

reality
blurs

RAVAGED EARTH



THE WORLD OF HIGH-POWERED PULP





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A Few Brief Words

Like many of you, I've been a long time lover of pulp. Whether you're talking about the original, old school printed stuff, the classic black and white cliffhangers, or the migration of pulpy goodness into film and video games, I'm pretty much there. Tarzan, Buck Rogers, Lara Croft, Indiana Jones, and even newcomer Nathan Drake, I love 'em all. Fortunately I'm not alone in this. When I discovered *Savage Worlds*, I could see in an instant that it was perfectly suited for pulp. Heck, one of the first adventures I ever played in *Savage Worlds* was *Eye of Kilquato*. Not long after I became a licensee, I had sketched out some ideas for a pulp setting way back in 2004. I haven't had a chance to revisit those steamy jungles and over-the-top adventures again until *Ravaged Earth*. You see, Eric has been working on this setting for a long time and, like the hobo, it's been working its way up and down the rail lines trying to find a home. I got in contact with Eric and we took this diamond in the rough, polished it up a bit here and there, and now present it to you in its shiny, new form.

While having its roots in pulp, *Ravaged Earth* possesses an underlying logic. You'll find a sensibility that engages both the realistic gamer as well as the cinematic gamer. This logic, as you read and explore the world, manages to make sense of all those traditional pulp conventions and puts them a bit off kilter. As you read through these pages, I'm sure your mind will be brimming with the directions you can take your adventures. If *Savage Worlds* is your sandbox for any genre, give *Ravaged Earth* an opportunity to be your pulp playground.

Ravaged Earth has been a long time coming. We think it's been worth the wait. Now go get *Ravaged*!

Regards,

Sean PRESTON

Sean Preston

President, Reality Blurs

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RAVAGED EARTH

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WELCOME TO RAVAGED EARTH

The year is 1936 and our world is one where the uncommon is ordinary and the extraordinary is a regular occurrence for those heroes brave enough to band together to face the dark forces that gather to take over our world...



IN THE BLINK OF AN EYE...

In 1898, the Martians came. They devastated our lands, they ravaged our earth. They slew without mercy and they died without tears when our germs struck them down and toppled their metal machines over the course of the longest weeks in the history of our world. However, from their corpses we found a gift, the present of Aetherium, which has forever changed the course of our destiny. Our burnt fields have grown lush new grasses in the decades that have passed, hiding the scars our planet has suffered. Our buildings have been rebuilt far better than they ever were before, but humanity has been forever changed and our wounds run far deeper than we could ever imagine. Some question whether Aetherium is a blessing or a curse. Certainly advances have come with this secret knowledge, but so has war. Great good has come, but so has great evil. People have changed in ways that go unnoticed by the naked eye in many cases, but if some have changed, is it not possible that all have changed? These powers that have poured over our planet must certainly be unnatural and our world, our poor dear world is now, and forever more, a Ravaged Earth.

Standing in the back alley of Jake's Diner, Duke Flint took a long drag from his snipe and let the smoke drift from his mouth like a fog. As it curled up past his piercing blue eyes, a quiet cough came from behind.

"Must you do that?" asked a familiar voice. FBI Agent Zach Webster's face was young and surrounded by short curly hair. Flint couldn't help but think of cherubs. His suit was freshly pressed and the rain seemed to barely touch his raincoat.

"Listen, sunshine," Flint said, taking another drag from his cigarette "I didn't ask for a date. As I recall, you roused me out of bed this morning and started playing Twenty Questions before I could find my slippers. Last time I checked, hooch was illegal, not gaspers."

"Mr. Flint," said the cherub with the politeness of a maitre d' watching a hobo walk into the lobby of a 5-star restaurant, "I most certainly find the idea of standing out in the rain waiting for something to happen to be just as foolish as you, and if the truth be told, I'd much rather that you went back to looking into people's windows and let us handle Capone."

Before Flint could reply with a snappy comeback, the back door of the restaurant burst open.

Two men—one wearing white and the other black—dragged a third by his shoulders. The victim wore a greasy apron that barely covered his round belly. They tossed their load across the alley and began kicking in his ribs. He squealed and screamed in Italian.

"He's begging for more time, says he doesn't have their cabbage but he can get it by week's end."

"I'm surprised, Flint," said Webster, raising an eyebrow. "I didn't know you spoke Italian."

"I don't, but in these kinds of situations, that's the usual gist of things."

Webster peered around the corner. "My God! Do you know who the one in white is?"

"Sure, do you?"

"Frank Nitti! He's Capone's right-hand man!"

"You want his autograph?" asked Flint, enjoying his barb up until the point where the overconfident youngster stepped into the alleyway holding his badge rather than his pistol.



"Okay boys! Hands in the air! I'm Agent Zach Webster and you're under arrest!"

The two gangsters looked at each other in disbelief before drawing iron.

Flint drew his gun and stepped out into the alley. Shoving Webster aside, and blasting away with his own pistol, Flint was able to dart back behind cover just as the brick wall next to him was peppered with lead. "Got 'em where you want 'em, eh, Webster?" Flint growled.

Webster flashed the grizzled P.I. a scowl and jumped back to his feet. Nonchalantly drawing a tommy gun out from under his coat, he stepped around the corner and let loose his own storm of lead. The dark-suited lug caught the brunt of his blast and spun around several times before collapsing to the ground. His partner-in-crime dashed through the open door back into the restaurant. Several shots rang out from within, and then all was silent.

Webster crept forward into the alley.

Duke holstered his revolver and followed. The acrid smell of gunpowder filled the air.

"Attaboy G-Man!," Flint said as he crouched down to inspect the fallen mobster, "You're back on my Christmas card list. Looks like it's time to call the meat wagon."

"I wish I'd have gotten Nitti," said Webster, barely containing his disappointment.

"Don't be so hard on yourself, sunshine," said Flint, a queer look crossing his face, "at least you can tell the boys back at the office you've put Dillinger on ice...again."

Webster's face twisted in puzzlement as he turned the limp body over. "What the hell? Dillinger was killed by FBI Agents two years ago! It was front page news!"

"Sorry, boys," said the body, snapping its eyes open and fingering its pistol. "You can't kill someone who's already dead!"

Let us take a step back and look at things in more detail.

RAVAGED EARTH, 1936

Ravaged Earth is a mixture of history and fantasy, a world that was unalterably changed by the Martian Invasion. Remember, this is the high powered world of pulp fiction where reality blends with myth and fable and this is not quite the world you think you know, so pay attention!

THE WORLD WRIT LARGE

The Great Depression's effects are slowly becoming a thing of the past. The Great War is a fading memory. Organized crime is on the rise, and some weird things have happened in the recent past; but overall, things are starting to look up, and the public's demeanor is generally optimistic.

A six-day workweek is the norm; however, progressive businesses are adopting a more relaxed five-day schedule. Child labor has been outlawed and unions are starting to make their presence felt. Wages are rising, and the average middle-class citizen lives better than his predecessors. The rich are still rich, and the poor are still poor—but of course, that will never change. Children tend to follow in their parent's footsteps and social mobility, although much talked-about, is rarely achieved.

Even though this is an age of science and discovery, the world of the 1930s has much in common with the world of the Middle Ages: Muscle power, both animal and human, still does much of the work. Rural towns are isolated and usually self-sufficient. Most of the landscape is still untouched and undeveloped. Although some have access to amazing scientific devices, a good old wireless is about the most technologically-advanced device the Average Joe has to deal with.

City dwellers live in row houses or apartment buildings and enjoy, for the most part, electricity and indoor plumbing. In the country, traditional farmhouses or cottages are the norm, and oil lamps and outhouses are not uncommon. Life in the slums of the large cities is more rural than urban.



Radio is the easiest way to communicate over long distances. Unfortunately, broadcasting equipment is expensive, large, and bulky; and thus not portable. Telegrams are a reliable way to send messages and most towns still have a telegraph office or two. They cost anywhere from a nickel (domestic) to a quarter (international) per word, and are delivered via messenger the same day that they're sent.

Phones are fairly common in the larger cities, where most businesses have them and home service is available. Those who cannot get service in their home can use the payphone at the local drugstore or deli. However, outside the cities, phones become far from an everyday item and some small country towns might not have one at all. Most phone systems are automatic; however, some still require the assistance of an operator, who just might decide to listen in on your conversation. Long distance calls are expensive and time-consuming. International calls, if possible, even more so.

Mail is delivered twice daily to most homes, more often to businesses. Postmen walk their routes and are on a first name basis with their customers. International mail is normally sent by ship, although more is being sent via aeroplane, as they improve in cost and efficiency. Regardless of how it is sent, international mail is slower and less reliable than domestic service, often taking weeks or even months to arrive (if it arrives at all). In the more remote areas of the world, mail service consists of handing a letter or parcel to someone who just happens to be traveling where it needs to go.

The medical field has progressed rapidly since the turn of the century. Physicians follow a recognized pattern of instruction and internship and the quality of treatment varies wildly. In a thriving metropolis, such as New York City, there are medical facilities decades ahead of those found in more rural regions, thanks, in large part to the benevolence of the scientific community. Many preventative and curative medicines are available, and vaccines exist for many of the great plagues of the past. Aspirin is a staple in every medicine chest and sulfa drugs and penicillin are used to treat a broad array of infections.

Medical service costs are not standardized, varying from place-to-place, depending on need and availability of both supplies and trained personnel.

Men wear suits and ties. Women wear dresses and high heels. Everyone wears hats and many smoke. Formal dress means ties-and-tails for the guys and gloves-and-gowns for the gals. With the advent of the "talkies", movies have become glamorous events, which everyone attends, by hook or by crook, and Hollywood has proven to be a major influence on the styles worn by both men and women.

Radio reigns supreme as the primary source of information and entertainment; however, most folks still read the daily newspaper and have a favorite magazine or two. Vaudeville has gone out of vogue, dying a quick death in the latter 20's with the rise of moving pictures in the 30's. Traditional theaters have dropped variety acts in favor of cartoons such as Mickey Mouse and Betty Boop, comedy shorts such as The Three Stooges and The Little Rascals, and newsreels bring stories from around the globe. Saturdays are the highlight of young and old alike as the latest installments of popular cliffhanger serials are featured. Few know that some of the serials are true accountings of the heroic exploits of one group of adventurers or another.

Cars, trucks, and motorcycles still share the streets with horse-drawn carriages. Within the cities, trolleys, taxis, and buses are the primary means of moving people from one place to another. Even though automobiles are becoming more common, roads are unreliable (and unsafe) in most areas. Outside of the major metropolitan areas, roads are few and far-between, often nothing more than rutted dirt tracks that become muddy mires at the slightest hint of rain. You can expect to travel no more than 100 miles per day, even under the best of conditions.

Most automobiles are painted a single dark color, black being the most common, odd-colored ones are sure to be noticed and remembered by all who see them. Average fuel consumption is quite good (about 25 miles per gallon) and you can fill up the tank for less than three dollars.



There are plenty of biplanes buzzing around the skies, but the slick new monoplane is being heralded as the future of aviation. Great airships ply the skies above the Atlantic, but international travel is still expensive, and generally means a long sea voyage for those of less-than-exceptional means. Long-distance domestic travel is normally by train.

THE UNDERLYING DARKNESS

Aetherium, often called the Martian metal, is a source of never-ending discussion among scientists and spiritualists alike. One thing is known; the metal has allowed for great advances in the realms of science and has opened a Pandora's Box of possibilities in the realms of the occult. The long term effects of Aetherium are not entirely known. Scientists have only begun to unravel the mysteries of the cosmic radiation emitted by the strange ore and have recently discovered that some of the earth's softer elements, such as gold and platinum, absorb the radiation until it reaches a saturation level triggering the Mars effect, the point where the metal transforms into Aetherium. Spiritualists claim that Aetherium resonates on a frequency that trap the spirits of the dead and that these spirits have begun to materially manifest themselves in very real ways as creatures of madness and myth. Others say that Aetherium has broken down the barriers between the real and the imagined.

What is known is that science has advanced more in the last 38 years since the Martian metal's discovery than it has in centuries. Some people, known as the Ravaged, have been turned into something more than human—people who can fly, bend steel, or penetrate the thoughts of men. Others have found ways to control and channel the Aether, whether through force of will or through devices of their own creation. The cinematic world of the screen has bled into the streets and lines have been drawn as crisply as black and white. Secret societies tug upon the strings of bureaucracy from the shadows, vying with each other for control of the Martian metal and, thus, the world. They are opposed by men of honor with eldritch words and Tommy guns. Fantastic treasures have been

discovered in vine-laden ruins and tantalizing tales have crossed the globe hinting at more. Fantastic heroes have emerged from the mysterious Far East and the darkest jungles of Africa to don costumes and root out evil. Perhaps, the most mundane, yet most interesting fact of all is no one has gotten a cold in nearly thirty years...

You are one of the Ravaged, a person altered by the mysterious powers of Aetherium. How that came about is up to you. No one knows how many Ravaged exist. Most try to keep a low profile. Most try to get by. You, on the other hand, have long felt a greater purpose, a greater destiny, was in store for you. That destiny begins today.

ARCHETYPES

The calling of the Ravaged takes that of many forms. Some immediately are drawn to the role of the more mundane, such as a reporter or a grease monkey, while others seek out the more mystical or daring roles of the Magician or Hunter. In any case, look through this list for ideas and inspirations on what type of character best suits your sensibilities, play style, and is complimentary to that of your gaming group. Remember, these are only starting points. While your Skills, Edges, and Attributes ultimately make your character uniquely your own, this decision will impact your character's Common Knowledge, so choose wisely.

Ace Reporter: As members of the Fourth Estate, Ace Reporters research, interview, and write articles for major metropolitan newspapers. Their investigative articles help nab many criminals; unfortunately, this tends to put them at odds with the targets of their headlines.

All-American: This fellow is as All-American as apple pie and Fourth of July parades. He's the star athlete, the Golden Boy. Although All-Americans may come from different backgrounds (and even countries other than the US of A), they all possess the characteristics of youth, charisma, and athletic prowess—as well as an award-winning smile.

Animist: Shaman, witch doctors, and voodoo priests, animists beseeches the spirits inhabiting all creatures and objects with a ritual or a spoken word, hoping the spirits will come forth and do their bidding.



Archeologist: These individuals are skilled at unearthing evidence and artifacts from antiquity and ancient civilizations. A recent surge in archeological digs has prompted a renewed interest in the past, and a rising demand for these scholars. A stout-hearted adventurer with a working knowledge of ancient cultures and artifacts will prove invaluable to any group.

Avenger: The Avenger is dedicated to fighting crime wherever he finds it. Most adopt a secret identity, both to protect their families and friends, as well as to put fear into the hearts of their enemies. These secretive individuals frequently enjoy a sort of cult status with the average citizen.

Explorer: These adventurous heroes are born with an insatiable wanderlust and a desire to explore the world, often motivated most by curiosity. Whether they're probing the depths of a sweltering jungle, braving bitter Arctic winters or broiling deserts, mapping uncharted territories, or delving into unknown mysteries, these stalwart heroes are always searching for the next big discovery, traveling to the ends of the earth to be the first to find it.



Flying Ace: Air travel is a novelty, a cutting edge in transportation, and a thrilling pastime. Brave pilots take to the air and manipulate their aeroplanes with great skill. Some learned their craft flying over the battlefields of Europe during the Great War; others just enjoy the adrenaline rush. Whatever their reasons make no bones about it—these guys (and gals) were born to fly.

Gadgeteer: This modern age is a time of technological wonder, filled with great achievements and the development of scientific wonders. Collectively known as Gadgeteers, a few learned individuals have unlocked the secrets of Aetherium, a strange force allowing them to design wondrous contraptions such as atomic ray guns, rockets, and robots. Most are geniuses, their thoughts incomprehensible to all but their peers; however, others are regarded as hopeless crackpots by society-at-large.

G-Man: These tough and dedicated federal agents belong to one of the Federal government's many agencies: the Treasury Department, Federal Bureau of Investigation, Immigration and Naturalization Service, etc. All have one thing in common: An overriding sense of duty and loyalty to the United States of America. G-men enforce Prohibition, break up smuggling and counterfeiting rings, fight organized crime, and hunt down wanted federal criminals.

Grease Monkey: These heroes were born with a wrench for a rattle and probably have oil running through their veins. They can fix just about any mechanical conveyance with a well-placed kick and a twist of the wrench. More often than not, these fellows are better able to relate to their machines than they are to their fellow men.

Hardboiled Gumshoe: Stealthy, tenacious, dedicated, and able to dig up dirt on anybody; the Hardboiled Gumshoe usually works with the police (even though he's not exactly considered to be "on the job"). These guys have a penchant for getting roughed up by thugs, betrayed by femme fatales, and drinking a shot or two of whiskey when the chips are down.

Heroine: The Heroine is tougher than she might appear. Devious femme fatales, spoiled princesses, or everyday Jane Does, the heroine is one part charm, one part wit, and one hundred percent the adventurer.



Hobo: Those men and women with pure spirits and gifted with psionic ability often join the ranks of the true hobos, belonging to the Circle of Wonder and Light, and live their lives according to Calhoun's Creed. These vagabonds give up their material possessions and wander the country, always on the lookout for those who are down-on-their-luck and in need of a helping hand. Their actions are guided by a belief in Karma and the mandates of Captain Henry Calhoun.

Hunter: The Hunter pits himself against the most dangerous and ferocious beasts known to man! Amazing outdoorsmen, they often go native, adopting the language, customs, and religion of the people with whom they live and have come to respect. This will undoubtedly earn them the scorn of their original culture, but they don't care—they live only for the thrill of the hunt.

Jungle Lord: Feral humans left to fend for themselves in remote jungles and forests; the Jungle Lord (or Lady) is physically strong and mentally sharp, but lacks the need for most technology. Feeling obliged to aid those who don't harm their home or violate local customs; these honorable primitives, along with their trusty animal companions, fight evil and protect their territory from all interlopers.

Magician: Most Magicians are graduates of Zoltar's Academy of Prestidigitation and Conjuraction and adhere (more or less) to the tenets of the Magician's Code. They have an innate flair for the dramatic and tend to affect the dress and mannerisms of their mundane brethren: top hat, tuxedo, black cape, and—for the more fashionable—white spats. This dramatic sense extends to the impressive sounding names they give their spells and the stage names they adopt to protect their true identities.

Man of Mystery: Men of Mystery are shadowy cloaked vigilantes who patrol the streets in search of evildoers to bring to justice. Some may possess an actual super power or two, while others tinker with arcane designs and devices. Many simply possess skills and abilities that have been honed to perfection by dint of extensive study, practice, and self-discipline.

Mentalist: Mentalists learn to tap into the raw power of mental energy and harness it in order to affect the world around them. Mentalists are often loners and may not necessarily possess the same altruistic outlook.

After all, learning to manipulate the world with your mind takes years of grueling study, opening one's eyes to the power within one's grasp.

Occult Researcher: It's a strange world out there, and there are some who want to make sense of it all. Occult Researchers may be university faculty members, government agents, or independent operatives. In addition to having access to esoteric libraries and other extraordinary sources of information, these fellows also possess keen intellects and finely honed investigative skills.

Rocket Ranger: What do you get when you cross law enforcement and cutting-edge technology? Why, the Rocket Rangers, of course. These daring souls soar across the lands, seeking out danger and trouble wherever it may be found. Rocket Rangers wear shiny helmets and flame-resistant uniforms and most have a background in piloting or law enforcement.

Soldier of Fortune: These grim souls sell their lives for cold cash. Expert soldiers and survivalists, these individuals offer their talents to the highest bidder. Whether it's fighting in Spain as a member of the International Brigades or skirmishing in the Bush Wars of colonial Africa, if there's a fight to be found, the Soldier of Fortune will be sure to get involved and turn a profit.

Sorcerer: Sorcerers are individuals who, through arduous self-study and sacrifice, have managed to unlock the secrets of magic. Why would someone go through the effort when all they really need to do is pony up the cash and attend Zoltar's Academy? Well, remember the Magician's Code? Let's just say that not everyone is as well-intentioned as the average Magician.

Scrappy Kid: Young, but clever and independent, these rascals can be orphans or runaways, or just plain ordinary kids thirsting for adventure. These young scamps are sneaky and are usually tuned-in to the rhythm of the streets. The Kid may be a small fry, but when the chips are down, this pint-sized hero is all heart and gumption.

Supers: People altered by Aetherium in obvious ways often go one of two routes, that of good or that of evil as they have little hope of living normal lives. Some, however, attempt to maintain a low profile and work their agendas from the shadows, wishing little acclaim, content with the knowledge they are affecting change in the world.



HEROES OF RAVAGED EARTH



The Makings of a Hero

You've got a sense of the world and a general archetype for your character. Now it's time to really make him your own. For characters just answering *Destiny's Call*, create a Novice character. For those wanting to create characters with a little more dirt under their fingernails, check out the various sidebars over the next few pages.

Step 1: Race

Normally, heroes are human and begin with one free Edge. If you want to work out something more exotic with your GM, go for it. Just remember, while it might sound tempting to be a lizard man, you're going to have a rough time of it in the big city!

Step 2: Traits

Traits are broken down into two categories: Attributes which define who you are (how strong, agile, smart, and so on) and Skills which define what you know and how well you do things (Driving, Streetwise, and so on). Carefully select those that fit your overall character concept. While it might be nice to be awfully strong, that may not necessarily define your scientist or, it could become his most notable feature.

Attributes

Your character begins with a d4 in each of the five basic attributes: Agility, Smarts, Spirit, Strength, and Vigor. Distribute 5 points among them in any way you wish. Raising an attribute one die type costs 1 point, and you may not raise any attribute above d12 (at least not yet).

Skills

Next, distribute 15 points among your character's skills. Raising a skill one die type costs 1 point as long as it is no higher than the linked attribute. Raising a skill above its linked attribute costs 2 points. All skills in the *Savage Worlds* core book are available.

Secondary Statistics

Pace is 6".

Parry is equal to 2 plus half your Fighting.

Charisma is a combination of your character's appearance, manner, and general likeability. It is added to Persuasion and Streetwise rolls. The GM also uses it to see how NPCs react to you. Your Charisma modifier is +0 unless changed by Edges or Hindrances.

Toughness is equal to 2 plus half your Vigor.

Step 3: Special Abilities

Now decide if you want any Hindrances. If so, you may use them to gain one of the benefits below. Unlike the *Savage Worlds* core rules, you may take up to four points of Hindrances in any combination of Major (worth 2 points each) and Minor (worth 1 point each).

For 2 Hindrance Points you can:

- Raise an Attribute a die type
- Choose an Edge, ignoring Rank restrictions.

For 1 Hindrance Point you can:


- Gain another skill point
- Gain additional monies equal to your starting funds

All Edges and Hindrances listed in the *Savage Worlds* rulebook are available to your hero. Not only that, *Ravaged* characters ignore Rank restrictions when selecting Edges, both at character creation and beyond, only needing to meet the Edge's other prerequisites. Edges and Hindrances unique to the *Ravaged Earth* are found within these pages.

Step 4: Gear

All heroes begin the game with a set of normal clothes and \$250 in their pocket. An extensive listing of appropriate gear and equipment is provided.





Pulp Action Option: Getting Right to It

Okay. You came here because you were promised high powered pulp. Right? No worries. Instead of starting your characters off at Novice, just level your character up to Seasoned instead. No muss. No fuss. Just make sure you have the approval of your GM first. Be advised, however, that starting characters certainly aren't slouches.

Step 5: Background

Think about your character's place in the world and jot down a few notes about what he's like, his motivations, and so on. If you are coming up blank, play a session or two and let your character come into focus by concentrating on his edges and hindrances: two characteristics that are especially role defining. Combine these with your archetype and you're well on your way to creating a memorable character that is uniquely your own.

Step 6: Finishing Touches

You're nearly done. All that's left for you to determine are your Defining Interests and your Knack.

Defining Interests

Heroes often have interests and hobbies that may have nothing whatsoever to do with their professional pursuits or may, at best, be complementary to them on occasion. These odd little skills they have may be of use from time to time. Each character begins with a number of defining interests equal to half their Smarts die. Any permanent increase in your Smarts during play grants you the appropriate number of additional defining interests.

It is not essential for you to define any or all of your interests off the bat. You may opt to await a crucial moment to reveal that "Dirk Osterman was a captain of his crew team at Yale" when you are forced to navigate some dangerous whitewater. This is no substitute for the Boating skill, but can certainly aid the use of an existing skill or offset some penalties. Once a defining interest is selected, it cannot be changed.

Example 1: An Ace Reporter, a Jungle Lord, and a Soldier of Fortune are navigating through the heart of Africa and come across some animal tracks and all need to make a Common Knowledge roll to recognize them. The Jungle Lord and Soldier of Fortune both have a Defining Interest of wildlife while the Ace Reporter does not. The Soldier of Fortune gets a +1 due to his defining interest, the Ace Reporter only knowing the asphalt jungle gets a -2 to his CK roll, and the Jungle Lord nets out at a +3 (+2 due to his background and +1 due to his defining interest).

Example 2: The Ace Reporter, the Jungle Lord, and the Soldier of Fortune have returned to NYC with tales of their adventure. They are looking for something to eat. The Ace Reporter is at home in the city and gets a +2 due to his background, the Soldier of Fortune is dead even, and the Jungle Lord is at -2 as he is confused by the noise and hustle. However, if the Jungle Lord took a defining interest in City Knowledge (New York), he'd be at a +1. The strange guidebooks he read in the jungle trumping his background's normal isolationism.

Sample Interests

Culture: Astronomy, Calligraphy, City Knowledge (Specific), Classical Literature, Cooking, Cosmetics, Culture (Specific), Etiquette, Folklore, Gardening, Heraldry, Language (Specific), Knowledge (Specific)

Craft: Basket making, Jewelry, Lacquerer, Pottery, Tanner

Perform: Acting, Comedy, Dance, Disguise, Juggling, Oratory, Instrument(Specific), Puppetry, Singing

Languages: It should be noted that languages fall under the venue of defining interests. A character automatically speaks and (as appropriate) reads his native tongue.

Players are free to come up with additional items that fit their character concept, subject to their GM's approval. The important things to remember are that a Defining Interest may only ever add a +1 to a character's roll and you only need to choose them as the situation dictates.



Note: Defining Interests are additional little elements to round out your character and do not preclude your character having a more general knowledge of such things, based upon their background or upbringing as reflected in their Common Knowledge. When a character's defining interest comes into question, however, it is appropriate they receive a situational modifier of +1 for broad based (or more frequently used) interests or +2 for more specific (or less frequently called upon) interests.

Knacks

Knacks are nifty little extras unique to each character. You get to select one –and only one– at character creation and that's it, so choose carefully. You'll find more out about them at the end of the Edges and Hindrances section.

Dark Heroes: More Power, More Pain

If you want your hero to walk on the grittier side of the street, your GM may allow you to play with the option of taking an additional Major Hindrance to have additional points to spend on the creation of your character. This grants you a bit more power, but certainly makes you more of a tragic character.



EDGES AND HINDRANCES

HINDRANCES

Hindrances include physical and mental handicaps as well as character flaws and weaknesses, and make life a little tougher for your hero. Some Hindrances, like Dark Secret, are more or less subjective. They help you roleplay your character. Others, like Fatiguing Power, have an actual mechanical effect within the game. All of the Hindrances listed in the Savage Worlds rulebook are also available in Ravaged Earth. You may take any combination of Hindrances; however, you cannot gain more than four bonus points by doing so.

AMNESIA (MAJOR)

Pulp stories often begin with the hero waking up and not knowing who he is or where he's been. You have suffered the same fate. You can't remember events before a specific point in your life. The details are left to the GM, but commonly include Hindrances (such as Wanted or Obligations) that you are unaware of.

BRAVADO (MINOR)

Some heroes, and villains, just don't know when to brag and when to act. Your character suffers from this affliction. The character's first round in any combat must be spent announcing how great he is, or pronouncing the doom of those who oppose him. If for some reason your hero must act instead, it costs him a benny.

A villain with this hindrance never delivers a finishing blow to a foe. Instead, he leaves them to die, or orders his minions to finish them while he stalks off well out of earshot. Inevitably, these foes survive their wounds, escape the minions, and so on.

DARK SECRET (MAJOR)

The character harbors a dangerous secret that could endanger his very life and how he is perceived if it came to light. Should anyone learn of it, they have a -4 Charisma reaction to the character. If it becomes public knowledge during the course of play, the character loses this hindrance and it is replaced with Wanted (Major) in addition to the -4 Charisma modifier.



GLASS JAW (MAJOR)

You don't handle physical pain and injury well and thus suffer a -2 penalty on all soak rolls.

LOW CLASS (MINOR)

While other characters may be born of low society, it is obvious that you are not far removed from your bad upbringing. You receive a -2 modifier to Charisma except among others of your station. The character may reduce or eliminate this status over the course of game play. They may expend a leveling opportunity to eliminate this hindrance at Seasoned or any time thereafter.

MILQUETOAST (MINOR)

You believe firmly in the sanctity of mind and body, starting with your own. Your hero is inexperienced in combat and recovers slowly from shock and trauma. You suffer a -2 penalty to Spirit rolls to recover from being Shaken. The character may use a level up once he reaches Seasoned or any time thereafter to eliminate this hindrance.



OBLIGATIONS (MINOR OR MAJOR)

The character is connected to someone or something that demands a portion of his time. This can vary from something as checking on a sickly aunt to a major obligation of repaying a crime family an impossibly huge gambling debt. Failure to fulfill such obligations will have serious repercussions.

A character with Obligations and Connections to the same organization has a special relationship with the group in question and gains a +2 or +4 bonus to Persuasion rolls (depending upon whether their obligations are minor or major). In essence, the Connection has a vested interest in the character and is more likely to want to see them succeed.

OBSESSION (MAJOR)

You are obsessed with something, such as acquiring occult knowledge, protecting the weak, collecting rare weapons, and so on. Whatever it is, it's just about the most important thing in your life. You'll neglect friends and responsibilities, expend vast amounts of energy and resources, and even put yourself and your companions in danger to pursue your obsession. To control your Obsession requires a Spirit roll at -2.

STAND OUT (MINOR)

You don't look like normal folks. Whether your skin is bronze colored, your head is shaped like a flat-iron, or your muscles bulge out of any clothing you happen to be wearing, you stand out in a crowd and are easily remembered and recognized, regardless of how you dress. Any attempts to disguise your features are at -4.

RAVAGED EDGES

Following you'll find new Edges to help you create your hero. Unless an Edge specifically states otherwise, it may only be taken once. All modifiers are cumulative as long as they are granted by different sources.

BACKGROUND EDGES

ARCANE BACKGROUNDS

You'll find full details on Arcane Backgrounds under the section on setting rules.

COURAGEOUS

Requirements: Novice

You are naturally courageous and gain a +2 bonus on all Guts rolls.

MOXIE

Requirements: Novice, Spirit d8+

You are determined and resolute in the face of adversity. You never give up and always believe that you can succeed by trying just a little bit harder. Whenever you spend a benny to re-roll a failed Trait test, you may apply a +2 bonus to the attempt. This bonus is not cumulative when re-rolling multiple times.

RUGGED

Requirements: Novice, Spirit or Vigor d8+

Whether in the jungles of the Amazon or in the snow-covered steppes of Russia, you have become used to tough environmental conditions and receive a +2 bonus on any Vigor roll made to resist Fatigue resulting from environmental effects such as cold, heat, hunger, sleep deprivation, or thirst. In addition, you may ignore one level of Fatigue, regardless of its source.



SAVVY

Requirements: Novice, Smarts d10+

Whether you're highly educated, well-read, or simply in touch with your surroundings, you seem to know at least a little bit about everything. When you take this Edge you gain a +1 bonus on all Common Knowledge rolls and half your Smarts in additional defining interests.

SUPERIOR ATTRIBUTE

Requirements: Novice, Arcane Background (Super Powers), d8+ in chosen attribute

When taking this Edge, you must first permanently sacrifice 5 Power Points before designating a particular attribute as superior. The chosen attribute is immediately increased by two die types. If this takes an attribute above a d12, then each increase is a further +1 (such as a d10 going to a d12+1). Furthermore, it may be raised as high as d12+2 during character creation (either as a consequence of this Edge or by expending additional attribute or bonus points) and as high as d12+4 as a normal advance option once play has begun. You may still only raise one attribute per Rank. This Edge may be taken multiple times, but not more than twice for a single attribute.

SUPERIOR SENSE

Requirements: Novice, Alertness

One of your five senses is especially acute, granting you a +2 bonus on Notice rolls that depend on it, and allowing you to use it in a manner that may seem "supernormal"—e.g., identifying targets a half-mile away, being able to listen in to a whispered conversation in the next room, reading a book by running your fingers over the page, being able to Track a target by its scent, or identifying specific substances by taste alone. This Edge may be taken multiple times, but only once per sense.

VIGOROUS

Requirements: Novice, Vigor d8+

By virtue of your amazing constitution, you gain a +2 bonus on all Vigor rolls made to resist the effects of alcohol, drugs, disease, poison, knockout gas, and so on. This bonus applies to Vigor rolls to resist the effects of such substances. If you fail, you are affected normally (e.g., you suffer extra damage from a poisoned blade or fall asleep when hit with a cloud of sleep gas). The bonus is not applied to soak rolls.

COMBAT EDGES

BACK ALLEY SCRAPPER

Requirements: Novice, Fighting d6+

You are skilled at grappling and street fighting and gain a +1 bonus on all Grappling rolls, including Strength and/or Agility rolls to maintain a hold or inflict damage on a grappled opponent.

BRING IT ON!

Requirements: Seasoned, Fighting d10+

You are a master of defending against multiple attackers. Opponents gain no Gang Up bonus against you.

CAT'S EYES

Requirements: Novice; Notice d8+ or Alertness

You ignore 2 points of Darkness or vision penalties.

DEADLY

Requirements: Heroic, Fighting, Throwing, or Shooting d10+

When making a Called Shot or when your target has Cover, you ignore 2 points of penalties. This Edge applies to Fighting, Throwing, or Shooting attacks, but may be taken up to three times, applying to each kind of attack separately.





DRAGON'S GRACE

Requirements: Heroic; Martial Arts Master, Spirit d10+

Due to intensive training and discipline, opponents attacking you with ranged weapons use your Parry when resolving attacks as long as you're aware of the attack and able to move freely.

FISTS OF STEEL

Requirements: Seasoned, Martial Artist or Strength d12+

Through rigorous training and conditioning or sheer brute strength, your unarmed strikes are now AP2. When attacking objects with your bare hands, you gain the bonus damage for a raise on your attack roll and your damage may ace.

MARTIAL ARTIST

Requirements: Novice; Agility, Spirit, or Strength d8+; Fighting d8+

You have been trained in the art of hand-to-hand combat and your entire body is considered a weapon. Your unarmed attacks do Str+d6. The damage you inflict unarmed is not restricted by having a lower Strength die type, so even a character with a d4 Strength would do d4+d6 damage with this Edge.

MARTIAL ARTS MASTER

Requirements: Veteran, Martial Artist

Your hands and feet truly should be registered as deadly weapons. Your unarmed damage increases to Str + d8.

SWASHBUCKLER

Requirements: Novice, Acrobat, Agility d10+

When you are unencumbered (i.e., carrying weight equal to or less than your normal Load Limit) you gain an additional +1 Parry. You also gain a +2 bonus on any roll related to performing a particularly "swashbuckling" act such as swinging from a chandelier, sliding down a banister while engaged in swordplay, or leaping out of a window only to bounce off an awning and make good your escape.

LEGENDARY EDGES

AWE-INSPIRING PRESENCE

Requirements: Wild Card, Legendary, Strong Willed

You may double your normal command radius and make Tests of Will against groups of Extras as if they were a single entity (i.e., the group makes a group roll when opposing your attempt). You may also apply the effects of your Leadership Edges to allied Wild Cards that willingly submit to your leadership.



ROCK OF GIBRALTAR

Requirements: Wild Card, Legendary, Spirit d10+, Vigor d10+

You are physically tough and mentally resilient, and can only be taken out by a truly decisive blow. If you are ever Shaken, further Shaken results are ignored (i.e., they do not inflict wounds).

POWER EDGES

GIZMO

Requirements: Seasoned, Arcane Background (Weird Science)

You have created a one-of-a-kind device that operates beyond the bounds of normal technology. Each time you select this Edge, you have created a new device that functions as an Edge. You must meet the rank requirement of the Edge and your Weird Science skill must equal or exceed the highest die type (if any) of the Edge in question. Edges that should be excluded include Arcane Backgrounds, Rich, and Filthy Rich, and Power edges among others. Common sense should dictate in all cases. Should an Edge need another Edge as a requirement, that Edge must already be incorporated into the device. A device can be lost, broken, or stolen, but the character should be able to replace it within a week or so of game time. A device may be lent to others for their own use.

Note: Gizmos do not stack with the Edge they are replicating.

Example: Professor Storm is always getting into scrapes and wants to build a probability device that gives him predictive hints in combat (i.e. the Dodge Edge). Possessing Weird Science of a d10, he can certainly build the device by spending an Edge. Next adventure, he has his Gizmo (Dodge).

INNATE POWER

Requirements: Novice, Arcane Background (Super Powers)

An Innate Power is one capable of affecting only your hero. Activating an Innate Power is a free action and requires you to expend Power Points in the normal fashion; however, you do not need to make a skill roll—the power always functions at its listed effect (e.g., if you activate Boost Trait, your chosen trait will always increase by one die type). Innate powers may be maintained and disrupted in the normal fashion.

Each time you take this Edge you choose one of your powers to make innate. Powers such as Armor, Boost Trait, Environmental Protection, Fly, Quickness, Speed, and Teleport are all appropriate choices; however, powers that cause damage or can be used to directly affect another character, are generally not. The GM has the final say as to which powers are appropriate for his campaign. The Edge may be taken multiple times with each instance being applied to a different power.

If an Innate Power allows an enhanced effect with a raise, you may choose to permanently sacrifice 5 Power Points when taking this Edge. Doing so allows you to activate the power as though you rolled a Raise (e.g., using the above example, your Boost Trait power would automatically increase your chosen trait by two die types).

TRADEMARK POWER

Requirements: Seasoned, Arcane Background, Arcane Skill d10+

You have studied one particular arcane power (chosen when you take this Edge) and have mastered its subtleties. When using this power, you may add a +2 bonus to your Arcane Skill roll. This Edge may be taken multiple times; however, it cannot be taken more than once per Rank, nor may it be applied more than once to any given power.



PROFESSIONAL EDGES

All of the Professional Edges in the Savage Worlds rulebook are found in Ravaged Earth in addition to the ones following

G-MAN (FBI AGENT)

Requirements: Novice, Fighting d6+, Investigation d6+, Shooting d6+

You are considered the cream of law enforcement and the reputation of your department precedes you. You enforce the laws of the land and may carry any firearm without reproach. As such, you gain Connections (Law Enforcement) and Obligations (Major, FBI). You also receive a +2 bonus on Intimidation attempts against any who are aware of -and care about- your status as a G-Man.

You were issued an official FBI identification badge, a pair of handcuffs, and a Colt Service pistol when you took the oath to uphold the Bureau's creed of "Fidelity, Bravery, and Integrity".



HOBO

Requirements: Novice, Arcane Background (Psionics), Streetwise d6+, Survival d6+

Your life on the streets has toughened you and made you smart, your psionic abilities have attracted the attention of the Circle of Wonder and Light. As such the Circle has instructed you to better use your powers. You gain a +2 bonus on all opposed Psionics rolls and +2 to Streetwise and Survival rolls. You have a Vow (Major: Uphold Calhoun's Creed).

Calhoun's Creed

As declared by Captain Henry Calhoun, 1932

- * All Hobos must give up any material possessions they cannot carry on their person.

- * All Hobos must forsake the corrupting idea of personal wealth.

- * All Hobos must undertake a life of service, seeking out those who are unable to help themselves.

- * All Hobos must use their power only in the service of that which is good.

- * No Hobo must ever teach the Way of the Circle to a non-believer, this is Calhoun's right alone.

- * A Hobo may call upon the aid of another Hobo, but then owes that Hobo a debt.

- * Any Hobo not adhering to the tenets of the Mantra is subject to Calhoun's judgment.

HOT-SHOT

Requirements: Novice, Ace

The effects of this Edge apply to a single vehicle you possess (chosen when this Edge is taken). You may ignore the normal penalty associated with making a soak roll for your chosen vehicle. You may also apply a +2 bonus when making Repairs on it. If "your baby" is lost or destroyed, you must spend a few weeks getting to "know" its replacement before the effects of this Edge kick in.



IMSR GADGETEER

Requirements: Novice, Gadgeteer

You are a card-carrying member of the Institute for Modern Scientific Research. Due to your advanced scientific mind and special training received under the auspices of the Institute's master gadgeteers, any "jury-rigged" devices you create have a number of Power Points equal to your current Power Point total. While at the Institute, you are given free room and board as well as access to a well-stocked laboratory and research library. You also gain the Connections (IMSR) Edge for free as well. However, in return for these benefits, you must adhere to the IMSR Code of Ethics (Vow: Major, see below), and if found in violation of said code, are subject to disciplinary action by the IMSR Board of Ethics.

IMSR Code of Ethics

Put forth by Dr. Winston Grainger, the IMSR Board of Trustees and the IMSR Board of Ethics, 1931.

- * Members must only use their talents to develop inventions, machines, conveyances, or medicines that assist or serve the public good.

- * Members may not sell, trade, barter or give away research data, blueprints or plans, inventions, or products of their research, nor may they receive monetary compensation for their work.

- * All reports or research findings must be free of fabrications, falsifications, plagiarism, embellishments, or misrepresentations.

- * Treatment of test subjects, whether human, animal, or otherwise, must be humane.

LINGUIST

Requirements: Novice, Smarts d8+

You immediately gain an additional number of languages equal to half your Smarts die. When encountering a language with which you are not fluent, you are allowed a Smarts roll in order to successfully communicate. Written or exotic languages require a Raise. What is deemed an exotic language is at the GM's discretion.

MAGICIAN

Requirements: Novice, Wizard

You have undergone formalized training in the arcane arts from the Academy of Prestidigitation and Conjuration. As a result, you gain an extra 5 Power Points. These extra Power Points do not count against your normal once per Rank limit. Magicians are a tightly-knit group, so you also gain the Connections (The Academy) Edge for free as well. However, in accepting Zoltar's tutelage, you have sworn to uphold the tenets of the Magician's Code (Vow, Major, see below). Failure to do so may result in whatever disciplinary action Zoltar (the GM) deems appropriate.

The Magician's Code

Adopted by the Trustees Board, Academy of Prestidigitation and Conjuration, 1931

- * No Magician must ever willingly use his craft to further the goals of the forces of evil.

- * No Magician must ever willingly use his craft to cause harm to innocent persons.

- * No Magician must ever willingly divulge the secrets of his craft outside of the Academy.

- * No Magician must ever willingly study, recite, or practice black magic.

MAN OF A THOUSAND FACES

Requirements: Novice, Persuasion d6+, Stealth d6+

You are adept at both concealing your identity and impersonating others. You get a +2 bonus on all rolls made to disguise your true identity or impersonate others.

MOUNTAINEER

Requirements: Novice, Strength d6+, Climbing d6+

You are a skilled climber receiving +2 to all Climbing rolls. You may move your Strength in inches per round with proper equipment and half that without.



OKLAHOMA THUNDERBOLT

Requirements: Novice, Agility d8+, Riding d8+

You ride like you were born in the saddle and may add a +2 bonus to all Riding rolls. By spending a benny you may make a Riding roll to soak any wounds your mount may take. Each success and raise negates one wound. You may also mount or dismount as a free action.

ONE HAND ON THE WHEEL

Requirements: Novice, Ace

While Driving, Riding, or Piloting you may make one additional action (subject to GM approval) without invoking the normal Multi-Action Penalty. For example, you could fire your pistol while driving your automobile, rush by and sweep someone off their feet riding your horse, or drop a bomb while piloting your trusty aeroplane.

ROBOTICIST

Requirements: Seasoned; Arcane Background (Weird Science); Knowledge (Robotics) d8+, Knowledge (Artificial Intelligence) d8+, Weird Science d8+

Each time you take this Edge you create a single robot. This Edge may not be taken more than once per Rank. If a robot is ever lost or destroyed, it immediately ceases to function, and you may create a replacement next adventure, provided you are somewhere it would be feasible to do so.

A robot is a Wild Card with three wound levels, but has no bennies of its own. Creators may share their bennies with their robots.

Robot

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Shooting d6

Pace: 6; Parry: 5; Toughness: 7

Gear: As given

Special Abilities:

- Brawny: Robots are capable of carrying loads 8x their Strength.
- Construct: +2 to recover from being Shaken; no additional damage from called shots; constructs do not suffer from poison or disease.
- Fearless: Robots are immune to Fear and Intimidation.
- Weakness: Wounds do not heal naturally and must be repaired. Each wound takes a Repair roll and 1d6 hours.

At each level-up, the character makes a Weird Science roll to improve his Robot. On a failure, there is no improvement. With a success, the player may choose one Minor Improvement. On a raise, the player may choose a Minor and a Major Improvement or one Superior Improvement. Improvements may be taken multiple times for stacked effects.

ROBOTIC IMPROVEMENTS		
MINOR	MAJOR	SUPERIOR
Increase a skill one die type.	Increase an Attribute one die type.	Increase an Attribute and its maximum by one die type.
Gain a new skill at a d4.	Gain a Combat Edge of owner's Rank or less.	Gain any Edge of the owner's Rank or less.
Str+2 Fighting damage.	Gain a new skill at d6.	Gain a new skill at a die type equal to its linked Attribute.
Alertness Edge.	Gain 2 skills at d4.	Self-Repairing; Regeneration (Slow).
Low Light Vision.	Increase 2 skills one die type.	Upgrade (Gain Power known by its owner) and 10 PP.

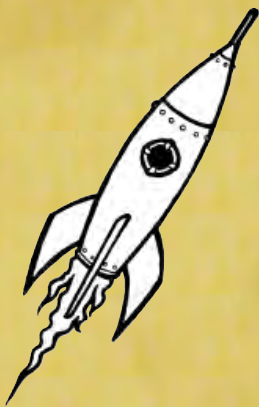


ROCKET RANGER

Requirements: Novice; Fighting d6+, Guts d6+, Piloting d8+, Shooting d6+

You are a member of the International Rocket Corps, an elite global law enforcement agency governed by the League of Nations. You enforce international law and may carry any firearm without reproach. As such, you gain Connections (Law Enforcement) and Obligations (Major, IRC). You also receive a +2 bonus on Intimidation attempts against any who are aware of -and care about- your status as a Rocket Ranger.

Before being sent on your first assignment, you were issued an official IRC identification badge, a Colt Service pistol, a heat-resistant uniform, and a rocket pack.



The International Rocket Corps Creed

Approved by the IRC Ruling Council, 1934

We, the members of the International Rocket Corps, pledge to uphold the following principles:

- * To serve, protect, and enforce international laws in accordance with the League of Nations and International Law.
- * To be vigilant against that which threatens the life, limb, or property of peaceful citizens.
- * To relentlessly pursue fugitives from the law and bring them to justice.
- * To conduct ourselves with dignity, honor, and fidelity in enforcing and upholding the law.
- * To never leave a comrade in harm's way or at an enemy's mercy.

The Rocket Pack

The rocket pack weighs 20 pounds, and allows the user to travel at speeds of over 100 mph. With a ceiling of about 500 feet and unlimited range, it is an efficient means of transportation, allowing a Ranger to quickly respond to calls for help. Each hour of continuous usage requires a successful Vigor roll or the Ranger suffers a level of Fatigue. The device is controlled using the Ranger's Piloting skill while performing any maneuvers other than level flight (which a trained Ranger can do automatically). Non-Rangers suffer a -2 penalty to their skill roll in most situations. Rangers ignore the Unstable Platform penalty when firing pistols while operating the device.

A rocket pack can carry up to 50 pounds (exclusive of the Ranger's own weight) without affecting its performance. In a pinch, up to 200 pounds may be carried; however, doing so halves the device's normal speed, acceleration, climb, range, and ceiling. Carrying extra weight also imposes a -2 penalty on the Ranger's Piloting rolls when attempting anything other than normal level flight. When the pack is damaged, the Ranger must make a successful Piloting roll to land safely. Failing that, he may spend a benny to crash land without serious injury (normal falling damage), though this results in the total destruction of the pack.

Acc/Top Speed: 12/48 (120mph); Climb: 6; Toughness: 9; crew: 1; Cost: IRC-issued device (\$1500)

WELL-ROUNDED

Requirements: Wild Card, Novice, chosen Attribute at d10+

When you take this Edge choose a single Attribute that you possess at d10+. Whenever you make a roll that requires a skill you do not possess, and that is linked to your chosen attribute, you may ignore the normal Unskilled modifier (i.e., you make the roll using a d4 rather than d4 -2). This Edge may be taken multiple times, once per attribute.



SOCIAL EDGES

ALTERNATE IDENTITIES

Requirements: Novice

You have several (equal to your Smarts die type) alternate identities (e.g., identity cards, travel passes, and passports) which, to all but the most intense scrutiny, appear to be legally established and beyond reproach. Anyone attempting to identify you has an equal chance of pulling up any of these identities. Given enough time and effort your true identity will eventually be revealed (i.e., when you run out of alternate identities). Identities that are revealed during a given session are not available for the remainder of the session; however, they are replaced by new ones at the start of the next session. You cannot take this Edge if you possess the Cat's Pajamas Edge.

ANIMAL MAGNETISM

Requirements: Novice

You've got "It" – raw sex appeal and animal magnetism that makes members of the opposite sex act irrationally when they are around you. Others often refer to you as a Lady Killer or Femme Fatale and you receive a +2 Charisma bonus when dealing with members of the opposite sex. If you choose to do so, you may pour on the charm by spending a benny to double your normal bonus. However, if your attempt fails, you will be unable to sway the target for the remainder of the session, regardless of how thick you lay it on—they're on to your game!

CAT'S PAJAMAS

Requirements: Seasoned

You are well known to the general public. Your fame grants you a +2 Charisma bonus when dealing with those that have heard of your reputation. You cannot take this Edge if you possess the Alternate Identities Edge.



STREET SMARTS

Requirements: Novice, Streetwise d8+

Your hero is in touch with the "rhythm of the streets" and gains a +2 bonus on all Streetwise rolls.

KNACKS

Knacks are those nifty abilities a hero possesses that are not quite as powerful as full-blown Edges, but are nonetheless useful and help define who he is. All heroes get one free Knack at character creation.

A Good Swift Kick: Once per session you can fix any mechanical conveyance simply by delivering a good swift kick—no Repair roll necessary. This counts as a regular action.

Aquanaut: You're as at home in the water as you are on land. Your Swimming Pace is equal to your normal Pace or one-half your Swimming skill (whichever is greater).

Bite Through Nails: You have amazingly strong teeth and jaw muscles, and can easily bite through ropes, leather thongs, vines, and even ten-penny nails with a successful Strength roll.

Brachiator: You can travel by swinging on vines, tree branches, ropes, chandeliers, etc. as if it were your normal mode of movement (i.e., you move at your normal Pace and can “run”).

Catchphrase: When you take this Knack you must also come up with a catchphrase (e.g., “Evil begets only evil” or “Don’t forget to tell them Ace sent you”). For each benny spent, you may utter the Catchphrase in order to gain a +2 bonus to your next Trait roll.

Contortionist: You are extremely flexible and are able to fit into or through small spaces.

Eagle Eye: Whenever you take the Aim maneuver, you may spend a benny (before rolling the dice) to double the normal bonus.

Heroic Inspiration: You are prone to episodes of amazing feats of strength, intellect, endurance, inspiration, or grace. Once per session you may apply a +4 bonus to a single Trait roll.

Internal Clock: You always seem to know the current time—down to the exact second. Very useful when attempting to get away from the timed demolition charge you just set.

Johnny-on-the-Spot: Once per session you may ignore your initiative card and go first—even if someone has a Joker! In fact, when you invoke this Knack you are treated as if your initiative card were a Joker.

Lip Reader: So long as you can see the target’s lips you can discern what is being said.

Mimicry: You are able to imitate flawlessly any voice you have heard in addition to altering your own voice to make it unrecognizable.

Photographic Memory: So long as you are paying attention, you remember everything you see, hear, or read down to the tiniest detail.

Psychometry: You are prone to sporadic and intense visions of past or future events. These may be triggered by contact with a person, place, or thing related to the vision or occur randomly as determined by the Gamemaster. In all cases, the GM will make a secret Trait roll using your Spirit die type. With a success, you have an immediate, albeit vague, vision. A raise on this roll grants additional information or clarifies the vision in some way. It’s up to the GM to determine when you have a vision as well as its parameters and effect within the game.

Just a Scratch : Once per session you may spend a benny to automatically ignore all damage resulting from a single attack.

Unerring Sense of Direction: You never get lost so long as you have access to an accurate map. Even without one, you always know in which direction you are facing and may make a normal Smarts roll to get your bearings.

Universal Gadget: Once per session, you may declare that your hero has the “perfect tool for the job”, even if it’s not listed on his character sheet. This includes any mundane weapon (and one ammo load, if appropriate) subject to the GM’s approval.

This list of Knacks is not all-inclusive. You should feel free to expand it—just remember to run it by your GM first. As a general rule of thumb, unless the Knack provides a relatively minor or extremely focused ability, its use should require you to spend a benny or be limited to no more than a few uses per session.



GEAR AND EQUIPMENT

Now that you've created your character, you need to supply him with a few things before sending him off in search of adventure. We've included several lists that describe most of the items your hero will need to survive the Ravaged Earth. The GM is encouraged to expand these lists as necessary.

The two Tong thugs stood over the battered body and smiled toothy grins.

The Gallant Ghost, his mask bloody and his fedora rumpled, clutched his gut. They had caught him off guard and laid quite a beating into him...if he could only reach his sword.

"We finish job now," one thug said, deftly producing a switchblade from somewhere within his silken suit. "Then there be no more Ghost."

"I get hat!" said the other.

"No! I kill. I get hat. You get cloak."

"Stop you fools!" a bellowing voice commanded.

The two men froze, bowed deeply, and quickly stepped aside as the wizened figure glided past them, his feet floating several inches above the blood-soaked ground. While he appeared as an elderly oriental in deep green silk robes, the power that his frail form contained made the Ghost's hair stand on end. He stroked his mustache for a moment and then whirled toward his henchmen, the golden dragons embroidered on his robes flaring to attack.

"Leave my presence at once! I shall take care of this one." Bowing once again, the lackeys quickly vanished into the darkness.

"The Gallant Ghost. What an unexpected surprise. I thought you were dead."

"The first of many mistakes, Jade Dragon," said the Ghost, pulling himself off the pavement. "Your enforcers in Los Angeles were less than helpful, but I got the information I needed out of them and that led me to here to San Francisco."

"What a pity you came such a long way just to die," the Jade Dragon said.

"If I had a nickel for every time someone threatened to kill me," said the bleeding hero, his eyes focusing on his nemesis, "I'd be able to hire someone to bust heads for me. I saw what you're importing

in that warehouse. Do you really think it's worth turning every Chinatown on the California coast into a battlefield just to reestablish a dead dynasty?"

"You think you are so superior. Don't you?! Soon that will change, for when I acquire the Emperor's Heart the Celestial Empire will rise again!"

With a well-practiced motion, the Gallant Ghost kicked his blade into his hand and deftly thrust it through the silk robes of his adversary. The old man looked down at his wound and smiled. He moved his wizened hands in a strange, rhythmic motion, summoning a ball of glowing white energy.

"And now, my foolish Ghost," said the Jade Dragon, "let me teach you the error of your ways."

The Ghost looked up and grinned as he reached for his utility belt. "Good thing I went by Harry's Pawn Shop first!"

ECONOMICS 101

When dealing with prices, just keep in mind that an item will normally cost around 10% of its modern-day equivalent; however, the GM should feel free to vary this as common sense dictates (for example: guns in a remote North African village may cost much more than their listed price). A simple rule of thumb is an American dollar in Ravaged Earth is worth about 10 times that of a real U.S. dollar. Just keep it close and keep things moving.

DOLLARS, POUNDS AND REICHSMARKS

Money is hard to come by. In America, the legal currency is dollars and cents. In Great Britain, they use pounds and pence. Germany uses reichsmarks. Italy has the lira. Well, you get the idea. To keep things simple just assume all monetary amounts are equal and tack on the appropriate currency type (e.g., a \$25 item in the United States will cost 25£ in Great Britain). We realize that this is not very accurate; however, it does keep the focus on the heroes rather than the things that they buy, and in the end, especially in the pulps, money plays a relatively minor role. For those of you that demand a bit more accuracy, check out ***The American Dollar Abroad*** on the next page.



CONVERTING CURRENCY

Not all adventures occur within the confines of the United States, and not all heroes hail from America. When traveling abroad, it might come in handy to know the exchange rate for the U.S. dollar in the area in which you are traveling. Also, if your GM allows you to create heroes that hail from another country, he may wish to alter the gear and equipment lists to reflect the native currency. To provide for these variables, we have whipped together a simple conversion chart that includes some of the most common forms of currency that your heroes may encounter. The given rate reflects the value of one unit of the listed currency in US dollars (e.g., one rupee equals \$0.60USD, so \$3USD equal 5 rupees) and has been rounded to the nearest \$.05.

WEALTH AND POSSESSIONS

Ravaged Earth's central focus is on two-fisted tales of action and adventure. Wealth should be seen as "window dressing" for the most part. For example, a hero with the Filthy Rich Edge should have access to a Boeing Clipper; however, he doesn't need to worry about paying the crew, the costs of maintenance, or the fuel bills. It is by virtue of his assumed wealth that all of this is handled. He should be able to call his chauffeur to drive the heroes about town and his predilection for staying in the swankiest hotels should be taken for granted. So long as a hero doesn't abuse his "privileges", the GM should simply write such things off as "part of the game".

By the same token, the average hero should be able to buy everyday items without worrying about every nickel and dime he spends. You should only have to worry about keeping track of your character's wealth during character generation and in those situations where the GM deems such bookkeeping to be worth the effort (such as when portraying a hero with the Poverty Hindrance). In order to become immersed in Ravaged Earth, you need to view money and possessions as nothing more than plot devices designed to further the story. Possessions come and go as is dramatically appropriate, so don't obsess over them.

THE AMERICAN DOLLAR ABROAD

Country	Currency	Exchange Rate
Argentina	Peso	\$1.65
Australia	Pound	\$8.25
Austria	Schilling	\$0.25
Belgium	Belga	\$0.25
Brazil	Milreis -	\$0.20
Canada	Dollar	\$1.70
China	Yuan	\$0.40
Costa Rica	Colon	\$0.80
Cuba	Peso	\$1.00
Czechoslovakia	Krone	\$0.05
Ecuador	Sucre	\$0.35
Egypt	Pound	\$8.40
France	Franc	\$0.10
Germany	Reichsmark	\$0.40
Great Britain	Pound	\$8.25
Greece	Drachma	\$0.05
Haiti	Gourde	\$0.20
India	Rupee	\$0.60
Indo-China	Piaster	\$0.65
Italy	Lira	\$0.10
Japan	Yen	\$0.85
Mexico	Peso	\$0.85
Middle East	Dinar	\$8.25
Netherlands	Guilder	\$0.70
Panama	Balboa	\$1.70
Poland	Zloty	\$0.20
Portugal	Escudo	\$0.10
Spain	Peseta	\$0.35
South Africa	Pound	\$4.90
Sweden	Krona	\$0.45
Switzerland	Franc	\$0.35
Turkey	Piaster	\$0.10
USSR	Ruble	\$8.70



Item	Cost	Weight	Notes
Aviator's gear	\$25	3	Includes cap, goggles, scarf, fur-lined boots and jacket
Backpack	\$5	2	60 lbs. capacity
Bedroll	\$3	4	Insulated "sleeping bag"
Blanket	\$1	3	-
Binoculars	\$15	2	Includes leather case; 10x magnification; +1 Notice
Candle	\$0.05	-	Illuminates Medium Burst Template
Camera	\$5		Kodak Brownie; requires film to operate
Canteen	\$1	1	2 quart capacity; weighs 3 lbs. when full; includes carrying strap
Cartridge belt	\$1	1	Holds 50 bullets or 8 magazines
Cigarette lighter	\$1	-	
Clothing, formal	\$30+	-	Includes pants, shirt, coat, hat, shoes, and all accessories
Clothing, normal	\$15+	-	Includes pants, shirt, coat, hat, shoes, and all accessories
Cold weather gear	\$25	4	Includes parka, boots, gloves, and snow goggles
Compass	\$1	-	-
Cooking kit	\$6	-	Includes portable pots, pans, etc...
Crowbar	\$1	2	-
Film, b/w	\$.30	-	Per roll; 12 exposures per roll
Film, color	\$1	-	Per roll; 6 exposures per roll
Film, 8mm movie	\$4	1	Per reel; 8 minutes per reel
First aid kit	\$5	1	Includes materials required to properly use the Heal skill
Fishing gear	\$4	1	Includes rod, reel, and tackle; +1 Survival
Flare gun	\$10	1	Uses flares
Flashlight	\$2	1	Illuminates Cone Template
Flint and steel	\$0.50	-	Requires one minute to start a fire on a 2+ (d6)
Gas mask	\$4	1	Protects from noxious and poisonous fumes
Geiger counter	\$10	2	Detects radioactive emissions up to 12" (72 feet)



Item	Cost	Weight	Notes
Grappling hook	\$3	2	Range: 3/6/12 (Throwing); can support up to 300 lbs.
Guitar or ukulele	\$5+	4	-
Hammer	\$1	1	-
Hammock	\$2	2	-
Handcuffs	\$2	1	-
Holster	\$3	-	Includes pistol belt or shoulder harness as appropriate
Lamp, carbide	\$4	3	Lamp clips to headgear, generator worn on waist; illuminates Cone Template
Lantern	\$3	2	Illuminates Large Burst Template
Lockpicks	\$20	1	Required to use Lockpicking
Matches, waterproof	\$0.50	-	20 matches
Mess kit	\$2	1	Tin cup, pail, and utensils
Movie camera	\$30	4	Requires film to operate
Pick axe	\$2	3	Str+2 damage and -2 Fighting when used as melee weapon
Portable radio	\$50	3	20 mile range
Quinine	\$5	-	30 pills; for treatment of malaria
Raincoat	\$3	2	-
Razor blades	\$0.25	-	Box of 10
Rope	\$2	10	60' of hemp rope
Safari gear	\$5	3	Includes a pith helmet, kahkis, and boots
Shovel	\$1	5	-
Steamer trunk	\$5	8	200 lbs. capacity
Suitcase	\$2	3	40 lbs. capacity
Sulfa powder	\$1	-	5 uses; +2 on rolls to avoid infection
Tent, canvas	\$5	12	Sleeps 2 persons
Telescope	\$25	4	Includes tripod; 25x magnification; +2 Notice
Tool kit	\$10	6	Includes tools required to use any skill "requiring special or appropriate tools"
Torch	\$0.50	½	Illuminates Medium Burst Template
Portable Typewriter	\$25	5	Includes travel case
Umbrella	\$2	1	-
Pocketwatch	\$3+	-	-
Wristwatch	\$5+	-	-



MELEE WEAPONS

In civilized society, few folks carry any weapons, other than a pocket knife at best. However, when dealing with some cultures and more remote areas of the world, carrying a piece of steel is as important as a full waterskin.

Type	Damage	Weight	Cost	Min. Str.	Notes
Axe	Str+d6	2	\$3	d6	Requires two hands
Bayonet	Str+d4	1	\$2	d6	Str+d6 when attached to a rifle
Billy club/Baton	Str+d4	1	\$1	-	Carried by most police officers
Brass knuckles	Str+d4	1	\$2	-	-
Dagger	Str+d4	1	\$3	-	May be thrown, Range: 3/6/12
Garrote	Str+1	-	\$2	-	If used in conjunction with the Drop, does +d4 damage instead, -2 to Notice if concealed
Katana	Str+d8	6	\$400	d6	Does +2 damage if wielded 2 handed.
Long sword	Str+d8	8	\$100	d6	-
Nunchaku	Str+d4	1	\$3	-	Reach 1, +1 Parry if used 2-handed, if wielder knows Martial Arts, may do his unarmed damage with this weapon
Rapier	Str+d4	3	\$25	-	Parry +1
Saber	Str+d8	4	\$50	-	-
Sap	Str+d4	1	\$1	-	Frequently carried by thugs and criminal elements
Short sword	Str+d6	4	\$50	-	-
Staff	Str+d4	8	\$3	-	Parry+1, Reach 1, requires two hands
Spear*	Str+d6	5	\$5	d6	Parry+1, Reach 1; May be thrown, Range: 3/6/12
Stiletto/Switchblade	Str+d4	1	\$2		-2 to Notice if concealed
Sword Cane	Str+d4	3	\$30	-	Parry +1
Whip	Str+d4	3	\$5	-	Reach 2, See Notes

Whip: A whip can be used to initiate a Grappling maneuver at a range of 2" (12 feet) as well as inflicting damage at a distance. Whips may also be used to make Called Shots (Limb, -2) against targets in order to disarm them. A whip can also be used as a rope, enabling the user to swing over narrow gaps of up to 3" (18 feet).

Notes on Light Sources: All light sources have a listed area of effect. Assuming Pitch Dark conditions, all areas within the light source's area of effect are considered to be fully illuminated. Beyond this area is considered Dim (up to twice the listed area of effect) or Dark (up to three times the listed area of effect).

Notes on Tracking Resources: You may have noticed that there are no fuels (e.g., batteries for the flashlight or kerosene for the lamp) listed for the various light sources. This is intentional. Why sweat the small stuff? Assume your light sources to be functional until the GM tells you they're not. Now, if you really need the details of such things: assume that \$0.50 will get you enough kerosene to power your lantern for 24 hours; a pair of batteries, costing \$0.25, will power your flashlight for about a month of average use; and the generator for the carbide lamp can keep you out of the dark for about 5 hours with a single battery. Torches and candles will burn for 30 minutes and 1 hour (respectively).



FIREARMS

There are hundreds of different firearms available—the following list is not meant to be all-inclusive, but rather representative. In the U.S., the legal purchase of an automatic weapon entails a \$200 tax in addition to the listed retail cost; of course, buying such weapons on the Black Market allows you to avoid this added expense.

Revolvers	Range	Damage	RoF	Cost	Weight	Shots	Notes
Colt Detective (.38)	12/24/48	2d6	1	\$25	4	6	AP1
Colt Peacemaker (.45)	12/24/48	2d6+1	1	\$30	4	6	AP1
Mauser Zigzag (9mm)	12/24/48	2d6	1	\$20	4	6	-
Rast & Gasser M1898 (8mm)	10/20/40	2d6+1	1	\$15	3	6	-
Remington Army (.44)	12/24/48	2d6+1	1	\$30	4	6	AP1
Smith & Wesson M27 (.357)	12/24/48	2d6+1	1	\$40	4	6	AP2
Webley Bulldog (.24)	2/24/48	2d6	1	\$20	3	6	-
Semi-Automatic Pistols	Range	Damage	RoF	Cost	Weight	Shots	Notes
Beretta 1934 (9mm)	12/24/48	2d6+1	1	\$50	4	7	AP1
Colt Super .38 (.38)	12/24/48	2d6	1	\$55	3	9	AP2
Colt Service (.45)	12/24/48	2d6+1	1	\$50	4	7	AP1
Mauser Military (7.65mm)	10/20/40	2d6	1	\$35	3	10	-
Remington Model 51 (9mm)	12/24/48	2d6+1	1	\$50	4	8	AP1;
Luger P-08 (9mm)	12/24/48	2d6	1	\$30	3	8	-
Webley & Scott (7.65mm)	12/24/48	2d6+1	1	\$40	3	8	-
Shotguns	Range	Damage	RoF	Cost	Weight	Shots	Notes
Double barrel	12/24/48	1-3d6	1-2	\$30	11	2	See Savage Worlds
Pump action	12/24/48	1-3d6	1	\$40	8	6	See Savage Worlds
Sawed-Off	5/10/20	1-3d6	1-2	\$30	6	2	See Savage Worlds
Rifles	Range	Damage	RoF	Cost	Weight	Shots	Notes
Browning M1918 (.30)	24/48/96	2d8	1	\$125	7	20	AP 2
H&H Double Express (.600)	24/48/96	2d10	1	\$115	7	2	AP 2
Lebel 1935 (8mm)	24/48/96	2d10	1	\$120	6	3	AP2; Snapfire
MAS 1936 (7.5mm)	24/48/96	2d8	1	\$110	4	5	AP2; Snapfire
Mauser 1895 carbine (7mm)	20/40/80	2d8	1	\$100	4	5	AP2
Sharps Big 50 (.50)	30/60/120	2d10	1	\$150	11	1	AP3; Snapfire
Springfield 1903 (.30)	24/48/96	2d8	1	\$110	5	4	AP 2



Submachine Guns	Range	Damage	RoF	Cost	Weight	Shots	Notes
Beretta M1918 (9mm)	12/24/48	2d6	3	\$120	10	40	AP 1; Auto
Mauser M57 (9mm)	12/24/48	2d6	3	\$100	11	32	AP 1; Auto
Schmeisser (9mm)	12/24/48	2d6	3	\$100	10	32	AP 1; Auto
Thompson M1928 (.45)	12/24/48	2d6+1	3	\$120	3	\$120	AP 1; Auto

Machine Guns	Range	Damage	RoF	Cost	Weight	Shots	Notes
.303 Hotchkiss Mk I	24/48/96	2d8	3	Mil	20	150	AP 2; Vehicle
303 Vickers/Lewis Gun	24/48/96	2d8	3	Mil	25	150	AP 2; Vehicle
7.92 MG17	30/60/120	2d8+1	4	Mil	20	250	AP 3; Vehicle
M2 Browning (.50)	50/75/150	2d10	4	Mil	84	200	AP 4; Snapfire

Mil: Normally only available through the military or black market channels.

Ammunition

Type	Qty	Weight	Cost	Notes
Arrow/Quarrel	5	1/5	\$1/5	For bow/crossbow
Blow dart	20	1/20	\$1/20	For blowgun
Bullets, small	50	3/50	\$2/50	Includes up to .32/8mm weapons
Bullets, medium	50	5/50	\$4/50	Includes up to .45/9mm weapons
Bullets, large	50	8/50	\$8/50	Includes .50/10mm or larger hand-held weapons
Flare	5	1/5	\$2/5	For flare gun; 2d6 damage
Spear	1	1/1	\$2/1	For spear gun

Armor

Type	Armor	Weight	Cost	Notes
Bulletproof vest	+2/+4	10	\$35	Covers torso only, negates up to AP 4; +4 protection from bullets
Leather jacket	+1	3	\$12	Covers torso and arms
Motorcycle helmet	+1	2	\$5	50% chance of protecting against a head shot
Steel pot helmet	+1	3	\$3	50% chance of protecting against a head shot



Weapon Accessories

Type	Weight	Cost
Ammunition Drum	1	\$3
Compressed Air Cartridge	2	\$15
Rifle Scope	2	\$30
Silencer	½	\$50

Weapon Accessories Notes

- *Ammunition Drum*: Each drum, loaded, holds up to 20 extra shots. May be attached to SMGs or MGs.

- *Compressed Air Cartridge*: Used to power the grappling gun and spear gun. Each cartridge provides enough compressed air for 20 shots.

- *Scope*: +2 to Shooting beyond short range if shooter doesn't move and fires only single shots. Bonus stacks with Aim maneuver. Attaching or removing a scope counts as a normal action. May only be used with rifles.

- *Silencers*: These devices are illegal in the United States and most European nations. They may only be used with semi-automatic pistols. Attaching or removing a silencer counts as a normal action. Any character that cannot see the shooter suffers a -4 penalty to Notice rolls to hear shots fired. A penalty of -2 is imposed on all Shooting rolls when the target is beyond short range. Attempts to conceal a weapon with its silencer attached impose a -2 penalty to the attempt.

TYPICAL COSTS OF LIVING

Apartments

Type	Cost	Notes
Cheap	\$20/month	One room with communal kitchen and bath
Average	\$35/month	Separate bedroom, with sitting room and eat-in kitchen
Quality	\$50+/month	Multiple specific-use rooms

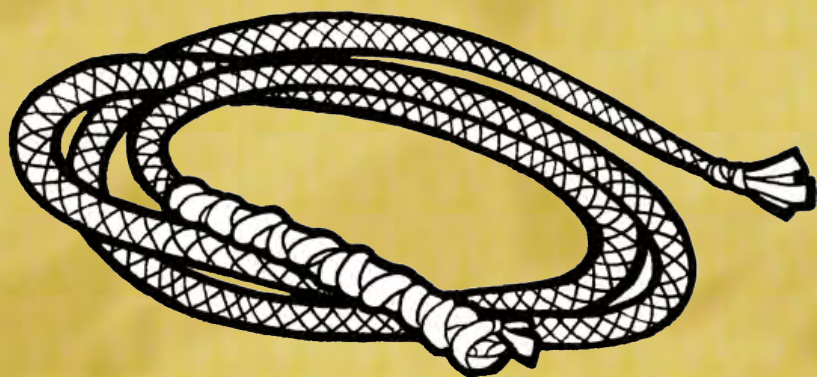
Hotels

Type	Cost	Notes
Flophouse	\$0.25/night	Single cot in large room with multiple tenants
Average	\$1/night	Private room with communal kitchen and bath
Quality	\$5+/night	Private room and bath

Houses

Type	Cost	Notes
Average	\$100/room per year	Row housing
Quality	\$250/room per year	Free-standing structure on a quarter-acre lot
Luxurious	\$500/room per year	Free-standing structure on one or more acres of private land

In addition to having a place to sleep, there are additional costs of living (food, clothing, toiletries, etc.).



Lifestyle

Monthly Cost of Upkeep

Bowery bum	\$10
Average Joe	\$25
Hi-falutin'	\$50
Ritzy	\$100





PROHIBITION IS THE LAW! AMERICA IS A DRY NATION!

The distribution of spirits
and liquor is punishable by law!

**YOU TAKE A DRINK,
YOU'RE IN THE CLINK!**

Food & Drink

In the United States, Prohibition is the law of the land. It is illegal to manufacture, transport, or purchase (although not to possess or drink) alcoholic beverages. In other countries, alcohol is usually cheaper. In the United States, alcohol may normally only be had in the form of moonshine or bought at highly inflated prices at the numerous speakeasies that may be found within most major cities.

<i>Item</i>	<i>Cost</i>	<i>Wt.</i>	<i>Notes</i>
Beer, draft	\$0.25	-	-
Beer, bottle	\$0.75	-	-
Liquor, bottle	\$10	-	-
Liquor, glass	\$1	-	-
Liquor, shot	\$0.75	-	-
Meal, average	\$1.00	-	-
Meal, lousy	\$0.25	-	-
Meal, top-notch	\$5.00	-	-
Moonshine	\$8.00	1	Gallon
Soda Pop	\$0.05	-	Bottle
Trail Rations	\$5.00	3	5 meals
Wine, glass	\$0.75+	-	-
Wine, bottle	\$2+	-	-

Entertainment & Relaxation

<i>Item</i>	<i>Cost</i>	<i>Wt.</i>	<i>Notes</i>
Broadway ticket	\$1 +	-	-
Chewing gun	\$0.05	-	1 Pack
Cigarettes	\$0.15	-	1 Pack
Cigar	\$0.75	-	Single
Cigar, Box	\$3.00	-	Box of 10
Movie ticket	\$0.10	-	-
Newspaper	\$0.10	-	-
Playing cards	\$0.35	-	-
Portable phonograph	\$10	3	-
Public bath	\$1	-	-
Pulp Fiction	\$0.10	-	-
Record	\$0.25	1/4	-
Shave and haircut	\$0.75	-	-
Speakeasy ticket	\$3+	-	-
Tobacco Plug	\$0.75	-	-



Animals & Supplies

Animal	Cost	Notes
Camel	\$50	-
Dog	\$20	-
Elephant	\$200	-
Horse, riding	\$50	-
Horse, heavy	\$100	-
Mule	\$30	-
Saddle & tack	\$10	-
Saddlebags	\$7	80 lb capacity

TRANSPORTATION

Following are a broad cross-section of vehicles commonly found on the highways and in the skyways of Ravaged Earth.

AIRCRAFT

Arado Ar68

The Germans began using this biplane in 1935; it has a ceiling of around 27,000 feet and a range of nearly 400 miles. These stats may be used for any high-end biplane fighter.

Acc/Top Speed: 20/80 (200mph); **Climb:** 20
Toughness: 10 (2); **Crew:** 1; **Cost:** Military
Weapons: Twin 7.92mm MG17s (Fixed/Forward)

Autogyro

A prototype of a modern helicopter, the autogyro uses unpowered rotor blades for lift, but a propeller pulls the craft forward. It has a ceiling of about 1000 feet and a range of 150 miles.

Acc/Top Speed: 5/20 (50 mph); **Climb:** 10
Toughness: 10 (2); **Crew:** 2; **Cost:** \$10,000
Weapons: None, but can be fitted with one rotating machinegun (180° front/side firing).;
Notes: 2 engines (if rotor blades are hit, roll on Altitude Change Table at the start of each round; if propeller is hit, autogyro can only hover or lose altitude).

Boeing Model 314 Clipper

Commonly called the "flying boat" because of its ability to both take off and land on water, the Clipper is the largest commercial aircraft currently available. It has a ceiling of nearly 20,000 feet and a range of over 5000 miles. These stats may be used for any large commercial transport plane capable of landing and taking off from either land or water.

Acc/Top Speed: 18/72 (180mph); **Climb:** 20
Toughness: 20 (2); **Crew:** 10+50; **Cost:** \$60,000
Weapons: None, but may be outfitted with a single machinegun on either side.

Curtiss F9C-2 Sparrowhawk

Developed specifically for the Navy's Airship Program, this biplane features a hook device on its top wing which allows it to be launched and recovered from a military airship. This plane has a ceiling of nearly 10,000 feet and a range of around 300 miles.

Acc/Top Speed: 12/36 (90mph); **Climb:** 15
Toughness: 10 (1); **Crew:** 1+1; **Cost:** Military
Weapons: Twin Lewis machineguns (Fixed Forward) and one rotating machinegun (180° rear/side firing).

Curtiss JN-4D "Jenny"

Typical biplane of the Great War, this plane has a ceiling of nearly 10,000 feet and a range of 225 miles. These stats (plus added weapons) may be used for any older biplane fighter.

Acc/Top Speed: 10/30 (75mph); **Climb:** 10
Toughness: 10 (1); **Crew:** 1+1; **Cost:** Military or \$500 (secondary market);
Weapons: None, but can be fitted with twin .303 Vickers (Fixed Forward).

Douglas DC-3

Popular with airline services, the DC3 has a ceiling of nearly 24,000 feet and a range of 2000 miles. These stats may be used for any small commercial transport plane.

Acc/Top Speed: 17/68 (170mph); **Climb:** 20
Toughness: 15 (2); **Crew:** 3+15 (sleeper) or 20 (daytime); **Cost:** \$35,000
Weapons: None



GeeBee Model Z

This small aeroplane is popular with stunt pilots and daredevils because of its high speed and maneuverability. Maximum altitude is around 12,000 feet with a range of 100 miles. These stats may be used for any small fast aircraft.

Acc/Top Speed: 28/110 (275mph); **Climb:** 25
Toughness: 10 (2); **Crew:** 1; **Cost:** \$25,000
Weapons: None

Johnston-Reynolds Floating Hotel

Known stateside as the Johnston-Reynolds Hotel, the line originated as the Air Wolf Zeppelin Tours in Germana, where they are still quite popular. The ultimate in airship luxury, the Johnston-Reynolds is the state of the art in zeppelin design. JRFH caters to the rich and famous who wish to travel in style within the airships twelve luxury suites. With enough space for 24 paying passengers, the Floating Hotel contains a lounge, library, smoking room, and dining room. Armaments are discretely disguised among ornamentations and decorations, but are a necessity to protect against air phantoms and sky pirates.

Acc/Top Speed: 5/30 (75mph); **Climb:** 15
Toughness: 14 (2); **Crew:** 10 (not counting service personnel); **Cost:** \$120,000

Weapons: 2 machineguns (180° firing arc), one along either side, 1 machinegun (180°) front, 1 machinegun (180°) rear. Also carries one fighter aircraft (use F9C-2 Sparrowhawk stats) that is launched and recovered via hook apparatus.

Notes: Zeppelins cannot stall; zeppelins can't make turns of greater than 90 degrees in a single round; critical hits affect only gondola.

Lockheed Model 10 Electra

This all-metal monoplane dates from 1934 and is equipped with a retractable undercarriage and a sophisticated gyrocompass for night flying. It has a ceiling of 29,000 feet and a range of over 1000 miles. Smugglers and rumrunners love this plane.

Acc/Top Speed: 29/86 (215mph); **Climb:** 20
Toughness: 12 (2); **Crew:** 2+4; **Cost:** \$35,000
Weapons: None

Sopwith Camel

It has a ceiling of about 20,000 feet and a 300 mile range. Use these stats for typical biplanes of the day.

Acc/Top Speed: 15/46 (115mph); **Climb:** 10
Toughness: 11 (2); **Crew:** 1+1; **Cost:** Military
Weapons: Twin .303 Vickers machine guns (Fixed/Forward)

ALTERNATIVE MEANS OF TRAVEL

Dog Sled

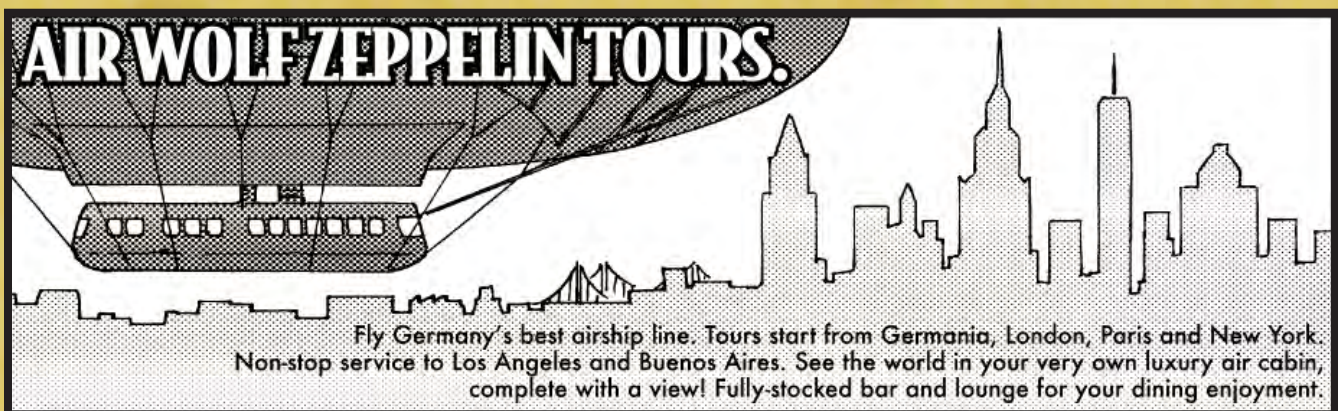
A team of ten dogs pulls this sled through snow and ice. The dogs aren't included in the cost.

Acc/Top Speed: 3/6; **Toughness:** 3
Crew: 1; **Cost:** \$15

Rickshaw

Human-pulled rickshaws are mainly used in the Orient. A driver must be furnished by the owner.

Acc/Top Speed: 3/8; **Toughness:** 5
Crew: 1+2; **Cost:** \$25



AUTOMOBILES & TRUCKS

Bucket o' Bolts

This is your basic old, beat-up automobile (usually a Ford Model T or Model A).

Acc/Top Speed: 5/20 (50mph); **Toughness:** 8 (2)

Crew: 1+1 or 1+3; **Cost:** \$200 (prior to 1930) or \$100 or less depending on condition (after 1930)

Notes: Roll a d6 at the start of each game week. On a result of 5+ your vehicle suffers a mechanical breakdown. Repairs require 2d6 days (unless parts are readily available or able to be salvaged) and cost \$5d6.

Coupe

This is your standard, relatively inexpensive automobile. Use these stats to represent any mid-priced automobiles such as the Essex Terraplane, the Ford or Chevrolet coupe, the Buick Century, or the Hudson 8 Coupe.

Acc/Top Speed: 7/28 (70mph); **Toughness:** 10 (3)

Crew: 1+2 or 1+3 (with rumble seat); **Cost:** \$350

Limousine

A good choice if you've got money to blow and a driver to shuttle you around. Style, comfort, and luxury are the hallmarks of this car. Many have amenities like a wet bar, a driver intercom, and two rear bench seats that face one another. The Cadillac Fleetwood, Cadillac V-16, and the Chrysler Airflow are representative of this class.

Acc/Top Speed: 8/32 (80mph); **Toughness:** 12 (3)

Crew: up to 1+5 (varies by model); **Cost:** \$10,000+

Phaeton

This one is a favorite of dignitaries and movie stars. Use these stats to represent any fancy high-end vehicle that the rich and the famous would be seen driving about in. Examples include the Mercedes Benz SS, the Duesenberg SJ, the Pierce Silver Arrow, and the Rolls Royce Phantom.

Acc/Top Speed: 10/48 (120mph); **Toughness:** 12 (3)

Crew: up to 1+4 (varies by model); **Cost:** \$15,000+

Roadster

Nothing screams "rich young playboy" like one of these. The perfect vehicle for taking your date for a speedy drive. Use these stats to represent any small, high-performance car such as the Stutz Bearcat, Alpha Romeo Tipo 8C, and the Cord 810 "Blown".

Acc/Top Speed: 13/52 (130mph); **Toughness:** 10(2)

Crew: 1+1 or 1+2 (with rumble seat); **Cost:** \$5000+

Sedan

The sedan is the preferred vehicle of gangsters and gunmen because of its ability to outrun most other vehicles. Besides, what's cooler than spraying the coppers with your Tommygun while riding on the running boards at high speed? Use these stats to represent any large, fast car like the Lincoln Zephyr, the Lincoln KB (V12), and the Studebaker President 8.

Acc/Top Speed: 10/40 (100mph); **Toughness:** 10(2)

Crew: 1+3 or 1+4 (with rumble seat); **Cost:** \$800+

Truck

Delivery vans are a common sight on the city streets. Six-wheel designs are the most prevalent and nearly all cargo-haulers have a capacity of at least 3 tons, but rarely more than 6 tons. The Ford Model A pickup, the Ford Model 830 pickup, and the Ford Model T utility truck are all commonly seen on the roads of Ravaged Earth.

Acc/Top Speed: 5/20 (50mph); **Toughness:** 11 (3)

Crew: 1+3; **Cost:** \$600+

Notes: When fully-loaded, the vehicle's Top Speed is reduced to 30 mph (3/12).

MILITARY VEHICLES

Scout Car

A wheeled, lightly armored vehicle designed for patrols and escort duties away from the frontlines.

Acc/Top Speed: 10/20 (50mph); **Toughness:** 12 (4)

Crew: 2; **Cost:** Military (\$500)

Weapons: M2 Browning .50 machinegun, pintle-mounted.



Light Tank

These stats can be used to represent the typical light tanks of the period, such as the Renault R35, the Panzerkampfwagen II, and the T-26B.

Acc/Top Speed: 4/12 (30mph)

Toughness: 16/12/12 (8/6/6); **Crew:** 2-3

Cost: Military; **Weapons:** Varies, 20–37mm main gun with 1-2 light machineguns.

Medium Tank

These stats can be used to represent the typical medium tanks of the period, such as the Vickers MkII and the T-28.

Acc/Top Speed: 2/10 (25mph)

Toughness: 20/16/16 (10/8/8); **Crew:** 3-4

Cost: Military; **Weapons:** Varies, 37–76mm main gun with 1-2 medium machineguns.

Heavy Tank

These stats can be used to represent the typical medium tanks of the period, such as the MkVIII “Liberty” and the T-35.

Acc/Top Speed: 1/8 (20mph)

Toughness: 24/16/16 (12/8/8); **Crew:** 3-5

Cost: Military; **Weapons:** Varies, 76mm main gun, 20-37mm secondary gun, with 2-4 medium/heavy machineguns.

MOTORCYCLES

Fast Motorcycle

This vehicle is the latest in motorcycle technology, with sleek design and air-cooled, V-twin engine. Use these stats for the latest in single-passenger “speedster” bikes like the Harley-Davidson Model EL (“Knucklehead”), Triumph Speed Twin, or Crocker Big Tank.

Acc/Top Speed: 13/40 (100mph)

Toughness: 8 (2); **Crew:** 1; **Cost:** \$450

Touring Motorcycle

Although the prototype for this class is a big red motorcycle with a side valve, 42-degree V-twin engine and a sidecar that holds one passenger (plus a storage compartment), you can use these stats for your standard

“big” motorcycles (including those used by the military) such as the Indian Big Chief and the Harley Davidson 45.

Acc/Top Speed: 9/28 (70mph); **Toughness:** 8 (2)

Crew: 1 + 1; **Cost:** \$300

WATERCRAFT

Canoe, Raft, or Rowboat

Basic one-to-two person small craft powered by paddling.

Acc/Top Speed: 1/2; **Toughness:** 8

Crew: 1+3; **Cost:** \$25+

Junk

Used in rivers and waters in and around the Orient. These stats can be used to represent any small sail-powered vessel.

Acc/Top Speed: 2/4; **Toughness:** 8 (1)

Crew: 1+4; **Cost:** \$250

Luxury Yacht

Pleasure boats of the wealthy have a few ornately-appointed rooms and a full crew.

Acc/Top Speed: 4/12; **Toughness:** 12 (2)

Crew: 1+10; **Cost:** \$60,000+

Riverboat

Steam-powered and full of energy, these are the workhorses of the most dangerous waterways the world over.

Acc/Top Speed: 2/10; **Toughness:** 10 (2)

Crew: 1+5; **Cost:** \$450

Speedboat

This is the preferred method of transportation for thrill-seekers and rumrunners.

Acc/Top Speed: 12/36; **Toughness:** 10 (2)

Crew: 1+3; **Cost:** \$2000



Swamp Boat

Swamp boats are flat-bottomed boats powered by aeroplane propellers and steered using a stick throttle.

Acc/Top Speed: 8/24; **Toughness:** 8 (2)

Crew: 1+3; **Cost:** \$500

A BRIEF INTERLUDE

Captain Eugene Spratt flew through the air like a human missile; his rocketpack's exhaust a glowing stream of orange-red against the blue sky. Below him, the shining silver train sped across the Nevada desert toward a gleaming city of futuristic towers. A dust cloud spewed from the third vehicle in the chase, an old olive-green Model T with a big white star on what was left of the hood.

They called the city Horizon. It meant hope and opportunity for the future. Spratt saw it and its creator, Dr. Millennium, a reclusive inventor and scientist, as troubling enigmas. Dr. Millennium had refused the protection of the U.S. Government and didn't let anyone he hadn't personally invited within half a mile of the city. While most folks had heard of Horizon, Spratt had never met anyone that had actually been there.

"This is Ace Handley calling Captain Spratt," crackled Spratt's wristband-radio. "Come in. Over."

Spratt put the wristband to his lips. "At the Speed of Need! How are you holding up? Over." The threatening hum of ray guns sizzled in the background. Spratt saw a vicious mix of death rays and machine gun fire chew up the side of the Model T.

"I'm fine, but I think the General is going to be upset when we give his car back to him," Ace said.

"I think I know how to stop that stolen weapon shipment from getting to New Horizon. You wanna tell them to slow down? Over."

"Rocket Ranger One, roger. Over." Spratt said with a smile.

As the leader of the elite International Rocket Corps, these chases probably looked hair-raising to the masses, but they were as routine for Spratt as bending over to pick up the morning paper. He dove straight for the train. Easy. Easy. He slowly let up on the throttle and gently landed on the train car opposite the Model T. Peering inside he saw a cluster

of silver jumpsuit-clad thugs leaning out the windows and firing on Ace. He pounded on the glass. A couple of them turned to face him, astonished looks on their faces.

"Pull over," Spratt yelled, "You're going too fast." With a toothy grin, he peeled away from the train, easily avoiding the angry fire aimed in his direction.

Meanwhile, Ace pulled the General's car closer to the speeding train. The two vehicles were five feet apart when he turned to look at his passenger. "Okay, now's your chance, pal," Ace urged.

Scooter barked once and leapt from the car through an open window on the train. Ace floored the accelerator and coaxed the engine a bit harder. He heard a pop as black smoke erupted from the battered hood of his dying vehicle. Ace knew it was now or never. Clambering through the broken windshield and jumping from the hood, his fingertips barely caught the edge of the train engine's side door. He pulled himself inside just in time to see Scooter, lever in his maw, yank downwards. There was the shriek of metal and the hiss of hydraulics. The rest of the train separated from the engine as Scooter leapt from the car, easily making it across the widening gap into Ace's arms.

"Good dog!" said Ace, ruffling Scooter's ears.

"Spratt to Handley, come in. You guys done yet? Over."

Ace laughed heartily. "The only way those goons are getting home is if they take the Heel-Toe Express!"

"Good afternoon, gentlemen," said an oily voice over the radio. "I have been monitoring your radio transmissions since you began to interfere with my train in Albuquerque. Changing frequencies is an exercise in futility."

Spratt clenched his teeth and said into his radio, "Dr. Millennium, I presume."



RAVAGED EARTH SETTING RULES

In Ravaged Earth, all player characters are Ravaged. As explained earlier under character creation, that simply means that, somehow or other, Aetherium has altered them and their destiny, separating them from the rest of humanity. This could be something as simple as the fact they are a Wild Card and that Aetherium has altered their luck or the effect it's had on the human constitution. The setting rules, for the most part, deal with these changes.

MODIFIED RULES

The characters, Ravaged as they are, enjoy numerous benefits that separate them from the rest of humanity. Following is what separates them from humanity at large.

BUMPS AND BRUISES

With a successful Vigor roll, Fatigue levels sustained from bumps and bruises are automatically removed at the end of the encounter in which they were sustained. If this roll is failed, they are recovered in the normal fashion (i.e., 24 hours from the time they were initially sustained).

UNARMED DEFENDERS

Wild Cards do not suffer the Unarmed Defender penalty.

THE INJURY TABLE

Permanent injuries inflicted on Wild Cards last only until the end of the session unless the hero gets a result of snake eyes on his Vigor roll. In such cases, the injury truly is permanent!

NATURAL HEALING

Wild Cards may make a natural healing roll at the start of each game day.

INHUMANLY TOUGH

The Ravaged rarely die, but are beaten down only to rise again despite all odds. Heroes who would otherwise die by the standard Savage Worlds rules are Incapacitated instead. The condition typically lasts for a 1d6 days at which point the hero can return to action. Any wounds suffered are healed.

This doesn't mean a character cannot die. Some villains and vigilantes go out of their way to dispatch their enemies, earning an ominous reputation. However, self-sacrifice is also a grand pulp tradition that Ravaged Earth honors. As such, some deaths are real and resonate in the Hall of Heroes.

VEHICLE RULES

The following rules apply only to planes or other vehicles designed for high-speed movement and equipped with weapons systems integral to their construction:

- Ignore the Speed Kills rule from the Savage Worlds rulebook. Aircraft were designed to operate at high speeds, and those trained to fly them do not suffer a penalty when doing so.
- When using weapons integral to the vehicle's construction (e.g., wing-mounted machineguns), the pilot or gunner may ignore the normal Autofire and Unstable Platform penalties as recoil is accounted for in the weapon's mounting system. Weapons such as a pintel-mounted machinegun for the second-seater in a biplane ignore only the Autofire penalty. A pilot or passenger firing a submachine gun from the vehicle still suffers both penalties.
- Pilots and gunners may use the Aim maneuver as long as the Pilot makes no Piloting rolls in the round he is Aiming (i.e., he simply maintains a level flight path). He must fire before making any Piloting rolls in the next round or the Aim bonus is negated.



DISGUISE & IMPERSONATION

To resolve these situations, simply use the following rules: When you try to passively appear as someone else (e.g., as part of a crowd or a group passing in a hallway), anyone actively observing you (and who would also have reason to suspect that something is amiss) gets an opposed Notice roll against your Stealth total. When you must actively convince someone of who you are, they get an opposed Smarts roll against your Persuasion total. The GM should feel free to apply additional bonuses or penalties based on the observer's familiarity with the target, the complexity or quality of the hero's disguise, the difficulty involved in pulling off the ruse, and the hero's chosen archetype.

ARCANE SECRETS OF RAVAGED EARTH

"Remarkable!" Zoltar said, his English accent echoing off the unfinished stone walls of the hidden library. Professor Bombay caught a glimpse of the astonishment and glee in his eyes as the chamber was momentarily lit by a lighting bolt that ripped across the sky above the small skylight. Zoltar stared at the leather bound book on the large oak desk in the center of the library. "Dr. John Dee's Book of Incantations and Magicks!"

The Professor looked confused. "The famous alchemist and court magician for Queen Elizabeth?"

"The very same," said Zoltar brushing aside his tails and sitting down at the desk.

"What does it mean?" Bombay said, nervously stroking his mustache. Something about the book made him uneasy. He could sense the mystical energy surrounding it.

Zoltar shrugged, doffing his top hat and pulling his ebony wand from its protective silk sleeve. As he slowly passed the wand over the yellowed pages of the book, they glowed brilliantly as first letters, and then complete words appeared. With a thoughtful rub of his chin, he snapped his wand once. It hovered in the air and illuminated the desktop with a warm yellow glow.

"Just as I thought!," he exclaimed. "This particular volume has been ensorcelled with a powerful enchantment." Bombay's eyes lit up as Zoltar continued. "Any magician trying to discern its

secrets would be bound helpless by powerful magicks that would literally suck the arcane essence from his soul as marrow sucked from a bone."

"How poetic!" chuckled the professor. "But what are we to do?"

Before Zoltar could reply, a thunderclap nearly deafened the perceptive pair. The light from his wand faltered and a cold, eerie fog billowed through the library's open door and crept slowly across the flagstone floor.

"Who is it?" Zoltar asked, spinning around in his chair. "Who's there?"

Into the flickering light stepped a familiar form. He was dressed more formally than Zoltar, with a dark blue cape and a gold pentagram dangling from his neck.

"Aleister Crowley," Zoltar gasped. "Hasn't anyone told you that cloaks are out this season?"

"I have a weakness for tradition," Crowley replied.

"Trucking with demons," said Zoltar, shaking his head. "Pure magic requires no such devilry."

"Pure magic," Crowley repeated with a sad chuckle. "The notions of pure and dark magic are ideas used by the weak to hide their fear of attaining true power."

"And the Amulet of Tiamat?" asked Zoltar.

Crowley thoughtfully caressed the amulet around his neck.

"That amulet is a Persian relic said to summon daemons and other vile creatures from the murky pits of Perdition, O Righteous Master," whispered Bombay.

"Do you like it, Bombay? I brought it along to negate Dee's enchantments and seize his secrets for my own."

Zoltar's wand whistled through the air into his hand. As he touched it, it glowed with a bright blue light. "Never, you scourge!" Zoltar yelled.

"Back, you Insidious Fiend!" Bombay shouted, fingers crackling with arcane energy.

"Always a duel," Crowley sighed, his eyes flickering red, "Though two on one hardly seems sporting. Let's see what I can do to even the odds..."



THE ARCANE MASTERS OF RAVAGED EARTH

Know how to create an arcane character for Savage Worlds? Good. That's exactly how you do it for Ravaged Earth. Sure, we present to you a variety of arcane archetypes to get you going, but in the end, you'll be building them like usual. If you've never used the arcane section of your book, now's your chance. Once you do all the basic creation, you'll simply apply appropriate trappings to make your character's powers unique. What's a trapping you might ask? Well, let me give you an example. Crisp is a mentalist while Simone is an animist. They both possess the power of bolt. Crisp might describe his power as waves of radiant light from his forehead while Simone summons tiny wind spirits to strike her enemy. In either case, they have the same range and do the same damage, but their description, their individual trappings, separates the two and is the key to creating interesting and unique arcane heroes! Unless noted otherwise in the following section, the Savage Worlds rulebook is your guide to the use of arcane powers in Ravaged Earth.

Starting Power Points and Powers

The number of Power Points and powers you start the game with depends on the arcane background you choose and are listed in the Savage Worlds rulebook.

Arcane Backgrounds

The existing arcane backgrounds have been redefined to better fit with the background of the Ravaged Earth setting. No new arcane backgrounds have been added.

- **Magic:** Aetherium infuses the world of Ravaged Earth and is drawn forth with elaborate rituals, words of power, runes and foci, or perhaps even dark sacrifices of some sort. Heroes rely on the raw power of Aetherium to fuel their eldritch fires. Once power is drawn forth, the hero manipulates it to produce tangible effects within the environment.

- **Miracles:** Aetherium provides the means by which individuals are able to contact extra-dimensional beings. It is also believed to serve as the medium through which they consequently receive their power. Arcane power is granted in return for performing certain rituals and propagating specific beliefs rather than through the direct manipulation of Aetherium.

- **Psionics:** Exposure to Aetherium has produced some sort of anatomical or physiological change within the hero's brain that allows them to tap innate power that, although present in most individuals, is normally inaccessible. The end result of said change being that these individuals are able to manipulate their environment using only the power of their mind.

- **Super Powers:** Super-humans have gained enhanced mental and/or physical powers. These powers result from genetic mutation. Whereas Aetherium unlocks untapped potential in some, it creates potential in the super-human. In many cases, the genetic mutation may even be transmitted to the hero's offspring.

- **Weird Science:** Some that are exposed to Aetherium, rather than gaining any specific powers, are instead blessed with an enhanced mental clarity and a well-developed ability to think outside—way outside—the box! These individuals have also realized that Aetherium can act as a source of nearly infinite power. By coupling such power with their esoteric designs they are able to create strange and wonderful devices that defy most scientific laws.

ARCANE SKILLS

Whenever the term "Arcane Skill" is used within the text, it refers collectively to the various arcane skills (Faith, Psionics, Spellcasting, or Weird Science) or to an individual power, in the case of heroes with the Arcane Background (Super Powers) Edge.



BACKLASH AND BRAINBURN

These are handled exactly as described in the Savage Worlds rulebook.

MALFUNCTIONS AND MISHAPS

Malfunctions are handled as described in the Savage Worlds rulebook; however, the malfunctioning device need only be Repaired on a result of snake eyes (known as a mishap); otherwise, the device simply fails to function for that instance, but may be used on the hero's next action. You could also create a Mishap Table, similar to the Backlash Table, for each of your devices.



SINS

The Savage Worlds rulebook states that “champions who violate their beliefs are temporarily or permanently forsaken by their chosen deity.” You must declare at least one mortal sin, one major sin, and one minor sin (although you are free to describe more) when choosing the Arcane Background (Miracles) Edge. During the game, the Gamemaster should try to create situations that tempt the faithful to stray. Heroes who commit sins are subject to the penalties outlined in the Savage Worlds rulebook.

The Mysterious versus the Arcane

Just because you have some strange ability doesn't mean that you have to possess the Arcane Background Edge as a means of representing it. The Acute Sense Edge or the Brachiator or Psychometry Knacks can all represent supernormal abilities. Any Edge or Knack can be given a supernormal or supernatural trapping.

For example, to create a mysterious warrior from the Far East, just make sure you have a decent Fighting die type and take the Martial Artist, Two Fisted, and Trademark Weapon Edges. For those of you that want to create a hero with truly supernatural abilities, take an appropriate Arcane Background Edge and choose trappings that fit your concept of how your hero derives or manifests his abilities and then choose appropriate powers—Armor can represent enhanced toughness derived from intense training, Environmental Protection can represent mind over body and Smite (perhaps coupled with either the Berserk or Frenzy Edges) can be used to represent fists of fury.

ARCANE ARCHETYPES

Like the character archetypes presented earlier, the following archetypes are intended as nothing more than a starting point for creating truly unique heroes. The Arcane Background most commonly associated with the archetype is listed in parentheses following its name.

Animist (Magic): According to animists, spirits inhabit all creatures and objects and can be called upon to intercede on behalf of those who know how to perform the proper rituals. The animist summons these spirits with offerings, chanting, or dancing, in the hope that they will agree to do his bidding.

Gadgeteer (Weird Science): These enigmatic fellows create strange and wondrous devices that break the most sacred scientific laws. These devices include such wonders as ray guns, hovercraft, giant robots, and invisibility belts. The more altruistic gadgeteers are card-carrying members of the IMSR.



Hobo (Psionics): Hobos belong to the Circle of Wonder and Light and live their lives according to Calhoun's Creed. These vagabonds give up their material possessions and wander the country, always on the lookout for those who are down-on-their-luck and in need of a helping hand. Their actions are guided by a belief in Karma and the mandates of Captain Henry Calhoun.

Magician (Magic): Most magicians are graduates of Zoltar's Academy of Presdigation and Conjunction and adhere (more or less) to the tenets of the Magician's Code. Those that learned their craft elsewhere tend to have learned their art from solitary masters. Magicians have an innate flair for the dramatic and tend to affect the dress and mannerisms of their mundane brethren—top hat, tuxedo, black cape, and for the more fashionable, white spats! This dramatic sense extends to the impressive sounding names they give their spells (like the Orb of Eternal Night instead of obscure) and the "stage names" they choose (The Magnificent Mandrake rather than John the Magician).

Man of Mystery (Super Powers): Men of Mystery are shadowy cloaked vigilantes who patrol the streets in search of evildoers to bring to justice. Some may possess an actual super power or two, while others tinker with arcane designs and devices. Many simply possess skills and abilities that have been honed to perfection by dint of extensive study, practice, and self-discipline.

Medicine Man/Witch Doctor(Miracles): Called many different things wherever he is found, this figure relies on the intervention of spirits to guide and help them cure diseases and injuries as well as protect them from harm. Whereas the animist views spirits as tools, these fellows venerate them as divine. These individuals shun devices of the modern world, believing that they interfere with the flow of nature.

Mentalist (Psionics): Mentalists learn to tap into the raw power of mental energy and harness it in order to affect the world around them. Unlike the Hobos of Caloun's Circle of Wonder and Light, mentalists are often loners and may not possess the same altruistic outlook. After all, learning to manipulate the world with their minds takes years of grueling self-study and opens their eyes to the power within their grasp. Because they value their privacy, many mentalists adopt an alter-persona or secret identity.

Priest (Miracles): Priests are the functionaries of organized religions and are granted the power to officiate over worship services and enact rituals for the glory of their god. Whatever divine power or powers exist, priests channel it with prayers, offerings, and rituals. Playing one of these characters means knowing the central dogma and beliefs of your chosen religion.

Sorcerer (Magic): Sorcerers are individuals who through arduous self-study and sacrifice have managed to unlock the secrets of magic. Why would someone go through the effort when all they really need to do is pony up the cash and attend Zoltar's Academy? Well, remember the Magician's Code? Let's just say that not everyone is as well-intentioned as the average magician. Sorcerers tend to be less efficient, but more powerful than trained magicians.

Super Human (Super Powers): Super heroes are duty-bound to fight evil. Sure, a super-human can live a quiet life going about his daily routine, concealing his enhanced abilities from the world, but in Ravaged Earth, it doesn't work that way. A super hero is a person of action who uses his powers against the dark forces of evil. They do this because a life of submission under criminals and marauding masterminds would be unbearable. For a super hero, not to aid society is the biggest crime of all.



Swami (Psionics): Swamis begin their training as yogis (or gurus) before attaining enlightenment and self-awareness. They gain their powers by studying and mastering the universe around them. Alcohol and the pleasures of the flesh are forbidden, as is gluttony and greed. Swamis dress the part, wearing turbans and robes and carrying around a book or two filled with Eastern wisdom.

Warlock/Witch (Magic): A witch channels their power through meditation and communal rituals. Many act in manner similar to the animist, channeling spirits through potions and charms, while others are more like sorcerers, studying dark secrets in order to gain their power. All witches must abide by the Rule of Three, which states whatever you do, be it good or bad, its effects return to you threefold.

Creating Unique Arcane Heroes

The key to creating unique arcane heroes lies in recognizing and exploiting the flexibility of the Savage Worlds system, not in endless special-case rules created to cover every possible eventuality. You should have no problem creating interesting heroes simply by choosing Edges and Hindrances that fit your character concept and by applying trappings appropriate to your chosen Arcane Background. Just remember that a little imagination on your part, and a bit of common sense and flexibility from the Gamemaster, can go a long way.

TRAPPINGS

Anything is possible on Ravaged Earth. Trappings help you in this respect by allowing you to tweak your powers to achieve the perfect effect. This may be nothing more than a visual or “style effect” (e.g. your blast appears to be a fireball, but is mechanically the same as another’s blast that manifests as a ball of negative energy) or it may have minor mechanical effects (e.g. the aforementioned fireball may cause a target to catch on fire with a raise, yet against powers with a water-based trapping its effectiveness is reduced). Alternatively, it may have a major mechanical effect (e.g. the aforementioned negative energy blast has

the power’s base effect; however, it cost 6 Power Points to cast because it counts raises on the attack roll). So long as any advantages are balanced by disadvantages of equal weight, the overall net result is that game balance is preserved.

Generally, once a trapping has been chosen for a given power, it may not be changed once play has begun. If you wish to gain an additional trapping for a power you already know, you must take the New Power Edge, choose the power, and declare a different trapping. However, depending on how prominent a role the arcane plays in a given campaign, the Gamemaster is always free to ignore this rule and allow the heroes to choose multiple trappings for each power. Another option would be to allow a hero to choose a new trapping for each of his existing powers each time he increases his Rank. Here are a few examples to better illustrate the versatility of trappings:

- You possess a bulletproof trench coat that grants protection equal to Armor +2 to the torso, arms, and legs. The GM rules that you must permanently sacrifice three times the normal Power Point cost of the Armor power (6 Power Points) and that the device provides constant protection when worn (i.e., no Arcane Skill roll or Power Points are needed). However, since the Armor’s benefit is tied to the trench coat, without it, you cannot access armor at all.
- You wish your Beast Friend power to only be effective against wolves. Consequently, the Gamemaster decides to reduce the Power Point cost to 3 and increase its duration to one hour.
- Here’s one based on the Bolt power. Perhaps you envision your “bolts” as blasts of psychic energy. Rather than using Shooting, you use your Arcane Skill. The GM says the Range is now equal to your line of sight; however, any damage caused is now considered non-lethal. If you wish to inflict lethal damage, you must double the normal Power Point cost (per bolt) and allow the target an opposed (Smarts) roll.



SPECIAL ABILITIES

Any ability that doesn't fit within the official parameters of a given Arcane Background—and cannot be represented by an existing Edge, Hindrance, or Power—including unique trappings, is listed as a Special Ability within a character's write-up. This convention allows you to create interesting heroes without having to come up with a bunch of new universal effect rules. Basically, any weird twist applied to a power that lies outside the scope of the written rules is treated as a "special ability". Simply list the special rules that apply to its use.

POWERS

Existing Powers

All of the arcane powers described in the *Savage Worlds* rulebook are available to your hero.

New Powers

Following, you'll find a handful of Powers that exude the Pulp Reality of Ravaged Earth. That said, you are not restricted to using any power in its existing form. They should all be treated as nothing more than templates to be used as a point of reference when creating unique powers appropriate to your hero and his specific arcane style. This caveat extends to the powers included in the *Savage Worlds* rulebook as well.

A Few Notes...

When "Attribute" is listed within a power's description, assume it to mean the attribute that is linked to the hero's Arcane Skill. An opposed roll always pits the caster's Arcane Skill total against some other trait. This is annotated as "opposed (trait)"; e.g., opposed (Smarts). If a trait other than Arcane Skill is used, it will be annotated as "opposed (trait vs. trait)"; e.g., opposed (Smarts vs. Spirit) with the caster's trait listed first.

BEND TIME

Rank: Veteran

Power Points: 5

Range: Attribute

Duration: 3 (1/round)

Time magic is risky business, but limited tinkering with the time-space continuum is possible. When you activate this power, the target is frozen in a certain part of the continuum. In game terms, he keeps whatever action card he has in front of him until the power ends. This works with Jokers as well—the GM still shuffles the deck, but without the Joker being replaced.

CLOUD MIND

Rank: Novice

Power Points: 2

Range: Attribute x2

Duration: Instant

With this power, the caster can make the target forget everything that has occurred in the last 10 minutes (plus an additional 5 minutes for each raise). The target is allowed an opposed (Spirit) roll and, if successful, his memories will return in 24 hours; otherwise, they are lost forever! If the opposed roll succeeds with a raise, the power has no effect.

ENHANCED VISION

Rank: Novice

Power Points: 1

Range: Self

Duration: 10 minutes (1/minute)

This power allows the hero to apply a specific trapping, such as x-ray vision (the hero can selectively see through any normal substance except lead), infravision (the ability to sense heat patterns), or darksight (the ability to see in the dark) to their vision. Once activated, you may switch between your normal vision and your enhanced vision



as a free action. Edges or Hindrances that apply to your normal sight also apply to enhanced vision.

HOCUS POCUS

Rank: Novice

Power Points: 1 (1/hour)

Range: Attribute

Duration: Special

This power allows the arcane hero the ability to perform relatively minor feats of power—such as locking or unlocking a normal lock, opening or closing a door without touching it, changing the color or appearance of one's clothes, locating a common object with which the caster is familiar, or conjuring mundane objects from thin air. This power is essentially considered a “catch-all” for any minor (non-elemental) arcane effects appropriate to the hero's archetype. The duration for things that are not instantaneous, such as creating a device, is 1 hour per Power Point invested. Items, such as guns or grenades, can be created, but only a single item is created when the power is used. A missile weapon is assumed to be created with an appropriate complement of rounds.

WANDERING SENSES

Rank: Seasoned

Power Points: 3

Range: Attribute x 10

Duration: 3 (1/round)

This power allows a hero to project his senses out beyond their normal range. Edges or Hindrances that apply to your sight or hearing also apply to wandering senses. The power allows your sense of sight or hearing to pass through normal barriers (such as walls); however, arcane barriers are impenetrable. When using this power, you may take no other actions (including movement). With a raise, the normal Range is doubled.

Ravaged Earth is very much a home to any strange device you can think up. To that end, here are a handful of devices built using the core rules and the guidelines presented in these pages. Remember, at all times, if you and your group are more comfortable using the existing powers as they stand, that's great. We're just giving you some options to help you get the most out of your game.

WEIRD SCIENCE GADGETS

Atomic Disintegrator (Bolt): With a strange bulbous body and thin barrel, this pistol-shaped weapon fires a bolt of concentrated energy. The atomic disintegrator has a range of 12/24/48 and inflicts 3d6 damage per shot. The weapon has a rate of fire of 1 and each shot uses 2 Power Points.

Decoder Ring (Detect/Conceal Arcana): Decoder rings contain tiny mechanisms that can be synchronized to correspond to a specific code set by the Gadgeteer, and used to translate that code. Using such a ring in this manner requires no expenditure of Power Points. Decoder rings are also able to function as code-breaking devices. This comes in handy when your hero has to decipher an unknown code quickly. Each such use requires the expenditure of 2 Power Points.

Invis-O-Belt (Invisibility): The power of invisibility has eluded man for ages—until now. The miraculous Invis-O-Belt resembles a wide rubber belt with three energy packs attached. These packs reverse the molecular structure of the wearer and render him invisible to others. The belt is operated by a button on the belt's buckle that allows the user to switch the device on and off. The belt renders the user, his clothing, and anything he carries that is no greater than a light load, invisible.



ACE REPORTER

If there is news to be had, you'll find it and no agency, no foreign government, no one in their right mind, will stop you. The trouble is, as crazy as the world is today, most of the newsworthy stories are not made by people in their right mind. However, ever since you reported from that farm last spring, the one with that Martian artifact, you've been on your game. Your luck has changed and your memory has sharpened like nobody's business. You don't even need to jot notes down anymore, but you do it from habit. You figure yourself Ravaged, but that's one story you plan on keeping to yourself. Hey, everybody needs a little edge in the competitive world of journalism. Don't they?

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Pace: 6", **Parry:** 4, **Toughness:** 5

Skills: Fighting d4, Guts d6, Investigation d8, Knowledge (Journalism) d6, Notice d6, Streetwise d8, Persuasion d6

Defining Interests: City Knowledge (New York), Knowledge (politics), Classical Literature, Culture (American)

Languages: English

Hindrances: Curious, Pacifist, Obligation (Minor): Report the News

Edges: Alertness, Investigator, Street Smarts

Knack: Photographic Memory

Gear & Equipment: Fedora and trenchcoat, press pass, camera (with three rolls of film), portable typewriter, notebook and pen, wristwatch, flashlight, \$194.



Quote: "What's the story, morning glory?"

Should your group start off with the Pulp Action option, incorporate these advances into your character and you're ready to begin your career at Seasoned (20 xp).

Seasoned

Attribute Increase: Spirit d8

Skill Increases: Fighting d6, Notice d8

Skill Increase: Investigation

New Edge: Moxie



ARCHEOLOGIST

Though raised stateside, you've traveled around the world in your quest to discover the find of the century. You grew up in your father's shadow, a great archaeologist in his own right, and you very nearly considered a professorship until you discovered a strange coin while in a tomb in Cairo. Calling it your Rosetta Stone, you soon developed an incredible mastery of languages and found yourself toughening up a great bit. Your father told you it was unseemly to be so superstitious about a bit of metal and took it away from you and you've never seen it since. You'll prove your worth to your father and the world. You just need to get that one big find and then you can prop your feet up for a minute or two.

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6

Pace: 6", **Parry:** 5, **Toughness:** 5

Skills: Fighting d6, Investigation d8, Knowledge (ancient history) d8, Notice d6, Shooting d8, Stealth d6

Defining Interests: Folklore, Classical Literature, Knowledge (Egyptian hieroglyphs), Knowledge (botany)

Languages: English, Latin, French, German, Spanish

Hindrances: Obsession (discovering the find of the century), Curious

Edges: Level-Headed, Linguist, Scholar (Archeology)

Knack: Just A Scratch

Gear & Equipment: antivenins, backpack, bedroll, canteen, normal clothing, compass, cartridge belt, torch, matches, rope, shovel, whip, Webley Bulldog (.24), ammo, \$188.



Quote: "Don't pretend you don't understand me."

Should your group start off with the Pulp Action option, incorporate these advances into your character and you're ready to begin your career at Seasoned (20 xp).

Seasoned

Attribute Increase: Vigor d8

Skill Increase: Knowledge(ancient history) d10

New Skill: Streetwise d4

New Edge: Rugged



GADGETEER

Growing up in a poor household, your family never had anything new. Your brother taught you how to repair things with gum and bailing wire, but you never seemed to have the knack he did. He died in the Great War and you vowed to devote yourself to science, so people wouldn't have to die like he did. Three scholarships and a Doctorate later, you find yourself on the brink of the next breakthrough. You are certain Aetherium is the key to the future of humanity's peace and prosperity and are willing to fight any dark forces that would turn the purity of the Martian metal to malevolent ends.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Pace: 6", **Parry:** 5, **Toughness:** 5

Skills: Fighting d6, Guts d4, Knowledge (Engineering) d8, Notice d4, Weird Science d8, Repair d8, Shooting d6

Defining Interests: Astronomy, Oratory, Metallurgy, Knowledge (Aetherium)

Languages: English

Hindrances: Milquetoast, Doubting Thomas, Obsession (to better the future through invention)

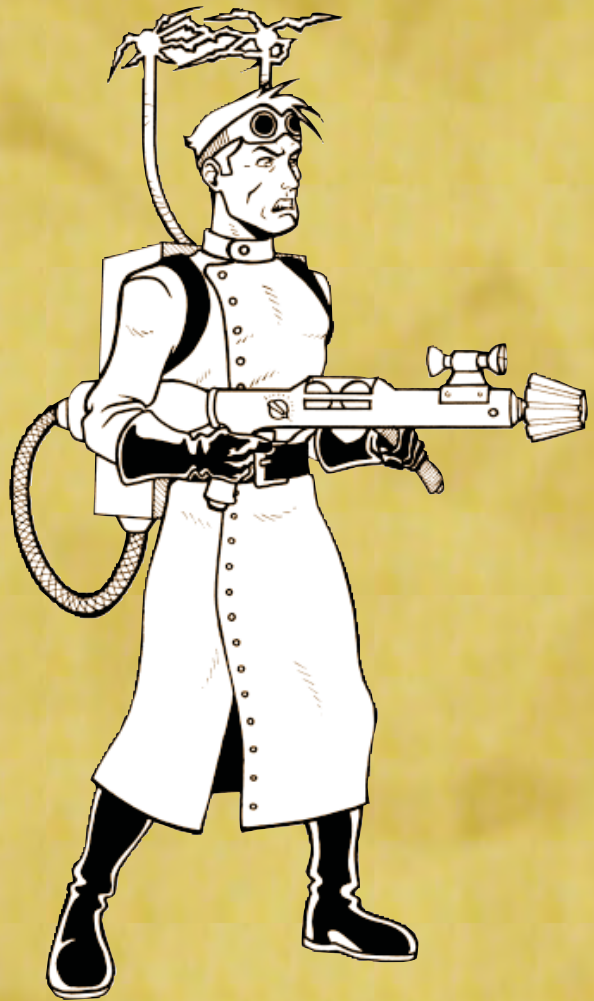
Edges: AB (Weird Science), Gadgeteer, IMSR Gadgeteer, Connections (IMSR)

Knack: Universal Gadget

Power: Bolt (Atomic Disintegrator)

Power Points: 10

Gear & Equipment: lab coat, tool kit, wristwatch, flashlight, batteries, Geiger counter, hammer, Colt Super .38, Atomic Disintegrator, \$151.



Quote: "Empirically speaking. I find your conjectures quite outside the realms of possibility and, I might add, I know said realms quite well."

Should your group start off with the Pulp Action option, incorporate these advances into your character and you're ready to begin your career at Seasoned (20 xp).

Seasoned

Increased Attribute: Smarts d10

Increased Skills: Weird Science d10, Repair d10

New Edge: Mr. Fix It

New Edge: New Power: Invisibility (Invis-O-Belt)



G-MAN

The streets are rough out there. Rougher than ever since the Red War and the appearance of monsters. You had a few run ins with them and you managed to keep your cool and come out on top. Not long after, you were summoned to D.C. and transferred to Creep Squad, what outsiders call Division X. Now you deal with the creeps on a regular basis. They don't know what they're in for. With your dark sense of humor and your immitable style, you navigate the dark streets. Going wherever the boss sends you, no questions asked. Creeps? Not on your watch.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Pace: 6", **Parry:** 5, **Toughness:** 5

Skills: Fighting d6, Guts d6, Intimidation d6, Investigation d8, Notice d6, Shooting d6, Stealth d4

Defining Interests: City Knowledge (Washington, D.C.), Etiquette, Knowledge (Law), Knowledge (Occult)

Languages: English

Hindrances: Overconfident, Obligations (Major, Division X)

Edges: G-Man (FBI Agent), Connections (Law Enforcement)

Knack: Eagle Eye

Gear & Equipment: suit, trenchcoat, FBI badge, Colt Service pistol (.45), bullets, blessed bullets, silver bullets, notebook and pen, \$233.



Quote: "Six to one? I figure the odds are about even, but I'll go easy on ya!"

Should your group start off with the Pulp Action option, incorporate these advances into your character and you're ready to begin your career at Seasoned (20 xp).

Seasoned

Attributes: Strength d8

Increased Skills: Fighting d8, Shooting d8,

New Skill: Tracking d4

New Edge: Command



HOT-SHOT PILOT

You've flown more flights than people would believe. You never would've guessed you'd graduate from that old crop duster in Kansas to a real deal Sopwith Camel, but you paid your dues and had a few close calls. One crash up a few years back had everyone believing you'd never even be able to walk again, but after about a week you were as good as new. It made all the papers in Kansas, but how many folks read the Witchita Gazette or the Topeka Daily? You reckon you're one of those Ravaged folks, but, if you're one, how can you figure they're all bad?

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Pace: 6", **Parry:** 5, **Toughness:** 6

Skills: Fighting d6, Guts d6, Notice d6, Piloting d10, Repair d6, Shooting d8, Taunt d4, Stealth d6

Defining Interests: Knowledge (Sports), Knowledge (Aviation), Classical Literature

Languages: English

Hindrances: Code of Honor (Knight of the Air), Loyal, Obligation (Minor, Parents)

Edges: Ace, Hot-Shot

Knack: Unerring Sense of Direction

Gear & Equipment: Aviator's gear, Sopwith Camel, Luger P-08 (9mm) with five magazines, \$175.



Quote: "Going somewhere?"

Should your group start off with the Pulp Action option, incorporate these advances into your character and you're ready to begin your career at Seasoned (20 xp).

Seasoned

Attribute Increase: Agility d10

Skill Increases: Fighting d8, Stealth d8

Skill Increase: Repair d8

New Edge: One Hand on the Wheel



MAGICIAN

Magic is in your blood, so to speak. You have carried on a family tradition for centuries, but in you, the talent manifested the most strongly. After you graduated from The Academy, a voice told you to take your career to the stage and you did, for a time, under the reknown Swami, travelling the country. One night, after a show in New York, several goons showed up at his door and gunned the Swami down. He told you, with his dying breath, to dispose of the items in his trunk. Fearing the worse, you fumbled with the key and discovered that the Swami was none other than the mysterious crimefighter known as Apparition, but still just a man. You took these possessions and have made them your own. You know the blood of the Ravaged runs through your veins and that a new day for the Apparition has arisen.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4

Pace: 6", **Parry:** 4, **Toughness:** 4

Skills: Fighting d6, Investigation d8, Knowledge (Occult) d8, Notice d6, Shooting d8, Stealth d6

Defining Interests: Acting, Oratory, Etiquette

Languages: English, Spanish

Hindrances: Obsession (Occult Knowledge), Vow (Fight Crime)

Edges: Arcane Background (Magic), Wizard, Magician, Connections (The Academy)

Knack: Psychometry

Power Points: 15

Powers: cloud minds, deflection, puppet

Gear & Equipment: Tuxedo and turban, several esoteric tomes on magic, playing cards, the Apparition costume, \$184.



Quote: "You don't stand a ghost of a chance."

Should your group start off with the Pulp Action option, incorporate these advances into your character and you're ready to begin your career at Seasoned (20 xp).

Seasoned

Attribute Increase: Smarts d10

Skill Increase: Spellcasting d10

New Edge: Power Points (+5)

New Edge: New Power (bolt)



MASKED AVENGER

As a kid, you thrived on a steady diet of Coca-cola and comic books. At least until Martian Attack came out, the red, red soda with the power of Aetherium! You drank it and hoped and prayed you'd become Ravaged, like your hero, the Aether. You never did. One day, after school, you saw an older kid picking on a few younger ones. You broke it up. Two days later, the kid came back with his friends and took you to an alley and left you battered and bruised, going so far as to smash a Martian Attack over your head, leaving you covered in soda in a pile of trash. You passed out and woke up sometime after sunset. You were wet and sticky, but you didn't have bruises or cuts. Your dream had come true. You were one of the Ravaged and you learned a valuable lesson you keep to this day. Keep your identity hidden from evildoers at all costs.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Pace: 6", **Parry:** 6, **Toughness:** 5

Skills: Fighting d8, Guts d6, Intimidation d8, Investigation d6, Shooting d6, Stealth d6, Streetwise d4

Defining Interests: City Knowledge (New York), Disguise, Oratory

Languages: English

Hindrances: Dark Secret, Loyal, Enemy (various thugs and villains want your hero dead)

Edges: Back Alley Scrapper, Two-Fisted

Knack: Catchphrase, "Martian Attack!"

Gear & Equipment: Fedora, dark suit, black mask, grappling hook, two Colt Service pistols (.45), ammo, signal decoder ring, \$107.



Quote: "Am I a cop? Nope. Just a concerned citizen."

Should your group start off with the Pulp Action option, incorporate these advances into your character and you're ready to begin your career at Seasoned (20 xp).

Seasoned

Increased Attribute: Spirit d8

Increased Skills: Shooting d8, Stealth d8,

Increased Skills: Investigation d8, Streetwise d6

New Edge: Alternate Identities



ROCKET RANGER

Your big brother used to tell you stories about the Red War when you were a kid. They kept you up at night, until your dad told you about all the pilots protecting the skyways. Since then, you wanted to be a pilot, until your mother brought home an interesting article for you to read about the Rocket Rangers. She thought it might make you apply yourself and you did. You worked hard and studied hard and were accepted into the class of '33. You have learned to put away your fear and are always first on the scene when danger threatens. You are helping protect today's youth and the future of the world. You are a Rocket Ranger.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Pace: 6", **Parry:** 6, **Toughness:** 6

Skills: Fighting d8, Guts d6, Investigation d6, Piloting d8, Shooting d6, Streetwise d4, Tracking d6

Defining Interests: City Knowledge (New York), Knowledge (Law Enforcement), Etiquette

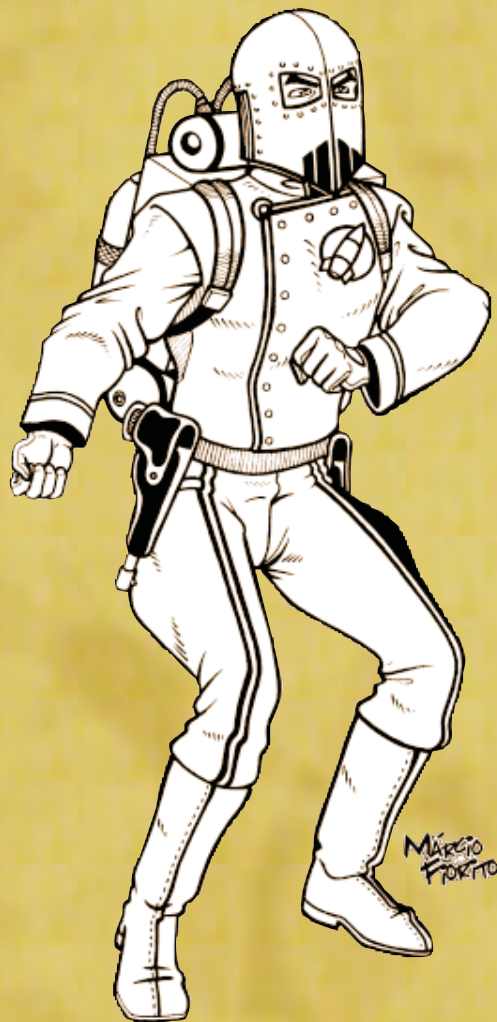
Languages: English

Hindrances: Code of Honor, Obligations (IRC), Heroic

Edges: Rocket Ranger, Connections (Law Enforcement) Ace, Courageous

Knack: Johnny on the Spot

Gear & Equipment: IRC identification badge, Rocket Ranger uniform, rocket pack, Ranger Radio (wrist-mounted), Colt Service pistol (.45) with five magazines, handcuffs, \$198.



Quote: "At the speed of need."

Should your group start off with the Pulp Action option, incorporate these advances into your character and you're ready to begin your career at Seasoned (20 xp).

Seasoned

Increased Attribute: Agility d10

Increased Skills: Piloting d10

New Edge: Combat Reflexes

New Edge: One Hand on the Wheel



SCRAPPY KID

You live for excitement and adventure. Why should adults hog it all? You know you're tougher than most folks anyway. You got in that fight with Allen Green and decked him with one punch. Everybody says it was a lucky punch. So what if it was? Anyway, Allen Green hasn't messed with you or your friends since then. Heck, your pals even chipped in and got you this nifty new slingshot and you've been practicing bunches. You're quicker than most of your friends too and you know that exploring the world is a lot more fun than just shooting marbles. Who can afford marbles anyhow? Fighting is free.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Pace: 8" (d10 running), **Parry:** 5, **Toughness:** 4

Skills: Fighting d6, Notice d6, Taunt d6, Shooting d6, Stealth d6

Defining Interests: Knowledge (Baseball), Knowledge (card games), Pulp magazines

Languages: English

Hindrances: Young, Loyal, Poverty

Edges: Fleet-Footed, Marksman, Moxie

Knack: Contortionist

Gear & Equipment: lucky baseball cap, slingshot with 20 pellets, pack of baseball cards, bubblegum, \$120.



Quote: "I've got you covered."

Should your group start off with the Pulp Action option, incorporate these advances into your character and you're ready to begin your career at Seasoned (20 xp).

Seasoned

Attribute Increase: Agility d8

Skill Increases: Fighting d8, Stealth d8

New Edge: Dodge

Attribute Increase: Vigor d8



SUPERHUMAN

Your family was devastated by the Martian Invasion. You grew up in New York, but they moved to the suburbs after the attack. You were just a child then. You remember seeing Central Park aflame. You remember feeling a humming in your very bones. You didn't know why then, but thinking back, you realized that the invaders must have awakened something in your blood. By the time you were twelve, you had mastered flight, though you hid it from your family and friends. You knew what they did to the Ravaged. Your great strength didn't come until later. When you were attending college in NYC and were attacked. You felt your blood sing again and when you punched your assailant, you could hear his bones shatter beneath your fist. You ran and cleaned up and calmed yourself. As you regained your breath, you found you were looking out your apartment window, down into the crater in Central Park. You knew your purpose. You picked up a job as a crime photographer for the police department and keep your true identity hidden as best you can.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d6

Pace: 6", **Parry:** 7, **Toughness:** 5

Skills: Fighting d10, Guts d6, Intimidation d6, Notice d6, Taunt d4, Streetwise d6

Defining Interests: City Knowledge (New York), Photography

Languages: English

Hindrances: Heroic, Code of Honor

Edges: Arcane Background (Super Powers), Superior Attribute, Innate Power (Fly)

Knack: Heroic Inspiration

Power Points: 15

Super Powers: Fly

Gear & Equipment: costume (under normal clothing), cape, mask, handcuffs, \$216.



Quote: "I am your brother, protector, and defender."

Should your group start off with the Pulp Action option, incorporate these advances into your character and you're ready to begin your career at Seasoned (20 xp).

Seasoned

New Edge: New Power (Armor)

New Edge: Innate Power (Armor)

New Edge: Power Points (+ 5 Power Points)

New Edge: Rapid Recharge



THE HISTORY OF RAVAGED EARTH

The Ravaging

In 1898, the Martians destroyed over twenty percent of our planet, doing untold damage and unalterably changing the future of humanity forever in what is now historically called the Red War. The world unified to rebuild itself and we entered a golden age of peace.

The End of Peace

In 1914, the Great War broke out and lasted until 1918. A lot of good men died. This war made the Ravaging seem all the more unreal.

Rise of the Ravaged

In 1920, a few Ravaged began to surface, but not many. Scientists sought them out for experimentation and research, while governments took them away from their families and their lives never to be seen again. Within six months, few Ravaged surfaced, but there was a sudden rise in vigilante justice.

Enter the Aether

In 1930, the first named caped crusader took to the street to address a rise in crime and the new criminal element. Calling himself the Aether, he wore a black suit, a face mask, a fedora, and brandished two pistols he called Law and Order. He was nearly captured in 1932, but is believed to have met his demise at the hands of the nefarious Dr. Millenium. His last words were, "You cannot kill the Aether!"

Ravaged Earth Today

The year is 1936. Thirty-eight years have passed since we nearly fell to the Martian empire and learned that we were not alone in the universe. However, for most of us, earning enough money to feed our families is a greater concern than any alien threat. Humanity, despite the short term and obvious effects of the Ravaging, is short-sighted and resilient and more focused on day to day survival.

THE NEW YORK CHRONICLE

SOME SAY A SECOND RED WAR IMMINENT RAVAGED VILLAINS ON THE RISE THE AFTERMATH OF THE AETHER

Why so glum, chum? You made it this far and you're still kicking. We're in a brave new world and I, for one, am as happy as a clam. Sure, there's a lot of weird stuff going on for those hero types, but it affords me an awful lot of adventure and if you're not in this grand, old world for kicks, then you might as well lie down and throw dirt on yourself. Red dirt at that. Let me give you the skinny, like my editor asked. Why you? Well, I think we both know why Margo N. Monroe, the most distinguished reporter for the NYC, that's NY Chronicle, not city, you dunce, would be sent to meet the likes of you. You're Ravaged. Aren't you? Okay. You don't have to say. Heck, if I were one of you, I wouldn't say a thing. Mum's the word. But, what a story that'd make.

Unless you live under a rock, spend your days in the jungle, or spend your life at the bottom of the ocean in some crazy ship like that Nemo fellow, you probably have some handle on what's going on these days. Some say the world's gone crazy after that invasion. If there was an invasion. I'm from Missouri and they'll have to show me. I've seen some crazy stuff and one explanation is as good as another. I'll tell you what I know and maybe you can make some sense of it all.

Yes. I know it really happened, but it makes me feel better to pretend that it didn't. Deep breaths, Margo. That's a girl. Our story begins Thirty-eight years ago on a Wednesday. Why Wednesday? Well, for me, that's the worse day of the week, so it had to be a Wednesday.

It all started with the most beautiful meteor shower that anyone had ever seen. Gorgeous, silver lights with bits of Christmas tinsel streaming behind them. What I'm getting at, the words I'm trying to avoid, is this. Our story begins with the ignorant inhabitants of our world clapping and cheering as the Martians invaded Earth.



THE WAR OF THE WORLDS

In 1898, invaders landed on Earth in an event that came to be known at the time as the War of the Worlds and over the years as the Red War. Reports of meteorites landing on the outskirts of London, New York, and Paris attracted little attention except from the more curious members of the press, local astronomers, and a few oddball eccentrics preaching the imminent demise of civilization. However, when it was finally revealed that the meteorites were spacecraft containing creatures from another planet, mass hysteria soon followed.

At the time of the Martian invasion, the United States was nearly defenseless. With most of its troops engaged in the Spanish-American War, the deadly heat-rays of the Martian's three-legged war machines incinerated thousands with relative ease. Local militias and reserve troops fought valiantly, but their efforts were in vain. Within hours of the landing, huge sections of New York City were decimated. Things looked hopeless.

London fared almost as poorly. Queen Victoria and the members of Parliament were evacuated from the city. Martian redweed choked the Thames and thwarted the Royal Navy. The Army did what it could, but its efforts proved futile. The Empire was on the verge of collapse.

In Paris, the Martian heat-rays melted half of the Eiffel Tower, destroyed the Arc de Triomphe, and laid waste to most of the city. Many took to the sewers in an attempt to escape the devastation. Unfortunately, the invaders had already planned for that eventuality. The city seemed doomed.

Then a strange thing happened. One morning all was quiet. Humanity emerged from hiding to find the lifeless bodies of the invaders sprawled beside their inanimate war machines. What had happened?

Within days it was revealed that a common Terran germ had been the cause of the Martian's sudden demise. Without any fanfare, and only three weeks after it had begun, the War of the Worlds came to an abrupt end, and humanity was given a second chance.

AETHERIUM

Aetherium, that strange force which powered the Martian's war machines and provided them their incredible strength and vitality, is also what makes humanity's greatest dreams and worst nightmares possible. An invisible force that can be used to manipulate reality by those who are aware of its existence and possess the knowledge needed to unlock its secrets, Aetherium has always been here, leading some to postulate that the Martians had previously visited Earth. However, prior to the invasion, it was only present in small amounts, restricted to areas known for strange or supernatural occurrences. Few knew of its existence, and even fewer understood how to manipulate it. None knew what it was truly capable of.

Today, although its effects are more widespread, it is still an unknown quantity to the Average Joe. As a means of powering strange scientific devices, it is viewed much like electricity—everyone knows what it is; however, few actually understand where it comes from or how it works, and most give it only a passing thought. Those who have directly felt its effects—gadgeteers, super humans, psionicists, and magicians—are the only ones that have any real understanding of its true power, both for good and evil.



THE GREAT WAR BETWEEN THE NATIONS

Ten years after the Martian invasion, the world was well on its way to recovery. Nations rebuilt, commerce soared, and the resultant prosperity helped entire populations live better than they had ever done so before. People were happy and the threat of another invasion from the depths of space was largely ignored by a progressive and peaceful society. Unfortunately, the tranquility would not last. The overwhelming global euphoria prevented those who should have seen what was coming from doing so.

Opening Moves

Both the Kaiser in Germany and the Grand Turk of the Ottoman Empire had designs of world conquest. Understanding that together they had a better chance of achieving their individual goals, they formed an alliance, and in 1914, using the assassination of Archduke Franz Ferdinand as justification, they began a full-out military assault against their neighbors. Employing Aetheric-powered aeroplanes and tanks, as well as lethal gas attacks, they won victory after victory. Their advance seemed unstoppable. England, France, and Russia were drawn into the conflict. The Great War between the Nations had begun!

The United States Enters the War

Many looked to the United States and hoped for aid; however, few expected it, for President Wilson had strong isolationist beliefs and the majority of Congress supported his policies. An intercepted communiqué from Germany changed all that. The message, known as the Zimmermann Letter, urged the Mexican government to throw their lot in with the Kaiser. This one slip of paper was largely responsible for pushing the United States into the conflict in early 1917.

Realizing that Germany's economy was wholly mobilized for war and that they were able to turn out a nearly endless supply of war materiel, the United States responded by building bigger tanks and faster aeroplanes. These weapons, which were used successfully in the Meuse-Argonne offensive of 1918, caused Germany to

counter with a desperate flamethrower attack at Ypres. In the end, the industrial might of the United States won out, allowing the Allies to emerge victorious.

The Treaty of Versailles

Unfortunately, victory came at the cost of several million dead. Entire regions were turned into desolate wastelands, many of which have yet to recover. Countries collapsed as new ones sprung up in their stead. The political and geographical landscape of Europe was changed forever.

The Great War between the Nations ended in 1919 with the signing of the Treaty of Versailles. Germany was forced to completely disarm and was restricted to developing technology bereft of the taint of Aetherium. The treaty put considerable constraints on Turkey, and the Ottoman Empire, unable to support itself any longer, collapsed within the year.

The League of Nations

The treaty also called for the creation of an international arbitration organization, designed to allow member states to discuss their grievances and concerns in an open forum in return for pledging to abide by the decisions of the voting members. Headquartered in Geneva, Switzerland, the League of Nations currently has 59 member states. The United States Congress refused to ratify the portions of the Treaty of Versailles that referred to the League's formation, thus, the United States is not currently a member. Both Germany and Italy made good on their 1933 threat to leave the League, late last year.

In principle, the League of Nations seems like a good idea; however, in practice, it simply doesn't work. With no military force or legal powers, the organization has no means of enforcing its will, thus member states simply ignore its decrees whenever doing so is in their best interests. However, their recent endorsement of the Rocket Rangers may help strengthen their own position globally.



THE GOLDEN AGE

With the Great War over, Americans found a newfound zest for life. The 1920s were a decade of prosperity and growth. Industry boomed all over the country, new inventions were being created daily, and as a result of the emergence of a vigorous consumer economy, cities like New York, Chicago, and Los Angeles expanded as their populations grew by leaps and bounds.

On Wall Street, stock prices soared. Mass-production made many items and goods formerly considered luxuries affordable and available to the average citizen. Millionaires held lavish parties at their Long Island summer homes, jazz music took the nation by storm, and the problems of Europe seemed a distant, fading memory. America was gripped by all-around good times and everyone was happy. Well, almost everyone.

The Demon Rum

Prohibition—the federal law that made it illegal to manufacture, sell, or transport alcoholic beverages in the United States—was ratified as the 18th Constitutional Amendment in 1920. It's still on the books, but most people support its repeal. Individuals opposed to the "Damned Prohibition" are called Wets. Those supporting the "Glorious Amendment", are called Drys.

Perhaps the most vocal of this latter group is the Anti-Saloon League, currently led by Reverend Bartholomew Horton. These evangelicals have groups in every city across the country and have no qualms about hassling and bullying anyone who mentions repealing Prohibition.

Organized crime also has an interest in keeping Prohibition in place. After all, they're getting rich by smuggling alcohol into the country and selling it to any who are willing to pay their exorbitant prices.

THE GREAT DEPRESSION

On October 29, 1929, a date many remember as "Black Tuesday," the stock market crashed and signaled the start of what folks now refer to as the Great Depression. After a decade of living high on the hog, it was time to go to the slaughterhouse. Businesses failed and millions lost their jobs. Farmers and rural areas suffered as crop prices bottomed out. Areas dependent on mining and lumbering were perhaps hardest hit when demand for their resources fell sharply and it was realized that there were few economic alternatives available. Thanks to Prohibition, organized crime now controls many aspects of the faltering economy.

Now this may sound odd, but ever since Black Tuesday, it seems the amount of paranormal activity reported in the United States has increased rapidly. During the 1920s, when everyone was fat and happy, incidents were rare; however, since Black Tuesday, more and more strange events are being reported. It's almost as if these incidents are spawned from desperation and sadness, or perhaps they feed on it.

HERE BE MONSTERS

Following the end of the Red War, strange, mutated creatures began appearing in the more remote corners of the world. These creatures, resembling those from man's legendary past—demons, ghosts, werewolves, and vampires—were at first chalked up to overactive imaginations or a dose of badly brewed hooch. In those early days, most people balked at the likelihood of such monstrosities existing in a rational and modern world. Those who met tragic endings at the claws of these beasts were victims of what authorities referred to as "paranormal incidents," promptly filed away and forgotten. Forgotten that is, until 1927 when aviator Charles Lindbergh began his solo flight across the Atlantic.



UNLUCKY LINDY

In his aeroplane, The Spirit of St. Louis, Lindbergh left New York for Paris. He never made it. The crew of a fishing vessel recovered some of the wreckage of his plane in their nets a few days later. The wreckage appeared to have been scorched by a great heat and was covered in strange marks, which investigators could only describe as “apparently being made by claws of some sort”. Although Lindbergh was presumed lost at sea, the case is still open and is currently being investigated by the FBI.

THE BONUS ARMY

In 1932, a group of Great War veterans, calling themselves the Bonus Expeditionary Force, demanded that Congress amend the War Adjustment Act to give them compensation for their service. The Act, originally enacted in 1924, promised veterans service pay in 1940. However, as a result of the Great Depression, the veterans wanted their money now, and demanded that Congress change the law. Congress refused, so the veterans marched on Washington, some 15,000 strong, and established a massive shantytown on the National Mall.

The House of Representatives approved a bill incorporating the veteran’s changes, but the legislation did not survive the Senate. This enraged the down-and-out veterans, and prompted them to riot. When the police could not disperse the mob, Hoover called on Army Chief of Staff Douglas MacArthur to mobilize the troops and begin burning down the veteran’s shacks and huts.

The Bonus Army needed a miracle and it got one in the form of Captain Henry Calhoun, a celebrated veteran of the Great War. Calhoun confronted MacArthur and after a brief discussion, the troops were withdrawn. Within the hour, the veterans were granted permission to remain on the Mall. Congress opened an emergency session of both houses and by the end of the day, the veteran’s requests had been granted! To this day, what was said between Calhoun and MacArthur remains unknown.

THE DEATH OF ROOSEVELT

Franklin Delano Roosevelt won the presidential election in 1932. Campaigning under the slogan “A New Deal for the American People”. Promising jobs for ordinary Americans, an end to the Great Depression, and an end to Prohibition, it’s not surprising that he won by a landslide! Things looked promising; unfortunately, no one could foresee what was just around the corner.

In February, 1933, President-Elect Roosevelt toured Miami with the Mayor of Chicago, Anton Cermak, at his side. He made a quick unscheduled stop to give a speech in Bay Front Park. As he greeted supporters and well-wishers, an unknown assailant (later identified as an unemployed bricklayer named Giuseppe Zangara) shot him twice in the chest and once in the head. By the time the ambulance arrived, Roosevelt was dead. Zangara was arrested, and after a quick trial, incarcerated at Alcatraz.

PRESIDENT “CACTUS JACK” GARNER

Roosevelt’s running mate, Jack Garner, was in Washington, D.C. when he received the news of the assassination. The patriotic Texan, known to his friends as “Cactus Jack”, gave an impassioned speech promising to continue the slain leader’s legacy and make good on his unfulfilled promises.

A few oddball conspiracy theorists claim that organized crime had something to do with Roosevelt’s assassination. One theory is that Cermak was the real target and that Zangara simply botched the job by shooting the wrong man. Some promote the notion that Zangara was just a patsy, and that Frank Nitti, one of Capone’s boys, was the real triggerman. Some even go so far as to suggest that Garner and the Director of the FBI, J. Edgar Hoover, are somehow involved.



FEDERAL BUREAU OF INVESTIGATION

J. Edgar Hoover was appointed director of the Federal Bureau of Investigation on May 10, 1924. Its headquarters, located within the Department of Justice building in Washington, D.C., serves as the command center for the dozens of field offices it maintains throughout the country. The goals of this fledgling organization are to investigate federal crimes and bring the new breed of criminals responsible for them to justice. In its first year, Hoover established the Identification Division (ID), responsible for gathering fingerprint files throughout the country. The ID was soon expanded into the state-of-the-art Criminal Investigation Division (CID) which is now considered the most technologically-advanced criminal investigative laboratory in the world.



SUPERNATURAL PROTECTION ACT

In 1933, President Garner signed the Supernatural Protection Act, which created a special division within the FBI to investigate paranormal incidents. Elliott Ness, the former Treasury Department agent who nearly busted Al Capone, heads this secretive division, known only as Division X. Ness answers directly to Hoover and Garner, a fact that makes the other federal agencies a bit jealous.

Division X keeps records and photographs of the more visible supernatural creatures stalking the world. Sometimes a “lucky” agent will stumble across a horror that has not been cataloged. If he lives, he gets to name the creature. Unfortunately, such occasions are few and far between.

SCIENCE FOR THE FUTURE

Nikola Tesla, a Croatian immigrant and arguably the smartest man on Earth, helped create many of the weird gadgets in use today. An electricity pioneer in the decade prior to the Red War, his alternating-current dynamos so impressed industrialist George Westinghouse that he bought the patent rights and made Tesla an overnight celebrity. With the money from the sale, Tesla was able to continue conducting his esoteric research.

After learning about Aetherium, Tesla and many other scientists who felt its effects went on to create wondrous inventions designed to harness its amazing power. These scientists, commonly referred to as gadgeteers, built futuristic devices such as ray guns, rocket ships, and hovercraft. Not surprisingly, soon after they displayed their first prototypes, the government was knocking at their doors.



INSTITUTE FOR MODERN SCIENTIFIC RESEARCH

Most of these early pioneers willingly began working for Uncle Sam, designing and modifying their inventions for military use, but there were a few who felt an obligation to share this new technology with the world-at-large. They sent their blueprints to colleagues known to operate outside of government circles, hoping that they would be used for society's advancement rather than its destruction.

These colleagues, sharing the same altruistic spirit of their federally-employed brethren, founded the Institute for Modern Scientific Research (IMSR). Located in New York City, the Institute is now home and workplace to some fifty philanthropic gadgeteers of exceptional merit. A distinguished scholar, Dr. Winston Grainger, heads the organization. New applicants must undergo a rigorous screening process and, if accepted, are given living quarters, a monthly stipend, access to scientific data, and a cutting-edge laboratory in which to test their designs.

Although credit is always given to the individual inventor or inventors, all of the devices created by IMSR members are considered the property of the Institute. It is through the royalties received on these patented inventions that the Institute funds itself, thus remaining free of corrupting outside influences, a fact of which its members are justly proud.

A SUPERHUMANITY

When the Martians invaded Earth, everything changed, including humans. Certain individuals began to mutate—their bodies developed odd and unusual enhancements, collectively known as super powers. A man goes to bed a milquetoast bookworm, and wakes up with the ability to fly. Of course, not all changes were so dramatic. Most changes simply allowed those affected to perform physical and mental feats beyond the limits of normal humans.

When the first super-humans (known colloquially as “supers”) began appearing, the authorities did not know what to make of them. Many thought they were aberrations, fit only to be pitied. In the United States, legislation was proposed to build an “institute” (more likely a prison-asylum) to study these unfortunates. Luckily for the supers, the legislation died in committee.



The World of Tomorrow is Here—Today!

The Institute for Modern Scientific Research

Located in New York City, the IMSR is where tomorrow's dreams come true today, engineered by leading scientists and gadgeteers, who design, construct and test a variety of modern wonders and mechanical marvels. If you possess uncanny scientific knowledge or abstract thought, if you've studied Aetherium and have ideas for its practical applications in everyday life, then the IMSR might be right for you. Come on in and apply for our evaluation process. Cost is nominal. Located on 78th Street, Manhattan.



Strange Powers of the Mind

The mind is a strange thing. For those “touched” by Aetherium, it can bend metal, transport objects through the air, and even cause someone to burst into flames. Psionics is the technical term for these strange mental powers, and those disciplined individuals capable of using them are known collectively as psionics. There is no typical psionics. Some affect the dress and mannerisms of sideshow magicians and call themselves mentalists, while others study convoluted Eastern philosophies and style themselves swamis, and yet others perfect their abilities just enough to win at the track or the card table.

The most interesting and well-known psionics are the followers of the enigmatic Captain Henry Calhoun, a veteran of the Great War hailed by many as the savior (and general) of the Bonus Army.

Circle of Wonder and Light

Calhoun is the leader of a strange organization known as the Circle of Wonder and Light, an informal conglomeration of hobos and down-and-out veterans who have learned to tap their mental potential and see Captain Henry Calhoun as both leader and teacher.

Calhoun’s teachings—a mixture of Zen and Buddhist philosophy designed to open the mind to the infinite possibilities of the universe—stress the abandonment of material goods and the elevation of service to others over the needs of oneself. His followers live as hobos, traveling by “hopping the rails,” doing odd jobs in return for a bit of food, and putting their heads down wherever they find themselves when the sun sets. Though frequently shunned, people come to respect the grace and dignity of these rail car knights who could command others with a mere glance but follow a more noble path instead.

The Ravaged Earth Society

Partly because of the persecution they were facing, and because of an overriding desire to use their powers for good, many Ravaged have banded together, forming what they call The Ravaged Earth Society, or, simply, The Society for short. A loosely-knit organization, chapter houses have sprung up in most major American cities with one sole purpose in mind: to battle crime and the forces of darkness. Apparently, the Ravaged are hoping to prove once-and-for-all that they are not a threat to humanity.

THE FAITHFUL CRUSADE

After the Depression hit, many folks just grew more hopeless and desperate. Those who abandoned the will to live simply wandered into the gutter and died in obscurity. Those who didn’t give up hope relied on their faith to get them through the darkest days of the Depression.

Aetherium has a strange way of affecting the natural world, the mind and the body. Others have apparently had their spirit altered as well. Some pious individuals who were touched by Aetherium were blessed with the power to work miracles. These seemingly divine figures are really just regular folks possessing an enhanced ability to reach out and communicate directly with some sort of supernatural power—be it Allah, Buddha, God, or perhaps something else.

Father Charles Coughlin

In 1926, Father Charles Coughlin began broadcasting weekly radio sermons. In 1927, he moved his flock from Michigan to Chicago, where he constructed a massive cathedral, the Shrine of Sacred Unity. Coughlin performs miracles and attracts hundreds of followers—and thousands of dollars in donations—with his daily radio broadcasts (said to reach an estimated 30 million devout listeners).

Some say Coughlin is beset daily with pleas from his superiors in the Roman Catholic Church to tone down his rhetoric, but so far, the radio priest is standing firm. He’s recently formed a new political party—the Union Party—a populist movement attracting praise from Garner’s critics. Whether a demagogue like Coughlin will run for president remains to be seen.



AIR PHANTOMS AND SKY PIRATES

This modern age has seen the rise of the aviator: men and women who brave all kinds of dangers while piloting their aeroplanes, autogyros, and airships across the skies. However, along with the good, you get the bad. A few of these rascals, known as air phantoms, fly into populated areas, attack or raid targets like banks or fancy jeweler's shops, then soar back into the Wild Blue Yonder. Known as air phantoms, these villains are a tricky bunch.

Even worse than the air phantoms are the sky pirates. These flying buccaneers ply their despicable trade in huge zeppelins, complete with onboard hangars for their aeroplanes. When they see a passenger airship, they board their planes and attack them in mid-air, usually crippling their target before boarding and pilfering any valuables. The most famous (or infamous, depending on your point of view) sky pirate is Captain Lincoln Murdock, who commands the Brotherhood of the Clouds, a crew of aviators stationed aboard the Black Mariah, an immense airship filled with looted aircraft.

ROCKET RANGERS

In 1926, Robert Goddard's successful experiments with liquid-propelled rockets brought him to the forefront of the emerging technology, allowing him to create a device capable of propelling a trained individual through the air at speeds exceeding 100 miles per hour.

The International Rocket Corps (IRC), touted as "The Law Enforcement Agency of the Future", was founded in 1934 by Goddard, RAF Squadron Leader Montgomery 'Monty' Lockwood, and U.S. Army pilot Captain Eugene Spratt. It became an official law enforcement agency in early 1935, and its slogan, "At the Speed of Need," is now a well-known rallying cry. Recently, the League of Nations acknowledged the Corps's global authority as extending to "wherever danger and lawlessness lurk unchecked".

NEW ENGLAND

The twisted wilderness, ancient mountains, and overgrown cemeteries of New England shelter many eldritch horrors. The histories of northern Massachusetts, southern New Hampshire, Vermont, and Maine are rich with legends of horrific monsters, dreary haunted houses, and ghastly cults performing unspeakable rituals.

Innsmouth, a crumbling seafaring town whose deformed population is distrustful of outsiders, is rumored to be the seat of a strange cult dedicated to a long forgotten god. The blasted heath near Dunwich, a village in the mountains of northern Massachusetts, is the site of eerie occurrences. Many other rural villages report tales of ghosts and monsters terrible enough to drive one insane. Those who find themselves face-to-face with these nameless horrors usually end up in Arkham Asylum, the region's largest mental institution.

Salem, whose history is steeped in witchcraft, is home to the American branch of the Academy of Prestidigitation and Conjuration. Unlike its counterpart in Great Britain, the American academy has a less rigid application standard and accepts women as students.

Boston, the largest city in New England, is rumored to be the home of the Brotherhood of the Pentacle, a secret society dedicated to dark magic. Some say the group is a front for Aleister Crowley's Golden Dawn Society. Membership is exclusive and the group's actions are shrouded in mystery.

NEW YORK CITY

Also called Gotham or the Big Apple, New York City is America's most populated and technologically-advanced city. With 18,000 policemen, 60 daily newspapers, and more telephones than London, Paris, and Berlin combined, New York is the cultural capitol of the United States (perhaps the world). In addition to reconstructing neighborhoods demolished by the 1898 invasion, the city has also built many new roads and bridges, and now has a very futuristic feel to it: aeroplanes soar overhead at all hours of day, an elevated roadway carries traffic above the old streets, and zeppelins make regular use of a mooring station located atop the Empire State Building.



Fiorello LaGuardia

LaGuardia became mayor of New York City in 1934. A noted progressive leader, not afraid to speak his mind, he has helped fund many improvements throughout the city, as well as spearheading a crackdown on organized crime. Under his orders, New York's Police Department has conducted several major raids against the city's numerous illegal business operations. Only time will tell if his efforts help rid the city of organized crime or if they will simply create the need for a new mayoral election.

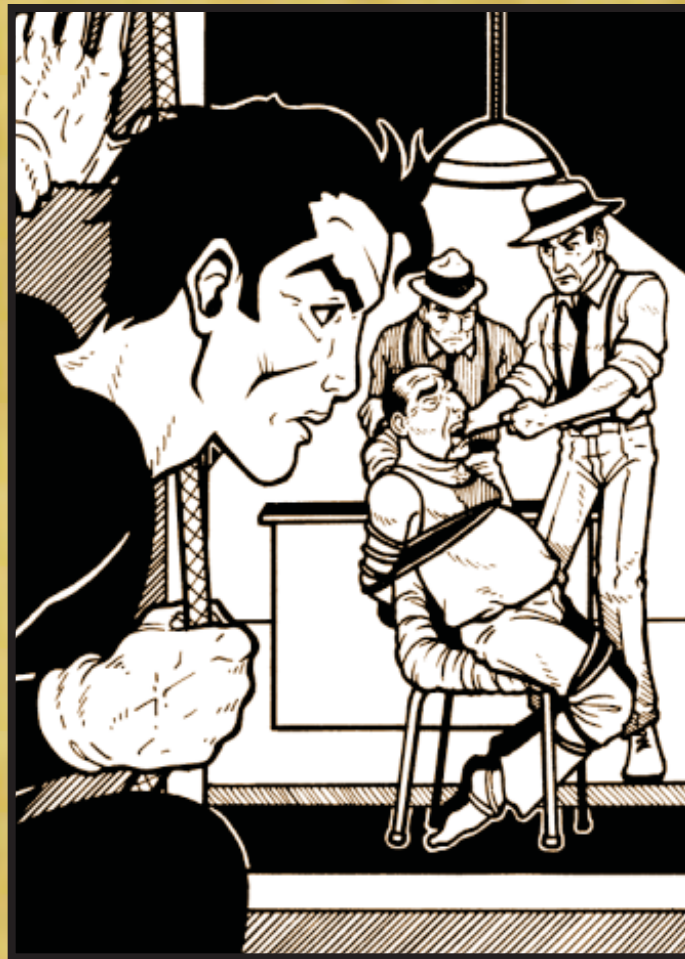
The Syndicate and Murder Inc.

While not as well-known for its criminal underworld as Chicago, organized crime flourishes in New York City under the watchful eyes of Charles 'Lucky' Luciano and his partner, Jewish gangster and financial wizard, Meyer Lansky. The pair have organized New York's most notorious criminal families—both Italian and non-Italian—into a massive syndicate, operating out of Atlantic City, New Jersey. Composed of five "families", each ruling a specific territory within the city, the Syndicate is, according to Lansky, "bigger than the U.S. Steel Corporation".

When Luciano and Lansky formed the Syndicate they knew they would need some means of enforcing order. To this end, they created Murder, Inc., a group of elite hit men loyal only to the heads of the ruling families. The group, based out of Midnight Rose's candy store in Brooklyn, is headed by Albert Anastasia and his trusted lieutenants, Mendy Weiss and Abe 'Kid Twist' Reles. The group's members include Frank 'The Dasher' Abbando, Vito 'Chickenhead' Gurino, Blue Jew Magoon, and Bugsy Goldstein. Murder, Inc. hits only mobsters—politicians, policemen, reporters, and other civilians are considered off-limits. Dutch Schultz, a major player in the Bronx, was killed by Murder, Inc. last year when he refused to back down after threatening to kill city prosecutor Thomas Dewey.

THE DEEP SOUTH

The mosquito-infested Bayou, the cypress-choked Everglades, the Big Thicket south of Pinebox, Texas, and the rambling back hills of the Appalachian Mountains are alive with vile cults and frightening beasts. Cajuns in Louisiana tell tales of a swamp monster, a shambling, hairy creature dwelling in the Bayou that has been blamed for the mysterious disappearances of several hunters. Rumors of swamp witches—using animals and plants growing in the humid swamps as ingredients in their magic potions—that curse anyone stumbling upon their remote shacks abound. Many tales are told of voodoo priests, said to possess the power to reanimate the dead as well as summon spirits to carry out their dark plans. Yet not all of the dangers are supernatural: alligators, panthers, wolves, and venomous snakes inhabit both the dark wetlands and the caverns that riddle the fetid lands surrounding them.



The Kingfish

The real power in the Deep South comes from Baton Rouge, where Huey Long reigns. Known locally as “The Kingfish,” Long is Louisiana’s former governor and current Senator. Long supported President Garner, but when the president failed to nominate him for a coveted federal position, he turned against him—criticizing his policies, making unfounded allegations of wrongdoing, and finally announcing that he would one day run against him for president. In 1935, an assassin nearly took Long’s life. Miraculously, he survived. Long blames Garner for the assassination attempt, but whether the outspoken populist is keeping his promise and running for president is only speculation at this point.

THE DUST BOWL

A series of dust storms and record-setting low rainfall have devastated farmers in the Midwest. From Texas to the Dakotas, blight has settled upon the land. Dust storms and tornadoes are commonplace, and many family farms have folded and moved west. Entire towns have suddenly disappeared in the wake of the drought. You can imagine what this has done to an already depressed economy. No income means no food and scores of people have literally starved to death. Tales of wasted corpses drifting into towns, spewing forth dust from their mouths, and preying on the living are becoming more common—too common to be just tall tales.

Some especially paranoid farmers claim the dust storms are more sinister than the tales would have you believe. They say that the storms are actually alive, feeding on human misery and that they are attacking certain areas repeatedly, reducing the acres to barren wasteland. Many naysayers dismiss such tales as superstitious bumpkin talk, but there are those who believe, and even those that have their doubts often agree that there is more to it than meets the eye.

CHICAGO

Probably the strangest thing to occur in the United States in recent years happened in Chicago, when in 1934, a weird black cloud formed over the city. This swirling black mass still hovers for ten miles around the city, blocking out all sunlight and plunging the area into near-total darkness. Literally overnight, Chicago went from being known as the Windy City to being known as the City of Eternal Night. Nobody knows why or how the dark cloud formed, but consequently, crime has increased to epidemic proportions.

The former Windy City is rife with corruption—the cops, city hall, the judges—they all bow to the almighty dollar. Despite this morally reprehensible civic structure, and the fact that the city has the distinction of the nation’s highest murder rate, Chicago is a burgeoning industrial powerhouse. Factories, machine shops, warehouses, and manufacturing plants produce goods and move freight on a mammoth scale. There’s a lot of money tied up in this town.

Al Capone

The most powerful gangster in America, Alphonse ‘Scarface’ Capone oversees a criminal empire that dominates Chicago, parts of New York City, and a tiny sliver of the Nevada desert known as Las Vegas. His army of goons, mooks, and palookas numbers in the thousands, and he has the cash to pay them all with a personal fortune worth an estimated \$900 million. Old Scarface seems to be proving that crime can pay extremely well when handled in a business-like fashion. With interests in many diverse criminal enterprises—bootlegging, rum running, gambling, prostitution, drug trafficking, money laundering, real estate schemes, and extortion—Capone controls an army of lawyers, several police precincts, federal judges, and even a few Congressmen.



The Working Man

If a menacing dark mass floating over the city doesn't scare you, the labor situation in Chicago will. Seems that the unions and the steel magnates are fighting, and this time it's turned violent. The sit-down strikes the unions led weren't working because the steel companies just hired scabs to replace the workers on the assembly lines. When the unions began picketing in front of the factories, the steel barons released their enforcers; large palookas with baseball bats. The ensuing altercations left 12 people dead. Now the unions are out for blood. They may get it, too. The steel magnates are spreading gossip the unions are allied with communists.

Jeremy Wilson is the head of the United Steelworkers Brotherhood. He's a rabid fighter, and claims the steel barons picked on the wrong union. I did a little digging and found this Wilson character was hospitalized in an asylum after returning from the Great War. He claims to have the power to manipulate men's minds. If this is true, the steel barons might want to back down.

THE FREE STATE OF JEFFERSON

Residents of Northern California and Southern Oregon are staging a "patriotic secession" and forming their own state. Citing bad roads, inadequate infrastructure, and the lack of official assistance from the governments of Oregon and California, the residents of four counties in southern Oregon and three counties in northern California have banded together to form the Free State of Jefferson.

Yreka, the county seat of Siskiyou County, is the new provisional capital. Armed men patrol the highways and back roads, forcing motorists to sign a Proclamation of Independence, which states that Jefferson has a right to exist.

Late last year, John Childs of Yreka was elected governor of the new state, which adopted its own flag and state seal. Officially, California and Oregon don't recognize Jefferson, but this hasn't stopped residents of the newly-created state from lobbying for federal recognition.

LOS ANGELES

Los Angeles is the entertainment capital of the world and home to over one million citizens. The immense Hollywoodland sign (consisting of 50-foot tall by 30-foot wide letters illuminated by 4,000 20-watt bulbs) looms high on the neighboring mountains, while below, the valley is awash in homes, hotels, businesses, and movie studios.

Goldsmith Studios

Leon and Werner Goldsmith, pioneers in the early heyday of motion pictures, set up shop in 1919 and made their fortune filming such classics as *The Krazy Kops: Night in Jail* starring comic genius Gary Burton. With the arrival of the talkies, the Goldsmith brothers converted their equipment and hired a stable of new talent and, with their monster hit, *Invasion of the Mars Men*, found a completely new audience. The Goldsmiths take big risks, and in return reap big rewards, making them the top studio executives in the city.

Howard Hughes

Outside Los Angeles, Howard Hughes, a multi-millionaire and aviation pioneer, has constructed an impressive airstrip and factory where he designs the most innovative aeroplanes of the age. However, Hughes is more than just an aeronautical pioneer: he is a visionary who has the moolah to bankroll some of the world's greatest inventors. Nevertheless, there may be a sinister side to Hughes that the starlets and sycophants do not see—rumor has it that he is developing the largest armored aeroplane on earth.



SKY CITY

Some scientists working for Hughes stole a prototype jet stream propulsion device a few years ago and used it as the basis for developing an actual flying settlement. Sky City, as this hovering airstrip is known, uses Aetherium to power its turbines and propellers and is an open port for all the world's aviators. The city floats around on a jet stream and can be piloted anywhere above the Earth. Within Sky City's corridors and passageways are the amenities one finds in any earthbound city: retail shops, bars, restaurants, and hotels, as well as hangars and facilities for repairing aircraft. The city collects docking fees from planes or airships using its facilities to pay the large maintenance crew required to keep the huge city airborne. Though the city constantly broadcasts its coordinates via radio beacon, its operators are nervous about spies learning its secrets and so are constantly on the move.

SAN FRANCISCO

First settled by Spanish priests in the 1700s, then prospectors thirsty for gold in the 1800s, San Francisco is an eclectic, cosmopolitan city. Mysterious, fog-shrouded and hilly, the city of trolley cars and pristine Victorian homes. San Francisco is a city on the edge.

Alcatraz

Also known as 'The Rock', Alcatraz Prison is located in the middle of San Francisco Bay. Built in 1909, it served as a military prison until 1933 when it became a federal penitentiary. Housing several hundred of the nation's most irredeemable criminals, the frigid waters and strong currents surrounding the prison have led its current warden to publicly declare it "inescapable".

Chinatown

San Francisco's Chinatown is the largest in America and supposedly home to a secret Shaolin temple. Shrouded in mystery and intrigue, it is a place where martial arts masters battle in rain-slicked alleyways atop a massive

underground network of old sewer tunnels. Chinatown is a dangerous neighborhood; none of the cops on the force willingly venture near it, and even those who are assigned to the beat do just enough to keep up appearances. The local criminal gangs (known as Tongs) are led by a shadowy figure known only as the Jade Dragon. So long as they do what the Tongs want, Chinatown's residents are allowed to go about their daily business. Cross them, and you'll most likely be found floating in the sewers...if you're lucky.

Fisherman's Wharf

The headquarters for San Francisco's fishing industry, Fisherman's Wharf, is where you'll find piers, seafood restaurants, and shops catering to tourists. If you are looking to hire a boat or find information about the waterfront, this is the place to do it.

LAS VEGAS

A former dusty outpost in southern Nevada, Las Vegas has grown in prominence as a tourist town due to the construction of the nearby Boulder Dam. A glittering, neon-decorated oasis of vice, far away from the prying eyes of Hoover's FBI, the town serves alcohol and anything else the customer wants (and can afford). Al Capone rules Las Vegas with an iron fist and a huge wad of cash.

HORIZON: THE CITY OF TOMORROW

A scientist of great renown and acclaim, Dr. Millennium has created Horizon, what he bills as "The City of Tomorrow". Located just outside of Las Vegas, in the harsh Nevada desert, Horizon is a remarkable sight: tall shiny towers, a sky-car system, clean and efficient streets, and comfortable accommodations, all featuring the latest technology. There is no crime or pollution in New Horizon. Millennium sees his city as the moral successor to the sin-filled streets of Las Vegas, but to many, things seem a little too perfect—the place has high walls protecting it and the city's police are more like guards.



THE REST OF THE WORLD

The United States is not the only place where you'll find exciting adventure. With the availability of aeroplanes, zeppelins, steamships, and luxury liners, getting around has never been easier; however, though travel may be more convenient, your time abroad usually isn't. Many places lack basic amenities like heat, electricity, and water, but that is changing, and although most European countries are more civilized than places in Africa and Asia, the reverse is sometimes true as well.

Before heading out into the world, you are going to need a passport and visa. Guard them with your life. These papers are extremely valuable and many undesirables will try to snatch them and sell them on the black market. If you lose them, your best bet is to find your way to an American consulate and stay there until the mess is sorted out.

AFRICA

Despite centuries of trade, the Dark Continent remains just that—mysterious and unknown to the vast majority of Westerners. Populated by fierce animals and native tribes, and home to countless lost civilizations, vast stretches of desert, jungle, and savannah remain unexplored.

Africa is involved in a power struggle between the colonial European powers and the native peoples. Except for Ethiopia, Egypt, and a semi-independent South Africa, the continent is a land of colonies. Belgium, France, Germany, Great Britain, Italy, Portugal, and Spain have all laid claim to portions of the Dark Continent. The majority of colonial administrators in the region exploit the natives, only caring about the lucrative diamond mines and ivory trade. Other than the British, most colonial nations have adopted a policy of "assimilation"—in other words, they hope to force the natives to see themselves as part of a larger nation and conduct themselves in appropriate Western fashion.



The Belgian Congo

Established by King Leopold II of Belgium as the Congo Free State in the late 19th Century, this small colony controls most of the mighty Congo River. Nearly 3,800 miles in length, travelers must use the Belgian-controlled railroad and portage posts to avoid its rapids. Other than a few small cities—Leopoldville, Elizabethville, and Stanleyville—the vast majority (nearly 25,000 square miles) of the region is covered in dense, uninhabited jungle. Copper, palm oil, and rubber are the area's main exports.

The Sahara Desert

The vast Sahara desert is Africa's largest geographical feature. Its 3.5 million square miles of sand dunes, craggy outcroppings, and barren plateaus dominate the northern portion of the continent. With temperatures that can drop below freezing at night and reach 160°F during the day, the Sahara is a land fraught with peril, yet surprisingly it is home to several hardy nomadic tribes: the Bedouins, Tibbu, Berbers, and Tuareg. Several major trade routes, used by doughty merchants and their camel caravans, allow for a robust commercial network in which Mediterranean goods are traded for ivory and gold.

Timbuktu

Once a thriving city in the northern African kingdom of Mali, European merchants spread tales of its wealth and it soon became a major stop along the primary trade route of the day. Eventually, the city fell on hard times brought about by several invasions, and the once-proud Moorish city—which boasted its own university—collapsed into ruins. Timbuktu today is nothing more than a collection of simple earthen buildings built over the ruins of the ancient city. Besides being a melting pot for northern African people, the city is also the site of an ambitious effort by European scholars to locate the many weathered manuscripts left behind by Islamic teachers and students throughout the ages.

Zimbabwe

Now just a collection of ruined stone walls, Zimbabwe, a settlement in southern Rhodesia, appears to have once been a massive city. The countryside surrounding the settlement is dotted with trees and granite hills. Explorers estimate the settlement to be about 3,000 years old, and a few independent thinkers have even posited that the structures were part of the fabled King Solomon's mines.

The French Foreign Legion

Headquartered in Sidi-bel-Abbes, Algeria, the Legion sends troops wherever Mother France has need. The Legion Etrangere, whose emblem is a red grenade surrounded by seven flames, is France's elite fighting force, even though actual Frenchmen make up only a small percentage of its ranks.

Composed of recruits from all nationalities (but speaking only French), the Legion is a haven for outlaws and those trying to hide from their past. In return for strict anonymity, recruits endure six months of intense training and are paid the princely sum of \$2 per month. Enlistments are for a 5-year period, and non-Frenchmen may rise to the rank of Colonel. After 12 years of service, a Legionnaire is granted French citizenship. Life in the Legion is tough, and not surprisingly, there is a high rate of desertion. Deserters are punished most severely, being assigned to the Battalion d'Afrique, a penal regiment pulling the toughest duty in Africa.

ANTARCTICA

Located at the bottom of the Earth, Antarctica is mostly covered in ice. Howling winds, towering glaciers, and freezing temperatures greet any would-be explorers. Besides being the coldest and driest place on earth, it also has the highest average elevation. Despite these inhospitable conditions, lichen, fungi, penguins, seals, and albatrosses thrive on the desolate continent.



Rear Admiral Richard Byrd explored Antarctica by aeroplane, establishing a base camp on the Ross Ice Shelf in 1929. By the end of the year, he had mapped out nearly 1,200 square miles of the region. In 1934, he spent the winter alone at a newly-constructed research station, Advance Base. Byrd sent a series of troubling radio messages to his crew at the base camp, who flew to Advance Base and evacuated him. The station has remained empty ever since and the details of Byrd's harrowing escape have been classified by the U.S. government.

THE ARCTIC

The ice-covered Arctic region, home to the Inuit, Aleut, Athabaskan, and Yup'ik peoples, encompasses the North Pole, Greenland, Iceland, northern Canada, Alaska, Russia, Finland, and Norway. The *Aura Borealis*, or "northern lights" flicker throughout the Arctic, resembling flames, dancing across the sky. Some archeologists claim Viking ruins dot the region's countless frozen islands.

AUSTRALIA

An independent nation since 1901, Australia is actually the world's smallest continent. Its inhabitants include the Aborigines, who have lived in Australia for thousands of years, and European settlers mostly from England and Ireland, who arrived in the late 1700s. Most of Australia is arid grassland or true desert, what the Australians call the Outback.

Perhaps the strangest locale in the Outback is Ayer's Rock. This megalith, called Uluru by the native Aborigines, is said to be a magical place which contains a portal to the Dreamtime. The Dreamtime, according to Aboriginal legend, is the place where humans can go to learn the secrets of the universe.

CENTRAL AMERICA

Central America is in upheaval. Nicaragua, a hotbed of activity, is struggling between U.S. troops, who have been stationed there for two decades, and a ragtag army under the command of guerrilla leader Augusto Cesar Sandino. Currently, Sandino's troops are laying siege to the nation's capital city, Managua. It is only a matter of time before he seizes control of the capital and the country. Some suspect Sandino is receiving outside help from Mother Russia, although Stalin vehemently denies this.

CHINA

The Orient is a place of mystery and wonder. Travel across China is difficult at best. Fortunately, several large rivers serve as the main highways for both travel and commerce. The Yangtze arises from the Himalayan Mountains and travels 3,400 miles to the East China Sea. The Yellow River meanders for 2,700 miles throughout the northern portion of the country. The 1,250 mile long Sikiang enters the South China Sea at Canton and Hong Kong and is deep enough for steamers to travel nearly 200 miles inland. To safeguard commerce and travel, gunboats patrol up and down these rivers; however, these gunboat captains are often no better than the pirates they seek to protect travelers from.

To outsiders, the Chinese seem primitive and superstitious as its people go about their daily lives while their leaders squabble amongst themselves for power. In 1911, the Manchu dynasty was overthrown and China became a republic; however, since then internal dispute has wracked the political scene. Currently, three main groups vie for control of the nation: Chiang Kai-shek and his Kuomintang, or National Party, controls China, at least for the moment. Waiting in the wings is the Chinese Communist Party, led by Mao Zedong. The third political player in China is not a single entity, but rather a large group of independent warlords (known as Tuchuns) who collectively control a large number of the western provinces.



As if her internal problems weren't enough, Japan views China as an obstacle to her imperial plans. In 1931, the island nation invaded and annexed Manchuria, renaming it Manchuko in the process. In 1932, they bombed Shanghai, China's most populous city. In 1935, they invaded the city, and although China has so far retained control of the port, the Japanese show no signs of letting up.

Shanghai

If you want action and adventure in China, head for Shanghai. The city is China's most populous, with millions living in crowded conditions. Though cars are available, take a rickshaw instead; they're more private. Shanghai is home to several nightclubs owned by western entrepreneurs. It's strange to hear jazz music in China, but it is possible, if you know where to go.

Everything is for sale in Shanghai. Black market items are available from local tong gangs, who've controlled trade in recent years.

The big boss in Shanghai is Zho Fang, an elderly man everyone respects. Zho's tong gang are all experienced martial artists, and also pack a pretty lethal arsenal of revolvers and rifles. Some even whispered Feng has a connection with Chiang-Kai-shek himself.

I heard Zho has grown obsessed with the acquisition of the Pearl of the Souls, an ancient Chinese artifact. I've never heard of it, but Zho Fang apparently killed several people to learn its whereabouts with no success.

THE DUTCH EAST INDIES

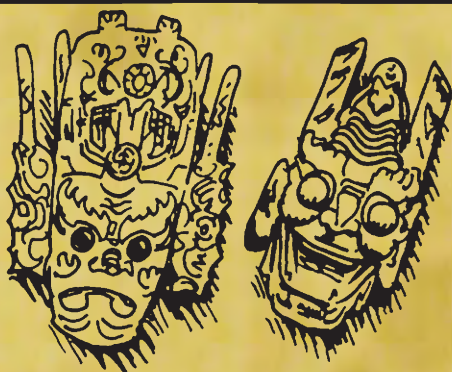
Established by the Dutch East India Company, the Dutch East Indies consist of numerous colonies located on the Southeast Asian islands of Sumatra, Java, Celebes, and Borneo. Most of the islands remain unexplored, covered with dense jungles, dotted with ancient ruins, and peopled by indigenous tribes. The Dutch rule from Batavia, their capital city on Java, where they trade spices and other profitable goods with other nations.

FRENCH INDOCHINA

French Indochina, the largest French-controlled colony in Southeast Asia, consists of Vietnam, Cambodia, and Laos. The French treat the natives like cattle, only caring about what raw materials they can export and how much of a profit is to be made. It won't be long before the natives strike back.

Angkor Wat

In the dense jungles of French Indochina lurks an ancient enigma, the crumbling ruins of a civilization known only as Angkor. Surrounded by water, the ancient ruins include the large temple-tomb of Angkor Wat, once the capital city of the Khmer empire. Photographs reveal sculptured stone spires of exquisite beauty; however, as beautiful and mysterious as the ruins of Angkor are, they are also said to be cursed. Several explorers who have set out to explore them have failed to return.



Red Serpent Antiques

Collectibles and antiques from the Far East.
Rare curiosities and relics from Imperial
China. Also carry Japanese artifacts.
Located in Chinatown, Manhattan.

Owner: Tyler Dugan.



EGYPT

King Faud rules Egypt. However, the British maintain a large garrison at Cairo and are the real power behind the throne. Faud tries to do what is right, and he puts on a good act for the public, but everyone knows that the English penchant for “civilizing” a country means weaving a tangled web of bureaucracy in which the native government is guided by the whims and desires of the Island Empire. Despite Great Britain’s influence, the country is incredibly poor—beggars wander the narrow streets and rag-tag settlements pop up wherever there is work to be found. The region’s most lush areas border the Nile River. The rest of the country is filled with shifting sand dunes and impassable mountains.

Cairo

The political, economic, and cultural center of Egypt, Cairo is home to over one million people and has a history stretching back more than 5,000 years. With a thriving nightlife, exemplified by the Casino Opera and Mohammed Ali Street (the equivalent of New York City’s Broadway), Cairo is also home to the Museum of Egyptian Antiquities. From the jewelry of Queen Ahhotep to the mummies of the priests of Amen, visitors to the museum have access to the largest and most spectacular collection of Egyptian artifacts in the world. Also of interest are the Great Pyramids and the Great Sphinx, both located at Giza, just outside of city, and the City of the Dead, a vast necropolis located on the city’s southeastern edge.

The Cult of Anubis

The most recent news out of Egypt involves the Cult of Anubis. Apparently, it is sweeping through the desert, gaining followers and performing dark rituals to appease a long forgotten god. Many who cross paths with the cult are ritualistically murdered, ancient hieroglyphics carved into their corpses.

The Valley of the Kings

Located near Thebes on the Nile River, the Valley of the Kings is an enormous necropolis, housing the tombs of ancient nobles and pharaohs. Archeologists, poking around unearthed subterranean chambers decorated with elaborate hieroglyphics and frescoes, have uncovered many artifacts and relics. Tales of undiscovered treasures, guarded by horrible undead creatures, are abundant in this region, and entice many thrill-seekers to visit the region in the hopes of discovering undreamt of riches.



FRANCE

Governed by a National Assembly that elects a President, who in turn elects a Premier who commands a majority of the Assembly, France is chaotic and often unstable, yet the system seems to work. A colonial power second to only Great Britain, France controls over four million square miles of territory and 80 million colonial subjects. The nation is also a financial powerhouse, controlling nearly a quarter of the world's gold supply.

However, the nation does have its problems. Over a million Frenchmen died fighting the Germans and many farms and towns still bear the scars of combat. If you ask around, the people will tell you stories that will make your hair stand on end.

Paris

In stark contrast to the wasted countryside is Paris, a romantic city with charming streets and tree-lined avenues. Home to the Champs Elysees, the Eiffel Tower, and the Cathedral of Notre Dame, it is also crowded and falling into disrepair. The urban decay shows during the daytime, but at night, the City of Lights greets visitors with a splendor unseen anywhere else in Europe. The cafes and taverns keep the champagne and cognac flowing, and the bawdy shows at the Moulin Rouge are international favorites. The ancient catacombs under the city date back to medieval times, perhaps even earlier, and supposedly branch out from the crypts under Notre Dame, extending miles beneath the city's streets.

The Maginot Line

Possessing the largest military in the world, the French can field nearly half a million troops; however, much of its equipment is outdated and its military planners seem intent on devoting most of the nation's resources to defending itself from Germany. Typical of this mode of thinking is the Maginot Line, a 150-mile stretch of fortified positions that lie along the nation's northeastern border. Only the armored domes of the fortified positions can be seen from aboveground, the majority of its construction—including

barracks, a hospital, and a railroad stop—lies beneath the earth (sometimes as deep as 60 feet). Construction, which began in 1930, is nearly complete.

GERMANY

Following the Great War, a disenchanted veteran named Adolf Hitler began publicly espousing his belief that the western powers had conspired with the communists and Jews to punish Germany. This cunning lunatic now believes that he was chosen to right what he sees as a reprehensible wrong.

In 1920, working as a government mole, he infiltrated the German Worker's Party. In a strange twist of fate, he found himself attracted to the organization's goals, and within the year, had assumed leadership of the group. Bringing a much-needed patriotic fervor to the organization, and despite being jailed by the government as a subversive, the group has flourished. Hitler and his Nazis—as the German Worker's Party is now known—control every political office in Germany. A secret cadre, known as the Schutzstaffel (SS), serves as Hitler's personal guard and the Geheime Staatspolizei (Gestapo) acts as the nation's secret police.

Germania

Hitler's personal architect, Albert Speer, has designed a grand capital city called Germania. In 1934, the Nazis began building it over the ruins of Berlin. Construction is still going strong. Germania has wide avenues, Romanesque architecture, and tree-lined boulevards. The Brandenburg Gate fronts a new chancellery, and a 400-foot high triumphal arch, etched with the names of soldiers killed in the Great War, straddles the avenue leading to the People's Hall, the largest domed structure in the world.



The Autobahn

Designed in 1933 as a means of allowing rapid transport of both civilians and military equipment, the first stretch (running from Frankfurt to Darmstadt) was completed early last year. When finished, hundreds of miles of paved highway will link every major city in Germany. Led by Fritz Todt, a workforce of nearly 100,000 labors day and night to complete the task.

Nazi Archeology

Across the globe, Nazi archeologists, under the watchful eye of Klaus Moebius, world-renowned scientist and close personal friend to the Fuhrer, are searching for lost relics and forgotten civilizations. Hitler, obsessed with attaining power, has budgeted scientific research and historical explorations into his plans for world domination. Archeology teams are combing the deserts of Egypt, the jungles of the Congo, the swamps of South America, and the remote steppes of China in an endless search for buried treasure, forgotten tombs, lost artifacts, and arcane relics of indescribable power.

GREAT BRITAIN

The British Empire extends over practically the entire globe and is a strong industrialized nation with the mightiest navy in Europe. Although she lost many of her sons in the Great War, Britain retained her global Empire with colonies in Africa, India, the Far East, South America, the Caribbean, and the South Pacific. They have even established a confederation in Canada. Some colonial officials in His Majesty's far-flung lands are arrogant and oafish; however, most are efficient and adept administrators who excel at the task they have been entrusted with. Unfortunately, the feeling toward the natives (civilized or not) is that of the "white man's burden". Many Anglos believe they represent the best in civilization and must be earnest in their attempts to assimilate—some would say subjugate—the natives.

London

The largest European city, with over 8 million residents, London is the most harried and bustling metropolis in Great Britain. Like many modern cities, London's neighborhoods are as varied as its population—from the stately West End theaters and entertainment district, to the gritty, poverty-stricken East End. During the 19th Century, London was awash in pollution. Things have gotten better since then, but in the most industrialized parts of the city, smokestacks still belch forth clouds of ash and soot as machines assemble automobiles, appliances, and other mechanical wonders, within the dreary factories.

The London Overground Tramway

Intra-city travel has gotten a lot faster in recent years with a new monorail developed by Dr. Milton Stoddard of the London University for the Promotion of Scientific Advancement (LUPSA). The London Overground Tramway (LOT) loops from Westminster, to the center of old London, crossing the Thames and stopping at Victoria Station. It is powered by heavy magnets and carries 100 passengers per train in rapid, elevated comfort.

Scotland Yard

Headquartered in New Scotland Yard, on the banks of the Thames, the name technically refers to the headquarters of the London Metropolitan Police. However, when most people refer to "Scotland Yard", they're referring to the department's Criminal Investigation Department (CID) branch. Arguably, home to the most famous detectives in the world, and a pioneer in the criminal forensics field, Scotland Yard enjoys a prestige that no other police department can match, although members of the FBI's CID would beg to differ.



The Amazing Zoltar

Percival P. Smythe was born in London in 1885. The son of carnival performers, he learned parlor tricks and eked out a meager living from the back of the family wagon as they traveled with the carnival throughout Europe.

In 1924, while performing for a jaded audience, he had a mystic revelation. He stumbled off the stage and wasn't heard from until two years later when he reappeared as The Amazing Zoltar and announced that he knew the secret to casting magic—not the smoke-and-mirror trickery rife throughout the carnival business, but true magic. Many were skeptical, but when he demonstrated his newfound talents, no one was able to debunk him. For the next two years, he traveled throughout Europe and America offering a million-dollar prize to anyone who could prove that his talents were not genuine. This stunt has won over many skeptics, and the prize money is still unclaimed.



Zoltar realized that he had been given a strange and powerful gift. If not properly controlled, magicians of a more evil sort would eventually arise and misuse their newfound power to further their own dastardly ends. Thus, he created a school of magic to train and discipline would-be spell casters.

Located on Zoltar's expansive English estate, the Academy of Prestidigitation and Conjuraction graduated its first class in 1932. In 1934, a similar school was established in America, in Salem, the site of the infamous Witch Trials of 1692. The headmaster of the American academy is H. Phillips Lovecraft, an American author with a penchant for recording his experiences in the guise of horror tales.

GREECE

The cradle of Western civilization and home to one of the world's oldest civilizations, Greece is a treasure trove of ancient architecture and epigraphic sources of historical import. Archeologists from around the globe are currently excavating ruins at the Acropolis and the Temple of Zeus in Athens.

The Greco-Turkish War of 1922 put Turkey in control of Asia Minor when the peace treaty set the borders of modern day Greece. Following a turbulent succession of monarchs in the early 1920s, Greece was declared a republic in 1924. However, that all changed last year when General Ioannis Metaxas thwarted a plan to assassinate Premier Venizelos and forced him to abdicate his power, restoring the monarchy in return for his life.

HAITI

Haiti borders the Dominican Republic on the island of Hispaniola. Frequent uprisings have forced the U.S. military to occupy the country since 1915, and the country's capital, Port-au-Prince, has been under martial law ever since. The region is best known for its practice of Voodoo, an interesting mix of African slave beliefs and Christian ritual. Most believers practice Rada, a "good" form of voodoo; however, there have been rumors that a powerful Voodoo priest has taken up residence in an abandoned mansion in the heart of the island, and that he commands an army of zombies.

INDIA

The East India Company first colonized India, the gem of the British Empire, in the 1770's. When Indian leaders protested, Britain sent in her troops and assumed control of the government. After a series of fierce battles, India became an unwilling member of the British Empire. In cities like Calcutta, Delhi, and Bombay, the imperial British presence is obvious. While the poor starve and die in the streets; the wealthy watch cricket matches, play polo, and



sip exotic blended teas. In a few isolated pockets, some greedy Indian princes still hold sway over their subjects, whom they treat even worse than the British, caring only about extending and solidifying their power.

ITALY

Right behind its stalwart, goose-stepping ally Germany, Italy is the second major fascist country in Europe. Actually, it was the first. In 1922 when Hitler was kicking around the idea of social revolution in Germany, Benito Mussolini was already running Italy as a totalitarian state. He has crushed dissent, eliminated rival political parties, and censored the press. Signs blatantly proclaiming, "Mussolini is Always Right" adorn the walls of many ancient buildings in Rome.

JAPAN

Japan is an island nation located just off the Chinese coast and has been controlled by Emperor Hirohito since 1926. In reality, its government is run by the military, the Emperor nothing more than an unwilling puppet, forced to comply with the wishes of his warlords. Ever since he came to power, Japan has been aggressive and expansionist. Its recent confrontation with China, in which Japan seized control of the Manchurian provinces, is one example of how the "new" Japan plans on doing things.

MEXICO

The National Revolutionary Party has ruled Mexico since 1929 and has crushed almost all opposition. What worries many is not the corrupt government, but rather the rise in cult activity. Some Mexicans are probing deeply into the country's Aztec past, with frightening results.

A few years ago, a wealthy businessman and amateur archeologist named Rodrigo Batista revived interest in ancient Aztec culture after exploring the Pyramid of the Sun in Teotihuacán, just north of Mexico City. Batista changed his name to Chicome Ocelotl, or Seven Jaguars, and opened a "tourist center" at the old Aztec city. Some

say that the tourist center is just a front for a mysterious cult known as the Order of the Winged Serpent.

THE MIDDLE EAST

Most of the Middle East is controlled by warring local clans and, like so many other areas, the British. Competing interests make political relations on the Arabian Peninsula very tense. Germany has recently curried favor with its old ally Turkey, and even though Ibn Saud overthrew the Turks in 1913, and now controls much of Arabia, that may all soon change.

The Wandering Pestilence

A plague currently ravages much of the Arabian Desert. Village after village is falling to what locals describe as "the Wandering Pestilence". Symptoms include fever, dizziness, horrific nightmares, boils, and finally death. Talk around the nightly campfires blames the disease on a strange one-eyed Bedouin riding a black camel and commandeering an army of corpses. Despite their best efforts, the British have been unable to locate this mysterious figure or his army.

MONACO

The Principality of Monaco, ruled since 1922 by Prince Louis II, borders the Mediterranean Sea and France. At barely more than one-half a square mile in area, it is one of the smallest nations in the world, second only to the Vatican. The Casino of Monte Carlo, open only to foreigners is the nation's most lucrative source of revenue, with wealthy vacationers spending millions of dollars at its card tables and roulette wheels. The second most popular tourist activity seems to be drinking champagne and consorting with the beautiful women at the Hotel de Paris. However, there's plenty of things to do in Monaco besides gambling and cavorting, including the Monte Carlo Rally, the Monaco Football Club, and the Grand Prix of Monaco, held annually since 1929.



OCEANIA

There are over 1,000 islands in the Pacific Ocean—some are island nations, others are uninhabited, and yet others contain enigmatic remnants of ancient civilizations. The Yap islands, part of the Caroline Islands, are controlled by the Japanese. They have also maintained control of the Marshall Islands since the end of the Great War. The United States administers the Philippines and Hawaii as a territories as well as laying claim to Guam. French Polynesia, annexed by France in the 19th Century, includes Tahiti, a famous tourist destination. New Zealand, a large island off the coast of Australia and home to the Maori culture, is under British control. Other well-known islands, to which no nation has laid claim, include Fiji, Western Samoa, and Tonga.

SOUTH AMERICA

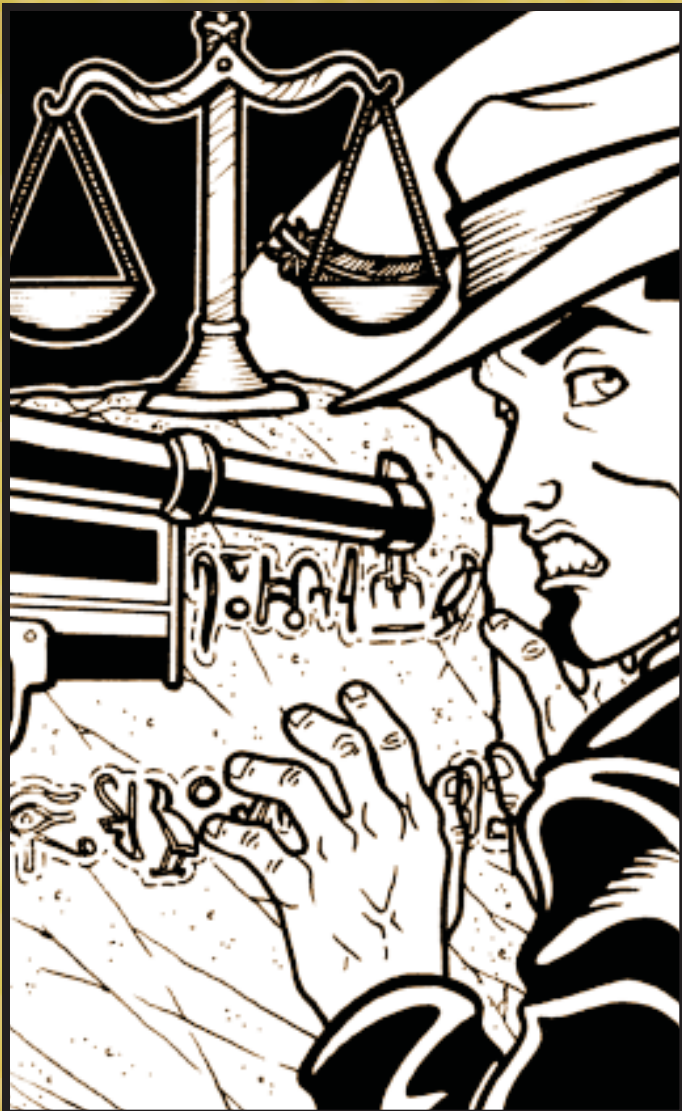
The Amazon rainforest—a dense, humid, and mosquito-infested region of wondrous natural beauty—covers most of the South American continent. The presence of British and French colonists is not as widespread here as it is in Africa and Asia, so the native peoples enjoy a more liberal form of home rule.

The Chaco War is still flaring in South America, with Paraguay and Bolivia fighting each other over the oil-rich Gran Chaco region since 1932. American oil companies, seeing the potential in the region, have secretly backed each nation, hoping to reap a fortune from whichever one emerges victorious. In 1934, Bolivian generals tried replacing President Daniel Salamanca, but their plan failed. The combatants have as of yet failed to reach an accord and the war still rages in the jungles, mountains, and plains of the wasted nations.

Lost Empire of the Incas

Incan ruins, centered on Peru, dot the landscape in the western part of the continent. Machu Picchu, located in the Andes Mountains, was once a palace for Incan royalty. Explorers come up here to poke around in the ruins looking for lost treasure; however, most simply end up returning home disappointed, even though there are said to be many ancient temples yet to be discovered.

An archeological mystery is unfolding in Tiahuanaco, a city in the Bolivian Andes almost 1,500 years old. The ruins are part of a vast religious complex consisting of temples, a step-pyramid, burial mounds, and palaces. The Tiahuanaco Sun Gate, a granite monolith resembling an archway decorated with the Incan sun god Viracocha, is located at the center of the ancient city and rumored to have been created by visitors from the stars. According to glyphs at Tiahuanaco, powerful magic is needed to transform the Sun Gate into a trans-dimensional doorway. Though serious archeologists scoff at such tales, they are nonetheless descending on the ruins in droves.



THE SOVIET UNION

Josef Stalin rules the Soviet Union, the largest nation on earth, with an iron fist. Known as Russia prior to the 1917 revolution, the Soviet Union is a nation wracked by turmoil and fear. The Bolsheviks, under Stalin's control have turned the whole country into a nightmarish existence in which no one knows who to trust and death lurks around every corner. Secret police squash internal dissent and endlessly purge Communist party members Stalin does not trust. The most brutal such purge, in which over 100 of Stalin's opponents were murdered, began with the 1934 execution of his aid Sergei Kirov. By means of murder, deportation, seizure of property, and torture, Stalin seeks to control everything and everyone within the nation's borders.

SPAIN

One of the most volatile places in Europe is Spain. Since mid-1934, the nation has been plagued by a bloody civil war. Nearly every international mercenary and thrill-seeker is participating in it.

Francisco Franco, the former general of the Spanish army in Morocco, leads the rebels, a group of fascists known as the Nationalists or Republicans against the Loyalists, a group of socialists led by Juan Negrin. Germany and Italy are supporting the Nationalists, while the Soviet Union and the International Brigades—numbering some 60,000 volunteers from 55 countries—are aiding the Loyalists. The fighting has been particularly brutal so, if you don't enjoy violence and bloodshed, stay out of Spain.

TIBET

Tibet, a mountainous region in Central Asia, has been the seat of Tibetan Buddhism since the 13th Century. The nation's spiritual leader, Dalai Lama Thubten Gyatso, died in 1933 and the nation is currently under the rule of a regent until a new Dalai Lama is chosen.

The Tibetan capital city, Lhasa is a holy place, frequented by Buddhist pilgrims who meditate at the Jokhang Temple, a massive three-story temple with many chapels and sacred rooms. The Potala Palace, built on Marpo Ri hill overlooking the Lhasa valley, is the most impressive structure in Tibet. The Potrang Karpo, or White Palace, and the Potrang Marpo, or Red Palace, are part of the complex that houses the Dalai Lama and the Tibetan government, as well as numerous chapels and artifacts of religious significance.

THE VATICAN

Surrounded by Rome, the Vatican is the smallest independent nation in the world. To the untrained eye, it appears as if Pope Pious XI leads the Catholic Church; however, the Vatican is actually administered by an appointed Governor, and Mussolini has made it quite clear that it is he, not the Governor or the Holy See, that is running the show. Obviously, the Holy Father is not satisfied with this situation. In fact, sources close to the Pope say that he ardently believes Mussolini to be a Hell-spawned demon. Rumors are circulating that the Vatican is funding a militant society, known as the Order of St. George, dedicated to the acquisition of certain holy relics and the overthrow of Mussolini's régime.



PULPSPEAK: STREET TALK

If you want to be the Bees' knees, then you have to learn the lingo! Below you will find a selection of some of the more common slang bandied about in the world of Ravaged Earth.

Abercrombie: a know-it-all
Aces: very good
All wet: mistaken, incorrect, not good
Amscray: beat it, get out
And how!: an affirmative expression
Applesauce: nonsense
Attaboy (girl): well done
B-girl: a prostitute
Baby vamp: a pretty or popular girl
Bacon: money
Badge: a policeman
Bangtail: a racehorse
Barney: a fixed competition or contest
Bat your gums: to talk
Be on the nut: to be broke
Bean shooter: a small gun
Bees' knees: top-notch, great, or excellent
Beef: a complaint or gripe
Belly gun: a small gun used for close shots
Bent: drunk
Big cheese: an important person
Big house: prison
Big sleep: death
Bing: crazy
Biscuit hooks: hands
Blaster: a gun or a hit man
Bleed: to blackmail
Blow your wig: to be excited
Bolus: an underworld doctor
Broad: a woman
Bombshell: a gorgeous female
Bootleg: illegal liquor
Box man: a safecracker
Brown: whiskey
Brown plaid: scotch

Buffalo head: a nickel
Bumpman: a killer
Bump off: to kill
Bunk: untrue, false
Butter and egg man: a big spender
C or C-note: a \$100 bill
Cabbage: money
Cat's pajamas: excellent
Chatterbox: a submachinegun
Chicago overcoat: a coffin
Chib: a knife
Chisel: to swindle or cheat
Clam: a dollar
Clip: to shoot
Clip joint: a rigged gambling house
Clubhouse: a police station
Come clean: to confess or tell the truth
Copper: a policeman
Creeps: monsters, unnatural entities
Dangle: to leave or get lost
Dead presidents: U.S. currency
Dip: a pickpocket
Dirty: on the take
Dogs: feet
Double sawbuck: a \$20 bill
Drill: to shoot or kill
Ducat: a ticket
Duck soup: easy
Dutch act: to act cowardly
Eagle eye: a detective
Egghead: intelligentsia
Elbows: the police
Elephant's eyebrows: top-notch, excellent
Erase: to kill
File: a pickpocket
Filly: a girl
Fin: a \$5 bill
Finger: to put the blame on
Five spot: a \$5 bill
Flatfoot: a policeman



Flat tire: a dull or boring person

Flim flam: to trick or deceive

Flippers: prostitutes

Flivver: a broken-down automobile

Flophouse: a cheap hotel

Flyboy: an aviator

Folding green: paper money

Foolish powder: heroin

G: a \$1000 bill

Gams: legs

Gasper: a cigarette

Get a slant: take a look

Gin mill: a place serving liquor

G-man: a federal agent

Goldbrick: a loafer, lazy

Golddigger: a woman who's after money

Goon: underworld muscle

Grab air: put your hands up

Grease: bribe money

Grill: to question or interrogate

Gifter: a con-man

Gumshoe: a private detective

Gun moll: a female gangster

Hack: a taxi cab

Hatchet man: a hit man

Hayburner: a losing racehorse

Heater: a gun

Heebie-jeebies: nervous

Heel: a petty crook or scoundrel

Hep: aware, savvy, knowledgeable

High hat: a snob

Hooch: alcohol

Hoosegow: jail

Hooverville: a shanty town

Hop fiend: a drug addict

Hop joint: an opium den

Ice: diamonds or bribe money

In the barrel: dead broke

Iron pony: motorcycle

Jane: a man's girlfriend

Jasper: a man

Jiggerman: a lookout

Joe: an average everyday guy

Jug: a bank or safe

Jugman: a bank robber

Juice joint: a speakeasy

Kajody: a thingamajig

Kick off: to die

Kisser: the mouth

Knock over: to rob

Know one's onions: an expert on a subject

Knucklehead: a stupid person

Lam: on the run

Large: \$1000

Lead poisoning: to shoot someone

Legit: legal

Lettuce: paper money

Lid: a hat

Lousy with: to have a lot of

Looker: a beautiful girl

Lug: an oaf

Marbles: pearls

Meat wagon: an ambulance

Mechanic: a card sharper

Michigan roll: fake money roll

Milquetoast: a weak or timid person

Mix up: a fight

Moola: money

Moonshine: homemade or bootleg liquor

Mother Macree: an alibi or sob story

Mouthpiece: a lawyer

Moxie: nerve, guts, orchutzpah

Nance: a sissy

Nertz: nonsense, euphemism for "Nuts!"

Nick: to rob or steal

Nightingale: an informant

Nod guy: a "yes" man

Nuthouse: an asylum

Off the track: insane



Operator: a con man, thief, or pickpocket
Orphan paper: a bad check
Owl wagon: an all-night diner or restaurant
Oyster berry: a pearl
Packing heat: carrying a gun
Pally: a friend or chum
Palooka: a poor fighter
Paper hanger: a counterfeiter or check forger
Parlor house: a brothel
Patsy: a fall guy
Payola: graft
Peanuts: small time
Peepers: eyes
Peg: to identify someone or something
Picture gallery: a mug shot book
Piker: an overly thrifty person
Pill peddler: a doctor
Pinch: to steal or arrest
Pip: a great person or thing
Poke: a wallet, bankroll, or stake
Put on ice: to kill
Put the bite on: to blackmail
Put the screws to: to interrogate
Rags: clothing
Ravaged: Altered by Aetherium
Ratface: sly or untrustworthy
Red: Martian
Red dirty: Martian sympathizer
Redeye: bad booze
Repeaters: loaded dice
Rip: a disreputable person
Rock candy: diamonds
Rough up: to beat up
Roust: to arrest
Run a sandy: to trick or deceive
Rutabaga: unattractive female
Sawbuck: a \$10 bill
Scalp doily: a toupee
Scratch: money
Shamus: a detective

Shellacking: a beating
Shylock: a loan shark
Simoleon: one dollar
Sin hound: a chaplain
Skirt: a female
Snack: an easy victim
Snipe: a cigarette
Snooker: to swindle
Snort: a drink of liquor
Square: honest, truthful, on the level
Sticker: a knife
Stool pigeon: an informer
Take a powder: to leave
Take the bounce: to get kicked out
Tarantula juice: bootleg liquor
Tell it to Sweeney: I don't believe you
Ten spot: a \$10 bill
Throw a Joe: to pass out
Tighten the screws: to intimidate
Toots: a girl or woman
Trip for biscuits: a failure
Trouble boys: gangsters or thugs
Typewriter: a submachine gun
Uppers: unemployed or broke
Vamp: a flirtatious female
Vick: a convict
Wear iron: to carry a gun
Weasel: an informer
Wet: foolish, stupid, idiotic
Wheelman: the driver of a getaway car
Whistle bait: a pretty woman
XX: to double cross
Yank: a waste of time
Yardbull: a prison guard
Yodeler: an informant
You and me both: I agree
Zap: to kill



THE GAME MASTER'S SECTION:



SECRETS OF RAVAGED EARTH

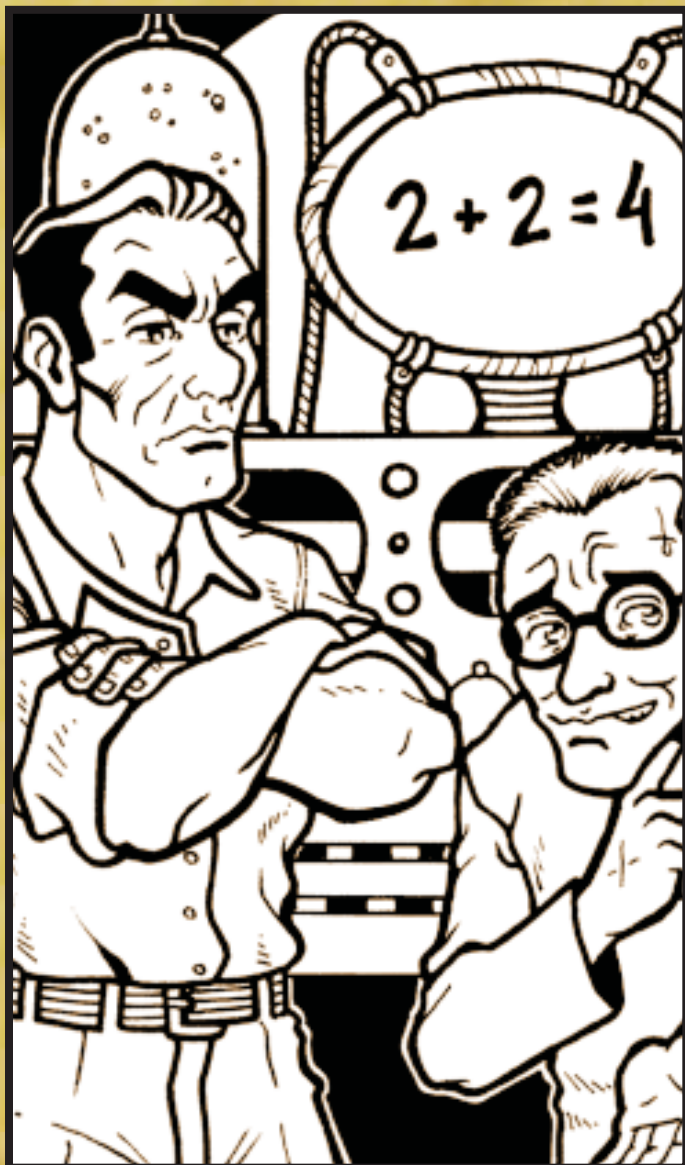
Hi there. If you've made it this far into the book, you already know a great deal about Ravaged Earth and definitely everything you need to make a character and join in the pulp action. However, you shouldn't really read any further unless you plan on being the GM, as you may well spoil some of your fun and that of your buddies.

Plan on running Ravaged Earth? Then strap in and get ready to uncover some of the secret workings of the world. Before you do, however, we'd recommend you taking the time to read through the Player's Section to get a good handle on everything before you plunge in. There is a lot going on between these covers. Good luck and happy adventuring!



RAVAGED EARTH AWAITS

Welcome to Ravaged Earth, the World of High-Powered Pulp. Ravaged Earth is a world nearly torn apart by Martian invaders. A world that lives with the very real threat of another invasion, even while its inhabitants continue to war with one another. Add to that the addition of Aetherium, the Martian metal that is not only changing humans, but the very planet itself, and you have a world on the brink of destruction. Your heroes will be doing battle with dark forces both domestic and abroad. They will be traveling through exotic jungles and discovering spectacular lost cities, exploring ancient tombs, fighting giant robots, nefarious villains, and going in whatever particular direction you want them to go. In other words, Ravaged Earth is your pulp playground. Kick up some dirt.



First off, Ravaged Earth is The World of High-Powered Pulp. How does it live up to that criteria? Wasn't I going to talk about pulp? Well, the answer to both shares a common bond that should become evident. Pulp stories are traditionally those stories found in the old digests of another day covering a broad range of genres from the Lone Ranger to Flash Gordon with Tarzan swinging through the jungle somewhere in between while the tentacled terrors of Lovecraft and the mighty Conan patrolled its early, outer fringes. The particular subsection of pulp that Ravaged Earth deals with is 1930's action adventure. We'll leave any discourse on Lovecraft for another day and ask Conan to kindly put away his sword and please leave the room.

Action adventure, obviously has a number of rules and guidelines of its own, but the genre can be anything from the bottom of the ocean to the depths of space to nearly any graphic novel you care to pick up and many of the blockbusters at the theaters of this year or any other. Ravaged Earth with its focus on the action adventure stories of the thirties could emulate anything from The Shadow to The Thing to Tales from the Crypt. What Ravaged Earth does, however, is provide you an entire world rife with adventure and potentialities. A world where your players will want to explore. A world where your players will enjoy the fact there are logical underpinnings that allows one person to make a masked avenger, another to make a superhero, and a third to make an ace reporter and have them adventuring together. The threat of the Martian Menace and the power of Aetherium takes care of all of that. Where else does it make sense for such characters to not only encounter pit traps, femme fatales, the double cross, giant robots, and the sweeping journeys to strange, exotic locales in search of rare and precious artifacts. but live to tell about it through their sharp wits, fast actions, and great feats of superhuman prowess.



THE ROLE OF THE GM

If you're a new GM, welcome to a golden opportunity to mix it up in the style of some of your favorite movies and stories of yesteryear. The resurgence of pulp in movies and fiction means the nostalgic tales of yesteryear are again appealing to modern sensibilities. If you're a seasoned GM, much of this stuff may be old hat to you, but it never hurts to read just a little bit more to refine your craft. does it? Of course not.

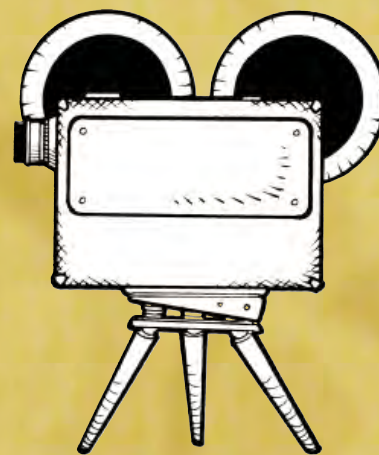
As the GM, your role could, at its most elemental level, be to control the flow of the game, adjudicate probabilities, and to deliver an interactive experience for a group of folks. That sounds a bit dry, though, doesn't it? Ravaged Earth is far more exciting, and your role is far more important, than that.

You're the GM and it's up to you to keep your players entertained. You alone are responsible for creating dastardly enemies for them to fight, dusty ruins for them to plunder, ancient wonders for them to discover, and great evils for them to overcome. You also get to play everyone and everything else in the world. The players are watching the movie of words you're revealing through the narrative you present to their characters. They determine what they do. You determine what the rest of the world does. This demands a thorough knowledge of the rules and the ability to quickly and entertainingly become an ensemble cast of characters, from the surly bartender they pump for information, to the quizzical lad who knows a bit too much to be just an ordinary shoeshine boy, to the deranged cultists that want to take over the world and enslave all of humanity.

We'll reiterate the importance of having a good understanding of the Savage Worlds rules as well as the Ravaged Earth rules you're holding in your hands. Luckily, this system is designed for ease of play and once you get a few games under your belt, you'll find that you can focus on your story. More details about all of this stuff will be revealed in the pages ahead. Just remember this one golden rule and you'll be okay: keep things moving! This is stated a hundred ways in a hundred different books, but when all else fails, fake it. Make a decision and consult

the book after the game in your post-mortem session.

Now that you know the golden rule of rules, keep the following in mind when you're thinking about Ravaged Earth: *cinematic*. Sure much of the speed of play depends on your grasp of the rules and their execution, but don't feel like you're alone. Although your role is paramount, don't discount the creativity of your players. Allow them some latitude. Keep the attitude light and friendly and give them some riveting storylines to sink their teeth into and, together, you'll make your Ravaged Earth experiences both exciting and memorable.



Before you get started, it doesn't hurt to familiarize yourself with the setting material either. We've stressed the importance of rules, but if you don't know the setting, at least on a basic level, all the rules in the world won't help. By the time you're finished, you should have a good grasp of the Ravaged Earth, as well as a firm understanding the direction you want to take it. After all, this is your game, your Ravaged Earth, and you're free to do with it as you will. After this primer, we'll dive right into the bigger secrets of Ravaged Earth and provide you with enough adventure hooks to hang a campaign on.

Keep your mind open to the possibilities of the hinted-at mysteries and let the information inspire you. Although the world of the Ravaged Earth is similar to our own, there are some fundamental differences that should be obvious by now: cutting-edge weird science, superhumans with amazing powers, mentalists that can kill with a thought, and evil secret societies plotting world domination to name a few. All fueled by good, old Aetherium.





INVOLVE AND INFORM YOUR PLAYERS

Ravaged Earth may read well on paper, but the fun doesn't begin until you gather up your gang, give them the skinny, and dive into the action. There are two approaches to this. The quick and dirty method is to have each person pick out an archetype from the book, read over the History of the Ravaged Earth and start playing. What better way to find things out than through exploration? However, many players and GMs want to take the time to read through all their options, read through the back history of the world, and weigh their options carefully. Just remember, this is Savage Worlds and the fun is in the playing. Once everyone has sorted out the kind of character they want to be, the adventures should come naturally. Be sure to educate everyone on the setting rules, those will definitely lend themselves to a bolder style of play (since defying death is part and parcel of being one of the Ravaged).

A few important things to tell them up front can provide for more enjoyment. Tell them that, as Ravaged, fortune often favors them more and, no, they don't get to know why, but the more bennies they spend, the crazier their stunts, and the more they entertain you and the other characters while maintaining their role, then the more bennies you will reward. Do this too. This encourages some great game play. Remember, bennies will always find their way back to you.

CREATING RAVAGED TALES

Whether your characters are fighting robots in the Rainbow Room, sword fighting at sea, or wrestling wraiths in Aruba, it's ultimately up to you to design and tailor adventures for your group. To that end, we're going to present some pulp conventions, explain how they relate to Ravaged Earth, and suggest how you can incorporate them into your vision of Ravaged Earth. What's more, you'll find everything you need to create adventures of your own in no time.

THE DEFINING ELEMENTS OF PULP

Earlier, we discussed pulp in broad strokes. Now, we'll get down to brass tacks and examine the components of pulp more closely and the variances, if any, taken by Ravaged Earth.

Action

Action is the essential ingredient in pulp and it certainly takes the lead role in Ravaged Earth. With giant robots, the ever-present threat of alien invasions, and impending doom, the heros need to take the fight to the bad guys. The pulps utilize action to resolve conflict and move the story along. Sometimes this involves fighting villains, henchmen, or even fantastic beasts. Other times, it focuses on heart-pounding chases with enemies close in tow. On occasion, it is nothing more than a thrilling display of heroism. Pulp plots are often nothing more than a series of events, each more intense than the last, quickly following one another until reaching its conclusion. In other words, pacing normally replaces plot development. However, Ravaged Earth should be the best of both worlds, no pun intended. You should couple the fast action of pulp with the adventure seeds of Ravaged Earth to develop a full, rich plot and storyline. There is no reason to sacrifice one set of elements over another.



That being said, when designing adventures, be sure to focus on the action. In most cases, supporting activities, such as travel, research, and the like, can be glossed over with a brief narrative description or handled “behind the screen” with a simple roll of the dice. Save your energy for the scenes that really matter—those in which the heroes are given a chance to move the story along or in which their lives (or the lives of others) are placed in jeopardy. Remember, everywhere the hero goes he should face danger. Give the players a regular diet of action with the occasional breather and they’ll love you forever.

The Black and White of Ravaged Earth

In general, the heroes are clearly heroes, fighting for that which is morally right and just; the villains are obviously the villains, there’s no doubt that they are utterly evil and unredeemable. There is no moral ambiguity; things are either good or are evil.

Pulp characters suffer no inner turmoil when deciding which course of action is Right and which is Wrong; they instinctively play out the role for which they were created. Their actions are judged by society, and one another, according to the perceived roles they have been chosen to fill. However, *Ravaged Earth* introduces another dilemma for the characters. The sheer fact of their condition can make their motives suspect to the layperson, if made aware of the fact that the characters are Ravaged. If you simply ratchet the angle of your game a little more towards gritty and grainy and use the *Dark Heroes* option described in the *Player’s Section*, you can easily capture the essence of noir.

In game terms, this means that certain Hindrances (e.g., Bloodthirsty, Greedy, Mean, and Vengeful) should be reserved for use only by villains unless a hero has a compelling (and interesting) reason as to why they possess such a flaw.

Clichéd versus Complex

Pulp characters are generally shallow and clichéd. In *Ravaged Earth*, that’s only the starting point. By taking archetypes and coupling them with a few defining interests, you can quickly and easily create unique NPCs. For more flavor, use the Personality table in your copy of *Savage Worlds* to give them even more character.

Slang and Sensibility

Slang can be a useful tool in your GM arsenal. Believe it or not, a little slang can do wonders for any game, any setting, but it can be a true stand out in pulp and *Ravaged Earth* has included a comprehensive list of 30’s slang with a few setting appropriate words thrown in there. Try and use them. As far as pulp is concerned, the adjective and the adverb are the most important parts of speech. However, we have to consider this in the context of modern gaming and the attitude of your group. Some folks totally buy in hook, line, and sinker and some are the fish that only want to take a nibble every now in then. In any case, as funny as it may sound, peppering your dialogue and descriptions with a little bit of slang can evoke the mood and spirit of your game.

Check out PulpSpeak in the Player’s Section. You’ll find that judicious use of slang will create a more immersive roleplaying experience for your players. Jotting down key quotes for important NPCs can certainly help capture the imagination and enable them to stand out more in your games as well.



THE SUPPORTING ELEMENTS OF PULP

There are several tropes that your players will expect to encounter from time-to-time. There's no need to include all of them in each and every adventure—doing so would only overload your players and bog down the dramatic pace of the adventure—however, by understanding each trope you will know when to employ it so as to produce maximum dramatic effect. Therein lies the secret of pulp narration.

Capture, Confinement, and Escape

Pulp stories are filled with scenes in which the villain captures the hero. Luckily, a few scenes later, he always seems to escape! His imprisonment, however brief it may be, is not without purpose: he may learn heretofore unknown details of the villain's master plan, he may meet someone important to the plot, or perhaps he simply gleans tidbits of information that although they may seem innocuous at the time, later prove to be the difference between success and failure, or perhaps even life and death!



The Death of a Hero

In keeping with the spirit of the pulp genre, heroes should rarely die. Whenever possible, players should be warned of the potential consequences of their heroes' actions; however, stupidity should not be tolerated! It's easy for a player to come to believe that his hero is invincible because the average hero in the Ravaged Earth is much more powerful than his Savage Worlds counterpart. Charging a group of native Extras holding a female prisoner is heroic. Charging an armed squad of Nazi stormtroopers with a broomstick is suicidal. The former will earn you fortune and glory; the latter, an ignominious death.

In Ravaged Earth, we have built in setting rules that address this quite nicely. Due to Aetherium, this particular convention is easily given an underlying logic. Aetherium has altered the character's genetic structure to such a degree, they are nearly impossible to kill. Keep in mind this is an excellent way for less scrupulous facilities to identify their Ravaged prisoners from their more mundane counterparts.

The Bad Guys

We address villains in detail a bit later, but its worth noting here that villains rarely die either. They benefit from the effects of Aetherium just as much as the heroes do and sometimes more so. Frequently, they are pursuing getting their hands on more of the Martian metal to increase their powers. Villains rarely attempt to outright kill the heroes either. They know the Ravaged can take a great deal of punishment and any given villain may want to kill the heroes from time to time, but the consequences would be profound. They are not typically so concerned with the mundanes, the average citizens on the street. Once a character is known to the villains, there frequently becomes a grudging respect for one's adversaries, in grand pulp tradition.



Death Traps and Villainous Excess

Why kill a hero outright when you can put him to death slowly in some overly-complicated device, such as a platform placed in the center of a giant tank filled with sharks. Besides allowing the hero time to escape, such devices allow your villains time to engage in that time-honored tradition of Pulp villainy—the verbose monologue, in which many details of their master plan are revealed.

Exotic Locales

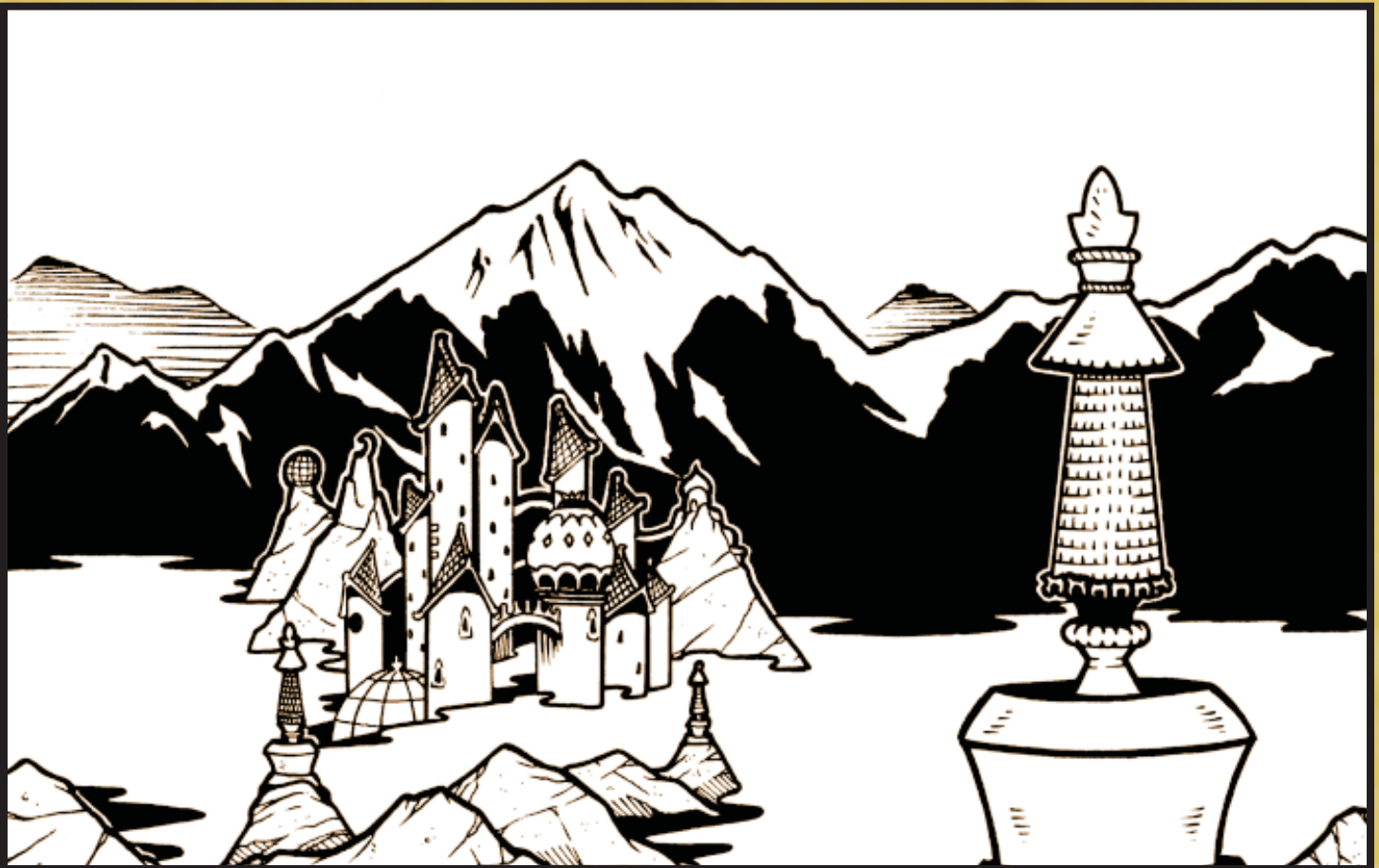
Large areas of the globe are unmapped, unknown and therefore exotic to most of the world's population. Pulp adventures always take place in exotic locales—from the windswept deserts of Africa, to the lush tropical jungles of the Amazon; from the mysterious Far East, to the dismal mosquito-infested swamps of Louisiana. Vine-encrusted temples, dilapidated antebellum mansions, crumbling stone castles, and decrepit ruins of unknown origin, are all perfect backdrops for your adventures.

Flexible Reality

As the GM, you reserve the right to alter reality in whatever way you deem necessary. Feel free to give your villain's aircraft stealth technology, don't worry that revolvers can't use silencers, and don't give a second thought to that tiger that just attacked the heroes—even if they are in Africa. Reality is relative; for the only thing that truly matters is that you spin a ripping good yarn. Anachronisms and oddities filled the pages of the classic pulps. Your tales should be no different.

Grand Scale

Ravaged Earth deals with elements on a grand scale: exotic locations, intriguing villains, futuristic gadgets, deadly creatures, death-defying situations and, most certainly, the Ravaged.



Mystery and Intrigue

Besides heart-pounding action and non-stop adventure, many pulps focused on mystery and intrigue. The world of Ravaged Earth is filled with diabolical villains, each with their own ambitions and goals, and although the heroes are dedicated to thwarting their schemes, they should never know all the details. You are under no obligation to reveal everything to your players. Keep them in the dark. Deliberately mislead them. Only reveal truthful information when dramatically appropriate to do so.

Perils and Pitfalls

Pulp commonly features lots of outlandish hazards and obstacles. The heroes often find themselves in treacherous, life-threatening situations where survival depends upon being able to affect a daring escape just in the nick of time. Several of the most common types of perils and pitfalls are detailed below. As with all things within the Ravaged Earth, the GM should feel free to alter them to suit his own campaign.

Hindrances as Plot Devices

Besides granting the heroes bonus points with which to spend on attributes, skills, and Edges, Hindrances can provide plot hooks, distractions, and sources of conflict.

While Hindrances that impose some sort of physical limitation (e.g., Bad Eyes, Deficient Attribute, Hard of Hearing, Lameness, or Milquetoast) aren't common with the Ravaged due to their inhuman constitution, but they do occur from time-to-time. These Hindrances work best as story hooks—perhaps the hero is motivated to find a cure for his disease or maybe he seeks revenge against the villain that caused him to lose his arm/eye/leg.

Hindrances, such as Code of Honor, Dark Secret, and Heroic, are more common among the Ravaged, often providing a source of internal conflict for the hero. Take for example, the hero that has taken both a Vow (Protect the city from evil) and is Loyal (to his close friends). What happens when the source of the evil threatening the city just happens to be his close friends?

HAZARDS

Blizzards and Sandstorms

A hero caught in a blizzard or sandstorm cannot see more than a few feet in front of his face and suffers a -4 penalty to any skill or action that relies on vision or hearing. In addition, he must make a Fatigue roll at -2 every hour until he finds shelter. A typical blizzard or sandstorm may last as long as 1d4+2 hours.

Quicksand

Found in jungles, forests, swamps or other untamed wooded areas with a lot of vegetation, quicksand is a mix of sand and water that although potentially deadly, is not as dangerous as it's commonly portrayed. A body can float on quicksand so long as movement is kept to a minimum; however, the more a victim struggles, the more quickly he sinks, until he is completely immersed and begins to suffocate. Patches of quicksand can be detected with a Notice roll at -2 in heavily forested areas.

Once a hero steps in the quicksand, he begins to sink. It takes five rounds for an average-sized adult to sink beneath the surface of the quicksand if he struggles—twice as long if he remains calm. Once he has sunk beneath the surface, use the normal rules for drowning (Savage Worlds rulebook). At the start of each round, the hero can make a Spirit roll at -2. If successful, he remains calm enough to avoid sinking any further that round. Heroes stuck in quicksand can be pulled out or grab a hold of a vine or rope and haul themselves out, either of which requires a Strength check at -2. Success prevents them from sinking any further that round, while a raise pulls them out.

Rope Bridges

Suspended across a chasm or gorge, rope bridges are a popular staple of the pulps and can lead to dramatic encounters and situations. An average rope bridge can generally support the weight of up to ten people at once without any noticeable strain. For every five additional persons, the GM should roll a d6. On a result of 6, one of the supporting ropes goes taut and snaps. If one of the



main ropes snaps, everyone on the bridge must make an Agility roll at -2 to grab on to the bridge. If the second rope snaps, the bridge collapses to one side of the chasm and everyone on the bridge must make a Strength roll at -4 to hang on. Those who don't make it plummet into the chasm and suffer normal falling damage. Those that are able to hang on must attempt to climb out of the chasm using the remains of the bridge. A bridge's supporting ropes may also be intentionally cut—in such cases, use the normal rules for Breaking Things (Savage Worlds rulebook), assuming the ropes to have a Toughness of 5.

When attempting to cross a rope bridge in high winds (or while running), each hero must make an Agility roll to maintain their balance. A hero may gain a +2 bonus if they concentrate on crossing the bridge safely. In such cases, moving one's normal Pace is considered a normal action. If they fail, they go prone. With a result of snake eyes, they trip and go over the edge. The same applies to anyone engaged in combat on a rope bridge.

Some rope bridges utilize planks of wood, while others utilize just a rope suspended by two guiding ropes. Bridges using planks of wood, while capable of supporting more weight (up to ten people) and being less flimsy, have other problems to worry about. The wooden planks are often rotted or poorly spaced and one wrong step could snap a plank and send the hero tumbling. To represent this, all heroes must roll a d6 after crossing one-third and two-thirds of the bridge's total distance. On a result of 6, a wooden plank snaps. The hero must make an Agility roll to avoid falling. Any hero that falls off a rope bridge is allowed one last Agility roll (at -2) to grab the edge of the bridge. Hauling a hero back onto the bridge requires a Strength roll (to get them on the bridge) in addition to requiring everyone on the bridge to make an Agility roll to maintain their balance.



TRAPS

Collapsing Corridors, Rooms, & Staircases

These traps generally cause corridors, rooms, or perhaps even larger areas of structures—such as ancient temples or tombs—to collapse. Usually triggered upon entering a specific area or removing a specific item, the only warning the heroes will have is a low rumbling, like an earthquake, before the ground shakes and the building starts to fall down around them. A series of successful Agility rolls are normally required to remain standing and avoid being hit by falling debris. Any hero struck by such debris, usually suffers at least 2d6 damage.

Collapsible staircases look like normal staircases, with one exception—they can take the heroes on a wild ride if they're not careful. The flattened staircase is activated by a pressure plate on one of its steps, usually one of the middle ones. Once activated, the steps collapse and the staircase flattens into a steep slope. The heroes tumble down the slope and suffer a Fatigue point (bumps and



bruises) unless they make a successful Agility roll at -2 (in which case they simply slide down the slope). Normally, the heroes are deposited into a chamber or pit (perhaps empty, but perhaps not) of some sort. The heroes may or may not be able to climb back up the slope depending on where they end up.

Compressed Air Traps

These traps used compressed air to release a violent blast of debris (e.g., corrosive rock salt, acid, or other unpleasant substances) when opened. These traps are similar to projectile traps (see below); however, they effect an area equal to a specific burst template placed directly in front of the trap. A loud rushing sound is heard just prior to release, thus any heroes caught within the trap's area of effect may make an Agility roll at -2 to dive out of the way. Damage is normally equal to 2d6 for anyone left within the area of effect; however, additional effects appropriate to the substance being spewed forth are possible.

Crushing Walls

The heroes enter a room and passage behind them is somehow sealed (e.g., the door locks or a stone block falls from the ceiling). Shortly afterwards, the walls begin moving toward one another, closing in to inevitably crush the heroes. Sometimes spikes protrude from the walls, making the situation even more precarious. A release mechanism is usually accessible from outside the chamber, although on occasion, a hidden trigger in the floor or wall may be found (usually requiring a Notice roll at -2). If crushed by the walls, the heroes suffer 3d8 damage the first round and an additional 1d8 damage each round thereafter until they die (e.g., if a hero is pinned between the walls for three rounds, he would receive 3d8 damage the first round, 4d8 the second round, and 5d8 damage the third round). This trap is often the final destination for heroes that have fallen victim to a collapsing stair or pit trap.

Deadfalls

Deadfall traps are triggered to drop heavy objects (e.g., boulders, sand, or water) onto the heroes. Often these objects block the passages into which they fall, thus they may often serve as the "set up" for another trap (e.g., crushing walls). The most commonly seen variation of this trap is one in which a heavy stone block or boulder falls from the ceiling, crushing the hero under its tremendous weight. The trigger may be able to be detected by a successful Notice roll at -2; however, more often than not, there is no advance warning. When the trap is sprung, anyone under the falling object must make an Agility roll at -2 to throw themselves clear of the falling debris. Those who don't make it suffer 2d8 damage.

Fire Traps

These traps blast out pillars of flame from concealed spaces when triggered. Detecting these traps is difficult, requiring a Notice roll at -2. Once sprung, flames shoot forth, causing 2d10 damage to anyone caught in their path. Anyone hit by a pillar of flame has a chance of catching fire according to the rules given on page 95 of the Savage Worlds rulebook.

Flood Traps

These traps consist of a chamber filled with water (or oil, gas, acid, etc.) The liquid may already be present within the chamber or perhaps it seeps in through grates in the floor or is poured in from the ceiling. With no drainage, the room soon fills up, forcing heroes to tread water or drown (see the Savage Worlds rulebook). If the liquid is oil, it may be ignited upon reaching a certain depth. Acid has even nastier consequences for anyone immersed in it. Usually a hidden lever or valve, spotted with a Notice roll at -2 opens a hidden drain that lowers the fluid level. This trap is often the final destination for heroes that have fallen victim to a collapsing stair or pit trap.



Pit Traps

Pit traps consist of a deep pit lined with sharp sticks or metal spikes, designed to impale the heroes. A successful Notice roll at -2 is required to detect a covered pit trap. Anyone falling into a pit trap suffers normal falling damage (see the Savage Worlds rulebook) in addition to an additional 2d6 for the spikes. Some pit traps contain deadly creatures, such as poisonous snakes, tarantulas, or rats instead of spikes, while others are filled with water, acid, or oil. Pits may or may not be covered or otherwise camouflaged. Sometimes, a pit's cover may be locked in place until some other trigger is sprung.

Projectile Traps

These traps consist of concealed projectiles positioned behind doors, ceilings, or perhaps even within the mouth of an exquisite sculpture. A spring mechanism, usually activated by a trigger plate or other pressure-sensitive device, causes the projectiles to shoot forth. Often these darts may be tipped with poison or venom. Detecting these types of traps requires a Notice roll at -2. Avoiding them requires an Agility roll at -2. If a projectile hits its target, it inflicts 2d6 damage. Poison darts inflict additional damage or cause some other appropriate effect determined by the Gamemaster.

Rolling Boulders

Built atop an incline or sloping passage, this trap sends a heavy boulder tumbling down at the hero. A trigger, usually a tile in the floor or concealed tripwire, activates the trap, which is preceded by a low rumbling, gradually increasing in volume as the boulder rolls down the inclined corridor towards the hero. Detecting the triggers for these traps requires a Notice roll at -2.

Once the trap is sprung, the boulder gains momentum and the ability to cause more damage the longer it rolls. The boulder's base damage is 2d6. For each round beyond the first that the boulder continues rolling, add 1d6 to its damage total. For example, if the boulder rolls four rounds before hitting a hero, the total damage caused is 5d6. If there is space for a hero to dive out of the oncoming boulder's path, he may do so with a successful Agility roll at -2; otherwise, the boulder should be given a Pace and the scene treated as a chase.

Snare Traps

Snare traps are one of the most primitive, yet effective, types of traps. They are usually found in areas with lots of tall trees, foliage, and ground cover, such as forests and jungles. They consist of nothing more than a looped rope (which lies hidden on the ground), attached to a twig or wooden peg (which serves as a trigger), and a counterweight (such as a bent sapling or tree branch).

Snare traps can be set to go off with a trip wire being attached to the trigger, but more commonly, the hunter, who hides nearby, activates the trap when his quarry steps within the looped rope. The trigger is released and the snare catches the prey by the foot, pulling it up into the air where it is at the hunter's mercy.

Detecting a snare trap requires a Notice roll. Modifiers may be applied depending on how well the snare is hidden. Once the hero steps into the trap, have them make an opposed Agility roll at -2 against the hunter's Agility. If the hunter wins, the hero is caught; otherwise, he is only tripped up and falls prone. Escaping from a snare trap requires the target to cut the rope (requiring a suitable cutting device and a successful Strength roll), and if successful, they suffer normal falling damage as per the Savage Worlds rulebook.



TRUSTWORTHY ALLIES

Pulp heroes have stalwart allies, contacts, and associations that help them out in a pinch: a trustworthy police detective, an honest co-worker, a helpful shoeshine boy, or an accommodating cab driver. They may lend assistance by providing information or they may provide vital resources needed to accomplish a specific goal. In dire situations they may actually suit up and join the heroes on their adventures. Allies are most often mundanes, normal humans, and subject to all the frailties of such. Therefore, the Rav so the heroes must exercise caution in relying upon them too much in the field. Besides, it's not that heroic to do so, now is it?

THE ELEMENT OF SURPRISE

The client revealed as the killer. A door bursts open and a gang of armed goons force their way into the room. The heroes ambushed in a dark alley by a horde of ninja descending from rusty fire escapes. Unexpected surprises keep the players on their toes and give them new situations to wriggle free from. The key is to carefully have logical underpinnings for these events that become evident later. The sign of a great GM is when he can make his players exclaim with surprise, "Now I didn't see that coming!" The trick is to not overdo it. Sometimes the unexpected surprise is no surprise at all and things are exactly as they seem to be after all.



RAVAGED ADVENTURING

With all that's going on in Ravaged Earth, you can be certain that opportunities for adventure are tremendous and varied. Following, you'll get an overview of various elements and play styles for use and inspiration.

Crimebusting

In this style of play, the hero—who is often referred to as a mystery man or masked avenger—wears a mask, or some other disguise and battles his opponents from the shadows, only making a public display of his prowess when the storyline dictates that he does so. These tales feature lots of mooks and fisticuffs, and the dramatic pacing is always fast and furious. The hero is pitted against enemies of great power and cunning, bent on conquering or destroying the world. Most crimebusting tales take place within the confines of sprawling cities such as New York City or Los Angeles, and involve organized crime or ruthless underground organizations. You could easily have the characters discover a local branch of the Ravaged Earth Society and become recruited into their ranks. This play style is particularly suited to players that really want to mix it up and blow off steam when they game. The main advantage is little set up is necessary. By focusing on a particularly city, you can really develop out that section of Ravaged Earth to afford the diehard roleplayers in your group room for storytelling.

Espionage

Ravaged Earth is rife with international intrigue and espionage. Governments secretly vie for control of Aetherium. Some to use it and others to prevent it from being used. Independent corporations try to skirt the law and entice some of the less scrupulous Ravaged to seek it out for them. The heroes can work for a foreign government, such as Britain or France or spy for the United States. Intelligence activities focus on the so-called "enemy" governments of Nazi Germany and Soviet Russia, but crafty spies can find themselves gathering information on the governments of the Far East, the Middle East or infiltrating some clandestine organization or cult. Heroes

undertaking this dangerous line of work can have dual identities, doctored passports, and receive special combat training. Ravaged PCs often find themselves mixed up in matters of espionage as a matter of course. Whether they are actively an agent or not, it seems that documents of national security and items of great import seem to pass through their hands on regular occasion. As a GM, this affords you a nice break from a crime tale by offering up a lot of intrigue and investigation, punctuated with a bit of gunplay every now and then for variety.

Hardboiled Detective

The use of reason to deduce the solution to any problem is the defining feature of this subgenre. Sleuths, private eyes, and amateur investigators poking their noses into business better left untouched are the usual protagonists. These tales usually revolve around an investigator's attempts at solving a baffling crime. As the tale progresses, and he figures out various clues (most likely facing increasing peril with each clue), he gets closer to the truth. He inevitably solves the case before bringing the criminal to justice. Psychic detectives with amazing mental powers, occult detectives investigating incidents involving the supernatural, and investigators with a scientific flair are all appropriate to this subgenre.

World Spanning Adventure

Having your characters get out there and explore the the Ravaged Earth is key. Give them reasons to travel the globe. Have adventures set in exotic locations around the world: the mysterious Far East, the jungles of Darkest Africa, the lush tropical islands of the South Seas, the sand-swept deserts of the Near East, and along the winding and murky waters of the Amazon. The setting, including its inhabitants and their customs, is a prominent feature of such tales, and the heroes are usually tough men, relying on their luck, wits and skill with fists and firearms to see them safely through to the end. As long as a tale is exciting and set in an exotic locale, it makes no difference whether the heroes are searching for ancient artifacts, exploring unknown lands, or opposing the schemes of a madman—it's all adventure.



Horror

Horror is most often associated with its most famous author, Lovecraft. However, not all pulp horror was concerned with mind-shattering nameless things from beyond space and time. There were other types as well such as Terror Tales, Strange Stories, and Ghost Stories, to name a few. Most of these stories focused less on inescapable horror and inevitable madness and included elements of a more mundane nature: vampires, ghosts, werewolves, mad killers, voodoo, gothic castles, etc. In Ravaged Earth, Aethurium is believed to have awakened the undead and worse. In any case, monsters are all too real.

Lost World

This subgenre developed from the scientific romances of the late-19th Century. These stories usually featured a location that, by virtue of its isolation from the rest of the world, developed along an entirely different axis. Lost worlds could be found within hidden islands in the South Pacific, deep within primordial African jungles, inside massive inactive volcanoes, or even within the mythical Hollow Earth. Who knows what lies within the depths of Ravaged Earth?

Science Fiction

Some pulp stories contain marvelous scientific inventions and innovations seemingly beyond the scope of mankind's understanding. These machines and devices could almost work miracles with their complex functions and abilities. Such sci-fi stories dealt with outer space travel, bug-eyed aliens, and super science. These tales used wondrous inventions such as rocket ships, flying cars, atomic ray guns, and robots. In Ravaged Earth, the science fiction is brought to the characters doorstep as the Martian threat looms ever on the horizon and the characters themselves are harnessing the new technological breakthroughs regularly.

Sky Captains

Building a Ravaged Tale around a group of disparate characters dealing with aerial adventure is tricky at best, so a campaign of this sort is best suited to small groups or even duet gaming where there is one GM and one player. Whatever else goes on in the story, adventures within this subgenre always include hair-raising dogfights and aerial chases. The heroes must contend not only with the inherent dangers of flight, but with enemy fighters, huge zeppelins, and bizarre aircraft mounting terrible weapons of doom and destruction. Couple this with the Rocket Rangers, alien aircraft, and giant, flying platforms and you can have a good adventure component.

Other Play Styles

There are many other play styles (e.g., historical, jungle tales, romance, spicy, and western), and although popular as far as readers of the day were concerned, they do not really lend themselves to the kind of action and adventure typically associated with Ravaged Earth. This doesn't mean that you can't use them in your adventures; however, they are better applied as themes to one of the more prominent play styles, rather than being used as the focus of an entire adventure: intercepting German spies in the Northeast, falling victim to the wiles and charms of a femme fatale, and perhaps investigating a murder at a dude ranch in Arizona would make for interesting "side adventures".

The Ravaged Way

Most often you'll find the best adventures to be a blend of two or more elements. Since you already start off with the backdrop of the science fiction elements, it is always easy to incorporate bits of that into any given game, but remember that it's not necessary. You could have a game session focus entirely on exploring lost tombs or the underworld or dealing with monsters in a manse, but you should always be aware the backstory is there to support you in your decisions, not get in the way of a good story.



READING FOR THE RAVAGED GM

In order to invoke the color and atmosphere of Ravaged Earth, it doesn't hurt to lay your hands on any pulp stories you have at hand. Read reprints of the pulps, read comic books inspired by the pulps, and watch old movies based on them. Be sure to check out the Reality Blurs website for more resources as well. Encourage your players to do the same. The more familiar you are with the setting, the more fun you're going to have.

Encourage Two-Fisted Action

As stated earlier, make sure your players take some ownership of the game. Encourage over-the-top action and good roleplaying by providing a constant stream of bennies. Once the players get used to that, which they will quickly, you'll really get that Ravaged rhythm going and your game will go into overdrive like a Rocket Ranger late for a date.

Present Focused Snapshots of the Setting

Rather than describing every little detail, perhaps the best way in which to convey the feel of the 1930s is to present a "postcard" or "snapshot" glimpse of the period; in other words, give the players focused details designed to evoke certain feelings or impart specific information appropriate to the dramatic situation. Sprinkle them throughout your narrative or drop them into the action on occasion. Rather than trying to cover every nuance of a given aspect of the period give just a brief glimpse—enough to whet the player's appetite for more, but not so much as to overwhelm them with unnecessary details. The more focused detail you provide, the more real the setting becomes to the players. The more real the setting, the more immersive the roleplaying experience, the more enjoyable the game.

Major issues of the day can be mentioned in passing by presenting them as newspaper headlines, radio broadcasts, or snippets of conversation overheard in the local diner or coffee shop. Such tidbits can be used to pique the hero's interest, add to the setting's "depth", or perhaps even as the lead-in to your next adventure!

Mention the pop culture of the era: the live bands playing in a local nightclub, the latest fad, what baseball team is leading the World Series, details of dress and fashion, the Hollywood celebrities spotted at a local ritzy restaurant, or the latest movie playing in downtown theatres. Other details that add to the atmosphere of your games include: the specific automobiles people are driving; the use of slang terms; mentioning the price of lunch at the local automat; encountering elevator operators in large buildings, apple sellers on street-corners, and hoboes riding the rails in dusty cars full of migrant workers, etc.

Show and use the technology of the period (e.g., radio-transceivers, six-shooters, telegraph sets, propeller-driven aeroplanes, telephone switchboards, etc.) and juxtapose these with technology, which although more advanced, really existed (e.g., rocket-planes, gyrocopters, radar, submarines, or television). Don't forget to toss in the occasional reference to weird science devices that never existed!

From time-to-time, have the heroes run across famous or important personages of the day: Albert Einstein, Nikola Tesla, Howard Hughes, Ernest Hemingway, Houdini, and Eleanor Roosevelt are all people the players may meet, and perhaps even interact with.

Racism, Sexism, and Religion

After the Martian Invasion, humanity has become progressive as a whole, setting aside any differences normally associated with this era. Think of the 30's of Ravaged Earth as more akin to that found in a more modern society. Probably one of the fundamentally few advancements credited to the Martian Invasion not a result of Aetherium.



Sky Pirate Rhapsody: An Interlude

The GeeBee Model Z smashed through the cloudbank with a pair of the Luftwaffe's deadly Arado Ar68s hot on its tail.

Captain Lincoln "Link" Murdock deftly pulled back on the control stick as his plane's nose rose higher and higher. Executing a perfect loop, he descended directly behind his pursuers.

"Oldest trick in the book," Murdock muttered, as he pressed his triggers.

Gunfire ripped through one of the Ar68s. Flames and black smoke billowed forth, forcing the pilot out of the dogfight.

The other Nazi plane banked sharply to the right. The Arado turned tighter than Link's GeeBee and as he brought his plane around the other pilot started firing. Murdock cursed as the enemy rounds clipped his rudder.

"Gus is not going to be happy about that one," Murdock murmured. Melanie "Gus" McIvers was a great mechanic, even if her temper got the best of her from time-to-time. He could already hear her screams about how Link never brought his plane back in one piece.

Murdock's attention snapped back to the task-at-hand as hot lead from his opponent's guns stitched his wing. Fuel sprayed from the wing tank and flames followed all too quickly.

"Damnation!" Murdock roared. "I'm in a tight spot. Murdock to tower, can you read me?"

He dropped the GeeBee into another cloudbank, hoping to lose his pursuer. No such luck. Sweat beaded on his upper lip. At this rate, he wouldn't make it back to hear McIvers yell at him. Chancing a look back, Murdock noted that the Arado was still in pursuit, its guns still firing.

"This is Black Mariah," crackled his radio, "You okay, Cap'n?"

"I got a black eye," Murdock calmly said into his radio, "and a girl that won't take no for an answer. Brush her off, will you?"

Murdock's plane careened from the cloud cover. A giant black zeppelin, its stabilizer fin painted with a skull wearing an aviator's cap, loomed dead ahead in the open air.

The Black Mariah...home.

Link pushed his bird into a hard dive. The sky was suddenly thick with tracer fire. The Nazi pilot did his best to evade, but nobody messed with the leader of the Brotherhood of the Clouds. The Arado burst into flames and the chatter on Murdock's radio soon turned to cheers.

"You boys usually don't get excited about downing a single plane," said Link.

"We usually don't get to shoot down Nazis, boss," was the reply.

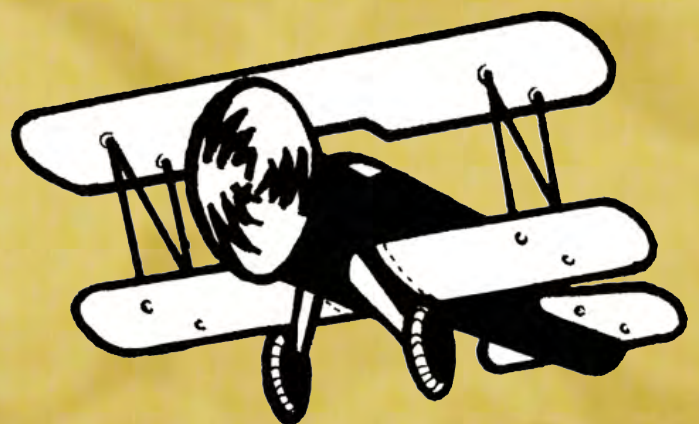
Murdock pulled back on the GeeBee's stick and saw something off to his left that made him catch his breath.

"Sky Pirates, to your planes," he commanded. "Battle stations! Enemy airbag off the stern!"

The swastika of the Nazi zeppelin peered out of the cloud cover like a bloodshot eye. A dozen planes poured out of its hangar gondola like angry wasps from a hive.

"Great Lindy's Ghost! Cap'n, aren't you heading back for repairs?"

"Negative, Skip, someone's got to keep the Germans busy while the rest of the Brotherhood scrambles and it looks like I drew the short straw today."



PUTTING IT ALL TOGETHER

You've just gone through an awful lot of stuff, so your mind has to be brimming with ideas. There's more yet, but let's get you to work building upon what you've learned so far. Following these simple steps will allow you to develop exciting, engaging adventures. Ready? Let's pull aside the curtain and get to it.

ADVENTURE DESIGN 101

Our goal here is to develop a solid framework for an adventure. By following these guidelines, you'll save yourself a lot of time and effort and your experience will not suffer one dot for it. You can then take the framework and flesh it out at your leisure, tweak it to the wants and desires of your players (and their characters), or, if confidence is high and your scenario is simple enough, you can just kick back on game night and wing it. There is no right or wrong way, except just making it all up on the fly, but if you can get away with that, then who's the wiser? (Secret: Even most GM's making something up on the fly have some ideas that have been bubbling around in their mind for some time or are long enough in the tooth that they can do a riff of something they've run for their buddies over the years.)

Step 1: Decide Upon a Theme

First, you must have a general idea of what the adventure is about, the theme. In other words, look at all the different game styles we went over and see where it fits. Heck, just look at it for ideas, if nothing else. Do you want your adventure to be a globetrotting treasure hunt, a gritty crime drama, a battle with a mad scientist, or an adventure focusing on aeroplanes and sky pirates or even dealing with the mysteries of the Martian metal? Although you can mix themes, you should always have a dominant thread from the outset or the focus could shift and your adventure could get muddled. Just relax and let your mind wander. Jot something down and move to the next stage. Clarity will come with practice and even as you move through the stages of design. Often enough, things will end up far afield from where they began.

Step 2: Pick a Location

Determine where the adventure takes place. More than anything else, the location of an adventure determines its atmosphere and overall feel. Do the events play out on the fog-shrouded streets of San Francisco or in the relentless heat of the Sahara Desert? Will the heroes investigate the mob in Chicago or a tribe of cannibals in the Amazon? Does the adventure take place in one locale or will it involve a series of locations, one after the other, in the grandest globetrotting tradition? If this is your first go at GMing, start small and work your way to a grander scale. However, it never hurts to jot down a half dozen places you'd like to have things happen and visit and refine your list throughout the adventure's development cycle.

Step 3: Determine the Goal

Once you've determined the theme and setting of your adventure, give the heroes an overall goal to achieve. This goal can be exploring a lost city, stopping an evil mastermind's plans for world domination, or even rescuing an important figure from the clutches of some evil genius. If your group has been going for awhile, this part can be awfully easy as creative players will have their characters develop relationships with NPCs and organizations in your world. That's one of the brightest parts of a campaign is that once you get going, the players do a lot of the work for you.

Subplots & Sidetracks

Not all adventures have to be grandiose epics in which the fate of the world hangs in the balance. Sometimes the heroes may participate in adventures that simply increase their experience and enhance their reputations: rescuing kidnapped people, clearing an innocent reporter's name, capturing a local criminal mastermind, or perhaps simply aiding the local authorities in solving a few "cold cases".



Some adventures focus on locating artifacts or relics. These objects, known as McGuffins, represent prized objects coveted by one or more interested parties. It doesn't really matter what the McGuffin is, so long as the heroes get it before the bad guys do.

Ravaged Earth is so overflowing with elements of the bizarre that developing such subplots should be a breeze, especially if you tie the subplots in with the heroes' backgrounds. Get to know the heroes' personal histories: What did they do before they became heroes? Where did they come from and what were their families like? Do they have any weaknesses or enemies?

Knowing these details is very helpful when designing subplots and side adventures. Maybe one of the heroes worked for Capone's mob when he was young and foolish, or perhaps he served as an adept of the Golden Dawn Society and later came to see the light. You might have mobsters or warlocks out for vengeance pursue the hero. Maybe one of the heroes has a rich uncle who longs to be an explorer and "tags along" on his adventures, bailing the heroes out of trouble (but more likely getting into trouble himself). Such scenarios are easy to create with a little knowledge of the characters' backgrounds and some imagination. Here are a few examples to get you started:

- Disguised representatives of an enemy faction (e.g., the Cult of Anubis, the Golden Dawn Society, or Capone's mob) want your group to help steal a priceless Da Vinci manuscript from a local rare book dealer with an unsavory reputation. The representatives claim the manuscript, which is really a design for a flying weapon, was stolen from them. In fact, the book dealer stole the manuscript and the faction simply wasn't willing to pay the offered price. They offer the heroes \$1,000 to lift the item. Will the heroes do the deed before discovering their benefactor's true identities?

- The ghost of a deceased player character or ally haunts the group. The restless spirit doesn't harm the heroes; however, it does tend to show up at the most inopportune moments. The ghost wants the heroes to avenge his death by killing his murderer. Only then will it leave them alone.

- A beautiful woman hires the heroes to find her lost father. In reality, the woman killed him and is intent on framing the heroes for his murder. The woman arranges for police to arrive on the scene, just as the heroes discover the body. Perhaps the heroes turn themselves in, trusting in the justice system to prove their innocence. Unfortunately, the judge has been bought and paid for by the real killer.

- One of the heroes has an exact double—an evil doppelganger—running around causing mischief and framing the hero for a variety of crimes. Perhaps it turns out that the villain is the hero's long lost twin brother...

- The heroes stumble across civil unrest of some kind. Perhaps it's a riot within a city neighborhood, a native uprising at a colonial outpost, or a conflict between two indigenous tribes. Whatever it is, the heroes are stuck in the middle of it and have to cool tempers before they're forced to fight for their lives.

- The heroes uncover a plot to assassinate a prominent leader. When they try to warn the authorities, no one believes them and they are forced to take matters into their own hands.

Step 4: Create the Villain

So you have chosen a theme, picked a location, and settled on a goal. What's next? Why the nefarious villain, of course. No Ravaged Tale is complete without an overarching bad guy. Every hero needs a foil and your heroes do as well.

Ravaged Villains are often bold and brash. They realize they are powerful and strong and, unless they do something incredibly stupid, quite resilient. They also know that most mundanes are either afraid or scared of them and that society has made them outcasts. Unlike Ravaged heroes,



these villains have chosen to lash out with their armies of goons, arsenals of weird technology, and hordes of arcane powers and artifacts to carry out their master plans.

Creating Memorable Villains

Pulp action generally depends strongly on its villains for dramatic effect. However, in *Ravaged Earth*, some of your adventures can be more of investigation and exploration without the need for a villain whatsoever. However, villains introduce conflict and picking daisies in a field or wandering through some ruins becomes a lot more interesting if someone suddenly decides to use you for target practice.

A good villain can really make your adventure shine. Villains are sinister, scheming, and nefarious, diabolical masterminds who were always a step ahead of the heroes. It only goes to follow that they must be so in a pulp adventure as well. In short, *Ravaged* villains should be challenging for the heroes at every turn.

Let's examine the big three elements in designing a villain: Nature and motivation, villainous qualities, and archetypes.

Motivations for Villains

While it might be easy to just dismiss villains as doing evil for evil's sake, it's a lot more interesting for yourself if you give your villains a bit more depth. Certainly, there is nothing wrong with having a villain that is truly evil on occasion, but your game loses some of its excitement if everything becomes cookie cutter.

While popular within the pulps, the villain who's evil by nature can quickly become trite; therefore, to create truly memorable villains, you need to consider their individual motivations. In other words, what is it that has caused them to choose evil over good? The more unusual and eccentric their motivation, the better. Are they guided by a misplaced sense of patriotism? Do they thirst for occult knowledge and the power that it grants? Are they motivated by greed? By Aetherium? Perhaps they truly

desire world peace; however, the manner in which they seek it—by enslaving mankind or murdering world leaders intent on war—is what earns them the title of villain. The possibilities are endless.

Maybe your bad guy is a well-known, well-respected member of the community who donates to charities and makes the papers as a benefactor, but who is secretly building an army of hybrid mutant robot humans in a subterranean factory. Perhaps your villain is a mystic from China who descended from royalty and who wants to dominate the world, beginning with the United States. Maybe the villain is a cunning debutante drawn to a life of crime for personal reasons and manipulates the players by tugging on their heartstrings and catering to their emotions. Or maybe the villain is a mad scientist with super human powers who simply wants to cause as much destruction as possible.

Qualities of Villains

Like his counterpart, the hero, the villain usually possesses one or more distinct qualities that help define his villainous nature. Rare, but not unheard of, is the villain that displays all of these qualities. Such a villain truly stands head and shoulders above his peers.

Villains tend to possess an unwavering confidence in the rightness and ultimate success of their endeavors. Many are certified geniuses, although most are not quite as brilliant as they believe themselves to be. A staple of the pulps is the inherent sense of sportsmanship displayed by the villain. In many cases, they consider the heroes to be worthy adversaries and treat them with a measure of honor and respect—although they won't hesitate to destroy them if and when the opportunity presents itself. Others are brutish and filled with malice—making no pretense at intellectualism or perhaps even regarding such a quality as contemptuous.

For better or worse, most villains are filled with a passion for what they consider their destiny. When they want something, they really want it. When they hate something or someone, they really hate it. There is no moderation, no middle ground.



Villains tend to exist outside the constraints of “normal” society. Typically Ravaged, they long for recognition, for acceptance, from a world that has turned its back on them. This is what drives some of them to ally with creeps and reds.

The best villains are Ravaged as they can rise up again and all your time and energy in fleshing them out is never wasted. They get to come back time and again to annoy and harass the heroes. Sometimes, they might even get to win. If a hero goes out of their way to kill one of their opponents, then they are haunted by the memory of their enemy (or perhaps even a real ghost). They may be defeated, but no matter what the heroes do to them, they always seem to find a way to return to fight another day.

The Usual Suspects

Like heroes, most villains tend to fall into one of several well-defined archetypes, a few of the more popular archetypes are described below:

- The Criminal Overlord: a flamboyant criminal with an unusual name that is the perfect foil for the heroes.
- The Corrupt Industrialist: a captain of industry, robber baron or wealthy businessman motivated only by greed and an insatiable lust for power.
- The Cult Leader: a charismatic villain that controls a legion of devoted followers and officiates over dark rights dedicated to ancient and unspeakable evils.
- The Familiar Evil: An acquaintance or family member of one of the heroes with a dark side.
- The Femme Fatale: a wicked dame that relies on her wiles and charms to accomplish what others do through fear and violence.
- The Gangster: a member of organized crime who uses violence and intimidation to get what he wants.
- The Mad Scientist: a pulp staple that is devoted to “science” to the point of insanity.
- The Masked Menace: a villain behind a mask whose true identity is a mystery.

- The Nazi: a soldier, spy, or scholar loyal to Hitler alone and Germany.

- The Oriental Mastermind: a villain from the Far East who uses his intelligence and resources to gain wealth and power.

- The Supernatural Horror: A creature or monster from man’s worst nightmares hungry for power or blood.

Step 5: Work Out a Sequence of Events

Now that you have the basic skeleton of your adventure, you need to decide what sort of events will occur during play, as well as when they will occur. Keep in mind that most Ravaged Earth adventures generally consist of three acts or beats; however, the level of detail and the length of game time each act requires will vary from adventure to adventure.

- The first act is the adventure hook, in which the heroes are drawn into the story and encounter their initial obstacles.
- The second act presents additional obstacles for the heroes to overcome as well as an intriguing twist or turn of events designed to propel the story along to its conclusion.
- The third act is the dramatic climax and resolution of the story. While it might be tempting to leave the story cliffhanging, you and your players will be happier in the long run if you give them clear resolution so they can start fresh the next session. However, if your game session ends before your adventure is complete, then it’s perfectly acceptable, even encouraged to leave ‘em wanting more. Doing so helps insure no one misses your next game.

Step 6: Draw the Heroes into the Story

So you have a theme, a setting, and a goal. You’ve also worked out the basic sequence of events. Now the heroes need a reason to get involved in the adventure. Are they hired by a mysterious figure or are they approached by a friend in need? Perhaps they are forced to act by events beyond their control. Whatever the reason, make



it interesting. Capture each player's imagination and you'll have no problem luring them into your cleverly crafted adventure.

Step 7: Fill in the Details

Now that you have an idea of the "Big Picture", fill in all the details that make your adventure unique.

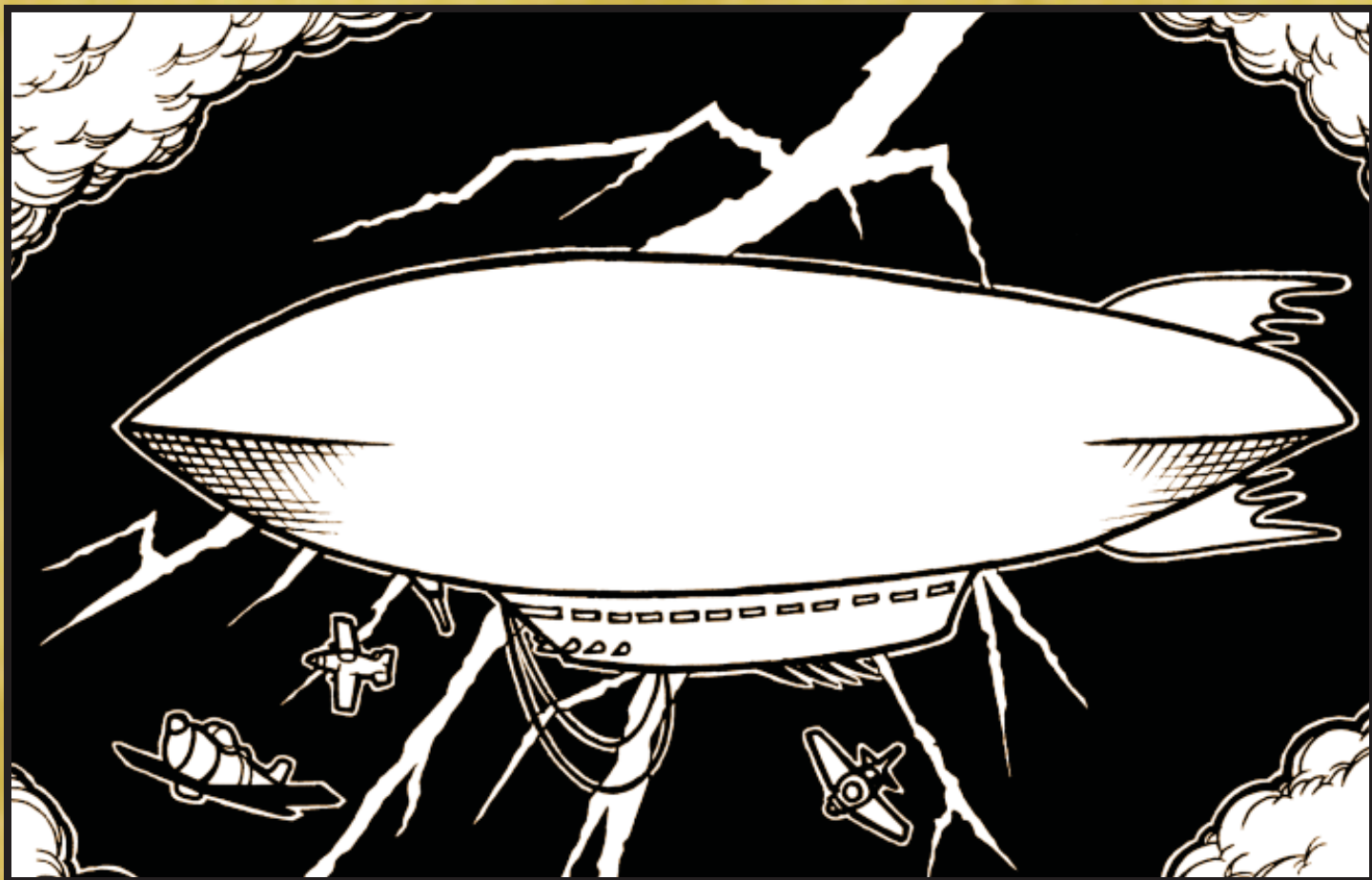
- Use the guidelines and suggestions presented in Chapter 5 to decide which tropes you wish to employ. Make sure they mesh with the story you're trying to tell, and remember, you only need to include a few of them—including them all would shatter the reality you're trying to establish.

- Decide which setting aspects you wish to highlight within the setting. Present a "postcard picture" of the events surrounding your adventure, and don't overload the players with too many details. It's better to present a few well-placed details that are remembered rather than a bucketload of "filler" that is soon forgotten.

- Wherever you send the heroes, remember to include threats native to the area. Polar bears are good for a wild Arctic adventure, but may seem a bit odd if the heroes find them attacking a village in the Orient. Of course, if a renegade Manchurian wizard is experimenting with a cold ray, polar bears may be a reasonable choice...

- Create the various Extras that the heroes are likely to encounter. The level to which you detail each Extra depends solely on the role you intend them to play—a newsboy designed to impart a specific piece of information should be less detailed than the mysterious man that contacts the heroes, draws them into the adventure, and provides them with assistance.

- Look for opportunities to expand your adventure beyond its initial scope. Besides alerting you to alternative directions in which the heroes may head (whether you want them to or not), doing so also provides a means of expanding your adventure into a full-blown Pulp campaign.



RANDOMATIC ADVENTURE GENERATOR

From plot, to location, to action scenes, villains, and supporting characters, the Randomatic Adventure Generator (RAG) is a series of tables that may be used to randomly generate the barebones of an adventure for those nights when the creative juices just don't seem to be flowing.

Just roll a 1d10 for each column to determine where your heroes will go next. Piecing together the various elements require imagination and creativity, but when done properly, you'll be able to create adventures your heroes will never forget.

ADVENTURE TYPE

1d10	Situation
1-2	Good Deeds
3-4	Treasure Hunt
5-6	Exploration
7-8	Fight Evil
9-10	Investigation

Good Deeds: The heroes decide to right wrongs and help the citizenry. Pick a suitable nemesis for the current location where the heroes are, preferably henchmen to one of the many major villains or maybe even a supernatural creature and have that nemesis prey on the innocent.

Treasure Hunt: The heroes are searching for treasure and wealth, from Egyptian tombs to exotic rubies and emeralds from India. The heroes have loot on their minds.

Exploration: Heroes travel the world, visiting different states, regions or countries, following rumors or legends and gathering information. This is the most open-ended adventure seed and a lot can happen here.

Fight Evil: The world has plenty of villains for your heroes to tangle with: Nazis, the Cult of Anubis, Al Capone, the Red League, the Golden Dawn Society and others. Heroes feeling a little punchy can take the fight to

the villains by attacking secret lairs, hideouts or fortified bases of operation and teach the evildoers that crime does not pay.

Investigation: A few random clues pique the heroes' interest and the game's afoot. These adventures involve a lot of exploration and digging through libraries or files or maybe breaking and entering into a villain's hideout or heavily guarded palace just so players can root through information. With enough digging, the heroes can learn arcane secrets or information leading to a treasure or intelligence about a covert scientific experiment.

Next up, you have to find out where the character's are going. If you roll the location where they are presently and you're feeling a bit devious, add one to the die roll. Otherwise, just choose a location that best serves the adventure type.

ADVENTURE LOCATION

1d10	Location
1	China
2	Middle East
3	South America
4	Europe
5	Egypt
6	United States
7	Australia
8	Pacific Island
9	Equatorial Africa
10	Lost City/Legendary Place



Sometimes, you want to throw your heroes directly into the thick of things. Here's how.

DRAMATIC SITUATION

1d10	Dramatic Situation
1	Players must escape villain's lair.
2	Players must rescue person in distress.
3	Players must thwart a doomsday plan.
4	Players must battle a supernatural creature.
5	Players must escape from a perilous predicament.
6	Players must rescue the population of a small village or town from destruction.
7	Players must participate in aerial combat.
8	Players must battle a gigantic monster threatening to demolish a city.
9	Players must recover a stolen artifact.
10	Players must prevent an evil ritual from taking place.

During the course of your adventure, you may want to have your heroes stumble across a random obstacle or creature. Roll on the table below to determine this random encounter.

RANDOM ENCOUNTER

1d10	Encounter
1	1d6 enemies
2	Trap
3	Supernatural creature
4	Fierce animal
5	Violent storm
6	Technological horror
7	Earthquake
8	Helpful ally
9	Damsel in distress
10	2d10 enemies

Creating Villains

Ravaged Earth comes complete with a storyline filled with villains and bad guys your players can tangle with. However, sometimes you want to give your players a little homemade nemesis.

VILLAIN TYPES

1d10	Villain
1	Criminal Overlord
2	Foreign Menace
3	Nazi
4	Cult Leader
5	Corrupt Plutocrat
6	Supernatural Horror
7	Mad Scientist
8	Femme Fatal
9	Evil Ruler
10	Primitive Chieftain

Criminal Overlord: Mob boss or gangster, usually at work in large urban areas controlling "territory" and involved in smuggling liquor, women, guns or racketeering.

Foreign Menace: Usually of Asian or "Oriental" backgrounds, the foreign menace is both exotic and dangerous.

Nazi: The Nazis are traditional villains, setting their agenda for world domination.

Cult Leader: Head of a fanatic cult, the cult leader often has resources and followers at his disposal.

Corrupt Plutocrat: A captain of industry, robber baron or wealthy businessman turned evil with plans for conquest.

Supernatural Horror: A creature or monster from man's worst nightmares hungry for power or blood.

Mad Scientist: Crazed megalomaniac inventor uses weird science to enslave humanity or cause mayhem.



Femme Fatale: A devious woman with ulterior motives, usually dresses in black and represents herself as a grieving widow or lost lady in need of rescuing.

Evil Ruler: A foreign dictator or corrupt politician drunk with power.

Primitive Chieftain: The chieftain heralds from a primitive culture or maybe a lost ancient civilization and views modern society as something to exterminate.

Secret lairs exist to make the game more interesting. While the villain could easily have their base of operations in an abandoned warehouse (and many do), many villains, especially those with power or who have tangled with the heroes before have probably set up some nicer, more private digs. A secret lair is a true staple of pulp and adds a huge amount of character to your villain and your game. For example, if “The Loan Shark” has an underwater lair, it sure lets the heroes know immediately that the guy is not a typically mafia honcho. As a GM, you can build a whole theme around your villain just based upon where the bad guy chooses to set up shop. If you want your villain to have a secret hideout, roll a d20 on the table below (or pick something you find most appropriate).

SECRET VILLAIN LAIR

Roll d20	Lair
1-2	Cave
3-4	Underwater
5-6	Castle
7-9	Hidden Fortress
10-11	Dormant Volcano
12-14	Skyscraper Penthouse
15-17	Lost City
18-20	Manor House

Cave: Your villain found a subterranean cavern, complete with stalactites and stalagmites and an underground river to set up shop in. There are twisty passageways and dangers common in many caves.

Underwater: The villain has set up shop in a local lake or offshore in a u-boat or converted submarine or some mystical or mechanical device of his own creation.

Castle: An old medieval castle, converted into a hideout for your villain and his entourage. This castle may look comfortable and stately, but it is really a citadel for evil.

Hidden Fortress: A fort, complete with high walls and barracks, deep in the jungle or on a remote mountaintop where no intruders can spy on your villain’s dirty work.

Dormant Volcano: Nobody ever thinks to look inside a dormant volcano. Several winding passageways, once hollowed out by magma, now house your villain’s criminal empire.

Skyscraper Penthouse: Rich, luxurious opulence. Heavily guarded and usually containing a private elevator for emergency escapes.

Lost City: Archeologists haven’t discovered these beautiful sandstone ruins, but your villain has. Could be filled with a lost indigenous population or other fantastic finds.

Manor House: A stately mansion complete with servants and luxurious and lavish living conditions.

MOTIVATIONS FOR VILLAINS

So what’s a typical Ravaged Earth villain do when he’s not laughing maniacally at his evil schemes? Concocting a perfect plotline is essential. We recommend thrusting your heroes into the action with a direct attack by the villain’s hired goons. Maybe your heroes thwarted the villain’s nefarious plans and the villain seeks revenge. Maybe the villain wants to bomb an American airship, steal a rare jewel, find a lost artifact, kidnap a rich heiress, smuggle barrels of whiskey into New York City, release a horde of vampires in a populated area, or use his mesmerist



abilities to brainwash a world leader. There are countless motivations and plots you can think of for your villain and the more outlandish the better. Villains rarely function in a vacuum; they have assistance from armies of toadying sycophants and henchmen.

VILLAINOUS PLOTS

Roll d20	Plot
1-4	Steal something valuable.
4-5	Kidnap someone important.
7-9	Invent an infernal machine.
10-12	Destroy an important place.
13-15	Declare war.
16-18	Hunt for a relic.
19-20	Combination of two of the above.

Steal something valuable: Whether he's pinching a priceless diamond from a museum display case or a rare Rembrandt, your villain wants the treasure so bad he'll steal it.

Kidnap someone important: Will it be the wealthy socialite's daughter or the know-it-all government scientist? Sometimes the ransom makes the job worthwhile.

Invent an infernal machine: Death rays and giant atomic robots, anyone? Your villain unleashes mad science upon a feeble, unsuspecting world.

Destroy an important place: If Parliament doesn't pay the ransom money in an hour, London Bridge really will fall down. Important landmarks are suitable targets for rocket attacks, bombs or any other form of devilry your bad guy desires.

Declare war: Your villain declares an all-out war on a city, country or other place, with an army of henchmen, death machines and lethal gasses.

Hunt for a relic: Your villain just has to have that priceless, rare antiquity. His archeological expedition is one for pure greed instead of science.

Combination of two of the above: Take two of these villainous plots and turn them into one evil goal. Your villain can invent an infernal death ray and declare war on Washington DC., or your bad guy can steal a valuable diamond from the museum and use that diamond in a ritual to hunt for a priceless relic. The possibilities are endless for mayhem and chaos.

FITTING IT ALL TOGETHER

Now let's create a random adventure. We first roll an adventure situation and get a 6 for Exploration. Then we get a 3 on the Location table for South America. This is getting interesting. For Dramatic Situation, we get a 10, which is preventing an evil ritual from taking place. Our villain for the adventure is a 5, a Corrupt Plutocrat. Rolling for the villain's lair we get a 9, a hidden fortress. To find the villain's motivation we roll a 3 and learn he's trying to steal something of value. Our Random Encounter is an 8, a helpful ally to assist the heroes.

Using our imagination from the results, we have a corrupt businessman named Cyrus Walters who has constructed a hidden fortress in the South American Amazon. Walters is searching for the Eye of Abaangui, a precious diamond used for lunar worship by an ancient South American tribe. To get it, he'll have to sacrifice a human at the Altar of the Moon, a lost temple in the Amazon.

The heroes, led by a faithful guide named Rodrigo, are exploring the rainforest and trying to thwart Walters' diabolical scheme.



Cryptographic Blues: An Interlude

Professor Alfred Barnaby turned and glanced at his companion. Tyrone Baxter, his six foot four self-declared bodyguard popped out of cover and fired a burst from his Tommy-gun down the stone corridor behind them.

Baxter bit down on his cigar and glanced across at Barnaby, his skin glistening with sweat. "Come on, Professor!" he said, between clenched teeth. "I don't know how much longer I can hold these savages at bay!" He punctuated this comment by blasting at another native foolish enough to pop his head around the corner.

"Ahhh... right..." said Barnaby, pushing his glasses back up the bridge of his nose and turning back to the carvings on the wall. "It's proving somewhat more difficult to decipher this Quipu than I had foreseen."

"Well you'd better come up with something fast," yelled Baxter between bursts, "or it's going to be the end of the line for both of us!"

The professor glanced down at the mass of knotted colored string he was holding. Somewhere in amongst the knots was the key to opening the door to the Incan temple. His fingers kept flicking through the knots as his eyes explored the mass of carvings on the wall in front of him. Empty bullet casings from Baxter's weapon landed all around his feet, but the Professor hardly noticed, lost in his work.

"If we just find the..." He glanced down at the mass of knots, quickly untangled a set of cords, pulled them taut with one hand, ran his fingertips over the newly-exposed knots, and then looked back up at the wall, his eyes going wide.

"Ah ha!" he shouted triumphantly. "I do believe I've found the..."

"Hurry!" yelled Baxter, as another native burst around the corner, bow drawn. The big man fired, but not before the native released the arrow, sending it straight through the Professor's leg.

"Good God!" Barnaby yelled. "I've been hit!"

Baxter clubbed the native with the butt of the Tommy-gun, then raced to the Professor's side.

"Quickly," said Barnaby. "Reach up and press down on the carving of that bird shape, up near the top left corner. We don't have much time!"

Baxter glanced up at the wall, then looked at the arrowhead poking through the bloodied mess of the Professor's leg. "I really should do something about..."

"Shut up, man!" snapped the Professor. "We only have a matter of minutes to get inside the ruins, otherwise we're going to miss the conjunction of the planets, which is the whole reason we're in this God-forsaken mess in the first place! Now just press that damned icon!"

Glancing down the now quiet corridor, Baxter reached up and pushed hard on the pictogram. The wall rumbled and with a hiss, sprayed centuries old dust over the two explorers. Barnaby shielded his eyes, while Baxter craned his neck, trying to see past the rising wall and into the chamber beyond.

"Well?" said the Professor. "What can you see in there?"

"Nothing yet," said Baxter, "There's some sort of veil just inside the entrance."

"Yes, yes," sighed Barnaby, his voice betraying his annoyance. "Forget about that, it's what's behind the veil that interests us."

BEHIND THE VEIL

Ready to pull back a corner of the curtain of mystery surrounding the truth behind many of the hinted-at mysteries presented in the Welcome to Ravaged Earth section? Brace yourself, for although Margo Monroe told you much of what she's uncovered about the weird occurrences, supernatural beings, and treacherous villains of Ravaged Earth, even she doesn't know everything that's really going on!

What follows reveals a great deal more of what's going on in the world. Use this information to create your own exciting Ravaged Tales and to keep your players off-balance.



THE UNITED STATES OF AMERICA

Historical notes, people, places, and things of interest and concern to the Ravaged adventurer.

Creeps

Creeps, the commonly used monniker for anything supernatural, has entered the common man's lexicon with a vengeance. Informed and educated people are aware of SPA (Supernatural Protection Act) and Division X, which is colloquially called the Creep Squad. Demons, ghouls, vampires, werewolves, and zombies are real, though scientists speculate how they've come into being. Were they dormant? Sleeping? Did they slide through from another dimesion or are they coming into being from the unconscious fear man has regarding the state of the world? Most rational minds believe the cause is a result of Aetherium's taint, and they are right, but understanding how escapes even the greatest scientists and philosophers. These horrific creatures, while more commonplace in remote and desolate regions, have been ever encroaching upon humanity in the last five years and some of the more intellectual among them have established bases in the major cities, generally allying themselves with criminal or mystical organizations, if not taking them over outright. Preferring to operate from the shadows, they are not afraid to make examples of those that disturb their sanctums. Occult researchers and scientists that go looking for them may well wish they hadn't.

Unlucky Lindy

Charles Lindbergh is dead, devoured by a winged beast shortly after setting out on his transatlantic flight. His diary, found among the wreckage of his aircraft, the Spirit of St. Louis, contains a chilling account of the encounter. The creature still flies over the Atlantic, and has been spotted by several airplane and zeppelin passengers. Division X is actively investigating the phenomena while at the same time suppressing any public knowledge of the incident through a program of "plausible deniability". With the state of the world being what it is, however, few give pause to the isolated incident of one unfortunate pilot.

The Bonus Army

Captain Henry Calhoun possesses true psionic powers. When Calhoun met with General MacArthur, it wasn't a cordial discussion. Seems that MacArthur and Calhoun served together during the Great War. In fact, Calhoun saved MacArthur's life in the trenches and the hobo was looking for some payback. A soldier and a gentleman, MacArthur kept his word by agreeing to not harm the Bonus Army while at the same time doing all he could to support their cause. Apparently Calhoun used his powers to dig up some dirt on some of Congress' more powerful members and this information was relayed to Congress via MacArthur, hence the speedy approval of the Bonus Army's requests. MacArthur has not taken kindly to being put into such a position and has acquired funding into psychic suppression research.

The Assassination of President Roosevelt

There was a conspiracy of sorts behind Roosevelt's assassination. The culprit wasn't Garner, Hoover, or anyone else in government. Al Capone orchestrated the whole thing. Though not pleased with the possible repeal of Prohibition FDR was advocating, the hit on Roosevelt was a botched assassination attempt on Chicago Mayor Cermack.

The assassin, Zangara, was hired by Capone to eliminate the mayor. Cermack was a thorn in Capone's side—the only Chicago official totally uncorrupted by Capone's influence. Scarface tried bribing him with money, women, and even more power (offering him the governorship or a Senate seat). Cermack refused every tasty carrot the mob boss dangled his way.

Finally, out of options Capone ordered Cermack's death. Capone knew he couldn't have Cermack shot in Illinois—it would look too suspicious. But once he learned the mayor would travel to Florida with Roosevelt, he saw a perfect opportunity to perform the hit. Unfortunately for Capone, his hired gun missed his target and killed the wrong man. Cermack escaped unharmed while the President of the United States was killed, making room for Jack Garner.



Garner's Rise

At his trial, Zangara was found insane and spared the electric chair. He's in prison because Garner wants his confession. Despite all of the conspiracy theories about his own involvement, Garner is keeping Zangara alive so he can discover the truth. Capone wants Zangara dead because he's afraid the bricklayer will spill the beans about who really put him up to the hit. For now at least, Zangara isn't talking. He knows the minute he utters a peep either Garner will execute him or Capone will have him murdered, so for now he remains mute.

Operation Hercules

With the sudden outbreak of the Ravaged criminal elements and how their ilk would effect mankind, Congress got funding to enact Operation Hercules. OH is headquartered in an elite facility with some of the brightest minds in the military developing and training the talents of their Ravaged recruits. Based in Laramie, Wyoming, they have somewhere between twenty and thirty willing participants and twice that number in holding, awaiting their decision. President Garner gave the project a go ahead after learning that Hitler was training an elite cadre of supersoldiers.

Vigilantes Unite

Raymond Lockhart is a tormented man. Ever since his wife was murdered, he's wrestled with his superhumanity. Creating the identity of Justice, he hunted down and killed his wife's murderers but that wasn't enough. He established a gentler persona as Poet and now runs the New York City branch of the Ravaged Earth Society. Promoting the gentle side of the Ravaged as Poet and its harder edge as Justice, Lockhart also manages to play the role of the shy millionaire industrialist, dedicated to his city and country to a tee.

"Lucky" Jack Nelson

"Lucky" Jack Nelson enjoys a reputation as a consummate treasure hunter. As a professor, he's first-rate; his lectures mesmerize and entertain. Beneath the button-down Oxfords and tweeds, Nelson is an adventurer. first class. Nelson's boss, Noel Joseph Campbell, the dean of the Archeology Department at Channing College in New York City, sends Nelson on archeological expeditions for a purpose: both he and Nelson are part of the Inscrutables, a secret society that meets in an underground crypt at a remote end of campus. Its members include archeologists, anthropologists, historians, and scholars dedicated to discovering the mysteries of the ancient world and securing as many relics and artifacts as possible—both for study and safekeeping. Membership in the Inscrutables is very exclusive, but they're always looking for suitable candidates.

Chicago, Capone, and the Eye of Anubis

In 1934, Capone acquired the Eye of Anubis. He understood that the relic could help him further his hooch smuggling operation by shrouding his men in darkness, allowing them to pass across the U.S.-Canadian border unchallenged. Before he'd buy into the mumbo jumbo, he wanted a demonstration and the owner arranged one.

High atop the Hawthorne Hotel, Capone met with the seller who began reciting an incantation while holding the Eye aloft. The Eye blinked and the seller was turned to stone even as an inky black bolt shot into the midday sky, casting the city into immediate blackness. Capone and his men fled in terror even as the Creep Squad showed up and contained the situation. The whereabouts of the Eye is presently unknown, but a sinister cloud hangs over the city to this day. In the aftermath of this, Capone has developed both an interest in, and hatred of, the occult, devouring books on the subject matter and accumulating relics when the situation arises. His motivations are to keep these dangerous items out of the hands of madmen so that practical businessmen, such as himself, may focus on other, more pressing concerns.



Los Angeles

Duke Flint is somewhat of an anomaly. Born and raised in California, he joined the LAPD in 1921 and worked as a beat cop, until his suspension from the force following the shooting of a prominent crime boss. He kicked around odd jobs for a few years, then decided to put his experience to work as a private investigator. As a detective, Flint has really good instincts, but like most of his ilk, he soon developed a reputation as a drinker and womanizer. Nonetheless, his clients include some of Hollywood's biggest stars. But this isn't what makes Duke so interesting.

One night, some thugs ambushed and shot Flint. He managed to pull himself up and made it to his office, where he fell unconscious. When he awoke several hours later, he noticed the wound where the bullet had gone through his body—a wound that should have killed him—had mysteriously healed. He doesn't know what happened, but has realized that he is "special." Possessing a shrewd business sense, he only tackles cases that pay well and are most likely to put him in touch with the arcane and unusual. He has several contacts throughout the country, but always manages to be somewhat of a loner.

Chinatown and the Jade Dragon

The elusive Jade Dragon is not human—he's a repulsive entity from hell made flesh. The entity seized control of a man, possessed his physical form, and assumed the identity of the Jade Dragon. Many months of robbing and looting in Chinatown made the Jade Dragon wealthy enough to form his own triad and seize control of most of the criminal enterprises within the area. Jade Dragon is capable of absorbing the latent Aetherium energy of anyone by consuming their still-beating heart and, thus, acquiring their experiences and skills. So far, he has only feasted upon mundanes, but lusts after the Gallant Ghost and any other Ravaged he chances to encounter.

The Jade Dragon's prized possession is a jade urn containing the dusty heart of Qin Shi Huang, the first Emperor of Ch'ín. The Dragon is currently seeking the rituals and knowledge necessary to "resurrect" the Emperor's form. Then, the Jade Dragon will consume the Emperor and return to China to reclaim the entire land.

The Gallant Ghost

The Gallant Ghost—local hero and self-proclaimed protector of California—is none other than actor Errol Flynn. He discovered he was Ravaged during shooting years ago and assumed the guise of the Gallant Ghost. He is careful to hide his true identity from the world and uses his powers altruistically. When he's not on set, he's out battling the Jade Dragon and his triad.



THE REST OF THE WORLD

China

Zho Fang is one of China's most notorious villains. His gangs control Shanghai's shipping and airports, so anyone transporting goods to or from the city are charged a hefty fee from which Fang receives a substantial cut. His underworld connections allow him to smuggle anything out of China, including opium, liquor, weapons, and even people. Anyone unfortunate enough to cross him is killed as a warning for daring to disrespect his honor.

Through connections, some savory and some unsavory, Fang keeps in touch with Chiang-Kai-shek. The leader admires Fang's ruthless efficiency, and has rewarded Fang's advisors with posts in the Chinese government. What Chiang-Kai-shek doesn't know is that Fang is obsessed with finding the Pearl of Souls, an artifact that he plans to use to increase his criminal empire while restoring his lost youth. Then he'll be the most powerful man in China, able to help Chiang-Kai-shek crush Mao's communists once and for all...before turning on Chiang himself, that is.

Egypt

The man who goes by the guise of Lord Amonthep is really a British archeologist named Lord Nigel Cuthwaite who, in 1932, stumbled upon a tomb dedicated to the Egyptian god Anubis. While in the darkness of the tomb, a mysterious, ancient force seized Cuthwaite and transformed him. After killing most of his native helpers with newly-acquired dark magic, Cuthwaite secretly had thousands of pounds wired to Cairo and created a new persona; Lord Amonthep. He made sure the world thinks Cuthwaite perished on expedition in the unforgiving desert. Then he set out to work.

Lord Amonthep wears the traditional ancient Egyptian beard and crown, and carries a shepherd's crook and flail. He dresses in a white tunic adorned with hieroglyphics. Using his powers, he's enslaved the minds of hundreds of followers. After publishing a treatise on a perverted form

of the Egyptian religion, more followers flocked to join his cult. He purchased the Karnak Temple Complex and renovated the Temple of Amun to its original condition and appearance. Amonthep controls the Cult of Anubis with an iron fist. With his arcane rituals, followers are brainwashed to lay down their lives for the cult and to diligently work to restore Egypt to the state in which it existed 4,000 years ago. To solidify his power, his priests have been schooled in reviving the mummies trapped in pyramids and tombs throughout Egypt. He plans on using these mummies as an army of the dead. The cult's followers are digging up ancient sites across Egypt, hoping to unearth powerful relics and return Egypt to Pharaonic rule with him as leader.

France

There is truth to the legends the catacombs beneath the streets of Paris are haunted. A colony of vampires resides in a remote section of the ancient passageways lurking in the shadows and sleeping in crumbling stone sarcophagi beneath walls of stacked human skulls.

In 1793, a loyalist to King Louis named Armand Gaspar was coming home from a rollicking night of drunken debauchery when he was attacked by a vampire. Gaspar managed to destroy the vampire, barely escaping with his life. Unfortunately, the beast had bitten him and he awoke the next night a blood-sucking vampire. These were the heady days of the French Revolution, so Gaspar used his new talents to attack unruly peasants, drinking their blood and slowly building a coven of his own. A decadent royal, he felt the peasants were a slovenly bunch, but their blood sweeter than anything he ever tasted. When the Parisians revolted against the king, eventually locking royals in the Bastille and taking them to meet the guillotine, Gaspar decided he'd make himself scarce. He fled to the one place devout peasants wouldn't search for him—the twisted catacombs beneath the city.

Over the centuries, Gaspar's vampire colony grew, filled with morbid curiosity seekers who were later transformed into vampires, thanks to Gaspar. There are currently 40 vampires in the colony, and they are ravenous. Anyone



stumbling onto Gaspar's lair is captured by his vampire servants. Gaspar wants to know about the world above, and asks any captives for information. Naturally, he wants to return, but fears the revolution is still going on.

Gaspar does possess one secret that many would like to learn—the location of a powerful relic known as Charlemagne's Crown.



French Indochina

The locals, distrustful of foreign visitors, are protecting the ruins of Angkor Wat. Armed guerillas patrol the thick undergrowth surrounding the ruins and have thus far been successful at thwarting a few of the curiosity seekers, but the explorers keep coming. Some of the more mercenary groups have discovered what the locals have been up to and have begun responding in kind. A small group of locals turned to a sorcerer for help, and the sorcerer cast a powerful spell on the swamp surrounding Angkor Wat. The ritual summoned a protector forth from the jungle, a beast who frightens away or kills those who persist in violating the sacred temples.

Germany

The overall design of Germania is ambitious, yet there is one secret Hitler didn't tell anyone except his Chief Architect, Albert Speer—the city streets are laid out in a mystical, occult design that channels supernatural energy toward the center, where the Great Dome is being constructed. Once completed, the Great Dome will be the site for secret Thule Society rituals.

Great Britain

For months, London has experienced a rash of mutilations and killings similar to those of Jack the Ripper in 1888, only this time the predator has used his teeth, rather than a scalpel. In truth, the city's prostitutes are being stalked by a group of werewolves led by John Dobbins, a learned sophisticate from a wealthy family. Dobbins' young followers, all lazy rich youths from the upper classes who delight in tearing apart the unfortunates in the East End, actually allowed themselves to be turned into werewolves. Since Dobbins is the alpha wolf, he holds sway over his group, which currently numbers eight members.

Haiti

Damien La Morte was born into the voodoo religion, learning its secrets from his father, a charismatic houngan with a large congregation of faithful followers. Following his father's death, LaMorte seized control of the congregation and began studying some of the more unsavory aspects of the religion, namely Petro, or "bitter loa." La Morte discovered that black magic fits nicely with Petro and he was able to combine the two with great success. Using his new powers, he took up residence within a crumbling colonial mansion located just outside Port-au-Prince, Haiti's capital. From this location he conducts his dark rituals around the Voodoo Tree, a dead cypress tree located in the center of the mansion's orchard.

Known by his followers as the Voodoo King, his primary goal is to extend his underground voodoo empire throughout the Caribbean and the United States. He's actually gone so far as to ship zombies in unadorned



wooden coffins to one of his associates in New Orleans, a jazz musician turned Petro voodoo practitioner named Laurence LaRouche. LaRouche and his followers use the zombies to create panic and fear in the local population, preparing the way for the Voodoo King's eventual arrival.

India

The man calling himself the Swami grew up poor on the streets of Calcutta. He watched as his father, too proud to apologize for insulting a British officer, was beaten and humiliated in public and died in jail from his injuries. Orphaned and bitter, the boy vowed he'd work to expunge the British colonists from his land. He left Calcutta for the streets of New Delhi and became a pickpocket and thief. One night he made the mistake of picking the pocket of an Indian sorcerer and was caught. He begged the sorcerer to spare his life, which the man did. The sorcerer saw the anger and hatred for the British in the boy's eyes and taught the youngster how to harness his mental abilities. With his enhanced powers, he learned of the Thuggee cult that once targeted the British a century ago.

When he came of age, he murdered his teacher, assumed the elusive moniker The Swami and began reviving the ancient deadly practices of the Thuggee. The Thuggee cult operated in India from the 13th to the 19th centuries. Followers worshipped the dark goddess Kali and murdered travelers by strangling them with a noose or handkerchief. After murdering the travelers, the Thuggee robbed and buried their victims. In the 1830s, the British investigated and executed the Thuggees, essentially exterminating the entire cult.

The Swami is reviving the dead cult with great success. He constructed a giant statue of Kali in his palace, which he acquired through his arcane powers, along with a sizable fortune. The Swami's main goal is still to purge the British from India, but his public persona is that of a mystic wise man, dispensing crackerjack wisdom to British debutantes at parties. The Swami is very popular in British social circles, and he relishes being held in high regard by

people he utterly wants to destroy. His Thuggees roam the hills and valleys around his palace, killing anyone that gets in their way and causing the British much consternation. One day, the Swami's real guise will show through, and he'll order an all-out war against the British. Until then he bides his time, smiles and tells his colonial "friends" what a terrible effect these killings have on national morale.

Japan

Maki Takamora is the CEO of two powerful corporations—Takamora Industries and Nippon Shipping & Trading—that bring millions of yen into his pockets, which he uses to fund the expansion of his criminal empire. Takamora's holdings include properties in Japan, China, and the United States. He travels everywhere with a cadre of bodyguards highly skilled in the martial arts. He also runs a secret ninja academy in Kyoto where he trains his finest ninjas as assassins. Takamora knows top members of Hirohito's military and "persuaded" them that invading China would be good for business and national morale. He was right, at least as far as business was concerned. Takamora's companies raked in huge profits following the invasion of Manchuria.

Takamora's base in Nara is where his gang conducts most of their operations. He manages a slave ring where young girls from Hong Kong are brought to Japan and sold. Takamora is all about power, pure and simple. He wants to firmly cement his relationship with several government officials and become rich and even more powerful behind the scenes.

Mexico

Rodrigo Batista created the Order of the Winged Serpent to resurrect the lost cultural aspects of the ancient Aztec civilization. Named for Quetzalcoatl, the feathered serpent god of life, the cult has about a thousand members spread throughout Mexico. According to myth, Quetzalcoatl descended into hell and obtained human bones. After bringing them back to earth, the god dripped his blood on the bones and transformed them into a living human.



Quetzalcoatl is a benevolent god who taught humans technology, science and how to plant grain.

Batista translated a tablet found in an old Aztec pyramid and learned Quetzalcoatl is the son of Miclantecutli, Lord of the Dead. He also discovered that by performing the proper rituals (which all involve human sacrifices), he could gain the power of the long-dead Aztec priests.

Batista changed his name to Seven Jaguar and now wears traditional Aztec garb. His followers also dress like Aztec warriors and hold their rituals at the Pyramid of the Sun in Tenochtitlan. Seven Jaguar is interested in locating the Aztec Sun Disc, a calendar that can predict the end of the world. When properly decoded, the Sun Disc functions as a portal to another dimension where the Aztec gods are able to assume flesh form. The Aztec cult leader would like nothing better than to invite the Aztec gods into this world and unleash their mighty powers on an unsuspecting populace.

The Middle East

During the Great War, Ottoman sorcerers conjured the walking dead to fight the infidel invaders. Collectively referred to as the Wandering Pestilence, these dead are commanded by the Master of the Dead, a one-eyed Bedouin riding a black camel. Lawrence of Arabia ran afoul the Wandering Pestilence in the desert during the Great War, and fought a six-hour battle with them. The Master of the Dead slashed Lawrence's hand off and brought it back to civilization as proof the fabled British soldier was killed. Lawrence, however, didn't die and hides out in the desert with loyal nomads, who bring news of calamities in the outside world. When Lawrence learns how to defeat them, he will take on the Master of the Dead and the Wandering Pestilence.

Oceania

The Crimson Overlord is the ruler of Volkstoria, a small island nation in the Pacific Ocean. The Crimson Overlord used to be a scientist before he developed uncanny super human abilities. A cunning general in the Volkstorian military saw potential in the young scientist and used him to topple the peaceful democratic government. Once the Volkstorian Parliament was dissolved, the junta assumed power. The general ordered his co-conspirator put to death, but the super scientist escaped, badly scarred by the encounter after acid bullets pierced his face. Seeking revenge, and driven mad with fury, the scientist brainwashed key members of the military regime and rebelled against the general. Wearing a red hood and dark leather armor, the scientist called himself the Crimson Overlord and confronted the general. In a painful, one-sided battle, the Crimson Overlord tortured the general to death. He then proclaimed himself ruler of all Volkstoria and ordered the construction of vast machine laboratories to build diabolical inventions of conquest.

The Crimson Overlord's ambition is to control the world. He's dispatched ambassadors to all nations, supposedly in friendship; however, their true purpose is to assess their military capabilities. He's managed to ingratiate himself with world leaders and send humanitarian relief to poor countries. All of this is a façade to get him closer to power. His petition to join the League of Nations was flatly denied due to reports of slave labor in Volkstoria. Right now, he's biding his time and designing his inventions, ordering the destruction of any unauthorized ships that approach within ten miles of his island nation.



South America

A tribe of Amazons—tall, athletic warrior-women of legend, dwell in the dense tropical rain forests near the Colombian-Brazilian border. Living a secretive existence for hundreds of years, encroachment by settlers is putting a strain on their natural resources. The Amazons are fighting back, usually with lethal results. Word of fierce female cannibals are being circulated throughout the villages of Brazil, Colombia and Venezuela.

The Amazons aren't really cannibals, but the locals embellish the ferocity of the Amazon's attacks. A raven-haired beauty named Ramona Diaz is hailed as the Queen of the Amazons. Far from the leopard skin worn by her sisters, Diaz wears trousers, a cotton undershirt and a baseball cap. She also wears a bandolier and carries an automatic pistol. She's in charge of securing equipment and food for her tribal sisters and because of her efficiency, the tribe flourishes.

The Amazons raid nearby villages, kidnapping the men and breeding with them. Once they're done, the men are killed and buried deep in the jungle. Baby girls are raised in the tribe, while the male babies are returned to the villages, only to be stolen as men years later.

The Soviet Union

Grigory Yefimovich Rasputin was an uneducated peasant who left his family to become a wandering holy man. In 1905, he befriended the Russian royal court and impressed the Empress Alexandra Fyodorovna. When Rasputin magically healed the czar's ailing son, he only grew in stature and influence in the eyes of the royal court. Though his debauchery was scandalous, Rasputin managed to stay a few steps ahead of his critics. During the Great War, his relationship with the royal family caused rising dissent with the masses, and in 1916 he was assassinated by a group of aristocrats—the Mad Monk was poisoned, stabbed, shot, strangled, rolled up in a carpet and thrown in an icy river.

Unknown to the assassins, Rasputin survived the assassination attempt and went into hiding, secretly directing Marxist efforts to overthrow Russia, which the Bolsheviks did in 1917. Following the rise of the Communists, Rasputin created the Red League as a way of controlling the world. Since communism doesn't rely on religion, there are no holy icons or priests to exorcise him if his true nature is revealed. The organization's followers don't know the true nature of the dark master they serve—they're only loyal communists who want to spread Marxism across the globe. There are chapters in several countries, including the United States of America.

The Vatican

The Vatican's secret organization is very real. Father Viscalli, head of the Order of Saint George, takes his orders directly from Pope Pius XI. The society's goals are to recover holy relics and store them into the Vatican's vaults. By securing enough relics, it is hoped the pope and his bishops and cardinals can create enough holy energy to smite the world's evils. Though some in the Vatican believe only fighting the horrors firsthand is the best way of smiting evil, the sacred relic hunt continues.

Thing is, the pope saw a need for a cadre of monster hunters to accompany the expedition for relics. They all resemble priests dressed in black, but under their cloaks they sport enough holy water, garlic, wolfsbane, crucifixes, and rosary beads to take on a pack of werewolves or zombies single-handedly.

Mussolini's fascist goons have no idea of the Order's existence. If they did, you can bet a lot of priests would be imprisoned or executed.



Idol Moments: The Cultist Shuffle

The golden idol shimmered in the flickering firelight and cast eerie glimmering patterns over the cave walls.

Hunched over and genuflecting in reverence, the bald-headed devotees intoned an ancient prayer in a forgotten language, their voices filling the cavern with a low moaning.

A robed priest stood beneath the horned idol, his dark hood obscuring the features of his maddened face. His eyes flamed with an arcane light and he held aloft a twisted, bloodstained dagger.

"By this blade do we consecrate our rite," he proclaimed as 50 devotees sunk lower in reverence. "This implement of our Mighty One, the Great Seer Of All Things, the Prince of the Damned! O Moloch, we commune with you!"

The robed priest motioned to two cultists standing nearby.

"Bring forth the sacrifice," the priest commanded with a flourish.

The lackeys dragged a dazed young woman, her dress torn and her feet bare, to the altar.

"What are you doing? Where am I?" she asked, her voice heavy, her eyes half closed. The priest realized the laudanum was wearing off, bringing the woman back to consciousness. He'd have to be quick.

The lackeys threw the woman down on the altar and secured her arms and legs. Helplessly, the woman wriggled about, but her attempts to free herself were for naught.

"With this blood spilled, we gain knowledge from the Mighty One!" the robed priest said, and raised the dagger above his head as the woman screamed.

Suddenly, a loud shot rang through the cavern and the knife flew out of the priest's trembling hands.

The disciples looked around, confused and the priest's eyes focused on a glint of a rifle in the gloom.

"There will be no sacrifice today or any other day," a bold voice intoned.

A figure stepped forward from the shadows sporting a sniper rifle. The man was dashing, with a square chin, rippling muscles and dressed in a suit and derby.

"What manner of mockery is this?" the priest growled. "How dare you interrupt this sacred ritual!"

"Where are my manners?" the stranger said in a cultured British accent. "I'm Dirk Humphries, British Secret Service. I do believe you have Lady Jane Morris there. I've been sent to retrieve her."

"Fool! You are outnumbered!" replied the priest, motioning to his followers, who rose and faced Humphries. The cultists brandished sharp daggers and advanced towards the agent.

Humphries tossed the rifle and unholstered two automatic pistols he wore at his side.

"Have it your way, old chap. I like a challenge," Humphries said, leveling his weapons at one cultist and blowing the heathen away. "For King and Country and all that."

Humphries blasted his way through the teeming wall of cultists, their knives slashing menacingly through the air, missing the agent by inches. Humphries darted around the cultists, putting each one down with deadly accuracy and skilled marksmanship. When he killed his way through the cultist horde, he arrived at the altar and freed Lady Jane.

"You're safe now, my dear," Humphries said.

Lady Jane hugged him gratefully. Humphries turned his attention towards the priest.

"Now then, my fellow. You're a prisoner of His Majesty's government," Humphries said, aiming his guns at the robed figure.

The priest grinned like a maniac.

"You'll never defeat the Sons of Moloch, you puny man! We are greater than you can ever imagine. We lurk in places you'd never expect!" the priest said, before triggering a secret door at the base of the statue.

All of a sudden, 50 more cultists entered the room, armed with machetes.

Humphries turned to Lady Jane.

"I hope you're worth the rescuing, dear lady," Humphries said, before tipping his hat and joining the fray.



THE PUPPET MASTERS

Secret societies, organizations, and affiliations dot the globe, each attempting to fulfill their own agendas while maintaining their shroud of secrecy. Heroes often encounter these groups obliquely while attempting to reach their own goals. Introducing these sparingly into your adventures early on is a great way to add both an air of mystery and provide a degree of continuity to your campaign. Whether they admit it or not, gaming groups like recurring villainy. As you read through the varying groups, think best of how they'll fit into your personal play style, your vision of Ravaged Earth, and the types of games your gang likes to play.

The Cult of Anubis

Led by the enigmatic Lord Amonthep, the Cult of Anubis is based upon an ancient Egyptian cult revering the jackal-headed god of mummification, Anubis. Amonthep restored the Temple of Karnak near Thebes to its former glory, and has hundreds of followers all over the world do his bidding. He teaches that only by learning ancient Egyptian magic and securing artifacts and mummies of dead pharaohs, can Egypt return to greatness. Lord Amonthep rules the Cult of Anubis with an iron fist, gathering followers to his religion, one based on Anubis, death and the Egyptian afterlife. According to Amonthep, serving Anubis in this world guarantees you a prime place in the next. The cult is sweeping through Egypt, gathering adepts from all walks of life. The cult's followers believe Amonthep is a pharaoh for a new age, one that will see ancient Egypt finally reveal its long-hidden secrets to the world.

The Freemasons

Freemasonry traces its origins to the architects of ancient Egypt, who mastered astrology, mathematics and geometry. Freemasonry is an esoteric order that uses allegory and symbolism from the Temple of Solomon to illustrate a code of morality. They convey their secrets through a series of rituals designed to elevate the novice toward

an appreciation of the Grand Architect of the Universe. In 1717, the Grand Lodge of England was formed in London and the order found its way to America. Some of the American Revolution's most influential figures were Freemasons, including George Washington, Benjamin Franklin, John Hancock and seven other men who signed the Declaration of Independence. The order is the world's largest fraternity, with lodges in every corner of the globe. Masonic agents seek to subvert church authority and perfect human beings by destroying weaknesses and flaws, like a stonemason perfecting stone. Unbeknownst to most members, the upper echelon of Freemasonry, the Supreme Council wants to rebuild Solomon's Temple and bring about a new world order in the process.

The Golden Dawn Society

Originally named the Hermetic Order of the Golden Dawn, the Golden Dawn Society traces its origins to three Freemasons and Rosicrucians who began an esoteric society in 1887. The society originally practices arcane studies such as Hermetic Kabbalah, astrology, tarot, alchemy and elemental magic. It used a system of ranks and grades for its members and consisted of a rigid hierarchy of secret masters and underlings. The most famous member of the group, Aleister Crowley, led a rebellion and seized control of the order in 1899.

Crowley transformed the Golden Dawn into an occult society concentrating on dark magic. The sinister undertones frightened many members and caused them to resign, but Crowley didn't care. He gained a bumper crop of new adepts thirsting for power through sorcery and black magic. Crowley rules the Golden Dawn Society from the Isis-Urania Temple in London, the order's headquarters. The society has lodges and temples around the world where adepts secure occult knowledge and artifacts and commit any number of crimes to deepen their understanding of darkness.



The Hashishin

Founded in 1090 by Hassin-i-Sabbah, the Hashishin was a heretical Muslim sect who rejected the Qur'an and Islamic teachings, preferring the spirituality of Persian mystery cults. The Hashishin were cunning assassins, trained to use daggers and knives and rejected poison and other weapons to kill their targets, which were influential and powerful. The modern word "assassin" is derived from this insidious group. They ruled from a fortress at Alamut, where a secret garden was built so the members could experience worldly pleasures, including food, women and hashish, which they consumed as part of their rites. The assassins were promised if they killed themselves after their missions, they they would return to the garden of paradise. Though the Mongols destroyed the Hashishin fortress in 1256, the group still exists, now headquartered in a subterranean lair beneath the ruins of its former fortress.

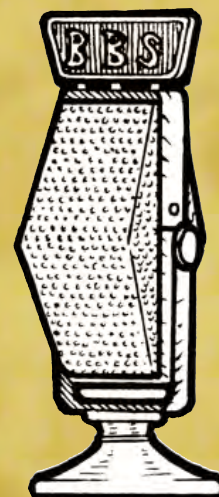
The Illuminati

In 1776 a German professor named Adam Weishaupt founded a secret society called the Order of Perfectibilists, who advocated the abolition of organized government and religion and the formation of a new order controlled by logic and reason. In 1777, Weishaupt joined the Freemasons, and it was here that he began recruiting fellow Masons into his secret order, which was renamed the Bavarian Illuminati. In 1784, the King of Bavaria declared all secret societies including the Illuminati and the Freemasons illegal. Weishaupt's Illuminati followers fled to America, where the group established itself with the colonial government. The Illuminati support science and technology as a form of human progress and fund this research. They have amassed power and influence and pull several strings from the shadows, controlling public officials, organizations and even governments. The French and Russian Revolutions were designed by the Illuminati, while the League of Nations is also part of their plans to subvert national governments. Illuminati agents thrive in capitalist nations, answering to their hidden masters, a grand ruling council based in Europe.

The Knights Templar

The Poor Fellow-Soldiers of Christ and of the Temple of Solomon were founded in 1096 by Hughes de Payens, a knight in the service of Godfroi de Bouillon. Godfroi had founded the Priory of Scion (see below) and the Poor Knights enforced the Priory's will. The Knights Templar also escorted and safeguarded European pilgrims to Jerusalem. The order's insignia, a red cross on a white mantle, became recognizable and their reputation for fierce warriors and dedicated servants to the church increased over time. In 1188, the Templars began pursuing their own agenda after acquiring wealth and influence in the Holy Land and in Europe during the Crusades. Some say their wealth came from uncovering hidden knowledge underneath the ruins of Solomon's Temple, possibly an artifact of great power.

Because of their wealth and power, the Knights Templar spread to Europe, and attracted attention from local royalty and church officials. In 1314, Pope Clement V and Philip IV of France had the Templars arrested on charges of heresy, blasphemy and sorcery. Jacques de Molay and other French Templars were burned at the stake, while other Templars fled to Portugal and then to Scotland. The Scottish Templars, under the leadership of Henry Sinclair, funded a secret expedition to the New World in 1398, 100 years before Columbus. Modern Templars use their international banking contacts and resources to hunt for supernatural powers to bring about a new order.



The Kokuryukai

Known as the Black Dragon Society, the Kokuryukai was founded in 1901 as an ultranationalist group based in Hokkaido, Japan. Its followers engage in assassination, espionage, and sabotage throughout the Far East. In the 1920s and 1930s, agents of the Black Dragon Society spread to the west coast of the United States and into South America, infiltrating society for the glory of Imperial Japan. The group's goals are to conquer China. The society's founder, Ryohei Uchida, knows many important officials in the Imperial government and his group is the unofficial spy agency for Japan. Black Dragon operatives are all over China, and have even infiltrated Chaing Kai-shek's government. It will only be a matter of time before the Nationalist leader's life is in jeopardy.

The Priory of Scion

The Order of Our Lady of Zion was founded in 1099 by the French crusader Godfroï de Bouillon. Later called the Priory of Scion, the group is a secret network dedicated to protecting the bloodline of the Merovingian kings of France, a dynasty that ruled between the 5th and 7th centuries AD. Rumors say the bloodline traces its ancestry back to Jesus Christ and the Priory of Scion safeguards important documents and evidence of this holy lineage from the church. Whether this is true cannot be proven, because the Priory of Scion cloaks its actions with ciphers, codes and doubletalk. The militant arm of the Priory of Scion, the Knights Templar, championed the Crusades through military conquest. Based in Rennes-le-Chateau, France, the Priory of Scion is said to know the location of the Holy Grail.

The Red League

This secret organization was founded in 1925 in Russia as a way for the Bolsheviks to secure influence throughout the world. The Red League is a communist conspiracy so sinister, not even its membership knows who is pulling the strings. Red League chapters operate in countries throughout the globe, trafficking weapons, people and money. Its goal: spread the communist philosophy and gather political power. Red League members use "mental indoctrination" a subtle form of hypnotism, to brainwash its novice members and control their minds.

The Rosicrucians

Founded in the early 17th century with the publication of three manifestos written by the 15th century wandering pilgrim Christian Rosenkreuz, who discovered esoteric wisdom by Arab sages. The Fraternity of the Rose Cross, better known as the Rosicrucians, is an esoteric order devoted to bringing about a "universal reformation of mankind." Rosicrucians are mystics who believe mankind can be improved through occult sciences like alchemy. The hermetic practitioners are benign and peaceful and gather knowledge to further their cause. They use Christian symbolism to explain the Divine Sciences and ally themselves with groups whose goals are similar.

Thuggee

A secret network of assassins, robbers, and thieves from India once thought expunged, the Thuggee have resurfaced. The cult was originally formed in the mid-18th century and operated primarily within the Indian subcontinent in bands of 10 to 200 members. Thuggee worship the Hindu goddess Kali in her darkest, most destructive form. In the 1830s, the British suppressed the Thuggee, driving the secret society underground, where they remained for generations. Recently however, the cult has emerged in remote parts of India.



The Thuggee strangle their victims with yellow scarves and carry pickaxes, which they bless and use to bury the bodies of their victims. According to Thuggee belief, each murdered victim is a sacrifice that will halt the coming of Kali for 1,000 years. The society uses secret signs and symbols to communicate, and each member conceals their affiliation by holding a respectable job. At night, the Thuggee worship at a hidden shrine to Kali, where they offer sacrifices to their dark goddess.

The Thule-Gesellschaft

Founded in 1918 as the Studiengruppe für germanisches Altertum (Study Group for German Antiquity), the Thule-Gesellschaft is an occult society that sponsored the Nazi Party. The Thule Society is dedicated to preserving the true origins of the Aryan race. According to their beliefs, "Thule" was an island in the north known as "Ultima Thule", the capital of ancient Hyperborea, where the Aryan race originated. Members study occult magic and ancient symbolism supposedly left by the Aryans, including the swastika, which the Nazis adopted as their own. Some of Hitler's most trusted advisors are Thule Society members and distribute anti-Semitic literature and pro-Aryan propaganda.

The Vril Society

A sister society to the Thule-Gesellschaft, the Vril Society was created in 1921 as "The All German Society for Metaphysics" to study the true origins of the Aryan race. Members of the Vril Society are first indoctrinated into the Thule-Gesellschaft then, if they exhibit aptitude and interest, are sworn into the Vril Society. Largely responsible for top secret scientific expeditions to locate the Hollow Earth, conducting technological research on UFOs and other "flying saucers", finding Atlantis, Lemuria and Shangri-La and learning about mysticism and the occult, the Vril Society's activities are officially denied by the Nazi regime.



ARCHETYPES, ALLIES, AND BAD GUYS

What game is complete without some friends to help out the heroes and bad guys to mix it up with? On the following pages, you'll find a number of both to help bring Ravaged Earth to life. Before we bring on some of the specific characters, please remember that it's a big, old world out there and if you're in a fix for something you can't find between these pages, remember this is Savage Worlds and you can whip up something in no time using our old familiar friend, the archetype.

ARCHETYPES

Whether it's a masked marauder, a mechanic, or a mad scientist, you will find that, from time to time, you're going to need a little special someone to help make the characters' lives a little richer. To that end, archetypes easily serve that purpose, they include any we listed earlier on in the Player's Section, but even that list is not all expansive. Leading men, starlets, and any of a hundred other supporting roles come to mind: sports stars, snitches, treasure hunters, tribesmen, well, you get the idea. You shouldn't kill yourself today building a spot character, so here are a few guidelines when populating your world.

Extras generally have d6s and d4s for attributes, with the occasional d8 for an especially appropriate attribute (e.g., Smarts for a mad scientist). Wild Cards tend to have d6s and d8s with the occasional d10. Skills generally fall into the same range. You then assign Edges and Hindrances, as needed. Remember, you're building these guys as needed, so you don't have to follow the rules that the players do. Give them what you need to fill their role. While you're at it, be sure to give them a little bit of personality too. When the characters encounter Matthew Hammerstein, Scientist, he's a lot more memorable if he speaks with a stutter and is always found sipping on a Martian Attack soda rather than being another guy in a white lab coat.

Note: Defining Interests, including languages, are not as important for your NPCs. Let them speak and know what they need to make your game the best they can be. Consider story first, realism second.

THE SYMBOL OF THE WILD CARD

You're going to need a way to tell who's Wild and who's not (and it's not always easy in this crazy, mixed up world), so we made it easy for you. Wild Cards have the Ravaged Earth symbol following their names.



ALLIES

The characters aren't operating in a vacuum. There are other folks out there ready to lend a hand and help make the world a safer place in their own, special way. They can be valuable allies to the character if handled properly or their own sense of right can result in unexpected conflict. Just because people are on the same side, doesn't mean they always see eye to eye.

"LUCKY" JACK NELSON



Most people think professors are stuffy know-it-alls locked in their libraries all day. Jack Nelson takes every academic stereotype and drops it on its head. He's a man of action, able to wade through the jungles of South America as easily as the dangerous speakeasies of Chicago. Nelson stays relatively quiet except for a cutting bit of humor or an important bit of information. He's had run-ins with heroes and villains around the world and everyone seems to have heard of him. He's also a master of a variety of weapons ranging from pistols to knives to even a bullwhip.

His nickname is a sore spot. Nelson is in indeed lucky, but his luck seems to put him into great danger just long enough for it to pull him out again. He doesn't count on his luck saving him but he does excel at rolling with the punches and coming out on top as best he can. For example, he'll be shot out of the torpedo tube of a German U-Boat just in time to be picked up by a passing freighter. Of course, the freighter is bound for an ancient island and the cultists on board are looking for a sacrifice for the volcano god...



Nelson is handsome, but shy in his college class. When he's on the high road to adventure, he usually sports a leather jacket, Stetson and bullwhip.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d10, Guts d10, Climbing d8, Knowledge d12, Shooting d10, Riding d8, Survival d10, Notice d12; Investigation d12; Knowledge (Greek) d8, Knowledge (Latin) d8, Knowledge (Egyptian Hieroglyphics) d8, Knowledge (Chinese) d6, Stealth d10; Streetwise d10; Swimming d10; Taunt d10; Throwing d8; Tracking d10.

Pace: 6; **Parry:** 9; **Charisma:** +2; **Toughness:** 7

Hindrances: Heroic, Curious, Code of Honor

Edges: Attractive; Improved Block; Improved Dodge; Linguist; Nerves of Steel; Investigator; Scholar; Moxie

Knack: Just a Scratch

Defining Interests: City Knowledge (Chicago), Puzzles, Word Games, Travel, Knowledge (Relics)

Languages: English, Egyptian, German, French, Latin, Spanish

Gear: Stetson, leather jacket, Colt .34; bullwhip, knapsack, canteen, compass, pocketknife, \$2,500

DUKE FLINT, P.I.



Flint is somewhat of an anomaly. Born and raised in California, he joined the LAPD in 1921 and worked as a beat cop, until his suspension from the force. He kicked around odd jobs for a few years, then decided to put his experience to work as a private investigator. As a detective, Flint has really good instincts, but developed a reputation as a drinker and womanizer. His clients include some of Hollywood's biggest stars.

One night, Flint was ambushed by some thugs and shot. Struggling, he pulled himself up and made it to his office, where he fell unconscious. When he awoke several hours later, he noticed the bullet had gone through his body and the wound mysteriously healed.

Flint doesn't know what happened, but is realizing he is "special." Flint is that rarest of creatures, a super-human mentalist. He can see events before they happen. Flint doesn't realize the magnitude of his powers – he only knows the world is a darker, more sinister place and he must turn the tide by fighting evil. Possessing a shrewd business sense, he only tackles cases that pay well and are most likely to put him in touch with the arcane and unusual. He has several contacts throughout the country, but always manages to be somewhat of a loner.

Duke is a gruff man who usually wears a trench coat and a fedora. His penchant for cigarettes, booze and women seem to alienate those around him.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d12

Skills: Fighting d10, Guts d8, Shooting d8, Driving d8, Notice d10; Investigation d12; Stealth d10; Streetwise d10; Taunt d8; Tracking d8, Persuasion d8; Lockpicking d8.

Pace: 6; **Parry:** 8; **Charisma:** -1; **Toughness:** 10

Hindrances: Curious; Habit (Minor, Carousing); Stubborn

Edges: Quick, Innate Power (armor), Innate Power (quickness), Block, Dodge, Rock and Roll, Investigator, Connections (LAPD), Improved Tough as Nails, Arcane Background (Super Powers)

Powers: armor, quickness

Power Points: 20

Knack: Psychometry

Defining Interests: City Knowledge (LA), Booze, Speakeasies

Languages: English

Gear: Fedora, trench coat, magnum, whiskey flask, notepad, binoculars, camera



SGT. EUGENE SPRATT



Sergeant Spratt is a muscular man with chiseled features and dark, wavy hair. He wears a modified cavalry uniform emblazoned with the Rocket Rangers logo and a rocket pack. Highly decorated, he refuses promotions, preferring field work.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d10, Guts d6, Shooting d10; Piloting (rocket pack) d10; Repair d6; Stealth d10; Knowledge (science) d6

Pace: 6; **Parry:** 7; **Charisma:** +0; **Toughness:** 7

Hindrances: Code of Honor; Enemy

Edges: Brawny; Bring it On!; Marksman; Rocket Ranger;

Knack: Unerring Sense of Direction

Defining Interests: Knowledge (Baseball), Knowledge (Rocket Rangers)

Languages: English, Italian

Gear: Rocket pack, helmet, uniform, atomic ray gun (4d10 damage, shots: 10, Range: 15/30/60)



THE GALLANT GHOST



With the large amount of masked avengers, dark vigilantes, and other costumed crusaders protecting the general population, sometimes a hero can get lost in the shuffle. One of the newest and most famous heroes grabbing the lion's share of the headlines has come to be known as the *Gallant Ghost*. He swept into a swanky ballroom that Bob McGee and his boys held hostage and dispatched them with grace and charm, even going so far as to dance with young Miss Vanderbilt before making a dashing exit from a balcony window.

The Gallant Ghost is a dapper hero dressed in a tux, kerchief mask, and never without his trusty rapier. Various reports peg him as being able to climb walls, blind his opponents, move like lightning, and outfence Errol Flynn. He's a gentleman to the last, always being polite and witty even in the face of certain doom.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d10, Guts d8, Shooting d10; Persuasion d10; Taunt d8; Intimidate d8; Climbing d8; Swimming d8; Streetwise d10, Speed d8, Quickness d8

Pace: 6; **Parry:** 8; **Charisma:** +2; **Toughness:** 7

Hindrances: Code of Honor, Dark Secret (Errol Flynn is his secret identity)

Edges: Charismatic, Moxie, Swashbuckler, Dodge, Florentine, Combat Reflexes, Arcane Background (Super Powers),

Powers: quickness, speed

Power Points: 20

Knack: Mimicry

Defining Interests: Acting, Dance, Disguise, Fencing

Languages: English

Gear: Tuxedo, mask, rapier sword.



CAPT. LINCOLN MURDOCK



Lincoln Murdock is the leader of The Brotherhood of the Clouds, a band of sky pirates that skirts the line between good guys and bad. Murdock has seen a lot of the corruption in the halls of power and also the widening gulf between the haves and the have-nots. As an African-American, he has dealt with discrimination and feeling like an outcast. His crew is made up of people that have also been cast away by society and he uses his band of scoundrels to rob from the corrupt and give to the deserving...while keeping a percentage for the Sky Pirates.

The general public has a mixed opinion of "Link" Murdock. Obviously, the rich and powerful dislike his victories and his rakish sense of humor. When he stole the military zeppelin that he has since renamed "The Black Maria" and uses as his base of operations, he left a file with ace reporter Margo Monroe that spelled out a variety of indiscretions of high-ranking military officials as "payment". The media loves to bad mouth the Sky Pirates but ask any Joe on the street and they'll tell you there are bigger bad guys to fry in the world and the Brotherhood has done their part to give them a black eye or two.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Guts d6, Shooting d10; Piloting (aeroplane) d10; Repair d6; Stealth d10; Knowledge (science) d6; Streetwise d8

Pace: 6; **Parry:** 7; **Charisma:** -2; **Toughness:** 7

Hindrances: Code of Honor; Enemy, Outsider

Edges: Brawny, Command, Moxie, Improved Dodge, Ace

Knack: Perfect Timing

Defining Interests: Comics, Military History

Languages: English, German

Gear: Aviator's goggles, pilot's jacket, Colt .45 pistol, compass, mess kit

THE BAD GUYS

As described earlier, Ravaged Tales frequently have a villainous mastermind operating in the background, orchestrating the moves of their subordinates. However, their egos often demand they take the limelight and when they do, it's a great opportunity for your heroes to mix it up with them directly. There's nothing quite like a Ravaged Tango! Here's a handful of unsavory sorts to get you and your gang going.

LORD AMONTHEP

Lord Amonthep rules the Cult of Anubis with an iron fist, gathering followers to his religion, one based on Anubis, death and the Egyptian afterlife. According to Amonthep, serving Anubis in this world guarantees you a prime place in the next. The cult is sweeping through Egypt, gathering adepts from all walks of life. Amonthep plunders tombs for powerful artifacts and uses them in his midnight rituals. He's spreading his cult to London and New York City and performing forbidden rites with mummies in several museums, reanimating the dead kings for an unholy army.

Lord Amonthep is a muscular, clean-shaven, tanned man in his early forties. He wears an Egyptian crown, banded beard and skirt of the pharaohs.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d6, Vigor d10

Skills: Fighting d10, Guts d10, Shooting d10, Notice d10; Stealth d8; Taunt d10; Intimidation d10; Knowledge (Egyptian mythology) d10; Knowledge (Archeology) d10; Knowledge (occult) d10; Climbing d10; Faith d10; Investigation d8; Swimming d8

Pace: 6; **Parry:** 7; **Charisma:** +2; **Toughness:** 7

Hindrances: Vow (to perpetuate Cult of Anubis), Stand Out, Overconfident

Edges: Rich, Investigator, Charismatic, Arcane Background (Miracles), Command, Strong Willed



Powers: barrier, beast friend, blast, bolt, boost/ lower trait, deflection, detect/conceal arcana, dispel, elemental manipulation (earth), greater healing, light, puppet, shape change (jackal), zombie

Power Points: 30

Knack: Catchphrase "By the power of Anubis!"

Defining Interests: Egyptian Myth, Rituals, Occult

Languages: English, Egyptian, German

Gear: Traditional pharaoh's crown, crook and flail, obsidian ankh amulet, sacrificial dagger, Walther PPK.

DR. MILLENNIUM



Dr. Millennium, whose real name is Lucius Montgomery, is the creator of the futuristic city, Horizon, located in the northern Nevada desert. Dr. Millennium sees himself as the benefactor of the citizen of tomorrow, but his community is really a robot and weapons factory, churning out diabolical inventions to enslave humanity. Guests to Horizon are impressed with its technical efficiency and splendors, but frequently find themselves as slaves in his subterranean factories.

Dr. Millennium is bald, with piercing eyes and a neatly-trimmed beard. He wears a white lab coat and carries portable gadgets (two-way television wristwatch, radio communicator, etc.) with him at all times. and guards the secrets of his city closely, awaiting the day he can take over the world.

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Shooting d8, Notice d10; Stealth d6; Taunt d12; Knowledge (Science) d12; Repair d10; Pilot d8

Pace: 6; **Parry:** 5; **Charisma:** +0; **Toughness:** 7

Hindrances: Arrogant, Delusional, Overconfident

Edges: Rich, Inspire, Arcane Background (Weird Science), Mr. Fix It, Scholar, Gadeteer

Powers: boost/lower trait, teleport

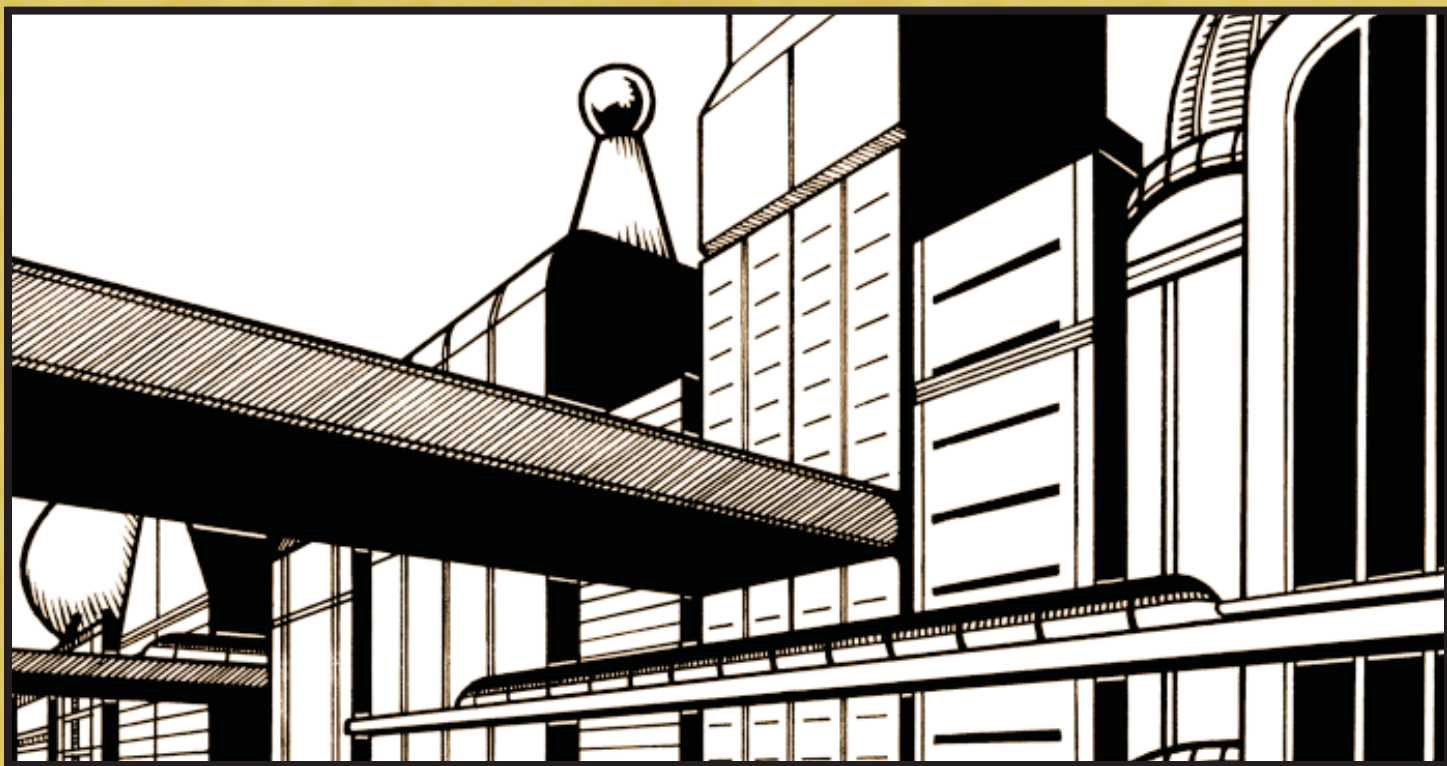
Power Points: 20

Knack: Photographic Memory

Defining Interests: Architecture, Math, Robotics, Science, Classical Literature

Languages: English, French

Gear: Varies





LORD LOTHAR PRAX

Once the ruler of the small island nation of Lotharia, Lord Lothar, as he likes to be called, is showing the cruel promise of dark villainy. Raised to be a tyrant, his cruelty surpassed even his father's iron-fisted expectations. Prax lived in luxury while his people starved. He quashed any rebellion with ruthless efficiency. He was the worst kind of despot that cared only for himself. Prax was ousted by his exiled uncle and found that he had nowhere on Earth to plot his revenge. Lothar Prax made his escape in one of his most extravagant purchases; a rocketship bound for the moon.

Prax and his men explored the lifeless surface of the moon and discovered catacombs beneath the craters. A race of insectoid creatures known as the Selenites lived in these tunnels. Fueled by his natural greed and running out of supplies, he conquered the Selenites and became not only their ruler but something akin to their god. Having taken the moon for his own, Prax has enflamed his own ego and broadened his plans of revenge. For now he plots and waits, quietly causing chaos from across the void of space. He is no longer content with returning to his small

island. When he returns to Earth, he plans to do so in a role he was born to play...Earth's supreme ruler.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Shooting d6, Notice d10; Stealth d10; Taunt d10; Intimidation d10; Knowledge (Science) d10; Repair d10; Piloting d8

Pace: 6; **Parry:** 5; **Charisma:** -2; **Toughness:** 6

Hindrances: Delusional, Vengeful, Mean

Edges: Arcane Background (Weird Science), Gadgeteer, Mr. Fix It, Hard to Kill, Command

Powers: boost/lower trait, telekinesis, teleport

Power Points: 30

Knack: Universal Gadget

Defining Interests: Etiquette

Languages: Lotharian, German, English, Selenesian

Gear: Cape, uniform, ray gun (as laser pistol), lab equipment, space suit, royal signet ring.



JADE DRAGON



While Capone gobbles all the headlines with his criminal exploits, a sinister rival has built a dangerous empire along the West Coast. Heroes in the know have come to clash with the leader of the Chinese Tongs known as "The Jade Dragon". Reports describe him as a powerful sorcerer with a penchant for collecting mystical items and artifacts. He is often spotted on the West Coast, especially in Los Angeles and San Francisco, though he has begun making appearances on the East Coast as well.

Typically, he is the company of a dozen or so underlings, though they are more for the appearance of power than for any personal necessity. Though he appears to be a middle-aged Chinese gentleman wearing silk robes, Jade Dragon, is in fact a demon lord, hungry for power and souls. Should he be slain, his spirit is banished for a d6 months before he regains a physical form. A dark hood covers his head, obscuring his glowing green eyes.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d6, Vigor d10

Skills: Fighting d10, Guts d8, Shooting d8, Notice d8; Stealth d10; Taunt d8; Intimidation d10; Knowledge (Arcana) d8; Knowledge (Chinese history) d8, Spellcasting d12

Pace: 6; **Parry:** 7; **Charisma:** -4; **Toughness:** 7

Hindrances: Bloodthirsty, Greedy, Vengeful

Edges: Arcane Background (Magic); Rich, Nerves of Steel; Hardy, Hard to Kill, Martial Artist, Wizard

Powers: fear, puppet, shape change, stun, bolt

Power Points: 25

Knack: Just a scratch

Defining Interests: Relics, Occult

Languages: English, Chinese

Gear: Silken robes, two knives (d6 damage).

PROFESSOR KLAUS MOEBIUS



Prof. Moebius is a wiry Gestapo officer with a scar on his left cheek and a monocle. He tells everyone he got the scar while dueling but actually he was wounded during the Great War by an American Army Private, Walter Nelson, whom he killed soon after. Moebius usually wears his black uniform when at his office in Germania, and khakis when he's on archeological assignments.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Shooting d8; Guts d8; Intimidation d8; Investigation d10; Knowledge (occult) d8; Knowledge (history) d10; Knowledge (Greek) d6; Knowledge (Latin) d6; Knowledge (Egyptian hieroglyphics) d8; Notice d8; Stealth d6; Streetwise d6; Persuasion d6; Riding d6; Driving d8; Taunt d8

Pace: 6; **Parry:** 6; **Charisma:** -2; **Toughness:** 6

Hindrances: Mean; Loyal (to the Nazi party and Hitler)

Edges: Command, Marksman, Harder to Kill, Scholar, Connections, Strong Willed

Knack: Photographic Memory

Defining Interests: Archaeology, Illuminati, Occult

Languages: English, German

Gear: Gestapo uniform, Ruger (.22), Survival knife (Str+1), 2,000 German marks.

DOCTOR DEATH aka REAPER



Tom Graves was once a quiet, reserved assistant to the county medical examiner in New York City. Though his primary duties included preparing bodies and assisting autopsies, he reveled in his work. One night, he was assisting the M.E. in dissecting the first Ravaged victim that had ever come into their morgue. Graves felt an electricity in the air as his boss tried to slice through the skin, breaking several knives before they resorted to using an experimental drill. The corpse's eyelids fluttered open as the drill pierced the skin and it knocked Tom across the room as it reached out and grabbed the M.E. by the throat.



In a panic, Tom grabbed up the drill, rushed back, and drilled right into the corpse's eye and into its brain. When he did, the drill, powered by Aetherium was overwhelmed by the Ravaged energy and exploded, knocking Tom out. When he awoke, he saw the corpse was missing, the M.E. still unconscious, and he felt energy coursing through his veins. He awoke the M.E. who shrunk back from him in fear, muttering "Your face".

Tom grabbed up a sliver of broken metal. What Tom saw deranged him. "No one sees my face and lives," he muttered with a cold intensity that has become his hallmark and snapped the man's neck. That was twenty years ago.

Doctor Death wants nothing more than to bring society into its final death spiral. Considered criminally insane, he has been institutionalized at Wickam Asylum a dozen times, but always manages to escape. He calls his men, the Undertakers, and they dress in dark clothes and carry shovels. Despite appearances, they are a murderous lot every bit as mad as their master.

Doctor Death has a perfect physique, save for his disfigured skull-face he half-covers beneath a dark hood, revealing it to his victims moments before their doom.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Shooting d8; Guts d10; Intimidation d10; Stealth d8; Knowledge (medicine) d8; Notice d8; Persuasion d8; Driving d8; Taunt d8

Pace: 6; **Parry:** 6; **Charisma:** -6; **Toughness:** 7

Hindrances: Bloodthirsty; Ugly; Stand Out

Edges: Command, Strong Willed, Arcane Background (Super Human), Healing, Superior Attribute (Strength), Innate Power (Armor)

Knack: Catchphrase, "Who dares resist Death?!"

Defining Interests: Death, Fear, Psychology

Languages: English, French

Powers: Armor (with Raise, +4)

Power Points: 15

Gear: Robe, scythe (Str+d6+1 damage)

LADY VENOM



The lethality of the woman calling herself Lady Venom cannot be understated. Though she is of the fairer sex, many misjudge her and wind up victims of one of her sadistic experiments. Lady Venom's real name is Delilah Covington, the wife of millionaire Skip Covington, one of the richest men in New England. After she discovered her husband two-timing her, she put an end to it – and him – permanently. She then began a crusade to recruit other women to her cult, one where all men were viewed as servants and the women masters.

Lady Venom sees men as weak and corruptible and envisions a world where women will rule, assisted by black magic and super science. Her hideout, a fortified villa outside of New York City, is guarded by her lethal female soldiers.

She has the unique ability to command animals and make them do her bidding; she's sent swarms of snakes, tarantulas and scorpions after her enemies.

Lady Venom herself is quite a looker; a sultry brunette with a penchant for clinging black dresses. A pendant in the shape of a black widow hangs around her neck.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Fighting d6, Shooting d8; Guts d8; Intimidation d8; Stealth d8; Spellcasting d10; Notice d8; Persuasion d10; Taunt d10; Throwing d8

Pace: 6; **Parry:** 5; **Charisma:** +4; **Toughness:** 7

Hindrances: Vengeful

Edges: Charisma, Cat's Pajamas, Strong Willed, Arcane Background (Magic), Beast Master

Knack: Universal Gadget

Defining Interests: Animals, Poisons, Technology

Languages: English

Powers: bolt, blast

Power Points: 20

Gear: Hidden stilettos about her body



SEVEN JAGUAR



Seven Jaguar, Chicome Ocelotl, is the leader of the Order of the Winged Serpent, an Aztec cult in Mexico. Seven Jaguar's real identity, Rodrigo Batista, is a businessman and archeologist whose fascination with the Aztecs led him down the dark path of practicing their ancient, primal religion. Seven Jaguar, or Batista, attracted a sizable following from indigenous Mexicans who yearned to return the Aztecs to their rightful place of glory.

Batista is a stocky man in his late forties with graying hair and a broad, suntanned face. When wearing his traditional Aztec priest garb, he paints his face and wears a feathered headdress adorned with a golden likeness of Quetzalcoatl, the winged serpent god.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Shooting d6; Faith d12; Guts d8; Intimidation d8; Stealth d8; Knowledge (occult) d8; Notice d6; Persuasion d10; Taunt d8; Climbing d6; Throwing d6

Pace: 6; **Parry:** 6; **Charisma:** +2; **Toughness:** 6

Hindrances: Cautious, Obligations (Order of the Winged Serpent)

Edges: Charisma, Command, Strong Willed, Arcane Background (Miracles), Investigator, Dodge

Powers: *dispel, fear, puppet, smite, stun*

Power Points: 30

Knack: Psychometry

Defining Interests: Aztec Culture, Rituals, Religion

Languages: English, Spanish, Nahuatl

Gear: Aztec priest costume, sacrificial dagger, Aztec war club (Str+ d6 damage)

MOOKS

Behind, well, in front of, every villain, great or otherwise, is generally a band of lackeys, henchmen, hired muscle, and bootlickers most affectionately referred to as mooks. While typically inconveniences for the Ravaged hero, they can be quite dangerous in large enough numbers. Your average citizen would cross the street if they saw one of these fellows walking towards them on a sidewalk, even in broad daylight.

Following is a cross-section of mooks ranging from mobsters to cult members. If you're in a pinch and can't quickly find a particular type you need, just use the attributes for one type of these guys for another or follow our suggestions earlier in this section.

If you find you're in a need of having a "head mook", simply make one of the hired goons a Wild Card, giving him three wound levels, a Wild die, but no bennies. This makes him a bit tougher than a regular mook but, if his skill levels are unchanged, not as dangerous as a typical villain.



HIRED GOON

The henchman, mook, bruiser, brawler or hired muscle is an expendable foil villains use to stop heroes. and to buy themselves some time for a getaway.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d6, Shooting d8, Notice d6.

Pace: 6; **Parry:** 7; **Toughness:** 6

Hindrances: Mean

Edges: Block

Gear: Any pistol or melee weapon that suits the situation

MOBSTER

These gangsters are rough-looking thugs wearing neatly-pressed suits and fedoras and sporting Tommy guns. Not random purveyors of violence, they follow the Mafia Code which typically keeps innocents out of their field of fire. They do however exercise force as much as they do caution, but they try to limit it to rival organizations muscling in on their turf. Often, the only thing differentiating a mob boss from a typical mobster is the cut of his suit and the caliber of his gun.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d8, Shooting d8, Taunt d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Code of Honor (Mafia), Loyal (Mob Boss), Obligations (Mafia)

Edges: Connections (Mafia)

Gear: Tommy gun, Beretta 1934, suit, \$150

THULE SOCIETY ADEPT

The Thule Society, a secret Nazi cabal, has its purple-hooded minions who carry out orders from Hitler's inner circle. Claiming to get their powers from Thule, a mysterious land in the frozen north populated by super godlike-creatures, the Thule Society wants the Aryan race to rule the world.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Taunt d8, Shooting d8, Notice d8, Knowledge (occult) d8, Persuasion d8, Spellcasting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Obligations (Thule Society)

Edges: Arcane Background (Magic), Connections (Thule Society)

Powers: *blast, bolt, burst, detect/conceal arcana, dispel*

Power Points: 20

Gear: Robes, magic wands or staffs, any pistol or daggers and magic spell books written in Nordic runes.

MORE ABOUT MOBSTERS

Each group of mobsters reports to a mob boss that generally either runs all the illicit business in one part of the city, like Chinatown, or one type of illicit activity throughout an entire city, like hooch in Philly. The most powerful mob bosses, like Capone, run all the business for an entire city, having lesser bosses reporting to them.



GOLDEN DAWN SOCIETY APPRENTICE

The Golden Dawn Society is a mystic order comprised of real warlocks and run by Grand Master Aleister Crowley. Apprentices are the lowest order of the Golden Dawn Society and deal with most mundane matters, fearing failure and rebuke of their masters more than any threat a hero might present.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Intimidation d8, Taunt d8, Shooting d8. Spellcasting d8, Notice d8, Knowledge (Occult) d10

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Obligations (Major, Golden Dawn)

Edges: Arcane Background (Magic)

Powers: *bolt, detect/conceal arcana, dispel, obscure, stun*

Power Points: 15

Gear: Cloak, dagger, Golden Dawn amulet

CULT OF ANUBIS PROTECTOR

The Cult of Anubis carefully extracts the most promising candidates to receive the "Gift of the Jackal", an inky, black serum infused with Aetherium. In most candidates, there is madness or death, but in a rare handful, the ability to manipulate magic manifests and these individuals undergo the rigorous process of become a warder.

The typical protector dresses in simple white robes and sandals, though they are not averse to wearing more contemporary attire should the situation warrant. Each protector wears a simple black ring inscribed with the hieroglyphs for "In Death, I am Alive."

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Guts d12, Intimidation d6, Shooting d6, Notice d6, Faith d8, Tracking d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Obligations (Cult of Anubis)

Edges: Arcane Background (Miracles), Connections (Cult of Anubis)

Powers: *blast, bolt, stun*

Power Points: 20

Gear: The Egyptian Book of the Dead

TONG GANG MEMBER

Chinese Tong gangs are disciplined warriors who use martial arts in close combat, usually with lethal results. Tong gangs are found anywhere large Chinese populations exist, in Chinatowns in Western countries or in large cities in China and the Far East.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d10, Guts d10, Intimidation d6, Shooting d6, Notice d6, Throwing d10, Climbing d10, Tracking d6, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 6

Hindrances: Loyal, Vengeful

Edges: Martial Artist

Gear: Shuriken

RED LEAGUE ENFORCER

The Red League, a secret Communist group based in Mother Russia, has its own stealth army of underground warriors that it sends abroad on missions of subversion.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d6, Shooting d8, Taunt d6, Knowledge (Politics) d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Poverty, Delusional

Edges: Dodge

Gear: Mostly utilizes Enfield (.38) revolvers, Enfield 1917 rifles and daggers



THUGGEE CULTIST

A member of the Thuggee Cult in India, now active after a century. The Thuggee are swift killers who strangle their prey and rob them on deserted roads. The cult, led by the enigmatic Swami, worships the dark goddess Kali.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d10, Guts d8, Intimidation d8, Shooting d8, Stealth d8, Knowledge (Thuggee Cult) d6, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 5

Hindrances: Poverty, Obligations (Thuggee Cult)

Edges: Ambidextrous, Trademark Weapon (garrote)

Gear: Garrote, traditional garb with red sashes, dagger

WAFFEN SS SOLDIER

The Waffen, or fighting SS soldiers, were fiercely loyal members of the Nazi party. They served as the guardians for Hitler and the party and are sent around the world on "special" missions. They are the most likely Nazi "mooks" your heroes will face.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Shooting d8; Guts d6; Intimidation d6; Notice d6; Stealth d6; Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Hindrances: Obligations (Nazi Party)

Edges: Sweep; Quick Draw; Rock and Roll!

Gear: SS uniform, Schmeiser (9mm), Ruger (.22), Survival knife (Str+1)



RATTLE AND HUM

This adventure introduces players to the world of Ravaged Earth and is for 4-6 Novice or Seasoned characters. Set in early 1936 in New York City, the tale pits the heroes against the Sons of Hyperion, a secret society dedicated to the acquisition and exploitation of extraterrestrial technology and artifacts. The Sons of Hyperion have kidnapped Dr. Nikola Tesla and the heroes are asked to investigate, but all in due time.

SCENE 1: TOP OF THE ROCK

The adventure begins in the Rainbow Room, a swanky nightclub on the 65th floor of Rockefeller Plaza in New York City. The heroes can be here for various reasons: maybe a few are well-to-do and out celebrating with a local debutante, maybe they're guests of a wealthy benefactor, maybe they're part of the big band orchestra or just helping in the kitchen. Whatever the reason, the heroes are gathered in the supper club and are sitting at the same large table with about a half-dozen other guests.

Decorated in the Art Deco style, the Rainbow Room offers panoramic views of the Manhattan skyline and meals are first-rate. Despite Prohibition, the club discretely offers champagne and gin. Diners, decked out in tuxedos and fancy dresses whirl around the dance floor to the orchestra.

Suddenly, as the heroes are enjoying themselves, a loud crash fills the dining room as a huge robot crashes through the picture window, showering glass everywhere! The metallic monster is followed by smaller, man-sized robots. The large robot is ten feet tall and has an oval-shaped head with two menacing red eyes. Its body is long and cylindrical and it hovers mysteriously off the ground with the aid of a hidden propulsion device. Its two aluminum-colored tentacles whip around. Have the heroes make a Guts check when they see the robot.

Panic ensues, and the large robot scans the room with its glowing red eyes. It spots its target, an elderly gentleman with a flowing white beard. The giant robot reaches its metallic tentacles over and ensnares the man, who screams in horror. The giant robot then flies from the room, leaving the heroes to deal with the remaining robots.

There's one robot for each Novice hero and two robots for each Seasoned hero.

The fight should be as chaotic as possible, with robots smashing furniture, throwing heroes into the orchestra and patrons scurrying for their lives.

ROBOT ENFORCER

These robots resemble smaller versions of the larger 10-foot robot that absconded with the old man, except they have an internal electric gun mounted on their chests.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d8, Shooting d8

Pace: 6, **Parry:** 5, **Toughness:** 8

Special Abilities:

Armor +2: Metal covering

Construct: +2 to recover from being Shaken. Constructs do not suffer additional damage from called shots. Constructs do not suffer from disease or poison.

Fearless: Immune to Fear and Intimidation.

Metal Tentacles: The robot enforcers have two long metal tentacles that do Str+2 crushing damage.

Electric Gun: This weapon fires a burst of electricity and does 2d8 damage with range of 12/24/48.

Fly: The robot enforcer can hover and fly, due to a jet propulsion system. The robots have an Acceleration of 10 and a Top Speed of 36 and a Climb of 20.



After the robots are destroyed, the room recovers from the shock and the waiters tend to the injured. A young man who appears shaken up by the recent attack, approaches the heroes. He introduces himself as Scott Sloan, a laboratory assistant for Dr. Nikola Tesla. Sloan produces credentials to verify this. Sloan said the man abducted was Dr. Wilfred Graves, a scientist of considerable talents and friend of Tesla's. Sloan said he was going to approach Graves at the Rainbow Room and ask for his help in finding Tesla. Sloan said Tesla vanished two days ago from an excavation project at the crater in Central Park.

According to Sloan, Tesla was excavating the Crater, a large crater in Central Park where one of the Martian craft landed in 1898. The site has been picked over by government officials and scientists since then, but Tesla believed there was more buried in the crater.

Sloan believes whoever abducted Tesla also abducted Graves. He offers to hire the heroes to find the missing scientists.

"Naturally, we would pay you for your help in locating Dr. Tesla and now Dr. Graves," Sloan says, offering to pay \$500 to each hero for the scientists' safe return.

SCENE 2: THE CRATER

Sloan grants the heroes access to Tesla's lab and notes, but nothing seems out of the ordinary. If asked about either Tesla or Graves' past association, Sloan says both men worked with the government in 1898 after the Martians landed in New York. According to Sloan, the scientists were part of the same team who analyzed Aetherium-powered Martian vehicles and weapons.

Heroes investigating Graves' laboratory notice that it hasn't been occupied in months, and the filing cabinets and office appear to be ransacked.

When heroes arrive at the Crater, they notice its enormity.

Located near the Croton Reservoir, this immense impact crater was made by a Martian canister that landed here in 1898 during the War of the Worlds. The crater is 30 feet deep and has grown into a tourist attraction. The area is cordoned off and a plaque marks the significance of the crater. Government agents removed the Martian canister after the war, and the crater is now just an empty scorched pit.

In the crater, the heroes notice picks, shovels and a small tent set up. If the heroes make a Notice roll inside the tent, they find Tesla's notebook inside a metal box on a folding table. The notebook is a journal recording the excavation's progress. The latest passage, made only days ago, reads:

"I heard a low, almost dull humming noise underneath the soil in the Crater again last night. The bizarre sound filled my head, almost immediately as I stood inside the Crater. When I queried the workmen on my crew about the noise, they admitted they heard nothing. I summoned Dr. Graves to the site and asked him about the noise. He told me he heard it, too! So I was not imagining it. I surmise only certain people can distinguish this noise! What is it? Was it some sort of beacon, buried here for 38 years, untouched by man? I shall resume excavating in the morning to unravel this mystery."

The journal entries abruptly end there.

Heroes standing in the Crater should make a Notice roll at -4 to hear a faint, low humming coming from the ground beneath their feet! Heroes digging in the spot of the noise for an hour can hear the humming with a Notice roll at -2. Another hour of digging uncovers the source of the humming – a small metal object resembling half a red glowing orb mounted to a grey metal disc three feet in circumference.

Anyone touching the object is in for a surprise! The person who touches the object, plus anyone standing in the Crater are instantly teleported in a flash of sickly crimson light to a warehouse miles away! The teleporter remains in the Crater, however.



SCENE 3: THE WAREHOUSE

Heroes teleported to the warehouse notice a similar-looking orb and disk device nearby, amid some crates. The warehouse is dimly lit, cavernous, and contains a sampling of Martian technology in various stages of disrepair.

When heroes arrive, read the following:

Your eyes adjust to the dim lighting, of an enormous warehouse. You see a similar device like the one you found in the Crater nearby. Crates and boxes are stacked against the walls here, along with a grim collection of what appear to be strange machines and mechanical parts, including a Martian tripod, several damaged ray guns and weapons. A few Martian space suits are also here, their glass bubble helmets cracked and breathing apparatus scorched.

This warehouse belongs to the Sons of Hyperion, who use it to store the Martian technology they gather from across the globe! Located in Astoria, Queens, the warehouse is marked “Hell Gate Importers” on the front and appears unused from the outside. Inside, however, is another story.

Heroes investigating the Martian technology notice none of it is usable but some of it could be salvaged. Any loud noises attract the attention of the Sentries of Light, guards who patrol the warehouse for the Sons of Hyperion.

SENTRIES OF LIGHT

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Pace: 6, **Parry:** 5, **Toughness:** 6

Skills: Fighting d6, Shooting d6, Notice d6, Guts d6, Taunt d6

Hindrances: Loyal (to the Sons of Hyperion)

Edges: Dodge

Gear & Equipment: Suit, Remington Model 51 (9mm) pistol

These guards wear white suits and hats and sport automatic pistols. When they catch anyone snooping around, they shout “Halt in the name of Hyperion!” and begin firing if not obeyed immediately. There are ten guards patrolling the warehouse.

There’s also an elderly man with a bag over his head seated at a table here. The guards identify him as Graves. When the lead starts flying, a guard ushers Graves out the door and into a waiting sedan.

If the heroes are captured, they are stripped of all their weapons and taken to a holding cell on the premises. Heroes who escape the cell can overpower the remaining guards and escape.

If seven guards are killed or incapacitated, the remaining three guards flee the warehouse in an armored sedan, along with Graves. The heroes can give chase by taking a truck parked outside the warehouse.

SCENE 4: THE CHASE

Use the chase rules in the Savage Worlds rulebook for conducting the car chase. The Range Increment for the chase is 5.

The chase takes the heroes from Astoria in Queens to Amsterdam Avenue in Manhattan’s Upper West Side. The streets of New York are congested and cluttered with obstacles, making the car chase extremely difficult. Roll a d8 on the **Car Chase Obstacles** table (located on the next page) to determine an obstacle your heroes can encounter during the car chase.

If the heroes follow the Sentries, they find that the mysterious men park their sedan in front of a stately-looking brownstone building and enter.



SCENE 5: SONS OF HYPERION

The building is the headquarters of a secret society called the Sons of Hyperion. The organization, which has existed for centuries, obtains alien artifacts for their own diabolical use. If the heroes enter the headquarters, they notice the front door is made of iron and slams shut behind them, locking them in! All of the windows in the building have been bricked over and the only lighting is from electric bulbs and sconces.

Main Entry: The main foyer of the Sons of Hyperion headquarters is the most presentable. It has an Oriental rug covering a hardwood floor, pale wallpaper and oil portraits of several bearded men in suits and overcoats, presumably past leaders. A large painting of a bearded, robed figure gazing at the night sky occupies one wall. A Knowledge (Occult) roll reveals that this is the Titan god Hyperion. An elevator leads down.

Lower Level Entry: Only accessible by elevator, the lower level entry is a security checkpoint consisting of a desk and guards. The walls are stone and have carvings of ancient Greek mythological scenes. When the heroes enter, they notice three security guards here.

Hallway: A bare hallway connects the lower level entryway with the studio. As the heroes enter the hallway, they hear the sound of classical music played through a concealed speaker system. A voice speaks lowly over the music: "Dear interlopers! Please surrender now. You are trespassing and we will find you." The message repeats until the heroes find the studio and switch it off.

CAR CHASE OBSTACLES

1d8	Obstacle
1	Pot Hole: The driver must make a successful Driving roll or the car suffers 2d6 damage from a pothole.
2	Traffic Jam: Traffic is backed up, forcing your car to swerve around the other vehicles. The driver must make a Driving roll at -4 to avoid hitting the other cars.
3	Men At Work: Temporary road construction blocks off a portion of the street, forcing the car to swerve onto the sidewalk. Failure means the car barrels into an open hole in the road.
4	Pedestrian: A pedestrian is crossing the street, forcing the driver to swerve to avoid him. Failure on the Driving roll means the hero hits the pedestrian.
5	Accident: A traffic accident blocks off a portion of the road, forcing the cars to swerve around the disabled vehicles. Driving rolls are at -2 to avoid hitting the disabled cars.
6	Ambulance: You're not the only vehicle speeding. An ambulance races up the street, forcing motorists to pull over. Failure on the Driving roll means your car collides with the ambulance, and both vehicles take 2d8 damage.
7	Fruit Cart: A fruit vendor's cart blocks part of the road, forcing drivers to swerve around it. Vehicles failing their Driving rolls slam into the cart, showering their vehicle and passersby with crushed fruit.
8	Oil Slick: An oil slick in the road causes the hero's vehicle to skid. The driver must make a Driving roll or the vehicle will go Out of Control.



Studio I: A spacious room featuring design tables and desks and several blueprints for highly-technical vehicles and robotics are here. Most notable of all, however, are blueprints for the First National Bank in Manhattan. A row of filing cabinets are also here. An Investigation roll through the filing cabinets reveals several dossiers of scientists. A Knowledge (Science) roll of these dossiers reveals each of them participated in investigating the original Martian landings in 1898 during the War of the Worlds.

As the heroes are snooping around, six more guards enter the room and attack.

Control Room: This room houses a main console that controls the lighting and ventilation system. A crude television console is here, showing an image of an elderly man in a jail cell. A Knowledge roll reveals the man is Tesla. If heroes try to dismantle the console, a red light flashes. The console has a Toughness of 6. If severely damaged, the console explodes, in a 2d10 Large Burst Template. A successfully Agility roll avoids this damage.

Studio II A small booth off the control room, the studio houses a record player, reel-to-reel tape recorder and microphones. The music and warning message are being broadcast as the heroes enter. Heroes can make a simple Common Knowledge roll to figure out how to switch off the microphone and equipment.

Conference Room: This room consists of a long oak table and chairs and a statue of the Greek Titan Hyperion balancing a planet in one hand. Four guards are here, armed with Tommy guns, and immediately attack!

Inner Sanctum: This square stone room has a metallic grill covering most of the floor. A large illuminated stained-glass window showing Prometheus delivering fire to cringing human figures takes up one wall behind a lacquered desk. Seated at the desk is an elderly man with a long flowing beard. The man is dressed in a white suit and motions for the heroes to enter. The man pushes a concealed button and the door behind the heroes slams shut. The floor magnetizes and all metallic weapons are pinned to the iron grating, requiring two raises on a Strength roll to pry them off!

The man chuckles to himself.

"I enjoy that trick," he says. "Please, don't be alarmed. You made it this far, didn't you? I applaud your efforts. Not too many people know of the Sons of Hyperion."

The man introduces himself as Dr. Wilfred Graves, Hierophant of the Sons of Hyperion. He drolly launches into an explanation of his organization:

"For a thousand years, the Sons of Hyperion have scoured the Earth, gathering information and tools left by extraterrestrial civilizations. It is our belief that, like Hyperion knew the true nature of the sun and stars, we, too will know the true nature of the universe by using this technology. It wasn't until the Martian invasion 38 years ago that we had a golden opportunity to collect and catalog devices from beyond our planet. We were not alone in our endeavor. Governments, secret societies and cults are also interested in Aetherium, the Martian metal. As a scientist who first responded to the debris fields in 1898, I understood the magnitude and power of this element. The Sons of Hyperion had to have it, and so we meticulously spent decades amassing a warehouse filled with technology we studied and perfected."

He motions to the colorful stained glass window behind him.

"Prometheus stole fire from the Gods and gave it to man. For this, he was disemboweled for all eternity. The Sons of Hyperion are also stealing wonders from the Gods, but we will use it against humanity for the benefit of our order. So it's fitting that I leave you with Prometheus's gift. Excuse me, heroes, I have to make a withdrawal."

With that, he pushes a concealed button on the desk and a jet of fire shoots out, ringing the floor surrounding the heroes. The flames are four feet high and burn with intensity. Graves departs through a door behind his desk and two Sentries of Light enter, dressed in flame-resistant uniforms and masks, brandishing flamethrowers. The ring of fire has a damage of 2d10 if the heroes touch the flames. Use the stats for the Sentries of Light earlier, but add a +1 to their Toughness due to their suits. Their flamethrowers do 2d10 and follow the standard flamethrower rules.



DR. WILFRED GRAVES AKA HIEROPHANT



Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6

Pace: 6; **Parry:** 6; **Charisma:** +0; **Toughness:** 5

Skills: Fighting d8, Shooting d8, Notice d8, Guts d8, Taunt d8, Knowledge (Science) d10, Driving d6, Throwing d6, Swimming d6, Repair d10, Piloting d8

Hindrances: Bravado, Obligations (to the Sons of Hyperion)

Edges: Arcane Background (Weird Science), Scholar, Gadgeteer, Mr. Fix It

Powers: bolt, blast, obscure, teleport

Power Points: 25

Knack: Attuned to Aetherium

Defining Interests: Aetherium, Sons of Hyperion, Ancient History

Languages: English, French, German

Gear & Equipment: Suit, pocketwatch, Beretta 1934 (9mm) pistol.

PRISONER

After the battle, the heroes find the only way out is through the door behind the desk. It leads to a small corridor with jail cells and a short flight of steps upward to the street level. As the heroes enter the corridor, they hear the sound of a man calling for help. If they investigate, the heroes find a gaunt, elderly man in one of the cells. A Common Knowledge roll is required to determine it is Tesla.

Tesla is extremely disturbed by his experience, and asks the heroes to free him. A Lockpicking roll springs the lock and opens the cell door, but other methods can be used. The door has a Toughness of 8.

Once freed, Tesla explains that Graves and his men were capturing scientists who investigated the Martian landing during the War of the Worlds in 1898 and interrogating them via torture. Graves wanted to know about how the Martian teleportation device worked, Tesla says.

"When Graves visited the dig at the Crater and heard the humming noise beneath, he must have realized the sound came from a teleporter. Only certain Ravaged can hear the humming of Aetherium technology," Tesla said. If the characters haven't picked up on the fact that Graves is going to hit the First National Bank in Manhattan, have Tesla tell them Graves told him his plans and that no one could stop him.

The staircase leads to an alley where the group parks its vehicles. There's a sedan waiting for the heroes to use if they want it.

DR. NIKOLA TESLA



Yes, that Tesla. He's the supergenius Croatian looking out for the good of all mankind. Complete details about the good doctor are found earlier in the GM section.

Attributes: Agility d4, Smarts d12+2, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d4, Guts d10, Shooting d6; Driving d6; Piloting d6; Repair d12; Investigation d10; Stealth d4; Knowledge (Science) d12+8; Throwing d4; Swimming d4; Streetwise d8; Taunt d8; Survival d12; Healing d8

Pace: 6; **Parry:** 4; **Charisma:** +2; **Toughness:** 6

Hindrances: Cautious, Pacifist

Edges: Rich, Arcane Background (Gadgeteer), Gadgeteer, McGyver, Mr. Fix It, Scholar, IMSR Gadgeteer, Investigator, Connections, Cat's Pajamas

Powers: bolt, fly, burst, deflection, invisibility, puppet, speed, stun, teleport

Power Points: 30

Knack: Photographic Memory

Defining Interests: Aetherium, Energy, Mars, Technology

Languages: English, Croatian, German, Russian



BEST LAID PLANS...

If the heroes notify the police and tell them about the warehouse, the police head over to investigate and are immediately ambushed by Graves and his men. Outnumbered by superior technology, the police detectives are reduced to irradiated ash.

Graves will use a robotic vehicle he created by fusing together bits and pieces of Martian technology and, from the warehouse, teleport to the bank in Manhattan.

SCENE 6: BANK HEIST

The First National Bank is a stately marble building in midtown Manhattan. When the heroes arrive, it's a typical business day and all's quiet. If the heroes contact the police, four police cruisers show up and officers establish a perimeter around the building. If the heroes interrogate the bank personnel, they say they've observed nothing out of the ordinary nor received any threat against the property.

After an hour of waiting, heroes who make a Notice roll see a sedan parked across the street from the bank. Bolted to the sedan's roof is a disk and orb-shaped object similar to the device found in the Martian crater in Central Park.

Just then, the air fills with a jumping arc of electricity as an immense robot materializes in front of the bank.

The robot is actually a giant vehicle Graves controls from a compartment within its bulky metallic framework. The vehicle is comprised of scavenged parts of Martian war machines, and is roughly humanoid in shape. Graves sits in a cabin comprising the robot's "head". The robot's left arm ends in a powerful claw and its right arm ends with a heat ray cannon. Crowning the robot's head is a Jacob's Ladder-style Tesla coil throwing sparks.

GRAVE'S ROBOTIC WARRIOR

Acc/Top Speed: 5/30, **Toughness:** 16 (4)

Crew: 1

Weapons

Robotic Claw: damage 2d8+6 (Heavy)

Electric Arc: 2d10 (as burst)

Heat Ray: damage 2d10 (as blast)

Graves uses the robot to attack the police, kill civilians and destroy the bank. His goal is to reach the bank vault, which he opens through the use of advanced Martian technology and scoops up the safe with the robot's clawed hand...unless the heroes stop him, of course!

Heroes who think it can destroy the teleporter by blowing up the sedan. Once the teleporter is destroyed, Graves will have no way of teleporting back to the warehouse.

AFTERMATH

When the dust settles, the adventure could have several outcomes.

If Graves and his robot are destroyed, the Sons of Hyperion are truly defeated. A grateful Tesla thanks the heroes by holding a reception for them at his scientific compound Wardenclyffe, in Long Island. Heroes get two Experience Points apiece for successfully completing the adventure and their promised cash reward of \$500 each. The GM may reward an additional Experience Point to players who roleplayed their characters exceptionally well.

If the heroes defeat Dr. Graves but he manages to escape without the money, the mad scientist marks the heroes, stalking them with assassins and diabolical devices.

If Dr. Graves is triumphant, he steals the bank safe and teleports back to the warehouse, where his henchmen spirit him out of the country. The Sons of Hyperion will return to menace the world.



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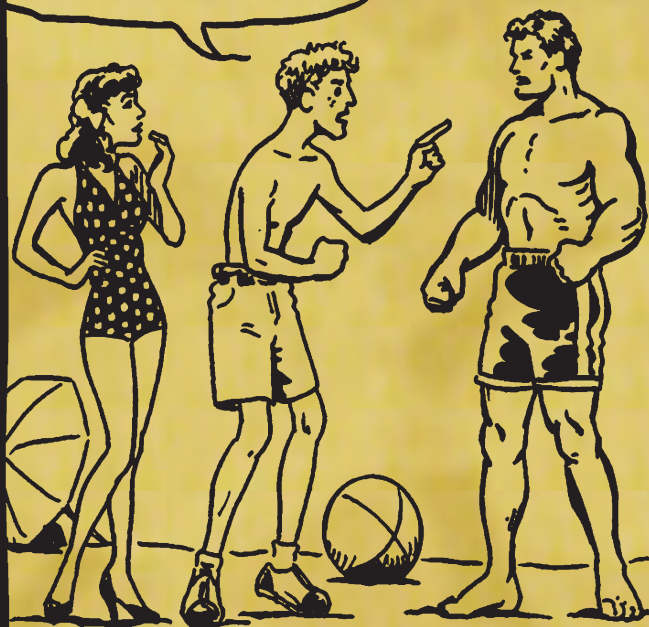


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In the GM's section, you'll learn details of Ravaged Earth including info on some of the more powerful villains, secret societies, and exotic locations. Guidelines help you design villains and tales that feel immediately part of the world, while the Randomatic Adventure Generator is standing by to help get those creative juices flowing.

Rattle and Hum, an introductory adventure, is included!

Ravaged Earth is an open-ended game setting. All you need, besides this, are a few friends, some dice, some cards, and a copy of Savage Worlds to play.