild gunner is reduced to 0 HP or lower by an attack roll, she may use this wild technique as an immediate action to make an attack roll against one creature within 30 ft.

Mastery: The wild gunner may make two attacks instead of one.

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Puncturing Shot

As a swift action, the wild gunner may activate this outlaw technique. She gains a +4 bonus to weapon attack and damage rolls against tires. This bonus lasts for a number of rounds equal to the wild gunner's Wisdom modifier (minimum 1).

Mastery: This bonus increases to +6.

Semi Auto Spin

As a full round action, a wild gunner may make an attack against all targets within 30 ft.

Mastery: The wild gunner may make a second attack on all enemies within 30 feet with a -5 penalty.

Shellcracker Special

As a swift action, a wild gunner may activate this outlaw technique. Until the beginning of the wild gunner's next round, every successful attack roll she makes against a target reduces DR or Hardness by 2 for a number of minutes equal to the wild gunner's level.

Mastery: Each successful attack also reduce the target's armor class by 1.

Shotgun Stinger

As a full round action, a wild gunner may make a charge attack with a firearm, ending her movement in a square adjacent to her target. Instead of a melee attack, the wild gunner may end her change with a ranged attack that does not provoke an attack of opportunity. On a successful hit, the target must make a Reflex save or be pushed back 5 ft and knocked prone.

Mastery: This attack does twice as much damage as normal.

Solid Eye

As a swift action, a wild gunner may activate this outlaw technique. For a number of rounds equal to Wisdom modifier (minimum 1), her ranged attacks may ignore total concealment as long as she aims at the correct square.

Mastery: This outlaw technique last a number of minutes equal to her Wisdom modifier (minimum 1.)

Tendon Tearing Lead

As a swift action, a wild gunner may activate this outlaw technique on a single attack roll. The wild gunner's attack deals Dexterity damage equal to the wild gunner's Wisdom modifier (minimum 1) in addition to standard damage.

Mastery: This ability damage is also applied to the target's Strength score.

Bandit's Luck

At 13th level, whenever a wild gunner attempts a saving throw, she may expend any number of style points that she wishes to receive a +2 bonus to the save for each point that she expended.

Steel Resolve

At 17th level, a wild gunner receives a bonus equal to her Wisdom modifier (minimum +1) on Fortitude saves.

Master Techniques

At 18th level, and every two levels thereafter, a wild gunner can choose one of the following Master techniques in place of an outlaw technique.

Bullet Time

As a swift action, a wild gunner may activate this Outlaw Technique. For a number of rounds equal to the wild gunner's Wisdom modifier (minimum 1), whenever she makes an attack roll, she may instead make two attack rolls, selecting whichever result she desires.

Mastery: This outlaw technique last a number of minutes equal to her Wisdom modifier (minimum 1.)

Bullseye Blitzkrieg

As a full round action, a wild gunner may make a full round attack. Whenever the wild gunner makes a successful attack roll, she forces the target to make a Fortitude save or be affected by the following condition determined by how many successful attack rolls are made against the target. These conditions last for a number of rounds equal to her Wisdom modifier (minimum 1). Death is, as always, permanent.

- * First Successful Attack: Fatigued
- * Second Successful Attack: Sickened
- * Third Successful Attack: Exhausted
- * Fourth Successful Attack: Nauseated
- * Fifth Successful Attack: Stunned
- * Sixth and Higher Successful Attack: Death

Mastery: A wild gunner uses the following conditions instead.

- * First Successful Attack: Fatigued and Sickened
- * Second Successful Attack: Exhausted
- * Third Successful Attack: Nauseated
- * Fourth Successful Attack: Stunned
- * Fifth and Higher Successful Attacks: Death

Inhuman Reflexes

Whenever a wild gunner is targeted by an attack, she may activate this outlaw technique as an immediate action. The wild gunner makes a full attack against her attacker before the attack resolves. She becomes dazed until the beginning of her next round. She may not use this outlaw technique if she is immune to being dazed or staggered. **Mastery:** When using this outlaw technique, she is staggered instead of dazed until the beginning of her next round.

Pinpoint Paralysis

As a swift action, a wild gunner may activate this outlaw technique on a single attack roll. On a successful attack, the target must a make Fortitude save or be paralyzed for a number of rounds equal to the wild gunner's Wisdom modifier (minimum 1.)

Mastery: If the target fails their save, they also take 1 point of con bleed.

Style Blending

As a swift action, a wild gunner may activate this outlaw technique. For a number of minutes equal to the wild gunner's Wisdom modifier (minimum 1), she gains the benefits of two different outlaw techniques she knows with a duration of minutes equal to the wild gunner's Wisdom modifier or more.

Mastery: Double the duration of this outlaw technique.

Uranium Shot

As a swift action, a wild gunner may activate this outlaw technique. Until the beginning of the wild gunner's next round, whenever she makes a successful ranged attack, the target must make a Reflex save or gain 1 negative level.

Mastery: The target gains 2 negative levels.

Living Legend

At 20th level, a wild gunner has become a figure of legend and lore, one whose tales are mythic in scope. Whenever she uses her Ready for Anything class feature, she recover all of her style points. The gunslinger recovers 2 style points whenever she lands a critical hit or kills a creature as per the Outlaw Style class feature.

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Chapter 4 Skills and Feats



Skills

Skills represent a wastelander's knowledge and competencies outside the battlefield, and the methods that he uses to interact with the world around him.

The following are skills found in Scorched Earth. Skills new to Scorched Earth are marked with an asterisk * and detailed below. Unless otherwise noted, skills common to both Scorched Earth and Pathfinder act as they do in Pathfinder.

Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), * Hack (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (geography) (Int), * Knowledge (old world) (Int), Knowledge (geography) (Int), * Knowledge (organizations) (Int), Knowledge (nature) (Int), Linguistics (Int), * Mechanics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), * Scavenge (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), Swim (Str)

Hack

(Int, Trained Only)

The technology for creating computers has long been lost, but not all computers were destroyed in the Great Flame. Computers still litter the wasteland, and many contain valuable information or control vital resources. While most computers lack the power needed to operate, portable generators and batteries are common among adventurers plundering ruins.

Common Uses Hacking

Computers are rare and valuable, taking on almost a mystical aura in the wasteland. Even navigating the simplest operating system takes care and training. Breaking past passwords and firewalls is for the more elite still.

All computers have a DC associated with their degree of protection. Simple, unprotected devices have a DC of 10; more intricate and complex computers have higher DCs.



Accessing and viewing a computer's contents typically requires meeting the computer's DC with a Hacking check. Disabling or pausing processes (such as turning off a turret) typically increases the DC by +5. Reprogramming or modifying the computer's contents (such as opening a locked door, or turning a turret on your enemies) typically increases the DC by +10.

A Hacking check usually takes 10 minutes. However, you may attempt a Hacking check in one minute by taking a -5 penalty.

Retry: Failures may generally be retried. However, if you fail the DC by 5 or more, something goes wrong. Either the computer locks down, or the information you receive is misleading, or you think you have reprogrammed a function but have not.



Knowledge

(Old World) (Int)

There is much to be gained from studying the old world. Knowledge (old world) is used for determining facts about the world before the flame. It is also used for identifying aberrations and oozes spawned from the radiation, as well as constructs.

Knowledge

(Organizations) (Int)

A strong knowledge of the settlements and gangs of america can mean the difference between a welcome reception and a knife in the back. Knowledge (organizations) is used to identify humans (and humanoid mutants), maintain appropriate manners in strange situations, and quickly determine facts about various settlements in post-apocalyptic America.

Mechanics

(Int, Trained Only)

The world is build on gears, steel, and carburetor engine. Everybody needs a good mechanic, and those who can speak to cars are highly prized.

Common Uses

Create Mine

Grenades can be transformed into grenade mines with the Mechanics skill. See the Traps section for more detail.

Repair Machine

With an hour's worth of work, you can set about fixing damage to vehicles and other machines. At the end of the hour, you should make a Mechanics check. The vehicle is repaired an amount equal to the your check. Repairing vehicles often means replacing parts. You must use 1 spare part for every hp fixed. A spare part can typically be bought for 1 slug.

Sabotage

If you can gain access to a machine's inner workings, you may attempt to sabotage it. Sabotage checks are made secretly so that you don't necessarily know whether you've succeeded. The difficulty of the Mechanics check depends on the complexity of the machine. Disabling a mod on a vehicle requires a DC 10 check, +2 for every mod point the mod requires. Disabling the engine of a vehicle requires a DC 15 check.

You may attempt more complicated means of sabotage at the GM's discretion.

Sabotage may be done quickly and messily, rushed in only 1d4 rounds. However, if you have over a minute with the machine you gain a +2 bonus on your Mechanics check. This bonus increases by +2 for every additional 10 minutes you spend with the machine (+4 at 11 minutes, +6 at 21 minutes) to a maximum of +10 at 41 minutes.

Retry You can retry sabotage attempts if you miss the DC by four or less. Otherwise, you do not know how to proceed.

Identify Sabotage

In unwelcoming neighborhoods, it can be valuable to inspect your vehicle before you take it for a spin. The vehicle itself requires 1 minute of study, and each mod requires an additional minute of study. For the vehicle and each mod, you may roll a Mechanics check to determine if there has been any foul play. The DC for identifying sabotage is equal to the check made when the sabotage was performed.

Undo Sabotage

The DC of repairing sabotage is equal to the check made when the sabotage was performed. If you fail the Mechanics check, the machine is dealt damage equal to the difference between your Mechanics check and the DC of undoing the sabotage, and the sabotage is not repaired.

Undoing sabotage may be attempted quickly and messily, rushed in only 1d4 rounds. However, if you have over a minute with the machine you gain a +2 bonus on your Mechanics check. This bonus increases by +2 for every additional 10 minutes you spend with the machine (+4 at 11 minutes, +6 at 21 minutes) to a maximum of +10 at 41 minutes.

Retry Yes.

Disable Device

Mechanics replaces all uses of disable device in Fantasy Pathfinder.

Scavenge

(Wis)

Whereas survival is used for living off the irradiated wilderness, scavenging is used for living off of ruins from before the great flame. The uses of Scavenge mimic the uses of survival. **Common Uses**

Avoid Getting Lost/Avoid Hazards

You can use the Scavenge skill to avoid getting lost or avoid hazards within ruins, and you make a Scavenge check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific hazard are not allowed.

Follow Tracks in Ruins

To find tracks or to follow them for 1 mile requires a successful Scavenge check. You must make another Scavenge check every time the tracks become difficult to follow. If you are not trained in this skill, you can make untrained checks to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Perception skill to find a footprint or similar sign of a creature's passage using the same DCs, but you can't use Perception to follow tracks, even if someone else has already found them.

You move at half your normal speed while following tracks (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check).

Action A Scavenge check made to find tracks is at least a full-round action, and it may take even longer.

Retry For finding tracks, you can retry a failed check after 10 minutes of searching.

Survive in Ruins

You can keep yourself and others safe and fed in old ruins. You can move up to half your overland speed while hunting and foraging though containers, broken refrigerators, and trash bins (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10. Action Varies. A single Scavenge check may represent activity over the course of hours or a full day.

Retry For getting along in old ruins you make a Scavenge check once every 24 hours. The result of that check applies until the next check is made.



Feats

Most feats available in Pathfinder Fantasy are also available in Scorched Earth. However, there are some which are not. Any feat which references any of the following terms may not be used in a Scorched Earth game:

Any Alignment Any Supernatural or Spell-like Ability Any Races Bardic Performance Channel Crafting Firearms Hexes Ki Lay on Hands Mercy Rage Spells



All classes count as fighters for the purpose of qualifying for feats restricted to fighters (for example, weapon specialization).

New Feats Bloodlust Critical

Prerequisites: Bloodlust class feature. **Benefits:** When you are in a bloodlust, the critical range of any attack you make is increased by 1.

Boon Minion

Prerequisite: Minion class feature. **Benefit:** The abilities of your minion are calculated as though your class were 4 levels higher, to a maximum effective demagogue level equal to your character level. If you have more than one minion, choose one to receive this benefit. If you lose or dismiss minion that has received this benefit, you may apply this feat to the replacement minion.

Special: You may select this feat more than once. The effects do not stack. Each time you take the feat, it applies to a different minion.

Calculated Preparation

(Combat)

Prerequisite: Ready for anything class feature. **Benefits:** Whenever you would recover a style point with your ready for anything class feature, you recover one additional style point, up to your maximum amount.

Special: You may select this feat multiple times. Its effects stack.

Cook Grenade

(Combat)

Prerequisite: Weapon Focus Grenade. **Benefit:** The DC of Reflex saves against your thrown grenades increases by one.

Crazy Driver

(Combat)

Prerequisite: Base Driver Score +5. **Benefit:** When taking evasive maneuvers, the AC bonus and attack penalty increases by +2.

Derby Veteran

Benefits: Reduce the amount of damage dealt by a vehicle collision or flip by 2 points. **Special:** Derby Veteran stacks with the bonuses from the Derby survivor class feature.

Easy Grip

(Combat)

Benefit: Select a single type of one handedfirearm. You may now treat that weapon as a lightweapon for the purposes of two weapon fighting.Special: You may take this feat multiple times,each time selecting a different one handed firearm.

Expanded Terrain

Prerequisite: Scavenger level 8th. **Benefits:** Select one terrain aside from ruins. You may apply your favored terrain bonus to this terrain as well.

Expert Gunner

Prerequisites: Outlaw techniques class feature. **Benefits:** You are a deft hand with your firearm. The DC of your outlaw techniques increases by +1.

Expert Scavenger

Prerequisites: Trained scavenger class feature. **Benefits:** You gain a competence bonus equal to 1/2 your class level on either Scavenge or Survival, whichever skill you did not choose for the trained scavenger class feature.

Extra Frenzy

Prerequisites: Frenzy class feature.Benefits: You can frenzy for 2 additional rounds per day.Special: You can gain Extra Frenzy multiple times. Its effects stack.

Extra Frenzy Power

Prerequisite: Frenzy power class feature. **Benefits:** You gain one additional frenzy power. You must meet all the prerequisites for this frenzy power.

Special: You can gain Extra Frenzy Power multiple times.

Extra Outlaw Technique

(Combat)

Prerequisite(s): Outlaw's style class feature. **Benefit:** You gain one additional outlaw technique. You must meet all the prerequisites of this outlaw technique.

Special: You can gain Extra Outlaw Technique multiple times.

Extra Proclamation

Prerequisite: Proclamation power class feature. **Benefits:** You gain one additional proclamation. You must meet all the prerequisites for this proclamation.

Special: You can gain Extra Proclamation multiple times.

Extra Scavenger Maneuver

(Combat)

Prerequisite: Scavenger maneuver class feature. **Benefit:** You gain one additional maneuver. You must meet all prerequisites of this maneuver. **Special:** You may take this feat multiple times, each time selecting a different maneuver.



Extra Style

(Combat)

Prerequisite(s): Outlaw's style class feature or Amateur Wild Gunner.

Benefit: You gain two more style points at the start of each day, and your maximum style increases by two.

Special: You can take this feat multiple times. Its effects stack.

Extra Technique Mastery

(Combat)

Prerequisite(s): Technique mastery class feature. Benefit: Select 1 outlaw technique. You may now apply the mastery benefit to that outlaw technique. Special: You may take this feat multiple times, each time selecting a different outlaw technique.

Extra Tricks

Prerequisites: Trick class feature. Benefits: The number of tricks you can create by sacrificing a bomb increases by +1.

Special: You can gain Extra Tricks multiple times. Its effects stack.

Extra Tweak

Prerequisites: Tweak class feature. Benefits: You gain one extra tweak. You must meet all the prerequisites for this tweak. Special: You can gain Extra Tweak multiple times.

Grenade Proficiency

(Combat)

Benefit: You suffer no penalty for wielding grenades.

Normal: You suffer a -4 non proficiency penalty to attack when using a grenade.

Special: Grenades are martial weapons, and any class that gains proficiency in all martial weapons is proficient with grenades. Grenades may be chosen for features and abilities that bestow proficiency in a weapon.

Heavy Weapon Wielder

(Combat)

Benefit: You suffer no penalty for wielding heavy weapons without the required strength.

Normal: You suffer a -4 penalty on attack rolls when wielding heavy weapons with a strength of 11 or less.

Improved Side Swipe

Combat)

Prerequisite: Base driver score +1.

Benefit: You receive a +2 bonus on checks made to side swipe a foe. You also receive a +2 bonus to your vehicle's Combat Maneuver Defense whenever an opponent tries to side swipe you.

Improved Speed Match

(Combat)

Prerequisite: Base driver score +1.

Benefit: You receive a +2 bonus on checks made to speed match a foe. You also receive a +2 bonus to your vehicle's Combat Maneuver Defense whenever an opponent tries to speed match you.

Improved Spin Out

(Combat)

Prerequisite: Base driver score +1 Benefit: You receive a +2 bonus on checks made to spin out a foe. You also receive a +2 bonus to your vehicle's Combat Maneuver Defense whenever an opponent tries to spin out you. You no longer are at risk for a spin out or flip when you fail your spin out check.

Improved Wrest Control

(Combat)

Prerequisite: base attack bonus +1 **Benefit:** You do not provoke an attack of opportunity when performing a wrest control combat maneuver. You receive a +2 bonus on checks made to wrest control of a vehicle. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to wrest control from you.

Intensified Bloodlust

(Combat)

Benefit: You gain a +2 bonus to melee attack and damage rolls while in a bloodlust.

Intensive Treatment

Prerequisites: Treatment class feature. **Benefits:** You heal an additional +1 hit points of damage when using the treatment ability. **Special:** You can gain Intensive Treatment multiple times.

Mine Expert

Benefits: The grenade DC, perception DC, and disable DC for created grenade mines all increase by +2.

Minion Training

Prerequisites: Minion class feature.Benefits: Your minion gains a bonus feat. He must meet all the prerequisites of this feat.Special: You can gain Minion Training multiple times.

Mutagenic Adaptation

Prerequisite: Animal companion or minion class feature.

Benefits: Select 1 physical mutation from the mutant origin and apply it to your animal companion or minion

Special: You may select this feat more than once, each time selecting a different physical mutation.



Mutation

Benefit: You gain one physical or social mutation from the mutant origin.

Special: You may select this feat more than once, each time selecting a different mutation.

Persuasive Proclamation

Prerequisites: Proclamation class feature. **Benefits:** You are particularly persuasive. The DC for targets to resist the effects of your proclamation increases by +1.

Persuasive Speech

Prerequisites: Speech class feature. **Benefits:** Your speech carries weight. The DC for targets to resist the effects of your speech increases by +1.

Return to Sender

(Combat)

Benefit: You gain a +4 bonus on Reflex saves to fall on, kick, or throw back grenades.

Run'n'Gun

(Combat)

Prerequisite: Trained Driver **Benefit:** Your penalties on attack rolls while driving are reduced by 2. **Normal:** While controlling a vehicle, your attack rolls suffer a -4 penalty.

Smooth Dismount

Benefit: You gain DR 10 against falling damage when you fall from or are ejected from a vehicle.



Tire Destroyer

(Combat)

Benefit: You gain a +2 bonus to attack and damage rolls when attacking tires.

Trained Driver

(Combat) Benefit: You gain a +1 bonus to your Driver Score.

Turret Proficiency

(Combat)

You are experienced with complex weapon turrets. **Benefit:** You suffer no penalty for wielding turrets.

Normal: You suffer a -4 non proficiency penalty to attack when using a turret.

Special: Turrets are martial weapons, and any class that gains proficiency in all martial weapons is proficient with turrets. Turrets may be chosen for features and abilities that bestow proficiency in a weapon.

Vehicle Climber

Benefit: While hanging on a vehicle, you may move around the vehicle as if it were normal terrain. You may also move from an occupant position to a hanger on as a swift action. Normal: While hanging on a vehicle, you may move around the vehicle as if it were difficult terrain. You may move from an occupant position to a hanger on as a move action. Vehicle Specialization

(Combat)

You are experienced in driving a specific class of vehicles.

Prerequisite: Base Driver Score +1, Trained Driver.

Benefit: Choose a number of wheels (2, 4, 6, or 8). When driving vehicles with that number of wheels, you gain a +1 bonus to driver score. You also gain a +1 bonus to attack and damage when attacking vehicles with that number of wheels. **Special:** You can gain Vehicle Specialization multiple times. Each time you take the feat, it applies to a new number of wheels.

Verbose

Prerequisites: Speech class feature. **Benefits:** You can use the speech ability for 2 additional round per day.

Special: You can gain Verbose multiple times. Its effects stack.

Vet

Prerequisites: Animal companion and patch job class features.

Benefits: When using your patch job ability on your animal companion you heal an additional +2 hit points of damage for every two scavenger levels you possess.







Wealth

Wealth in Scorched Earth is measured in slugs, the currency of post apocalyptic America. While bullets were the first bartering good after the great flame, various produced currencies and standardized goods have replaced them. Now a survivor's wallet might contain an ounce of gold, a diamond ring, a few baseball cards, and perhaps even a rare bottlecap - useless items that now all have standardized accepted prices across the wastes. Adventurer's need not keep track of every valuable piece of junk they find, only their converted worth in slugs.

Characters are typically assumed to have enough ammo to fire their weapons without concern. Firing a weapon does not decrease a character's slugs, and most ammo does not need to be tracked in any way.

Starting Wealth

Characters in Scorched Earth typically begin play with 1,000 slugs. As they increase in level, they increase in wealth. Though their rate of increase varies from campaign to campaign, a character's average wealth for any given level could look something like Chart: Wealth by Level.

Wealt	h by Level
Level	Slugs
1	1000
2	1500
3	2100
4	2800
5	3600
6	4500
7	5500
8	6600
9	7800
10	9100
11	10500
12	12000
13	13600
14	15300
15	17100
16	19000
17	21000
18	23100
19	25300
20	27600

At higher levels, players will find that they have bought all of the combat gear they want and still have money to spend. At this point they should be encouraged to spend money on other things homes, mercenaries, favor, art, specialized weapons, or anything else they fancy. Given the high rate of thievery, it is very unusual for a character at higher levels to travel around with his entire fortune invested in the items on his back.

Starting Vehicles

A party's starting vehicles depend entirely on the adventure. Typically a party begins play with half as many vehicles as adventurers, chosen by the adventurers as a collective. However, the GM should feel free to add or subtract from this number as he sees fit. Some adventures may begin with as many vehicles as players. Some adventures may begin with no vehicles at all.

Any vehicle type may be chosen at this time. Starting vehicles may be sold, but they are so run down, worn looking, or specialized that merchants will only purchase them for one tenth of their price.

Party's starting vehicles does not come out of the party's wealth in any way (though adding modifications to the vehicles does).



Weapons

The wasteland is a dangerous place. Between the raiders, mutant animals, and frenzied scavengers, a weapon is often the only way to survive.

Scorched Earth uses the standard combat rules outlined in the Pathfinder Core Rulebook. However, because firearms are such a large part of the game, there are a number of modifications to the firearm rules for both realism and balance.

Firearms in Scorched Earth work exactly the same as bows in Pathfinder Fantasy. Attack rolls are made against AC, not touch AC. Ammunition is reloaded with free actions instead of move actions (except for bolt action weapons). No free hands are needed to reload firearms. Firearms are assumed to require two hands unless otherwise noted. There is no need to track ammunition (unless you would like to for realism's sake, in which case one bullet costs one slug).

Firearms may be used as improvised melee weapons. All one handed firearms deal 1d4 damage, and all two handed firearms deal 1d6 damage. Both dealing bludgeoning damage and with a critical range of 20/x2.

Firearms are loud weapons. A one handed firearm can be heard from a distance up to 1 mile, while a two handed firearm can be heard from 3 miles.

Weapons						
Simple Weapons						
Light Melee	DMG	Crit	Weight	Туре	Cost	Special
Shiv	1d4	19-20/x2	1 lb	P or S	2 sl.	
Brass Knuckles	1d3	x2		В	1 sl.	-bellepi
Rolling Pin	1d6	-	5 lbs.	В	5 sl.	-
Crowbar	1d4	-	4 lbs.	P or B	2 sl.	125 22711
One-Handed Melee						
Lead Pipe	1d8	x2	8 lbs.	В	12 sl.	-
Ball and Chain	1d6	x3	6 lbs.	В	8 sl.	
Sharpened Stick	1d6	x2	3 lbs.	Р	1 sl.	+ sharpati
Razorpipe	1d4	19-20/x2	3 lbs.	B or S	15 sl.	5-
Two-Handed Weapons						
Longspear	1d8	x3	9 lbs.	Р	5 sl.	reach
Spear	1d8	x3	6 lbs.	Р	2 sl.	-
Poll Cue	1d8/1d6	x2	3 lbs.	В	2 sl.	fragile
Golf Club	1d4	x3	4 lbs.	В	20 sl.	- 19-14
Stick-Knife	1d3	x4	3 lbs.	S	15 sl.	-



Martial Weapons Light Melee	DMC	Cuit	Weisht	True	Cast	Createl
Broken Bottle	DMG	Crit	Weight	Туре	Cost	Special
Cat-o'-nine-tails	1d6	x2	2 lbs.	S	8 sl.	fragile
Hatchet	1d4	x2	1 lb	S	1 sl.	disarm, nonletha
	1d4	19-20/x2	3 lbs.	S	5 sl.	
Hammer, light Handaxe	1d4	x2	2 lbs.	B	11.	
Switchblade	1d6	x3	3 lbs.	S	6 sl.	
Machete	1d4	19-20/x2	1 lb	P	5 sl.	LT RUNNER REAL
	1d6	19-20/x2	2 lbs.	S	10 sl.	
Pick, light	1d4	x4	3 ;bs.	P	4 sl.	
Sap	1d6	x2	2 lbs.	В	1 sl.	
Cleaver	1d6	19-20/x2	2 lbs.	Р	10 sl.	
One-Handed Melee			<i>C</i> 11	a		
Battleaxe	1d8	x3	6 lbs.	S	10 sl.	
Flail	1d8	x2	5 lbs.	В	8 sl.	disarm, trip
Longsword	1d8	19-20/x2	6 lbs.	S	15 sl.	
Pick, heavy	1d6	x4	6 lbs.	Р	8 sl.	
Rapier	1 <mark>d6</mark>	18-20/x2	2 lbs.	Р	20 sl.	- 10 - 11 - 11 - 11
Police Baton	1d8	x3	5 lbs.	В	12 sl.	-
Two-Handed Weapons						
Rebar Club	2d6	x3	14 lbs.	В	40 sl.	
Ornamental Sword	2d4	18-20.x2	10 lbs.	S	75 sl.	
Flail, heavy	1d10	x3	10 lbs.	В	15 sl.	disarm, trip
Knifepole	1d10	x3	10 lbs.	S	8 sl.	- 1.
Fireaxe	1d12	x3	12 lbs.	S	20 sl.	
Oversized Sledgehammer	1d12	x2	8 lbs.	В	5 sl.	reach
Nialbat	2d6	19-20/x2	8 lbs.	B or P	50 sl.	
Boat Hook	2d4	x3	12 lbs.	S	9 sl.	reach, trip
Lance	1d8	x3	10 lbs.	Р	10 sl.	
Pikeaxe	1d8	x4	12 lbs.	Р	14 sl.	- Patente Patient
oons						
c Weapons						
Melee	DMG Cri	t Weig	ght Type	e Cost	Spe	cial

Weapons						
Exotic Weapons						
Light Melee	DMG	Crit	Weight	Туре	Cost	Special
Butterfly Knife	1d4	18-20/x2	1 lb.	P or S	70 sl.	distracting
Taser	1d2 / Sp		1 lb.	-	200 sl.	special (see text)
Bladebreaker	1d4	x2	3 lbs.	S	80 sl.	disarm, sunder
One-Handed Melee						
Thief's bar	1d8	x2	1 lb.	B or P	70 sl.	disarm, trip
Whip	1d3	x2	1 lb.	-	60 sl.	disarm, nonlethal, reach, trip
Mini-Chainsaw	1d8	18-20/x2	5 lbs.	S	90 sl.	
Two-Handed Weapons			TIT			
Chainsaw	1d10	18-20/x2	15 lbs.	S	100 sl.	- Velationality
Longclub	2d6	x3	15 lbs.	В	70 sl.	reach
Automatic Branch Cutter	1d8	18-20/x2	15 lbs.	S	120 sl.	reach

Weapons													
Simple Ranged													
	DMG	Cri	it	RN	IG	We	ight	Тур	e	Cos	st	Spe	ecial
Pistol	1d4	4 x2		80 f				P		110 sl.		-	e-handed
Sling	1d4	x2		50			5.	В					and the second second second
Light Crossbow	1d8		20/x2	80 ft		6 lbs.		P		70 sl.		hol	t action, one-handed
Two-Handed			LOIAL	0/A2 001		. 0105.		-			,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	001	t action, one nanded
	1d10	x3		140	Oft.	10.1	be	Р		240	c1	hal	t action
Don Action Kine	Iulo	лJ		140	<i>J</i> II.	101	105.	1		240	51.	001	t action
Weapons													
Martial Ranged													
One-Handed	DM	G	Crit		RN	G	Weig	ht	Tvi	pe	Cost	t	Special
Machine Pistol	1d6		-		60 f		3 lbs.		P	r -	110		one-handed, rapid fire
Heavy Pistol	1d8		19-20/	'x2	60 f		3 lbs.		P		130		one-handed
Two-Handed	140		17 201		001		5 105.		•		150	51.	one nunded
Shotgun	2d4		18-20/	'x?	10 f	Ì	10 lbs		Р		120	sl	bolt action
Double Barreled Shot G			18-20/		10 f		10 lbs		P		160		bolt action
Rifle	1d1		x3	Λ2	140		10 lbs		P		240		bolt action
Sub-machine Gun					40 f		6 lbs.		r P				-
	1d8		The second								250		one-handed, rapid fire
Light Machine Gun	1d1		-		60 f		30 lbs		P		500		heavy, rapid fire
Hunting Rifle	1d1	0	x4		180	ft.	8 lbs.		Р		120	sI.	bolt action, scope
Weapons													
Exotic Ranged													
One-Handed	DM	C	Crit		RN	C	Weig	ht	Тл	20	Cost		Special
Tactical Pistol	1d4	-	18-20/	127			3 lbs.		P	pe	75 sl		one-handed
Two-Handed	104		16-20/	XZ	100	π.	5 IUS.		r		15 8	L.	one-nanded
	1.10		2		110	G	2 11.		р		75 .1		
Long Bow	1d8		x3				3 lbs.		P		75 sl		-
Assault Rifle	2d6		18-20/	x2	80 f	t.	8 lbs.		P		230		rapid fire
Chain Gun	1d6		-		Sp		45 lbs		P		150		heavy, rapid fire, special
Sniper Rifle	1d1		x4		300	ft.	20 lbs		Р		600		bolt action, scope
Flamethrower	2d6		-		Sp		45 lbs		SP		450		heavy, special
Acid Sprayer	Sp		-		Sp		45 lbs		Sp		900		heavy, special
N.O. Dispenser	Sp		- 11		Sp		45 lbs		Sp		900		heavy, special
Rocket Propelled Grena	ide Sp		-		40 f	t.	30 lbs	5.	Sp		600	sl.	heavy, special
Grenade Launcher	Sp		-		30 f	Ìt.	30 lbs	5.	Sp		700	sl.	heavy, special
Stun Gun	Sp		-		10 f	t.	5 lbs.		Sp		300	sl.	special
Weapons													
Martial Grenades													
One-Handed	DMG	÷ (Crit	RNO	G V	Veig	tht]	Гуре	С	ost	5	Spec	rial
Frag Grenade	2d6		. In the second	20 ft		lb.	, I			0 sl.		grena	
Incendiary Grenade	2d4		L Torrell	20 ft		lb.		Fire		20 s	-	-	ade, special
Smoke Grenade	none			20 ft		lb.				$0 \mathrm{sl}$	-	-	ade, special
Poison Grenade	1d6			20 ft		lb.	1	Acid		$50 \mathrm{s}$	۰ د	-	ade, special
i onon oronaue	140			2010	. 1	10.	Γ	iciu	1.	50 5	1. ž	siene	ado, special

Special Qualities

Bolt Action

Bolt action weapons only hold one slug in the chamber at a time, and must be reloaded between attacks. Bolt action weapons require a move action to reload.

Heavy

These weapons weigh more than most, and require a certain amount of muscle to use. Unless the wielder strength of 12 or higher, he suffers a -4 to attack with the weapon.

Additionally, heavy weapons are too large to use effectively from inside vehicle. Occupants of vehicles suffer a -4 penalty on attack rolls with heavy weapons.

One-Handed

While most ranged weapons require two hands to wield, one handed weapons may be effectively held and shot with one hand. It is possible to wield two such weapons in this way following all standard penalties for two handed fighting. These weapons are not light weapons for the purposes of two-weapon fighting and relevant feats.

Rapid Fire

Rapid fire weapons throw scores of bullets at their targets in the hope that at least some will hit. Rapid fire weapons gain an automatic +2 bonus to attack rolls, but cannot score criticals against targets and cannot gain precision damage bonuses such as sneak attack.

Scope

1 4 Sty - Sty

A character wielding a scope weapon chooses a target within range to aim at. Once determining a target, you may spend full round actions aiming at the target. If you fires the round after aiming for one full round, your critical range is increased to a 19-20 for your attack. If he fires the round after aiming for two consecutive rounds, your critical range is increased to 18-20 for your attack. The critical multiplier remains the same. If your attack roll exceeds your target's AC by 10

or more after aiming for at least two consecutive rounds, the attack is a critical threat. Characters cannot aim from within moving vehicles.

Grenade

Grenades are one handed thrown splash weapons which explode after being thrown. You may target a specific 5ft. by 5ft. area by attacking an AC 5, or you may attack a creature as normal.

If you miss the target, roll 1d8. This determines the misdirection of the throw, with 1 falling short (off-target in a straight line toward the thrower), and 2 through 8 rotating around the target creature or grid intersection in a clockwise direction. Count a number of squares in the indicated direction equal to the range increment of the throw.

Once the grenade has landed, all creatures within 20 feet may make a Reflex save. The Reflex save is equal to 10 + half your attack modifier with the grenade. If a target fails the save, he is dealt the listed grenade damage. If he succeeds, he is dealt half the grenade damage.

Creatures within 10 feet of the grenade may attempt additional actions if they choose. When attempting any of the following actions, the creature immediately moves adjacent to the grenade.

Fall on the Grenade: A creature may attempt to fall on the grenade to take the brunt of the attack. If he makes his Reflex save, he falls prone on the grenade. He suffers triple damage, but no other creatures in the area suffer any damage. If he fails, he suffers normal damage and falls prone adjacent to the grenade.

Kick the Grenade: A creature may take a -5 penalty on his Reflex save to attempt to kick the grenade. If he makes his Reflex save, he kicks the grenade 20 feet in any direction (no attack roll is necessary). Where it lands, targets have a -5 penalty on their Reflex saves to respond to the grenade. If the grenade is again moved after being thrown, the -5 penalty stacks with all other penalties.

Throw the Grenade: A creature attempting to throw the grenade takes a -10 penalty to his Reflex Save. If he makes his save, he picks up the grenade and throws it in any direction he chooses with a 20 foot range increment. Where it lands, targets have a -10 penalty on their Reflex saves. If the grenade is again moved after being thrown, the -10 penalty stacks with all other penalties.

Special Grenades Incendiary Grenade

All targets in the incendiary grenade's area who fail their Reflex saves are lit on fire for d4 rounds. They are dealt 1d4 damage at the start of their turns as long as they are on fire.

A creature taking damage from an incendiary grenade can attempt to extinguish the flames as a full-round action that requires a Reflex save (DC = 10 + 1/2 the thrower's attack modifier with the grenade). Because of the alchemical nature of the grenade, rolling on the ground does not grant a bonus on the saving throw, and dousing a creature with water does not stop it from burning.

Poison Gas Grenade

In addition to 1d6 acid damage, a poison gas grenade can inflicts the sickened condition. Any creature who fails his Reflex save must make a Fortitude save with the same DC or become sickened condition for d4 rounds. This is a poison effect.

Smoke Grenade

The smoke grenade deals no damage, but creates a swath of obscuring smoke. Within a 20 foot radius, the smoke obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

Smoke grenades emit smoke for d6 + 1 rounds. They can be picked up and thrown without issue.

Special Weapons

Acidsprayer

Originally designed for spraying pesticide on farms, this weapon had been modified to throw acid. On an attack, the weapon spreads acid in a 30 foot cone. All creatures within this area are dealt 2d6 acid damage. A successful Fortitude save halves this damage. The Fortitude save is equal to 10 + 1/2 your attack bonus with the weapon. Like any other weapon, you may make one attack for every iterative attack you have on a full round attack action.

If a creature rolls a 1 on his saving throw, the acidsprayer lands a critical threat. To confirm this critical, the target must fail a second saving throw against the same DC. If the critical is confirmed, damage is doubled, and any special effects that take place during a critical occur. This critical threat range may be increased to 1-2/x2 with improved critical and similar effects.

Chain Gun

Chain guns are large, unwieldy weapons used to blanket areas in bullets. Their immense weight make it impossible to aim accurately against just one target. A chain gun may be fired in one of two ways.

First, as a full round action you may make a single attack roll against each enemy within a 30 foot cone.

Second, as a full round action you may make a single attack roll against each enemy within a 90 foot line.

Flamethrower

Flamethrowers are dangerous and merciless weapons. On an attack, the weapon spreads flame in a 30 foot cone. All creatures within this area are dealt 2d6 fire damage. A successful Reflex save halves this damage. The Reflex save is equal to 10 + 1/2 your attack bonus with the weapon. Like any other weapon, you may make one attack for every iterative attack you have on a full round action. If a creature rolls a 1 on his saving throw, the flamethrower lands a critical threat. To confirm this critical, the target must fail a second saving throw against the same DC. If the critical is confirmed, damage is doubled, and any special effects that take place during a critical occur. This critical threat range may be increased to $1-2/x^2$ with improved critical and similar effects.

Grenade Launcher

Grenade launchers fire standard grenades over much increased distances. A grenade launcher can be loaded with up to 6 grenades. Loading a each grenade into a grenade launcher is a standard action.

Unlike most firearms, grenade launchers fired out of moving vehicles can target enemies up to two range increments away.

Firing a grenade launcher is a standard action, and the DC for the grenade is determined using 10 + half the user's attack bonus with the grenade launcher.

Grenades launched out of a grenade launcher have a range of 40 feet.

N.O. Dispenser

This bizarre weapon has been modified from a flamethrower. On an attack, the weapon spreads nitrous oxide (laughing gas) in a 30 foot cone. All creatures within this area suffers a -2 penalty on attack rolls, skill checks, and saves for one round. A successful Will Save negates this effect. The Will save is equal to 10 + half your attack bonus with the weapon. Like any other weapon, you may make one attack for every iterative attack you have on a full round action. If multiple attacks are made, the effects are cumulative.

If a creature rolls a 1 on his saving throw, the N.O. dispenser lands a critical threat. To confirm this critical, the target must fail a second saving throw against the same DC. In addition to the -2 penalty, the creature is staggered for one round if he fails his save, and any special effects that take place during a critical occur. This critical threat range may be increased to 1-2/x2 with improved critical and similar effects.

Rocket Propelled Grenade

Rocket propelled grenade (abbreviated RPG) is essentially a shoulder mounted anti-vehicle missile launcher. RPGs deal 2d8 piercing damage to the target, and 1d8 damage to all targets within 10 feet of the target. If the target is a vehicle, this damage is doubled. RPGs ignore up to 20 points of hardness and DR.

Unlike most firearms, RPGs fired out of moving vehicles can target enemies up to two range increments away.

Rocket Propelled Grenades take a full round action to fire and a full action to reload.

Longbow

Longbows are strange and rare weapons not usually carried by wastelanders. Compared to the east of a pistol or simplicity of a rifle, a longbow requires years of training to properly master. Arrows are rare, but those who are proficient in the longbow are assumed to craft their own.

Due to the size of the weapon and the effect of rushing air, the wielder of a longbow suffers a -4 penalty when firing from inside a moving vehicle. Carbonfiber retrofitting has no effect on mitigating this penalty.

Stun Gun

Stun guns are small guns which fire electrical wires designed to stun and incapacitate enemies. They are

reasonably rare in the wasteland. Reloading a stun gun requires a full round action. On a hit, the enemy must make a Fortitude save or become staggered for a round. The Fortitude save is equal to 10 + 1/2 your attack bonus with the weapon.

If a creature rolls a 1 on his saving throw, the stun gun lands a critical threat. To confirm this critical, the target must fail a second saving throw against the same DC. If the critical is confirmed, the target is staggered and drops prone. This critical threat range may be increased with improved critical and similar effects.

Stun gun in the wasteland are old, decrepit, fragile things. If the target critically succeeds his Fortitude save, the stun gun shorts and is immediately destroyed. It cannot be repaired in any way.

Taser

Tasers are small, handheld devices designed to stun and incapacitate enemies. They require batteries and are reasonably rare in the wasteland. If you strike an enemy with a melee touch attack, you deal no damage and the enemy must make a Fortitude save or become staggered for a round. The Fortitude save is equal to 10 + 1/2 your attack bonus with the weapon.

Like any other weapon, you may make one attack for every iterative attack you have on a full round attack action.

If a creature rolls a 1 on his saving throw, the taser lands a critical threat. To confirm this critical, the target must fail a second saving throw against the same DC. If the critical is confirmed, the target is staggered and drops prone. This critical threat range may be increased with improved critical and similar effects.

Tasers in the wasteland are old, decrepit, fragile things. If the target critically succeeds his Fortitude save, the taser shorts and is immediately destroyed. It cannot be repaired in any way.

If you do not wish to shock your enemy, you may instead use the taser as a bludgeoning weapon that deals d3 damage (20/x2). On a critical failure, the taser is destroyed.

Weapon Mods

Over time, the weapons of the old world have been adjusted and modified to serve their masters' purposes. Small tweaks in a weapon's functionality can make all the difference in life-threatening situations.

All non-grenade weapons can be modified, from the simple shank to the assault rifle to the flame thrower. Turrets can also be modified.

Each weapon can have up to two modifications. The first modification may be added to a weapon for a price of 100 slugs plus twice the base cost of the weapon. The second modification is a much more complicated affair, and may be added to a weapon for a price of 1,000 slugs plus twice the base cost of the weapon. A DC 15 Engineering roll and an hour of work are required to attach the modification, but the slugs are not lost with a failed attempt. A modification can be removed in a matter of minutes, but it is ruined in the attempt. Most settlements have an engineer who can can add or remove modifications for a similar cost.

The same weapon mod cannot be added more than once.

Adjustable Nozzle

A flamethower, acidsprayer, or N.O. dispenser with this mod now fires in a 60 foot line instead of a 30 foot cone. The mod may be activated or deactivated as a move action.

Armor Piercing

This weapon is modified to switch between standard bullets and armor piercing bullets. Switching between armor piercing and standard bullets requires a move action. Characters are assumed to have enough of each type of bullet that tracking ammo is irrelevant.

While firing armor piercing bullets, the weapon suffers a -2 penalty to damage rolls. However, the weapon ignores 5 points of DR or Hardness.

This modification can only apply to firearms which fire bullets.

Attached Scope

This weapon gains the scope weapon property. This modification can only be attached to projectile firearms.

Burst Fire

The weapon gains a critical range of 20/x2. This modification can only be placed on rapid fire weapons.

Carbonfiber Retrofitting

This weapon has been retrofitted with light carbonfiber materials. The weight of the weapon is halved, and it loses the heavy weapon property if it has it.

Chainsaw Attachment

A small chainsaw is attached onto the end of his weapon. You may use the weapon as a slashing melee weapon that deals d4 damage (18-20/x2). This modification can only be placed on projectile weapons.

Composite Bow

A composite bow uses the wielder's strength when drawing either a longbow or a crossbow. The wielder's strength modifier is added to damage with the weapon. This modification can only be placed on longbows and light crossbows.

Fleshtearing

This mod doubles the threat range of a weapon. This benefit doesn't stack with any other effects that expand the threat range of a weapon (such as the Improved Critical feat).

Hollowpoint

This weapon is modified to switch between standard bullets and hollowpoint bullets. Switching between hollowpoint and standard bullets requires a move action. Characters are assumed to have enough of each type of bullet that tracking ammo is irrelevant.

While firing hollowpoint bullets against targets without DR or hardness, the weapon gains a +4 bonus to confirm critical hits and it's threat range is doubled (this benefit doesn't stack with any other effects that expand the threat range of a weapon). However, all DR and hardness is doubled against attacks with this weapon. This modification can only apply to firearms which fire bullets.

Improved Firing Mechanism

On your turn, you may reload this weapon instead of making an attack roll. This mod may only be applied to bolt action weapons.

Internal Ricochet

The save DCs of any effects caused by a critical hit with this weapon increase by +4.

Laser Sight

A firearm with this modification is able to ignore partial cover and concealment.

Military Grade

This weapon gains a +1 bonus to both damage rolls and attack rolls.

Reinforced Stock

You gain a +2 bonus to CMD against disarm and sunder attempts against this weapon. This +2 bonus also applies on saves against any effect that targets this weapon.

Rubber Bullet

This weapon is modified to switch between standard bullets and rubber bullets. Switching between rubber and standard bullets requires a move action. Characters are assumed to have enough of each type of bullet that tracking ammo is irrelevant.

While firing rubber bullets, all damage done is non lethal.

This modification can only apply to firearms which fire bullets.

Sawed Off

This weapon has had its barreled sawed off to allow it a better spread radius for attacks, granting it the scatter quality. It can no longer shoot standard bullets and must use the scatter special attack. This modification can only be applied to shotguns or double barrelled shotguns.

Serrated

A piercing or slashing melee weapon with this modification is capable of leaving deep wounds, dealing d6 bleed damage upon landing a successful attack. This bleed damage does not stack with itself.

Silencer

A one handed firearm with this modification can only be heard from a distance of 5 ft, while a two handed firearm can be heard from a distance of 15 ft. Otherwise, one handed firearms can be heard up to a mile away, and two handed firearms can be heard up to three miles away.

Armor

Armor of the new world, like everything else, is scavenged from pieces of the old. It tends towards the bulky and cobbled together, from leather plating to plastic sheeting to the frankenstein amalgamation that is the welder's nightmare. However well such pieces protect against bullets and claws, the choice must always be made - maneuverability or safety? You can't have both.

Armor							
Light Armor	Cost 1	Bonus	Max Dex	Armor Check	k Penalty	Speed	Weight
Heavy Cloth		+1	+8	0		20 ft.	10 lbs.
Leather	10 sl	+2	+6	0		20 ft.	15 lbs.
Leather Plating	25 sl	+3	+3	-1			20 lbs.
Armor							
Medium Armor	Cost	Bonu	s Max De	x Armor Che	eck Penalty	Speed	Weight
Bulletproof Vest	175 sl.		+6	0		20 ft.	10 lbs.
Police Armor	250 sl.	+4	+3	-3		20 ft.	20 lbs.
Boiled Hide	15 sl.	+4	+4	-3		15 ft.	25 lbs.
Tire Armor	45 sl.	+5	+2	-5		15 ft.	30 lbs.
Plastic Armor	150 sl.		+3	-4		15 ft.	40 lbs.
Aluminum Armor	650 sl.	+6	+2	-4		15 ft.	25 lbs.
Riot Gear	800 sl.	+3	+3	-3		30 ft.	30 lb.
Armor							
Heavy Armor	Cost	Da	onus May	Der A		h a	
Radiation Suit	750 sl			A Dex Armor	Check Pena	-	eed Weight
Metal Armor	250 sl			-10		15	20 1001
Hybrid Armor	230 si 800 si			-6		15	00 1001
Welder's Nightmare				-7		15	
werder s Tyrgininary	- 1,300	sl. +9	+1	-9		15	ft. 55 lbs.
Armor							
	Cost	Bonus	s Max D	ex Armor Ch	eck Penalty	Speed	Weight
	5 sl.	+1	-	-1	ices I chalty	speed	Weight 2 lbs.
	10 sl.	+2		-1 -2			2 lbs. 4 lbs.
-	25 sl.	+4	+2	-10		In succession	4 lbs. 45 lbs.
and the second se				10			45 108.

* Tire Armor: Tire armor is made from the rubber of old tires. It provides DR 2/slashing and piercing.

** Radiation Suit: A radiation suit it a bulky, uncomfortable plastic suit made for withstanding extreme radiation. A creature wearing a radiation suit gains a +20 bonus to saves against radiation. However, it provides little in the way of defense against bullets, claws, falling debris and other more common hazards.

*** Welder's Nightmare: This unholy amalgamation of steel plates and beams is covered in metal spikes and sharpened points. Welder's Nightmare armor comes complete with armor spikes which deal 1d8 extra piercing damage on a successful grapple attack instead of 1d6.

**** Iron Door: In most situations, an iron door provides the indicated shield bonus to your Armor Class. As a standard action, however, you can use an iron door to grant you total cover until the beginning of your next turn. When using an iron door in this way, you must choose one edge of your space. That edge is treated as a solid wall for attacks targeting you only. You gain total cover for attacks that pass through this edge and no cover for attacks that do not pass through this edge. You cannot bash with an iron door, nor can you use your shield hand for anything else.

When employing an iron door in combat, you take a -2 penalty on attack rolls because of the shield's encumbrance.

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Extra

Armor Spikes

+50 sl.,+10 lbs.

Armor spikes deal 1d6 extra piercing damage on a successful grapple attack. The spikes count as a martial weapon. If you are not proficient with them, you take a -4 penalty on grapple checks when you try to use them. You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (You can't also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.)

Shield Spikes

+50 sl., +5 lbs.

These spikes turn a shield into a martial piercing weapon and increase the damage dealt by a shield bash by +1. You can't put spikes on an iron door. Otherwise, attacking with a spiked shield is like making a shield bash attack.

Armor Mods

While firearms were plentiful after the great flame, armor was not. Virtually all armor in use across the wasteland is handmade from various bits of old world junk. As a result, it is no surprise that each modern "blacksmith" weaves his own unique modifications into the equipment that would keep him safe from harm.

Each piece of armor or shield can have up to two modifications. The first modification may be added to a piece of armor or shield for a price of 250 slugs. The second modification is a much more complicated affair, and may be added to a piece of armor or shield for a price of 1,000 slugs. A DC 15 Engineering roll and an hour of work are required to attach the modification, but the slugs are not lost with a failed attempt. A modification can be removed in a matter of minutes, but it is ruined in the attempt. Most settlements have an engineer who can can add or remove modifications for a similar cost.

The same armor modification may be added to a piece of armor or shield multiple time. The effects stack.

Acrobatic

A combination of light construction, well maintained joints, and clever engineering means this armor or shield hinders the wearer far less. The equipment's armor check penalty is lowered by three.

Agile

The armor has improved joints and expertly bends to it's owner's whims. The armor's maximum dexterity bonus is increased by one and it's armor check penalty is lowered by one.

Bashing

A shield with this modification is designed to perform a shield bash. A bashing shield gains a +1 bonus to attack and a +3 bonus to damage when shield bashing.

Bitter

This armor is covered in bitter poisons and rancid flavors. Any creature that grapples the wearer with a bite attack (or any other attack using the mouth) must succeed at a Fortitude save to avoid immediately ending the grapple.

If the wearer is swallowed whole, the swallowing creature must succeed at a Fortitude save at the start of each turn that the armored victim remains alive inside of the creature or become nauseated for 1 round. The creature may vomit up the victim as a standard action. This is a poison effect.

In both cases, The Fortitude save is equal to 10 + 1/2 the wearer's level + the wearer's intelligence modifier.

Bulletproof

This armor is reinforced with kevlar. The wearer gains DR 2/slashing and bludgeoning. However, the armor's armor check penalty increases by 1. This modification can only be applied to armor, and cannot be applied more than once.

Camo

This armor is painted with wasteland camouflage, granting a +5 competence bonus on Stealth checks. This modification may only be applied once, and may only be applied to armor.

Energy Resistance

A suit of armor or a shield with this modification protects against one type of energy damage (acid, cold, electricity, fire, radiation, or sonic) chosen when the modification is applied. The armor absorbs the first 10 points of the chosen energy damage per attack that the wearer would normally take.

Fortified

This suit of armor or shield has additional protection in vital areas of the wearer. When a critical hit or sneak attack is scored on the wearer, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This is increased to 50% if the modification is applied twice, and 75% if the modification is applied three time (for example, through the gearhead's armor bond ability). The modification cannot be applied four times.

Greased

Greased armor provides a +5 competence bonus on its wearer's Escape Artist checks. The armor's armor check penalty still applies normally. This modification can only be applied to armor.

Hardened

The materials of the armor or shield have been strengthened through chemical treating. The piece of equipment provides an additional +1 armor bonus to AC.

Impervious

A shield or suit of armor with this modification is especially hardy. It gains the wearer's intelligence modifier (minimum 1) as a bonus to hardness and hit points, its break DC, and saving throws against direct attacks.

Lightweight Materials

The weight of this armor or shield is halved. If it is armor with a speed of 15 ft., its speed is increased to 20 feet.

Muffled

This armor muffles the wearer's sound. The armor's armor check penalty does not apply to the wearer's Stealth checks.

Pneumatic Fists

Mechanical fists are included in this piece of a rmor. The wearer gains a +2 bonus on unarmed attack and damage rolls, including combat maneuver checks made to grapple. This armor mod may only be applied to armor.

Lead Lined

This armor is lined with lead to protect against radiation. The wearer gains a +5 bonus to Fortitude saves against radiation (unless the source is ingested or inhaled), but the weight of the armor increases by 5 lbs.

Razor

A shield or suit of armor with this special ability is covered with jagged burrs and razor-sharp serrations that saw and grind whenever the wearer is grappled or entangled. Any creature succeeding at a grapple combat maneuver check against the wearer takes 1d6 damage as the barbs and blades bite into it. This special ability counts as armor spikes for the purpose of making attacks on the wearer's turn.

Sturdy

Each layer of this piece of equipment fits snuggly on one another for a sturdy defense. The wearer gains a +2 bonus to his Combat Maneuver Defense.



Equipment

As any well traveled scavenger of the wastes knows, what you have is just as important as how you use it. Experienced survivors carry around large backpacks full of supplies, load up their vehicles with heavy equipment, and always seem to have the right item just within reach

Most non-magical equipment found in Fantasy Pathfinder is found in Scorched Earth, including bedrolls, tents, bear traps, rope, whiskey, and many other items. A gold piece is approximately equal to one slug, and items less than a gold piece may be bartered for.

Air Horn

Price 30 sl.; Weight --- lbs

Air horns are hand held cans filled with pressurized air. When a valve is opened, a loud noise is emitted which can be heard up to three miles away. Any character within 1 foot of the air horn when it is used who does not cover his ears (including the user), must make a DC 14 Fortitude save or become deaf for 1 minute.

Boost

Price 30 sl; Weight 1 lb

Boost is a volatile liquid that provides a quick boost to vehicles' speed. If poured into a boost intake, the boost instantly increases the vehicle's current speed by 10 feet per second. Boost may increase a vehicle's speed beyond its max speed. Administering boost is a standard action.

Camera, Polaroid

Price 1,500 sl.; Weight 1 lb

Polaroid cameras are simple devices used for taking and instantly printing pictures. They are extremely handy when making investigations or gathering evidence. However, they were rare even before the flame, and are now doubly so.





Flashlight

Price 20 sl.; Weight 1 lb

Flashlights are battery powered illuminators, and far more convenient than a burning torch. A flashlight provides normal light in a 60-foot cone and increases the light level by one step in the area beyond that, out to a 120-foot cone (darkness becomes dim light and dim light becomes normal light).

Gameboy

Price 2,000 sl.; Weight --- lbs

This remnant from another era is a reminder of the luxury of the past. A small handheld device, a gameboy is used for hours of entertainment on those long, dark nights. If you can find enough batteries that is. In the wastes, a working gameboy is well worth killing for.

Gas Generator

Price 1,200 sl.; Weight 90 lbs Gas generators produce electricity by consuming gasoline. A single gas generator can typically provide electricity to a single household.

Geiger Counter

Price 300 sl.; Weight 5 lb

A geiger counter is a handheld device used to detect radiation in the surrounding area. If the effect has a radius of radiation energy or radiation sickness, then the geiger counter can detect the source at three times that range. If the effect only bestows radiation damage or sickness upon touch (or, for example, a creature's attack), then the geiger counter detects it at a range of 30 feet. Each foot of intervening wall or each inch of intervening lead reduces this range by 30 feet.

Mobile Battery Pack

Price 100 sl.; Weight 5 lbs

Mobile battery packs are small clusters of batteries, usually solar rechargeable. They are used for switching on old computers, lights, and other electronic devices that have gone without electricity since the great flame.

Most computers found in the wild are unpowered. A single mobile battery pack can power a single computer or similar device long enough to hack into it.

Radiation Scrub

Price 200 sl.; Weight --- lbs

Radiation Scrub (or simply "scrub") it a potent mix of chemicals designed to flush radiation from the bloodstream. A character who ingests radiation scrub must make a DC 26 Fortitude save or become sickened for 8 hours.

Regardless of whether or not the character has made the save, after 8 hours has elapsed remove 1d4 radiation negative levels from the character. If the character has radiation from different sources, remove those levels with the lowest DC saves. During this 8 hour period, additional radiation scrub ingested still causes sickness, but does not remove any additional negative levels.

Radio, Handheld

Price 250 sl.; Weight 5 lbs

There are a few radio stations which still spout music or dogma (or both) into the wastes of America. These stations are generally accessed via car radio, but the handheld radio makes it possible to listen to your favorite tunes or preacher wherever you go.



Sabotage Charges

Price 50 sl.; Weight 1 lbs

Sabotage charges are small shaped charges used for blowing up machines in interesting ways. With a mechanics sabotage check, you may attach a sabotage charge to a vehicle, vehicle mod, or other piece of equipment. Attaching a charge in this way increases the sabotage DC by +5. When the equipment is activated, the charge detonates, dealing 4d8 damage to the equipment in addition to the normal effects of the sabotage. This explosion ignores 10 points of hardness. All creatures within 10 feet of the charge take 2d8 damage. A DC 14 Reflex save halves this damage.

Spare Parts

Price 1 sl.; Weight .25 lbs Spare parts are a catch all collection of nozzles, gears, and scrap iron. For every vehicle hp healed through the use of the mechanics skill, one spare

Spare Tire

Price 20 sl. Weight 20 lbs.

part must be used up.

Woe be to the traveler who does not carry around a spare tire. A spare tire may be used to replace a busted one with 5 minutes of work and a DC 10 Mechanics check. Failing the mechanics check does not destroy the tire, but it means you must start the process over again.

Stim Packs

Price 50 sl.; Weight ---

A stimp ack is a syringe filled with adrenaline, painkillers, and antibiotics. It provides a quick boost to your current state, often allowing you to re-join the fight at the cost of your long term well being. A target healed from a stim pack recovers a quarter of his maximum health, ignoring any adjustment from stim packs. However his maximum hit points are decreased by 1 point per HD until he rests for 8 hours.

Administering a stim pack on yourself or an adjacent creatures requires a full round action that provokes attacks of opportunity. You must make a melee touch attack to administer stim packs to unwilling targets.

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Vehicle Jack

Price 20 sl.; Weight 1 lb

A vehicle jack is a small mechanical contraption used for lifting heavy objects and flipping upended vehicles. Each vehicle jack added to an object (a process which takes one minute's work), adds +20 to any strength check made to lift or flip it.

Walkie Talkie

Price 400 sl.; Weight 1 lb

Walkie talkies are portable two-way radios used for communicating across long distances (usually up to a mile). They can be tuned to different fragmencies and volume adjusted at the owner's choice.

frequencies and volume adjusted at the owner's choice.

Weapon Strap

Price 10 sl.; Weight ---A strong leather strap that connects to a non one-handed firearm, this piece of equipment allows a character to be able to drop a weapon while still having it hang from their body.







All vehicles have a current speed and facing. If the vehicle is not moving, then it has a speed of 0 feet per round.

On a grid battleboard, a vehicle can face one of eight ways: north, northeast, east, southeast, south, southwest, west, or northwest.

At the start of the driver's move action to control a vehicle, he can apply acceleration to his current speed. He can either retain his current speed, increase his speed by up to his acceleration (but not exceeding his maximum move speed), or decrease his speed by up to twice his acceleration to a minimum of 0.

For example, a Gary is riding his truck at 50 feet per round down a country road. His acceleration in his truck is 30 feet and his maximum speed is 90 feet. He can either maintain his current speed, increase his speed to 80, or decrease his speed all the way down to 0.

A driver can drive backwards, by accelerating in reverse if he starts the turn at a standstill. In this case, all facing rules are reversed and he suffers a -4 penalty to his driver score as long as he is backwards.

After applying acceleration, a vehicle moves a number of squares equal to the vehicle's current speed. The first 10 feet of movement are always in the direction the vehicle is facing.

The vehicle then moves it's remaining distance in a straight line as chosen by the driver. If the vehicle is traveling under half its maximum move speed, this line must be within 90 degrees of its current facing. If the vehicle is traveling half its maximum movement speed or faster, this line must be within 45 degrees of its current facing. Refer to chart: Vehicle Turning for examples. At the end of the vehicle's movement, the driver may change the vehicle's facing. The new facing must be within 45 degrees of the direction the vehicle traveled this round.

For example, Susy is driving her tricked out motorcycle at full speed. She begins her turn facing due north, but travels directly northeast. At the end of her move action she can end her facing any direction within 45 degrees of her direction of travel: east, northeast, or north.

Using the Battle Board in Vehicle Combat

Any combat with at least one vehicle should be represented on a grid battle board. Given the speeds involved, each square should represent 10 feet by 10 feet.

There are two primary ways to handle vehicle combat on a battle board.

First is the standard method: the board represents some area of land upon which the battle takes place. The GM is heavily encouraged to place in game boundaries to prevent the vehicles from leaving the combat. This method is best for combat with a mix of vehicle and non-vehicle combatants.

Second, the board can represent a moving swath of land. At the end of each initiative order, the GM should move all pieces on the board an equal number of squares in the same direction, usually the average speed and direction of all vehicles involved. For example, if a car chase is being represented, and overall the vehicles are traveling at 80 feet per round east, then at the end of the initiative order the GM should move everything on the board 80 feet west. Otherwise, the chase would quickly leave the board entirely. This method is best for car chases and battles that don't involve any combatants not in vehicles.



Collisions

A collision occurs when a vehicle would intersect with another object during its move action. When this occurs, you should calculate collision speed.

The attacking vehicle has some leeway when it comes to a collision, as he may try to swerve for a glancing blow. He either adds his full speed or half his speed to the collision, at his choice.

If the target object is a vehicle, it adds its speed to the collision depending on its facing. If the attacking vehicle occupies the square directly in front of the target vehicle, the target vehicle adds its full speed to the collision. If the attacking vehicle occupies the square 45 degrees to the left or right of the target vehicle's facing, the target vehicle adds its half its speed to the collision. If the attacking vehicle occupies the square 90 degrees to the left or right of the target vehicle's facing, the target vehicle occupies the square 135 degrees to the left or right of the target vehicle's facing, the target vehicle subtracts its half its speed to the collision. If the attacking vehicle occupies the square 135 degrees to the left or right of the target vehicle's facing, the target vehicle subtracts its half its speed to the collision. If the attacking vehicle occupies the square facing, the target vehicle subtracts its half its speed to the collision. If the attacking vehicle occupies the square 135 degrees to the left or right of the target vehicle's facing, the target vehicle subtracts its half its speed to the collision. If the attacking vehicle occupies the square directly behind the target vehicle, the target vehicle subtracts its speed from the collision.

Collision Speed

In each of the following examples, it is Vehicle A's turn. He intersects with Vehicle B during his movement and chooses to add his full speed to the collision.

Example 1: Vehicle A is moving 80 feet per round, and Vehicle B is moving 30 feet per round. Because Vehicle A is directly in front of Vehicle B, Vehicle B's full speed gets added to the collision. The collision speed is 120 feet per round.

Example 2: Vehicle A is moving 80 feet per round, and Vehicle B is moving 70 feet per round. Because Vehicle A is directly behind Vehicle B, Vehicle B's full speed is subtracted from the collision. The collision speed is 10 feet per round, too slow to calculate a collision.

Example 3: Vehicle A is moving 80 feet per round, and Vehicle B is moving 60 feet per round. Because Vehicle A is 135 degrees off from Vehicle B, half of Vehicle B's speed is subtracted from the collision. The collision speed is 50 feet per round.

Example 4: Vehicle A is moving 80 feet per round, and Vehicle B is moving 90 feet per round. Because Vehicle A is 45 degrees off from Vehicle B, half of Vehicle B's speed is added to the collision. The collision speed is 125 feet per round.

If the target object is not a vehicle, it adds no speed to collision speed.

If collision speed is greater than 20 feet, a collision can occur.

If the driver wants to hit the creature or vehicle, and the target attempts to dodge, then the target makes a Reflex save against the vehicle's maneuverability. The vehicle gains a +1 bonus to its maneuverability for every 10 feet of collision speed. If the target fails its Reflex save, a collision occurs.

If the driver wants to hit the target, and the target either cannot dodge or does not want to, then a collision occurs.

If the driver does not want to hit the target, and the target is attempting to dodge, then the driver automatically dodges the target.

If the driver does not want to hit the target, and the target is attempting to get hit (for some reason), then the target makes a Reflex save against the vehicle's maneuverability. The vehicle gains a +1 bonus to its maneuverability for every 10 feet of collision speed. If the target succeeds its reflex save, a collision occurs.
If a collision is avoided, then the vehicle moves through the target as if it was not there. If it would end its movement in the target's space, it instead ends its movement in the last possible open space in its path.

When a collision occurs, both of the party's hefts are pitted against each other and monumental damage can occur to both parties. Each party multiplies its heft by every 5 feet of collision speed, and deals that much damage to the opposing vehicle.

Each vehicles' speed changes during a collision. The speed of the attacking vehicle is reduced by the damage it suffered (round to the nearest 5). If the target is facing or 45 degrees off from the attacking vehicle, his speed is reduced by damage suffered (round to the nearest 5). If the target is 90 degrees off from the attacking vehicle, his speed does not change. If the target is 135 or 180 degrees off from the attacking vehicle, his speed increases by the damage suffered (round to the nearest 5).

This can push a vehicle backwards, if damage exceeds speed. After the collision, the attacking vehicle moves half of its new speed, up to the maximum distance it would have traveled this turn if not for the collision.

If the target is a medium or smaller creature, it is thrown 5 feet in the direction the vehicle was traveling for every 10 points of damage it was dealt during the collision. For every size increment above medium, the distance it is thrown is halved. If it would end its movement in the vehicle's space, it instead ends its movement in the last possible open space in its path. If damage dealt exceeds its CMD it falls prone.

Creatures within a vehicle during a collision are dealt damage equal to half of the damage dealt to the vehicle.

If the collision damage on a vehicle exceeds it half its maximum health, then the vehicle flips.

Colliding with an Immovable Object

Immense objects, such as mountains, granite walls, huge buildings, and other immovable structures always fail their Reflex saves when it comes it collisions. They have a heft equal to the attacking vehicle's heft when calculating damage from a collision.

If the vehicle still has movement after damage is dealt, it turns to face parallel to the object. If it hit the object dead on, it may choose either direction to face.

Vehicle on Vehicle Combat Maneuvers

While in control of a vehicle, you may take a standard action to make a vehicle on vehicle combat maneuver. The target vehicle must be within 10 feet of your vehicle. You can make a combat maneuver in the middle of the vehicle's move, as long as the target vehicle is not in your path.

When you attempt a combat maneuver, your target must try to beat your vehicle's maneuverability with a Reflex save. If the target succeeds his Reflex save, then you miss.

If the target fails his Reflex save, then your vehicle successfully bumps into the target. Make an attack roll and add your vehicle's CMB in place of your normal attack bonus. Add any bonuses you currently have on attack rolls due to feats, and other effects. These bonuses must be applicable to the vehicle used to perform the maneuver. The DC of this maneuver is your target's Combat Maneuver Defense. Combat maneuvers are attack rolls, so you must roll for concealment and take any other penalties that would normally apply to an attack roll.

There are three vehicle combat maneuvers: spin out, side swipe, and speed match.

Spin Out

Spin outs are used to knock a vehicle out of control and disorient all occupants.

If the Spin Out Maneuver succeed, the target loses control of his vehicle. For 1 round, the vehicle is considered uncontrolled. Additionally, all occupants of the vehicle suffer a -4 penalty to attack rolls during this round.

If the Spin Out maneuver succeeds by 20 or more, you may choose to instead flip the target.

If the Spin Out maneuver fails by 10 or more, you instead suffers a Spin Out for one round. If it fails by 20 or more, you instead flip.

Side Swipe

Side Swipes are used to harass other vehicles, but do not have the force to damage them. Side swipes are also used to harm or remove hangers on.

On a success, you push the target 10 feet away from you. For every 10 by which your attack exceeds your opponent's CMD you can push the target back an additional 10 feet. For one round, all occupants suffer a -2 penalty to attack rolls.

On a success, all hanger ons on between the vehicles must make a Reflex save against the driver's maneuverability. On a failure, they are dealt damage equal twice the aggressor's heft and immediately fall off the vehicle.

Speed Match

You may only perform a speed match if either you are facing the target or the target is facing you (or both). On a success, for every ten by which you exceeded the target's CMD, adjust the target's speed by ten feet per round. If the target is facing you, you may reduce his speed. If you are facing the target, you may increase his speed. If you and the target are facing each other, you may reduce or increase his speed.

Combat In and Between Vehicles Attacking a Vehicle

A vehicle may be attacked just like any creature or object in the game. Vehicles may suffer from critical hits, but not precision damage such as sneak attack.

Attacking Vehicle Occupants

A vehicle's occupants may be attacked just like any other creature in the game. Unless otherwise noted, vehicles grant their occupants partial cover (+2 to AC and +1 on Reflex saving throws) against those outside the vehicle.

Attacking From a Vehicle

Attacking from inside a moving vehicle is extremely difficult. While the vehicle is moving, occupants and hanger-ons cannot attack targets more than one range increment away.

Taking Actions While Driving

The driver must use at least one hand to drive the vehicle.

Controlling a vehicle takes a move action. If the driver does not use his move action to control the vehicle, or takes both of his hands off of the steering mechanism (or dies), the vehicle is uncontrolled until a new driver takes the wheel.

A driver takes a -4 penalty on all attack rolls made while controlling a vehicle.

A driver cannot delay his turn.

Hanging off and Boarding a Vehicle, Hanging off a Vehicle

A character may choose to hang off of a vehicle instead of going inside. Transferring from an occupant seat to hanging on, or visa versa, is a move action.

A vehicle can support a number of hanger ons equal to its passenger score. A hanger on occupies a space adjacent to or on top of the vehicle, but may move around and on top of the vehicle as if it were difficult terrain.

A hanger on must use at least one hand to hold onto the vehicle.

Hangers on during a collision are dealt half damage from a collision and must make an acrobatics check or fall from the vehicle. The DC of this check is equal to damage inflicted on the vehicle. If the hanger on is between the two vehicles, he is instead dealt full damage, Reflex save halves. The DC of this save is equal to the opposing vehicle's maneuverability.

If a hanger on is successfully tripped or bull rushed, he falls from the vehicle.



Boarding a Vehicle

A character hanging off one vehicle can attempt to board and hang off another vehicle. Making this attempt is a move action.

A character attempting to board another vehicle must make a DC 10 acrobatics check. For every 5 feet of distance between the vehicles, the acrobatics DC increases by 5. Each driver who is aware of the boarding may apply his driving score as either a bonus or penalty to the acrobatics check, at his choice.

A character may attempt to leap directly to the passenger seats of a vehicle from another vehicle by adding 5 to the acrobatics DC. A character may attempt to leap directly from the passenger seats of a vehicle to another vehicle by adding 5 to the acrobatics DC. These additions stack: A passenger in one vehicle may attempt to leap directly inside another vehicle by adding 10 to the acrobatics DC.

If a character fails this acrobatics check, he falls from the vehicle.

Falling from a Vehicle

If a character falls from a vehicle, he flies half of the vehicle's current speed in the direction the vehicle is facing and a quarter of the vehicle's speed in a random direction. He then takes 1d6 points of damage for every 10 feet he travels. The character may make a DC 15 Acrobatics check to reduce this damage by 1d6. If the damage dealt exceeds his CMD, he falls prone.

If the character intentionally jumps from a vehicle, he may make an acrobatics check to leap in any direction as per the standing jump acrobatics rules before calculating falling distance and damage.

Uncontrolled Vehicle

If nobody is controlling the vehicle, either because the driver is dead, has left the driver's seat, has taken his hands off the steering mechanism, or is otherwise occupied, the vehicle is uncontrolled. If a vehicle is uncontrolled, it loses a half of its acceleration in speed a turn (minimum 10 feet).

An uncontrolled vehicle moves on the initiative of the last driver who controlled it.

At the end of every movement, the vehicle has a one in three chance of turning 45 degrees left, a one in three chance staying straight, and a one in three chance of turning 45 degrees right.

Gaining control of an uncontrolled vehicle is a full round action which may be attempted by passengers of the vehicle. This action provokes an attack of opportunity. The new driver then moves his initiative to immediately before the old driver. If his initiative was already immediately prior to the old driver, he takes his new turn immediately.

Flipping

When a vehicle flips, it tumbles end over end and slides its current speed before coming to a stop. It takes damage equal to its current speed. After flipping, a vehicle gains a new random facing.

There is a 50% chance that is lands flipped (upside down or on its side) and is unusable until it is righted. Motorcycles always wind up flipped. A flipped vehicle may be righted with a Strength check equal to a quarter of the vehicle's maximum hp.

When a vehicle flips, all occupants of the vehicle must make a DC 20 Reflex save or fall from the vehicle. Any occupant can choose to fall from the vehicle at this time. All hangers on automatically fall. Occupants of motorcycles automatically fall.

If an occupant remains within the vehicle, he rolls with the vehicle. He takes 1d6 points of damage for every 20 feet he travels. He is unable to take any actions until he has escaped from the wreckage as a full round action. The occupant is prone when he escapes from the wreckage.



A flipping vehicle makes a collision check on any objects in its path. It treats half of the vehicle's current speed as its speed when calculating the collision.

Passenger and Driver Actions Wresting Control of a Vehicle

It is possible for a vehicle to switch hands during a combat. You must be a passenger to attempt to wrest control of a vehicle.

If you and the driver both want the you to take control (or if the driver is incapacitated), then the you must take a full round action to gain control of the vehicle. This action provokes attacks of opportunity. You become the driver and the old driver becomes a passenger. After your turn, the old driver and you switch places on the initiative order.

If the driver wants to resist you, then you must take a full round action to attempt to take the wheel. This full round action is the Wrest Control combat maneuver, and provokes attacks of opportunity. If you succeed in a CMB check against the driver's CMD, then you gains control of the vehicle and the old driver becomes a passenger. You and the old driver then switch places on the initiative order.

Evasive Maneuvers

As a standard action the driver of a vehicle may choose to drive wildly until the start of his next turn, throwing off any potential attackers. The vehicle must be moving at at least 20 feet per round to perform evasive maneuvers. The vehicle, and all of its occupants and hanger-ons, gain a bonus to AC equal to half the driver's driver score. However, all occupants and hanger ons suffer an equal penalty to attack rolls.

Intentionally Flip

You may attempt to flip a vehicle you are controlling as a standard action. Roll a d20 and add 10 + your driver score. If the result is greater than the vehicle's CMD (do not add your own driver score to the CMD), then the vehicle flips.

The vehicle must be traveling at half of maximum speed or faster to attempt a flip. If the vehicle is travelling at maximum speed speed, you gain a +5 bonus to flip the vehicle.

Gas Lock

As a full round action, a driver may jam the gas and the steering wheel of a vehicle. For as long as the gas lock persists, vehicle is considered uncontrolled. However, the vehicle remains in the direction it is facing at either full acceleration or no acceleration (as determined when making the gas lock).

At the end of every movement, the vehicle has a one in three chance of turning 45 degrees left, a one in three chance staying straight, and a one in three chance of turning 45 degrees right.

The gas lock continues for 2d4 rounds, or until it is ended as a standard action by any occupant.

Hitting the Floor

In dire situations, it is possible for any occupant of a vehicle to simply hit the floor as a move action. He falls prone within the vehicle, and gains total concealment to threats outside the vehicle. However, all targets outside the vehicle gain total concealment to him. Occupants on the floor cannot control the vehicle during this time. Standing up from the floor of a vehicle is a move action.

Using Vehicles in Your Campaign

Vehicles are a large part of the Scorched Earth ruleset, and vehicle combats should be used whenever possible. By using vehicles in one third or more of combats, you will give the players a chance to use their special abilities and experience this fun and unique ruleset. In most vehicle combats, at least one party usually needs a motivation to continue driving. Example combats include a race, an escape, fleeing from some hazard, a demolition derby arena, and reaching or escaping from an area before a set time.

Vehicle Mods

In the wasteland, vehicles are weapons, transportation, friends, and home. They are valuable commodities, and it is thus not surprising that a survivor's vehicle is treated with care and respect. The more skillful mechanics are capable of improving their vehicles through modifications, adding new features and abilities through vehicle mods.

Every vehicle can support up to 7 mod points worth of vehicle mods.

Modifications can be added to a vehicle for a price of 100 slugs per mod point. A DC 15 Engineering roll is required to attach the modification, but the slugs are not lost with a failed attempt. Each modification requires a number of hours worth of work equal to the number of mod points it takes.

A modification can be removed in a matter of minutes, but it is ruined in the attempt. Most settlements have an engineer who can can add or remove modifications for a similar cost.

The same vehicle mod cannot be added more than once.

Turrets

Turrets are special vehicle mods that add a weapon turret directly to the vehicle. You cannot have more turrets than passenger spots. Entering or exiting a turret from an occupant or hanger on spot requires a move action. When in a turret, a character gains no AC or reflex bonus from vehicle cover and is flatfooted to attacks from within his own vehicle. Additionally, turrets cannot target the vehicle or passengers, but can target hanger ons. Turrets are martial weapons, and any character proficient in all martial vehicles is also proficient in turrets. A character can gain proficiency in all turrets by taking the turret proficiency feat.

Unlike normal weapons, turrets fired out of moving vehicles may target enemies up to 3 range increments away.

External Boost Funnel

1 Mod Point

This vehicle gains the ability to take in boost. However, the occupant must be outside the vehicle (a hanger on) to administer boost.

Hairpin Mechanics

1 Mod Point This vehicle gains +2 Reflex Save.

Improved Acceleration

1 Mod Point This vehicle's acceleration is increased by 5 feet per round.

Improved Max Speed

1 Mod Point This vehicle's maximum speed is increased by 10 feet per round.

Loudspeakers

1 Mod Point This vehicle is equipped with loudspeakers and a microphone. The range of an occupant demagogue's proclamations and speech is increased by 60 feet.



Mechanical Gas Lock 1 Mod Point

As part of a move action to control a vehicle, the driver may initiate a mechanical gas lock. Unlike a standard gas lock, at the end of every movement, the vehicle has a one in six chance of turning 45 degrees left, a four in six chance staying straight, and a one in six chance of turning 45 degrees right. The gas lock lasts indefinitely until an occupant takes a move action to end it.

Responsive Steering

1 Mod Point This vehicle gains +2 Maneuverability.

Seatbelts

1 Mod Point

The driver and passengers in this vehicle may choose to put on their seatbelts. Putting on or taking off seatbelts is a move action. While a character's seatbelt is on, he cannot move, and gains a +10 check to CMD against wrest control combat maneuvers. However, he also cannot be ejected from a vehicle. If the vehicle flips, he takes minimum damage from the flip.

Seatbelts cannot be installed on Motorcycles.

Steel Treating

1 Mod Point This vehicle gains +2 Fortitude save.

Armor Plating

2 Mod Points This vehicle gains a +2 armor bonus to AC.

Bullet Proofing 2 Mod Points This vehicle gains +2 hardness.

External Railings 2 Mod Points The Acrobatics DC to board this vehicle decreases by 5. Hanger ons suffer no penalty to attack (though they must still use a hand to hold on).

Internal Boost Funnel

2 Mod Points This vehicle gains the ability to take in boost. However, the occupant must be inside the vehicle (a driver or passenger) to administer boost.

Spikes

2 Mod Points The Acrobatics DC to board this vehicle increases by 5.

Bulletproof Tires

3 Mod Points The vehicle's tires gain +5 hardness.

Driver Protection

3 Mod Points The driver of this vehicle gains an additional +2 bonus to AC.

Enclosed Truck

3 Mod Points The open back of this truck is enclosed, granting all within it partial cover.

Spring Platforms

3 Mod Points Hanger ons gain a +10 bonus to Acrobatics.

Electromagnets

4 Mod Points, Turret The driver gains a +10 bonus to maneuverability when attempting the speed match combat maneuver.

Ejector Seat

4 Mod Points

This vehicle is equipped with an ejector seat to remove unwanted guests. As a standard action, the driver of the vehicle may activate the ejector seat. A passenger of his choice must make a DC 18 Reflex save or be ejected from the vehicle. The ejector seat must be reset between uses with 10 minutes of work.





Parachute

4 Mod Points

When falling from heights of 100 feet or more, the vehicle (and occupants) only suffer half damage from the fall. The parachute must be reset between uses with 10 minutes of work.

Smoke Screen

4 Mod Points

Any occupant of a vehicle may activate the smoke screen as a standard action. Smoke belches from the front of the vehicle and covers it in a black shroud. For d4 rounds, the vehicle and all occupants gain concealment, but all targets gain concealment to the vehicle and occupants.

Swivel Mount

4 Mod points The driver of the vehicle may fire a two handed weapons with one hand.

Acidsprayer Turret

5 Mod Points, turret An acidsprayer is mounted onto the top of this

vehicle. The acidsprayer follows all standard rules for acidsprayers. A character proficient in acidsprayers is also proficient in this turret.

Flamethrower Turret

5 Mod Points, Turret

A flamethrower is mounted onto the top of this vehicle. The flamethrowers follows all standard rules for flamethrowers. A character proficient in flamethrowers is also proficient in this turret.

Machine Gun Turret

5 Mod Points, Turret

A machine gun is mounted onto the top of this vehicle. The machine gun turret is a rapid fire piercing ranged weapon which deals 2d6 damage and has a range of 80 feet.

Side Saws

5 Mod Points

Side saws are massive circular saws attached to the sides of vehicles. Any occupant of the vehicle may enable or disable them as a standard action.

When the vehicle moves adjacent to another vehicle, creature, or object, the target must make a Reflex Save against the vehicle's maneuverability. If the target fails, it is dealt 2d12 slashing damage.

Tank Treads

5 Mod Points

The vehicle's tires are replaced by tank treads. It's maximum speed and acceleration are both halved. However, its tires can no longer be targeted or destroyed, and it ignores difficult terrain.

Mobile Propaganda Center

6 Mod Point

A speaking platform, microphone, speakers, and of course decorative flamethrowers are installed atop this vehicle. The range of an occupant demagogue's proclamations and demagogy is increased by 120 feet, and the DC to resist such effects is increased by +2.

Redundant Systems

6 Mod Points

This vehicle can no longer become broken. Instead, it is simply destroyed when it reaches 0 hit points.

Grenade Launcher Turret

7 Mod Points, Turret

A grenade launcher turret is mounted on top of the vehicle. The grenade launcher follows all standard rules for grenade launcher. A character proficient in grenade launcher is also proficient in this turret.

Increased Heft

7 Mod Points

The vehicle gains additional heft without sacrificing speed or maneuverability. It's heft increases by one according to the following progression: 1 < d4 < d6 < d8 < d10 < d12 < 2d8

RPG Turret

7 Mod Points, Turret

An RPG turret is mounted on top of the vehicle. The RPG follows all standard rules for RPGs. A character proficient in RPGs is also proficient in this turret.



Vehicles

The wasteland is vast, an endless desert of danger and death. Only scattered oases of civilization and resources provide a respite, and these islands of safety are quickly bled dry. When a ruin has given up its last hidden food stash, or a town has determined that you would be more valuable on a dinner plate, it's time to move on.

Vehicles are many things to a wastelander: A ship to explore the world. A steed to flee from danger. A weapon to destroy your enemies. A status symbol. A friend. A pain in the ass with a busted carburetor. But most of all, a vehicle is a home when no where else will take you in.

Every vehicle is defined by 15 attributes

Size: A vehicle does not necessarily take up a square. Some vehicles, such as war rigs, are long and (relatively) thin. When a vehicle turns, it pivots around its front facing point.

Tires: Every vehicle comes equipped with a certain number of tires which help it grip the ground.

A character attacking a vehicle may choose to attack the vehicle's tires by taking a -8 penalty on the attack. Each tire has hardness 0 and a 20 hit points. When a tire is destroyed, the driver must make a maneuverability DC 30 check or flip. He gains a +5 bonus to this check for every tire that remains on his vehicle.

If half of the vehicle's tires are destroyed, it's max speed and acceleration are reduced by half (minimum 5), and its maneuverability and Reflex save are reduced by 10. If all of a vehicle's tires are destroyed, its max speed and acceleration are reduced to a quarter of maximum (minimum 5), and maneuverability and Reflex saves are reduced by 20.





Price: Within large settlements, vehicles can be bought, sold, and bartered. The price of the vehicle indicates the number of slugs needed for a purchase. Vehicles represent major purchases, and most individuals are unwilling to pay the full price for a scavenged vehicle.

Armor Class: The vehicle's armor class represents how hard it is for an attacker to land a solid, damaging blow. Vehicles suffer higher AC penalties due to size than creatures do.

The driver's driver score is added to the vehicle's AC as a dodge bonus that does not apply when the driver is flat footed.

Hit Points: Much like a creature or object, every vehicle has a number of hit points. When a vehicle takes damage equal to half its hit points, it is broken. When broken, the vehicle is considered uncontrolled until repaired.

When a vehicle takes damage equal to its total hit points, it is destroyed. A destroyed vehicle can generally be salvaged for spare parts equal to half of its total cost.

A damaged vehicle can be repaired with an engineering check made at the end of an hour's worth of work. The vehicle repairs a number of hit points equal to this engineering check, and a number of spare parts must be expended equal to the hit points gained.

Vehicles can suffer from critical hits, but are immune to sneak attack and other precision damage.

Hardness: Most vehicles have a hardness, which represents how well they can resist damage. When a vehicle is damaged from any source, including flipping and collisions, subtract its hardness from the damage. **Fortitude Save:** Fortitude saves indicate a vehicle's ability to stand up to physical punishment, such as extreme heat or acid.

Reflex Save: Reflex saves are used for dodging objects, creatures, and other vehicles. Reflex save is calculated by subtracting base number of wheels and heft die maximum from 0.

The driver's driver score is added to the vehicle's Reflex save.

Maneuverability: Maneuverability represents the vehicle's ability to quickly make adjustments to course. It is generally used when attempting to collide with an object, and opposed by the defender's Reflex save. Maneuverability is Reflex save plus 10.

The driver's driving score is added to maneuverability.

Heft: Heft represents a vehicle's weight, and is used when calculating damage from collisions. Heft damage die are: 1 < d4 < d6 < d8 < d10 < d12 < 2d8.

During collisions, it is sometimes necessary to calculate a creature's heft. Medium and smaller creatures have heft 0. Large creatures have a heft of 1. Huge creatures have a heft of d4. Gargantuan creatures have a heft of d6. Colossal creatures have a heft of d8.

CMB: Combat maneuver bonus represents a vehicle's ability to throw its weight around and impose its heft on others. CMB is equal to two times the vehicle's heft die maximum plus four times the base number of wheels.

The driver's driver score is added to CMB.

CMD: Combat maneuver defense represents a vehicle's ability to hold its ground against massive blunt shocks. CMD is equal to CMB +10.

The driver's driver score is added to CMD.

Max Speed: Max speed represents the maximum feet per round that the vehicle can accelerate to. A driver cannot accelerate a vehicle above its max speed. If a vehicle ever goes over its max speed, it decelerates to its max speed at a rate of half its acceleration per round.

Acceleration: Acceleration indicated the rate at which a vehicle can change its current speed. Acceleration to slow a vehicle known as braking, and is doubled. Acceleration is applied to speed at the start of the driver's move action, before the vehicle moves.

Passengers: The vehicle's passenger score indicates the number of people who can occupy the vehicle, not including the driver. The passengers and the driver collectively are referred to as occupants. Occupants occupy no specific square within a vehicle. They may be targeted with attacks and effects as if they were anywhere within the vehicle at the attacker's choice.

All occupants are considered adjacent to one another, and all hanger ons are considered adjacent to all occupants.



Vehicle Types

There are 5 basic vehicles in the wasteland: Motorcycles, speedsters, war jeeps, trucks, and war rigs.

Motorcycle

Motorcycles are small, two wheeled vehicles designed for speed and maneuverability. They provide little in the way of protection, but are unmatched in avoiding obstacles.

Description

Two wheeled vehicle Medium land vehicle 5 ft. x 5 ft. (600 slugs)

Defense

AC 10 (+0 armor, +0 size) **hp** 60; **hardness** 10 **Fortitude:** +10, **Reflex:** -3

Offense Maneuverability 7 Heft 1 CMB +10; CMD 20

Gear

Maximum Speed 120 feet per round Acceleration 60 feet per round Passengers 1

SPECIAL QUALITIES

- * Passengers must hold onto the driver or motorcycle with one hand.
- * Neither the driver nor the passengers receive AC bonuses from cover.
- * If a motorcycle flips, it's occupants are automatically ejected.
- * Occupants of a motorcycle gain a +5 bonus to acrobatics checks made to board another vehicle.
- * If a motorcycle is uncontrolled, it immediately flips.
- * Drivers gain a +20 bonus to intentionally flip a motorcycle.
- * A flipped motorcycle may be righted as a standard action without the need for a Strength check.



Speedster

Speedsters are slick sedans with souped up engines and powerful racing abilities.

Description

Four wheeled vehicle Large land vehicle 10 ft. x 10 ft. (1,000 slugs)

Defense

AC 7 (+1 armor, -4 size) **hp** 90; **hardness** 10 **Fortitude:** +10, **Reflex:** -8

Offense Maneuverability 2

Heft d4 CMB +24; CMD 34

Gear

Maximum Speed 120 feet per round Acceleration 60 feet per round Passengers 4

War Jeep

War jeeps are made for vehicle combat, providing a strong balance between maneuverability and protection.

Description

Four wheeled vehicle Large land vehicle 10 ft. x 10 ft. (1,000 slugs)

Defense

AC 9 (+3 armor, -4 size) **hp** 100; **hardness** 15 **Fortitude:** +10, **Reflex:** -10

Offense

Maneuverability 0 Heft d6 CMB +28; CMD 38

Gear

Maximum Speed 100 feet per round Acceleration 40 feet per round Passengers 4



Truck

Trucks are heavy vehicles with open trunks, perfect for transporting large groups of passengers into the fray.

Description

Six wheeled vehicle Huge land vehicle 10 ft. x 20 ft. (1,200 slugs)

Defense AC 5 (+3 armor, -8 size) hp 180; hardness 20 Fortitude: +10, Reflex: -14

Offense Maneuverability -4 Heft d8 CMB +40; CMD 50



Gear Maximum Speed 90 feet per round Acceleration 30 feet per round Passengers 8 (see special qualities)

SPECIAL QUALITIES

* A truck may fit four passengers in the enclosed cabin, and an additional four passengers in the open back. Passengers in the open back gain no bonuses to cover and are automatically ejected if the truck rolls. In the case of a collision, the passengers must make a Reflex save against the damage the vehicle sustained. On a failure, they are ejected from the vehicle.

* Moving from a hanger on to either passenger compartment is a standard action, but moving from one passenger compartment to the other requires first becoming a hanger on.



War Rig

War rigs are massive hunks of steel and engine, the 18 wheelers of the old world. They are usually used for transporting good across long distances, but can hit with quite some heft in a fight.

Description

Eight wheeled vehicle Colossal land vehicle 10 ft. x 30 ft. (1,800 slugs)

Defense

AC -3 (+3 armor, -16 size) **hp** 240; **hardness** 20 **Fortitude:** +10, **Reflex:** -20

Offense

Maneuverability -5 Heft d12 CMB +56; CMD 66

Gear

Maximum Speed 80 feet per round Acceleration 20 feet per round

SPECIAL QUALITIES

* Occupants of a War Rig gain DR 10 against collision damage.

<image>







Radiation Rules

Radiation is a real and dangerous threat in the American wasteland.

There are two types of radiation. Both are deadly, and both should be taken seriously by any adventurers.

First, Scorched Earth introduces radiation as an energy type, much like fire, cold, or sonic. Radiation damage is the result of contact with or exposure to high power alpha or beta radiation. This type of radiation burns the body and leads to fearsome injuries, but rarely pierces the flesh to induce longer term illness. Radiation damage is fairly rare across the wasteland.

Second, Scorched Earth introduces radiation sickness. Radiation sickness is the result of lower frequency gamma and neutron radiation, which can pierce deeply into the flesh of a creature and cause long lasting effects.

In Scorched Earth radiation sickness is represented by negative levels. For each negative level a creature has, it takes a cumulative -1 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks. In addition, the creature reduces its current and total hit points by 5 for each negative level it possesses. The creature is also treated as one level lower for the purpose of level-dependent variables for each negative level possessed, but they do not lose abilities gained at these levels. If a creature's negative levels equal or exceed its total Hit Dice, it dies.

A creature with temporary negative levels receives a new saving throw to remove the negative level each day. The DC of this save is the same as the effect that caused the negative levels. Time is the best cure for radiation sickness, but a potent concoction of chemicals known as radiation scrub will also do the trick. See the Misc Equipment section for more details.

Many radiation sources emit radiation to a certain range. For every foot of intervening wall, or every inch of intervening lead, this range is decreased by 10 feet. Thus a radiation source which would normally cause radiation sickness to a range of 60 feet could be encased in six inches of lead and become innocuous.

Creatures of the Wasteland

A wide menagerie of creatures are found across the American wasteland. Any creature without supernatural abilities, spell like abilities, or spells from the Pathfinder bestiary may be used (although feel free to use these abilities reflavored as you see fit). This largely includes aberrations, animals, humanoids, some magical beasts, monstrous humanoids, oozes, plants and vermin. Mutant animals, a new creature type, may also be found from coast to coast (see below).

Two adjustments should be made to Pathfinder Fantasy creatures when inserting them into the game world: speed and CR.

First, because rounds represent a shorter period of time, a creature's speed needs to be reduced by about one third.

			CR Adjustment	
	Move Speed Adjustment		Pathfinder Fantasy	Scorched Earth
	Pathfinder Fantasy	Scorched Earth	1	1
	5 -10 ft.	5 ft.	2	3
	15 ft.	10 ft.	3	4
	20 - 25 ft.	15 ft.	4	5
	30 ft.	20 ft.	5	6
	35 - 40 ft.	25 ft.	6	8
	45 ft.	30 ft.	7	9
	50 - 55 ft.	35 ft.	8	10
	60 ft.	40 ft.	9	11
	65 - 70 ft.	45 ft.	10	13
	75 ft.	50 ft.	11	14
	80 - 85 ft.	55 ft.	12	15
	90 ft.	60 ft.	13	16
	95 - 100 ft.	65 ft.	14	18
	105 ft.	70 ft.	15	19
	110 - 115 ft.	75 ft.	16	20
	120 ft.	80 ft.	17	21
	125 - 130 ft.	85 ft.	18	23
	135 ft.	90 ft.	19	24
	140 -145 ft.	95 ft.	20	25
	150 ft.	100 ft.	21	26
			22	28
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Second, because the PCs will be relatively weaker without magic items, the CR of creatures needs to be inflated by about one quarter. What was once a CR 8 monster is now a CR 10 monster, and should provide the EXP and rewards of one.

New creatures and monsters unique to the setting may be found in the Scorched Earth Campaign Setting and Bestiary.

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Mutant Animals

Scorched Earth introduces a new creature type: Mutant Animals

Mutant animals are animals whose mutation has produce some trait distinctly different from his predecessor. These are not simply larger, meaner beasts - those still fall under the animal type. Mutant animals usually have extraordinary and horrific abilities, and some even have intelligence greater than 2.

Features

A mutant animal has the following features.

d10 Hit Die.

Base attack bonus equal to total Hit Dice (fast progression). Good Fortitude and Reflex saves. Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. The following are class skills for mutant animal: Acrobatics, Climb, Fly, Perception, Stealth, Swim.

Traits

A mutant animal possesses the following traits (unless otherwise noted in a creature's entry).

Resist radiation 5 +4 vs. radiation effects Darkvision 60 feet. Low-light vision. Proficient with its natural weapons only. Proficient with no armor. Magical beasts breathe, eat, and sleep.



Computers and Hacking

Working computers are few and far between in the wasteland. Sensitive microchips and diodes are degraded by increased background radiation, and the electricity needed to run such machines is a rare luxury commodity. Most citizens of the wasteland will never see a computer in their lifetimes.

However, hacking and computer use can be a very handy skill when exploring. When powered by mobile battery packs or gas generators, computers can reveal crucial information, unlock doors, or even launch dormant missiles at raider settlements. In the largest cities, such as Emerald City or the Tower, computers are still used to guide water filtration, lights and defenses. So while it is entirely possible that a group of wasteland adventurers may never activate a computer in their travels, the potential benefits of doing so can be immense.

More on computer use and hacking may be found in the skills section.

Traps, Hazards, and Ruin Diving

Ruin delving is no easy task. Though often replete with unspoilt riches such as weapons, electronics, and bottled water, ruins can be chock full of threats and risks. After all, the safe ruins have been cleared out years ago!

Ruin diving mimics dungeon delving in many ways. Caved in apartment buildings, underground bunkers, and askew skyscrapers, are the dwarven mines, ancient crypts, and wizard towers of Scorched Earth. Many ruins are inhabited by mad scavengers or territorial raiders. Other ruins are too hazardous and irradiated for anything but fearsome mutant creatures.

Hazards

Radioactive Waste

Radioactive Waste can have a range of different origins, from discarded fuel rods to dud bombs to cracked nuclear reactors, Radioactive waste emits both high energy alpha radiation and flesh piercing gamma radiation.

Radioactive Waste (CR 1) CR 1

Radiation Damage: Radioactive waste emits burning radiation to a range of 10 feet. Any creature who ends its turn in this range is dealt 1d6 radiation damage. A DC 11 Fortitude save halves this damage.

Radioactive Waste (CR 5) CR 5

Radiation Damage: Radioactive waste emits burning radiation to a range of 20 feet. Any creature who ends its turn in this range is dealt 2d6 radiation damage. A DC 15 Fortitude save halves this damage.





Radiation Sickness: Radioactive waste emits sickening radiation to a range of 50 feet. At the end of every 10 rounds (1 minute) a creature spends within this range, he must make a DC 15 Fortitude save or gain one negative level from radiation sickness. These rounds need not be cumulative, though sleeping or spending 8 hours outside the area resets the rounds. Time spent in other radioactive areas counts against this timer. If the creature spends 10 rounds in multiple different radioactive areas, he uses the highest DC Fortitude save.

Radioactive Waste (CR 10) CR 10

Radiation Damage: Radioactive waste emits burning radiation to a range of 50 feet. Any creature who ends its turn in this range is dealt 5d6 radiation damage. A DC 20 Fortitude save halves this damage.

Radiation Sickness: Radioactive waste emits sickening radiation to a range of 100 feet. At the end of every 10 rounds (1 minute) a creature spends within this range, he must make a DC 20 Fortitude save or gain one negative level from radiation sickness. These rounds need not be cumulative, though sleeping or spending 8 hours outside the area resets the rounds. Time spent in other radioactive areas counts against this timer. If the creature spends 10 rounds in multiple different radioactive areas, he uses the highest DC Fortitude save.

Radioactive Waste (CR 15) CR 15

Radiation Damage: Radioactive waste emits burning radiation to a range of 70 feet. Any creature who ends its turn in this range is dealt 7d6 radiation damage. A DC 25 Fortitude save halves this damage. **Radiation Sickness:** Radioactive waste emits sickening radiation to a range of 150 feet. At the end of every 10 rounds (1 minute) a creature spends within this range, he must make a DC 25 Fortitude save or gain one negative level from radiation sickness. These rounds need not be cumulative, though sleeping or spending 8 hours outside the area resets the rounds. Time spent in other radioactive areas counts against this timer. If the creature spends 10 rounds in multiple different radioactive areas, he uses the highest DC Fortitude save.

Radioactive Waste (CR 20) CR 20

Radiation Damage: Radioactive waste emits burning radiation to a range of 100 feet. Any creature who ends its turn in this range is dealt 10d6 radiation damage. A DC 30 Fortitude save halves this damage.

Radiation Sickness: Radioactive waste emits sickening radiation to a range of 200 feet. At the end of every 10 rounds (1 minute) a creature spends within this range, he must make a DC 30 Fortitude save or gain one negative level from radiation sickness. These rounds need not be cumulative, though sleeping or spending 8 hours outside the area resets the rounds. Time spent in other radioactive areas counts against this timer. If the creature spends 10 rounds in multiple different radioactive areas, he uses the highest DC Fortitude save.

Radioactive Waste (CR 25) CR 25

Radiation Damage: Radioactive waste emits burning radiation to a range of 120 feet. Any creature who ends its turn in this range is dealt 12d6 radiation damage. A DC 35 Fortitude save halves this damage.



Radiation Sickness: Radioactive waste emits sickening radiation to a range of 250 feet. At the end of every 10 rounds (1 minute) a creature spends within this range, he must make a DC 35 Fortitude save or gain one negative level from radiation sickness. These rounds need not be cumulative, though sleeping or spending 8 hours outside the area resets the rounds. Time spent in other radioactive areas counts against this timer. If the creature spends 10 rounds in multiple different radioactive areas, he uses the highest DC Fortitude save.

Splash Zone CR 4

A splash zone is a swath of land blanketed in permanent radiation. It is usually a mile in diameter and often accompanied by a shallow crater. Every hour a creature spends within a splash zone, he must make a DC 11 Fortitude save or suffer 1 negative level from radiation sickness.

Traps

Bullet Trap

A bullet trap is a catch all term for a trap which sets off a firearm. Bullet traps encompass a range of CRs and difficulties, and are usually activated by tripwire or touch. Any weapon may be placed in a bullet trap, and any weapon special qualities apply to the attack. Mods may be added to the weapon by increasing the CR of the Trap by one per mod.

Bullet Trap, CR 1 CR 1 Type mechanical; Perception DC 20; Disable Device DC 20 Effects Trigger location; Reset none Effect Atk +11 ranged (weapon varies; weapon damage die)

Bullet Trap, CR 4 CR 4 Type mechanical; Perception DC 22; Disable Device DC 22 Effects Trigger location; Reset none Effect Atk +20/+15/+10 ranged (weapon varies; weapon damage die)

Bullet Trap, CR 8 CR 8 Type mechanical; Perception DC 24; Disable Device DC 24 Effects Trigger location; Reset none Effect Atk +30/+25/+20/+15 ranged (weapon varies; weapon damage die)

Grenade Basket

CR 2

Type mechanical; Perception DC 20; Disable DC 20 Effects Trigger location; Reset none A single grenade of the builder's choosir

A single grenade of the builder's choosing is lobbed at the target and lands in his square. The DC for the grenade is 16.

Grenade traps may be adjusted by adding additional grenades into the basket to be released when the trap is tripped. Each additional grenade increases the CR of the trap by 2.

Grenade Mines

You may transform any grenade into a grenade mine trap using both the mechanics skill and either the disguise or scavenge skill. Each check cannot be retried without first disassembling (and possibly activating) the trap. Creating the trap consumes the grenade, although disabling the trap retrieves the grenade.

Grenade Mine

CR ---Type mechanical; Perception DC Varies; Disable DC Varies Effects Trigger location; Reset none When a creature enters the square occupie

When a creature enters the square occupied by the grenade mine, the trap activates and the grenade explodes. The creature who activated the trap suffers a -10 penalty to his Reflex save to respond to the grenade.

The DC for the Grenade is equal to 10 + half the builder's level + the builder's Intelligence modifier.



The Perception DC of the trap is equal to the Disguise or Scavenge check made when creating the trap.

The Disable DC of the trap is equal to the Mechanics DC made when creating the trap. If the Mechanics check does not exceed DC 10 when making the mine, then the grenade immediately explodes.

Grenade mines may be adjusted by adding additional grenades into the basket to be released when the trap is tripped. Each additional grenade decreases the Perception DC and Disable DC by 4.

Goo Dropper

CR 4

Type mechanical; Perception DC 22; Disable DC 25 Effects

Trigger proximity; Reset none

A glob of radioactive goo falls from the ceiling (2d6 radiation damage and 1 negative level, DC 15 Fort negates after 24 hours); DC 18 Reflex save for half radiation damage and negate negative level; single target; Onset Delay 1 round

Massive Goo Dropper

CR 10 **Type** mechanical; **Perception** DC 25; **Disable** DC 29

Effects

Trigger proximity; Reset none

Radioactive goo rains from the ceiling (8d6 radiation damage and 1 negative level per round, DC 15 Fort negates after 24 hours); DC 20 Reflex save for half radiation damage and negate negative level; multiple targets (all targets in 20 foot area); Onset Delay 1 round.



Diseases

In a world without vaccines, antibiotics, or proper nutrition, there is no such thing as a mild disease. Every illness has the potential to turn deadly. Diseases that once just put a person in bed for a few days now put people in the ground. A plague can wipe out a settlement faster than raiders. Diseases can be due to virus, bacterial, or even parasitic infection.

Cholera

Cholera is a bacterial infection of the small intestine. Symptoms include vomiting, muscle cramps and several diarrhea that leads to dehydration. It is mostly spread by eating food and water contaminated with human feces but occasionally some wasteland creatures can infect people through wounds made with unclean claws or fangs. Some raiders spread dung on their weapons to use cholera as a primitive form of biological warfare.

Type disease (ingested or injury); **Save** Fortitude DC 15

Onset 1d2 days; Frequency 1/day; Cure 2 consecutive saves Effect 1d2 Con damage and target is fatigued.

Influenza

More commonly known as the flu, influenza is caused by a virus that is transmitted through coughing, sneezing, and touching contaminated surfaces and then touching the eyes or mouth. Common symptoms include high fever, sore throat, aches, runny nose, and general fatigue. The influenza virus mutates regularly, making it hard to develop an immunity to it.

Mild Influenza

Type disease (contact or inhaled); **Save** Fortitude DC 13

Onset 1d2 days; Frequency 1/day Effect 1d2 Dex and 1d2 Con damage; Cure 1 consecutive save

Virulent Influenza

Type disease (contact or inhaled); **Save** Fortitude DC 18

Onset 1d2 days; **Frequency** 1/day **Effect** 1d4 Dex and 1d4 Con damage and target is fatigued; **Cure** 2 consecutive saves

Malaria

Malaria is caused by a parasitic protozoan that normally can be found in the saliva of mosquitoes but occasionally in the saliva of other wasteland creatures as well. The disease causes fever, fatigue, vomiting, and headaches that eventually can lead to seizures, coma, and death.

Type: disease (injury); Save Fortitude DC 18 Onset 1d8 days; Frequency 1/day Effect 1d3 Str and 1d3 Con damage and target is fatigued; Cure 3 consecutive saves

Measles

Measles is a highly infectious viral disease spread through coughing and sneezes. Initially, measles presents as a cold or flu with a fever, cough, and runny nose. In a few days the infected patient breaks out into a rash that usually starts on the face and then spreads to the rest of the body. Many cases of measles have complications that include diarrhea and inflammation of the brain. Most patients who survive measles develop an immunity.

Type disease (inhaled); Save Fortitude 20 (stage 1) / Fortitude 15 (stage 2) / Fortitude 5 (if previously infected) Stage 1 Onset 1 day; Frequency 1/day Effect 1d2 Con damage; Cure 2 consecutive saves

Stage 2

Onset 1d3 days after stage 1; **Frequency** 1/day **Effect** 1d2 Wis damage and 1d4 Cha damage 30% chance of 1d4 Con damage; **Cure** 2 consecutive saves

Pneumonia

While pneumonia doesn't have one specific cause, it is most often the result of a bacterial or viral infection in the lungs. Symptoms include coughing, chest pain, fever, and difficulty breathing. Without medical treatment, pneumonia is often deadly.

Type disease (inhaled); Save Fortitude DC 16 Onset 1 day; Frequency 2/day Effect 1d2 Con damage and target is staggered; Cure 3 consecutive saves



Rabies

Rabies causes acute inflammation of the brain in mammals, including humans. The disease is viral and transmitted through the bite or scratches of another infected creature. Symptoms include violent movements, loss of control over body parts, a fear of water, and mental instabilities such as paranoia, agitation, and confusion. Rabies is almost always fatal.

Type disease (injury); Save Fortitude DC 20 (all stages) Stage 1 Onset 1d6 months; Frequency 1/day Effect 1d2 Dex and Con damage; Cure: 5 consecutive saves

Stage 2

Onset 1d4 days after stage 1; **Frequency** 2/day **Effect** 1d6 Con damage; 50% chance of being affected as per the confusion spell; **Cure** 5 consecutive saves

Stage 3

Onset 1d2 days after stage 2; Frequency 3/day Effect 1d10 Con damage; 90% chance of being affects as per the confusion spell; Cure 5 consecutive saves

Typhoid

Typhoid fever is a bacterial infection commonly spread by eating or drinking fecal contaminated food or water. Symptoms include high fever, abdominal pain, constipation, and headaches. Occasionally rose colored spots appear on some victims. Some humans are immune to typhoid but can still carry the disease and transmit it to others.

Type disease (ingested); Save Fortitude DC 15.
5% chance the target is immune.
Onset 1d6 days; Frequency 1/day
Effect 1d6 Str and target is fatigued;
Cure 2 consecutive saves

Poisons

All non-magical poisons present in Pathfinder Fantasy are also present in Scorched Earth (though they may have different names to reflect the setting). In addition to these poisons, there are a few new radiation based poisons for the savvy assassin.

Polonium-210

Polonium-210 is rare, expensive, and slow acting, but an almost certain death sentence for any who ingest it. It's effects are identical to radiation poisoning, and it is virtually impossible to detect. **Price** 900 slugs

Type poison (ingested); **Save** Fortitude DC 24 **Frequency** 1/day until cured **Effect** 1 negative level from radiation, radiation scrub has no effect for 24 hours; **Cure** 3 saves

Glow Dust

Glow dust is a fast acting radioactive composite that quickly expends its extra energy. **Price** 600 slugs **Type** poison (injury); **Save** Fortitude DC 14 **Frequency** 1/round for 4 rounds **Effect 1** Con damage; If all saves failed 1 negative level **Cure** 2 save

Uranium Vapors

When inhaled, the effects of uranium vapors can range from burns on the inside of the lungs to sever long term illness. **Price** 1,200 gp; **Type** poison, inhaled; **Save** Fortitude DC 18 **Frequency** 1/round for 6 rounds **Effect 1d6** radiation damage and 1 Con damage; one negative level every two consecutive failed saves; **Cure** 2 consecutive save



Chapter 8 Slang

English is still the predominant language of America, but a variety of slang words have certainly entered the parlance.

Bad Rads - Radiation sickness. "Don't touch that goo, you'll get bad rads" or "You've got to help my wife, doc, she's got real bad rads."

Coward catcher - Seatbelt. "I can't believe that idiot uses a coward catcher. Doesn't he know they do more harm than good?"

Gearhead - A person skilled with machines, particularly vehicles. "You folks got a gearhead? If I can get my bike fixed then maybe I won't have to shoot up the town."

Glug - Water. "I'm dying out here! Gimme some of that glug" or "Don't drink from that well. Bad glug if I ever saw it."

Grog - Moonshine or other alcohol, or, more colloquially, hospitality. "I'm dying out here! Gimme some of that grog" or "Welcome friends, and partake of my grog."

Grub - Food. Old grub is typically preserved food from before the flame, and new grub is typically food grown after the flame. "Rip me off a piece of that grub, why don't you?"

Guz - Gasoline. "Damn, my wheels are almost dead. Now, where can I get some guz around here?"

Glug, Grub, and Guz - The three essentials, although sometimes the phrase "Grog, Grub, and Guz" takes its place. "Broken Road Motel: Glug, Grub, and Guz for those with the slugs." **Slugs -** Bullets or money. "Eat slugs you cockroaches" or "I killed a man for this watch, and you tell me it's only worth a dozen slugs?"

Splash Zone - Heavily irradiated area where bomb hit, a ground zero. "Man don't even think about heading to the East Coast. The whole area is one big splash zone."

Splatted - Falling off a vehicle at high speeds or getting run over. "Careful when fighting the Open Eye Gang. They'll pull you right out of the driver seat and get you splatted!"

Tricks or Brutal Tricks - Skill with a vehicle. "Man, the winner of the Sacred Speedway this year had some brutal tricks."

Wheels - A vehicle. "Hey man, nice wheels. How fast does it go?"

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