

# DEGENESIS: ROUGH

<<A SAVAGE WORLDS CONVERSION





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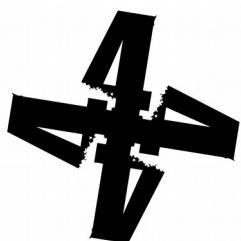
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# DEGENESIS: ROUGH

## a Savage Worlds Conversion

a translation by Phil of the german conversion:

**'DEGENESIS: VERROHUNG'**

by Valentin Maier

Thank you: Andy Slack (proof reading), Alex (proof  
reading and play test), Johan (play test), Gustaf (play test)  
and Christian (play test).

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DEGENESIS

<http://degenesis.com/>

<http://degenesistrpg.com/>

The german edition can be found legally here:

[http://www.degenesis.de/download/DEGENESIS\\_Grundregelwerk.pdf](http://www.degenesis.de/download/DEGENESIS_Grundregelwerk.pdf)

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Savage Worlds Deluxe  
SWD Explorers Edition

# ONE: CHARACTERS

## OVERVIEW

Every player can choose from seven cultures and thirteen cults for his character. This shapes the character concept and determines if your character is still a loyal member of his cult – or if he is on his own. If the player chooses a Tribal, it's recommended that the player creates a bit of background for the Tribe. Then it's time for character creation.

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Here are the guidelines (following the creation described in the SWD 44, DEX 48):

- Characters start with 0 EP (Novice)
- One free Edge (Humans)
- 5 points to raise Attributes
- 15 points to raise Skills
- A maximum of one Major and two Minor Hindrances

Finish up your character with suitable equipment, weaponry, a name, etc

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Welcome to the wasteland!

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## GROUP CONCEPT

To make sure that differences within the group do not lead to carnage, we suggest a group concept as a reason to work together. The characters should be constructed in line with this concept.

Concept: Monoculture

The characters are loyal specialists of a cult, or loyal allies of a cult. Players should choose characters with positive or neutral cult/culture combinations. Use the Relations tables (pages 7 and 8). Whatever combination you choose, discuss before character creation why that combination might work in your case.

Concept: Rogues

The characters are outlawed and hunted. Forced to leave their cults for disobeying orders, for challenging the powerful, or for whatever reason.

Concept: Sleepers

A more classical approach for a post-apocalyptic game can be found in a Sleepers campaign. The players take over the roles of just-woken Sleepers with their memories more or less intact. Or they take the roles of Ashen, caring for the bunkers where the sleepers just woke, with little knowledge of the outside. Together, they open the massive doors and leave the tunnels for the first time.

Concept: Soldiers of Fortune

The characters have great freedom due to their function within the cult. They need to obey the fundamental rules of the community, but they are not part of the normal chain of command.

## Example Character Concepts:

SPITALIANS – Enclave Medic:

A deserted village, far off in the wastes. The only contact with the Spital is the messenger, who replenishes supplies. As long as the Enclave medic doesn't seek contact and the clans are doing what they are told – no one asks any questions.

Whoever can pay, gets a personal physician. Often that's a position you get when you're too idealistic or inconvenient.

CHRONICLERS – Shutter:

If you're not willing to be part of the Cluster – you are rejected. These agents are living unrecognized among the rest of society. If the Cluster calls, they'll fulfill secret tasks or missions, work as spies or assassins. Shuttlers are deeply paranoid about Zeros.

**CHRONICLERS – Zero:**

Former agents, whose networking sometimes helps them in their task of hindering Chroniclers. Zeros are deeply paranoid about Shuttters.

**MARSHALS – Vigilante:**

Marshals who wander through the wilderness beyond the Protectorate to fulfill their vows. Some are mad fanatics, some are driven by a deep desire for justice.

**HELLVETICS – Mercenary:**

They carry everything they own. They roam across the world and offer their services freely – but always strictly following their code. To resupply, they head back to their bases in the Alps. They have to follow the same rules as the rest of the Hellvetic Brotherhood.

**TRIBALS – Roamer:**

There are many reasons to leave the Tribe. Roamers negotiate, deliver messages, hunt or scout. Scrappers, Neolibyans, Scourgers, or Anubians are always free to become Roamers. They may act as individuals, they may follow the strongest as their leader – or not.

**ANABAPTISTS – Zealot:**

Sometimes the Anabaptists need work done: convert and preach to the savages, or perhaps find a holy relic. Behind this 'vision' there is often the combination of a fertile imagination and a deep desire to get farther away from the iron grip of the cult.

**JEHAMMEDANS – Lost Son:**

Every Jehammedan has the right to seek his fortune in the world. As soon as he has grown to manhood, he may follow the prophet's words – he is accountable only to himself. Abramis lean back in patience when the hotheads leave the family home.

**JEHAMMEDANS – Judith:**

Female Jehammedans, born to widows who died in childbirth, are not raised as Hagaris. They grow up in the company of Isaakis, in a merciless training programme designed to make them deadly killers. They all share the same name: Judith. They are protected by the Iconists. They're never allowed to marry or to have their own family. That's the price they have to pay for their freedom. A Judith's destiny will only be revealed to herself, therefore she is always free to leave.

**APOCALYPTIKS – Phoenix:**

Your kin are dead. Brutal vendetta, a psychonaut's wrath or Spitalian flames left you alone in this world. The few survivors have dispersed and follow their paths alone.

**ASHEN – Awaker:**

Picked by the collective, to be the Eyes and Ears of the bunkers, Awakers stumble poorly equipped into the light of day. Under new influences they can easily develop their own agenda.



## CULTURE

From the ashes of sunken civilizations rose seven new cultures, from the cold northern part of Europe, around the Mediterranean to the southern continent of Africa. They are young, compared to their forefathers, unripe and weak. Nevertheless, they rule over the known world. Every player character is part of one specific culture. This affects the Common Knowledge and influences certain skills (The Survival skill of an African scrapper would be focused on jungle situations).

### BORCA:

#### THE LEGACY OF THE ANCIENTS

*Gray snow covers the ruins of the ancients; an icy wind whips through the destroyed alleyways. Long ago, an ancient culture existed in Borca that bestowed its people with riches, wisdom, and the wonder of technology. Towers of concrete and glass created shimmering valleys through which motorized vehicles buzzed. Very little of it survived the Eschaton, as the Reaper's Blow ripped the land into two pieces.*

*The people of Borca are strong and robust. They drape themselves in heavy clothes, fur, and leather. Those that stayed west of the Reaper's Blow strive to reclaim the power of the past. Their Scrapper armies comb the ruined landscape, always searching for traces of their ancestors.*

*East of the murderous fault, Borcans drive herds of musk oxen across a wilderness of endless pine forests. They don't share the frivolous nature of their Western brothers and sisters. They are too tied to the present.*

### FRANKA:

#### THE SWARM

*The wind of a million beating wings blows the shells of dead insects before it. The swarm seeks a new home. In feverish waves, flies erupt from the rotten earth, destroying every living thing in their path. The inhuman Pheromancers are the last barrier between Homo sapiens and their extinction in Franka. With sugary-sweet mists, they break the will of the insect swarms and scatter them to the winds or beset them upon their enemies.*

*Once, Franka was a fertile land ruled from a giant*

*metropolis. This old capital, Parasite, still teems with life, but it is no longer human. More than three hundred years ago, the city was lost to a swarming army of billions. Even the Pheromancers have no power here. This shocking event was devastating to the people of Franka, but it prepared them for their inevitable separation from the past. The campaigns of the African merchant cult, the Neolibyans, and their assiduous Scourgers completed the dismantling of Franka. Since then, the ancient buildings scattered across the rotten countryside are nothing more than empty husks. Today, something new and healthy is growing amidst the debris of the past. The root of civilization is still young, but the seed has sprouted.*

### HYBRISPANIA:

#### THE KILLING FIELDS

*Hybrispania is a land ravaged by hatred and rage; a murderous lust condemns its citizens to endless strife. The African occupiers defend themselves against the attacks of Hybrispanian guerillas. The expanding jungle is soaked with the blood of murdered Africans and fed with the corpses of native rebels. This is a land dominated by power, retribution, and endless war.*

*Only on the high plains of Castilla are the death cries of the children of Hybrispania silent. Yet peace does not exist here, either. The Jehammedan hosts gather there, preparing for their holy war against the invaders. In the meantime, their strange beliefs seep into the minds of the natives, poisoning the people with hate and fanaticism.*

### BALKHAN:

#### THE WILD LANDS

*People are a reflection of their lands. The Balkhani are wild and untamed; no man a slave to any other. They are passionate and explosive. The Balkhani live by the principle "Me against my brother—my brother and I against my uncle—all of us against the world!"*

*Bloody disputes fray the patchwork of alliances and intrigues of Balkhani princes—the voivods. Overnight, they turn farmers into warriors, and the next night, their wives into widows. Only in times of great distress will the voivods leave their malice at home and shake clammy hands with their neighbor—hands which just*

*the day before, they would have gladly placed into chains. Now the call resounds across the mountains—unite against the enemy!*

*Everywhere ring the dark, disturbing songs of the Dushani—the soulless. Threatening echoes cross the wide plains, breaking on the rugged mountains. The Dushani live in rocky grottos with their slithering companions, watching the events of human affairs from afar.*

**POLLEN:**  
**ENDLESS WANDERINGS**

*This land is dead. In the wasteland, however, oases of thick forests and fragrant flowers flourish for days or even months, defying the laws of nature. Hideous mutations of beast and man sneak through the night, cruelly striking down the weak and the lost.*

*For the Pollener, mobility and adaptability are crucial. In these lands, the fertile field, worked for weeks, can decay into rotted wasteland in an instant. The Pollener keep all they possess on tank-like carts and wagons, ready to move the minute the land dies. From Pandora, the largest crater of the Eschaton, prevailing winds blow the spores southward. Strange creatures sprout from these infectious seeds. The Foulness is spreading feverishly here; Pandora is merging with the spore fields of eastern Balkhan, creating an impassible wall.*

**PURGARE:**  
**THE LAND OF THE CHOSEN**

*The Purgar stand between two fronts. In their own land, they battle against the insane Psychokinetiks. In the east, they are entrenched in never-ending war against the Balkhani. Only as a family can the people of Purgare survive, and so it is no surprise that they obsess over their siblings and relatives. Twelve tribes rule the land with an iron fist. With eagle eyes they watch the Apocalyptiks, who with their seductive sins, seek to unravel the tight networks that have supported Purgare for ages. The families chase them away wherever they can.*

*The Anabaptists see Purgare as their promised land. Here, any holes in their ranks are effortlessly filled. The entire land is an army ready to be called upon. Purgare is at the same time the home of the soulless*

*Psychokinetiks, who in the Neo-Gnostic mythology of the Anabaptists are the arch-enemies of their deity, the Demiurge. A long, bloody path lies before the bloodthirsty Anabaptists: only when the last of these monsters is slain and thrown into the Reaper's Blow will the wound heal and cause the land to bloom again.*

**AFRICA:**  
**THE LION RAMPANT**

*Along the Mediterranean coast, the merchant cult of the Neolibyans flaunt their elaborate clothing and riches stolen from the treasure chests of Europe. Africa has grown powerful, its cities are now some of the prettiest pearls of the new world. And so they may remain—as long as the developments in the deep south of the Dark Continent do not foretell a different fate. There, the psychovors push ever northward, swallowing the land and spitting it out, forever changed. Above it, not yet molested, the steamy jungle waits patiently for its transformation.*

*Interestingly, the changes wrought by the psychovors aren't entirely negative. In the south, language barriers have disappeared; the inhabitants speak in a new curious tongue—a strange side effect of the psychovors. Here, unlike near the spore fields of Europe, the people don't lose their individuality and free will. Rather, they discover a sense of oneness and belonging that erases all of their prejudices. This has melded Africa into a unit, but it has also obliterated much of the ancient cultural diversity of the land. Now only the Lion reigns in Africa; it is the symbol of a unified continent. The Neolibyans are the heart that gives it strength, the Scourgers are the claws that tear at its prey, and the Anubians are the soul that determines its fate.*

**RELATIONS: CULTURES**

	Borca	Franka	Pollen	Balkhan	Hybrispania	Purgare
Borca						
Franka		+				
Pollen			o	x		
Balkhan				+	+	o
Hybrispania					o	x
Purgare						o

+ = friendly; x = ambivalent; o = neutral; - = hostile

## OPTIONAL: BASIC TRAINING

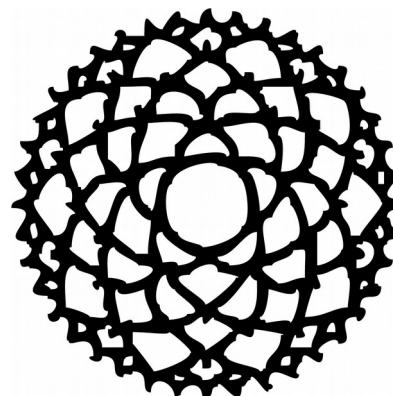
Every member of a cult begins play with a d4 in one skill, typical of that cult. This skill can be raised during character creation.

ANABAPTISTS	Intimidation
ANUBIANS	Intimidation
APOCALYPTIKS	Gambling
THE ASHEN	Stealth
CHRONICLERS	Knowledge (Artifacts)
HELLVETICS	Shooting
JEHAMMEDANS	Survival
MARSHALS	Knowledge (Law)
NEOLIBYANS	Persuasion
SCOURGERS	Fighting
SCRAPPERS	Repair
SPITALIANS	Healing
TRIBALS	Survival
SLEEPERS	Repair

## CULT

Every Character in DEGENESIS belongs to a Cult – one of the thirteen forming the world after the Eschaton. Within a cult there are certain skills, attitudes and expertise which are promoted and honored. The Skills, Edges and Hindrances listed reflect the stereotypical cult member.

Unless otherwise specified, they are not mandatory. Members can – independently of their Tech Level – use and handle all cultural items of their own cult. The membership of a cult affects Common Knowledge as well.



## RELATIONS: CULTS

	Spitalians	Chroniclers	Hellvetics	Marshals	Tribals	Scappers	Neolybians	Scourgers	Anubians	Jehammedans	Apocalyptiks	Anabaptists
Spitalians												
Chroniclers	+											
Hellvetics	o	x										
Marshals	+	+	o									
Tribals	o	o	o	x								
Scappers	o	+	o	o	o							
Neolybians	o	-	o	x	x	+						
Scourgers	-	-	x	-	x	x	x					
Anubians	o	o	o	x	+	o	+	o				
Jehammedans	o	o	o	o	o	o	o	-	o			
Apocalyptiks	x	o	o	x	x	+	+	-	o	o		
Anabaptists	+	-	o	o	o	o	+	x	o	-	x	
The Ashen	o	x	o	o	-	o	o	-	o	o	o	o

+ = friendly; x = ambivalent; o = neutral; - = hostile

**SPITALIANS:****THE CARETAKERS OF THE EARTH**

*The Spitalians are the last line of defense against the spore invasion, because they know the truth. Born from a mysterious medical caste of the ancients, they boldly go forth unflinchingly into poisoned lands, fighting against the spore fields with fungicides and fire.*

*Their base, the so-called Spital, lies amongst the ruins of Borca. Armed with hydraulic cutting tools and flamethrowers and wearing protective suits, they travel through the devastated world, healing the sick and destroying Foulness and those unlucky enough to become infested with the spores. With their might over life and death, few are brave enough to oppose them. In the Spitalians' minds, they are the last obstacle the Primer must overcome to enslave the world and drown it in a stream of infected seeds.*

*A Medic ascends the hierarchy in regular intervals, so long as she has the necessary professional qualifications. The offices of the registrar and consultant can only be obtained through connections and relations with important people in the cult. For most characters, the level of medical knowledge is a good indicator of rank.*

Skills: Healing, Knowledge (Homo Degeneration), Knowledge (Primer)

Edges: Scholar, Healer, Surgeon, Quacksalver

Hindrances: Habit (hygiene compulsion, minor), Quirk (Elitist), Arrogant

Concepts: Enclave Medic, Grunt, Field Researcher, Preservist, Pure Strain Spitalian, Turncoat

**MARSHALS:****HAMMER OF JUSTICE**

*The Marshals—judge, jury, and executioner. Marshals protect the inhabitants of the Borcan city Justitia and its Protectorates. The hammer is the symbol of their power—and as such it is used with great fervor. Very few balk at the decrees of this grim cult. Only the Spitalians defy them. Long simmering, the conflict between these two cults is on the verge of erupting.*

*The shotgun is the only insignia given to every Marshal in the field. It doesn't give the Marshal any special power or responsibility, but it proves the Marshal to be an important protector, generally an executor. The Marshals carry the badges of their office wherever they go.*

A Marshal with Shooting d6 has passed the executor examination, and is declared an executor. His profession is now battle and punishment. However, he is still not permitted to judge. For that he needs to pass the law exam, i.e. have Knowledge (Law) d8.

Skills: Streetwise, Shooting, Riding, Knowledge (Law)

Edges: Investigator, Marksman, Steady Hands, Beast Bond

Hindrances: Code of Honor, Heroic, Loyal

Concepts: Arbiter, Executor, Lower Marshal, Turncoat



**CHRONICLERS:****THE INFORMATION GATHERERS**

*The Stream was once a worldwide data net, one that sowed odd seeds. Sects now cluster themselves at data terminals, letting themselves be propelled through the data stream. They chase after unexplained bursts of errors just as a priest scampers from miracle sighting to miracle sighting.*

*The Chroniclers are the premier technical cult in Europe—they are also much more. They aim to absorb the world's knowledge, reactivate the Stream, and lead humanity back into the light of civilization. Emanating from their order's strongholds, the aptly named clusters—which serve as both refuge and research facility—the Chroniclers travel the land equipped with voice distorters and bizarre shock devices. They lead expeditions into the dangerous world, searching for more and more knowledge from the ancients. Written in chalk, their barcodes appear on the walls and monuments of every village and city. These marks inform the junk-dealing Scrappers that the cult is prepared to trade their knowledge for the technological relics pulled from the ruins.*

Every eighth advance he reaches a new rank in the Cluster hierarchy: Agent, Mediator, Streamer and Fragment.

Skills: Intimidation, Investigation, Repair, Knowledge (Artifacts)

Edges: Connections, Scholar, Gadgeteer, McGyver, AB (Weird Science)

Hindrances: Outsider, Thin Skinned\*, Glass Jaw\*\*, Anemic

Concepts: Mediator, Shutter, Zero, Streamer

\*Thin Skinned (Major)

Penalties when wounded increased

Deadlands: Reloaded setting

\*\*Glass Jaw (Minor)

Soak rolls penalized

Solomon Kane/Realms of Cthulhu Setting

**HELLVETICS:****BROTHERHOOD OF THE WEAPON**

*The descendants of the Swiss military rule over large swaths of the Alps. They operate in small self-sufficient teams and follow a strict code of honor, which they hold more dear than their lives. They demand tolls from the Neolibyans when they wish to cross the Alps, but otherwise remain neutral in the struggle between Europe and Africa.*

*Their armor is fireproof, and the systems of tunnels under their alpine strongholds are warmed from the molten rivers of the Reaper's Blom. The trailblazer—with its three barrels, high firing rate, and precision targeting system—is their weapon of choice. They also use fire against invaders; the lower levels of their bastions can, within seconds, be flooded with napalm. Neither plunderers nor the Foulness will ever take a Helvetic stronghold.*

Skills: Fighting, Shooting, Knowledge (Battle)

Edges: Trademark Weapon, Dead Shot, Marksman

Hindrances: Code of Honor, Loyal

Concepts: Mercenary, Genius, Infantry, Deserter

**TRIBALS:****RULERS OF THE WASTELAND**

*In the years after the Eschaton, many fell, forlorn, into the darkness of a new stone age. Today, they pray to gods who represent the powers of nature. They pay homage to their ancestors and venerate ancient artifacts. Many tear and eat the flesh from the bones of their fallen enemies in order to absorb their strength into themselves. They pierce and tattoo themselves repeatedly and practice other gruesome customs.*

*The animal instinct is strong in the Tribals. Freed from the once civilized patina of morals and decency, small bands of Tribals roam the wastelands. Very few settle down; the majority see their home as anywhere they make it under the expansive sky.*

Some Tribes saved their knowledge and legacy from generation to generation; or they possess technical wonders of the ancients, kept intact over the years. Some are not even aware of the value of the treasures they keep, using them to fulfill the will of some strange gods. Others use their powers for their advantage or for survival. The sheer number of tribes and their different habits makes it impossible to give a single view of tribal life. Player and GM should talk about a suitable character concept, gear and so on. Tribals offer many believable possibilities for Skills and Edges.

The following details are more fitting for barbaric tribes, like the clans of the Dustlung region or the nomad tribes of Pollen with Tech Level I or II.

Skills: Survival, Notice, Fighting, Tracking

Edges: Primal Instinct, Berserk, Hard to kill, Woodsman, Danger Sense

Hindrances: Illiterate, All Thumbs

Concepts: Savage, Lore Keeper, Worker, Shaman, Mercenary, Trader, Pit Fighter

**SCRAPPERS:****THE DIRT DIGGERS**

*Scrappers rummage through the ruins, searching for artifacts from a lost age—the remnants of the ancients. Their life, lost in the billowing dust and dirt, is hard and thankless. Their stories are born from the intense cold and their constant hunger.*

*Life amid the towering, shimmering tombs of a dead culture, with all its deprivations, has turned the Scrappers into cold-blooded throat slitters who think only of their own survival. Yet it is these vicious loners to whom the new cities of Borca owe their rise. They are the ones who drag the artifacts out of the dusty cellars and bunkers to trade with the Chroniclers, stimulating trade in the barren wastes of Europe.*

Scrappers are not organized; they have no hierarchy. Some of them still shine brighter than others, though, and their names and their runes are well known among their fellows

Skills: Survival, Notice, Repair

Edges: Good Nose, Ace, Gadgeteer, McGyver, Mr. Fix it

Hindrances: Greedy, Big Mouth, Yellow

Concepts: Dustdigger, Courier, Cartographer, Crafter, Tinker, Rowdy

## SCOURGERS: AVENGERS OF THE DARK CONTINENT

*The Scourgers are the claws of the Lion and the promise of justice that has been denied the abused African people for too long. The Scourgers make deep forays into the European continent to enslave its inhabitants, bringing them back to toil on the massive Neolibyan plantations.*

*The Scourgers are a proud folk, subordinate to no one. At best, their military force represents a loose band of mercenaries—more akin to a pack of dogs than an army. Large hyenas crouch by their sides, ready to lunge into battle. Woe to he who hears their throaty laughter in the night! The dominant culture of the cult has changed numerous times, but one thing has remained constant: the cult is exclusively male. Women are not allowed into the Scourger ranks.*

After the initiation at the age of 12, Scourgers are ordinary warriors, until they reach the age of 28. At that point they reach the status of an elder. Scourgers with better fighting skills always outshine the weaker ones. Age might make up for lack of skill.

Skills: Driving, Intimidation, Shooting

Edges: Ace, Steady Hands, Rock and Roll

Hindrances: Arrogant, Young

Concepts: Warrior, Slave Hunter/Slaver, Avenger

## NEOLIBYANS: THE CAPITALISTS

*The coastal cities of New Libya are renowned throughout the post-Eschaton world. Ships from the entire Mediterranean region come here to unload their cargo. The unbelievable opulence of Africa is a sharp contrast against the bitter poverty of Europe. The Neolibyans send notorious giant transport ships to the southern coast of Franka and release their Scrappers into the European wastelands to pillage the last treasures of the ancients.*

*The Neolibyans are the personification of capitalism. They divide the known world into trade regions and franchise them out to those who obey their will and turn the greatest profit. These so-called “concessions” give the Neolibyans full power to exploit the inhabitants of these regions.*

*The gaudy palaces of the Neolibyans dominate the landscape surrounding the Mediterranean. In the inland regions, however, the Scourgers are revered as the true heroes of Africa. They risk their lives in the battle against the enemies of Africa, while the Neolibyans merely wrap themselves in expensive clothes and coast through a pampered life. The truth lies somewhere in between.*

*The height of the pile of dinars in a Neolibyan’s treasure chamber directly correlates to the respect she receives from her cult. A successful Neolibyan with one or two trade contracts will possess about 300,000 dinars by the age of 25; an exceptionally successful Neolibyan should in the same time-span amass about 1 million dinars. This money must pay for writers, guards, mediators, and ship crews, as well as slaves and other minions.*

*Nobody asks a Neolibyan for her professional qualifications, so long as she keeps increasing her wealth. It is also their duty to display such financial blessing with expensive clothing, richly decorated rifles, and well-fed and seemingly happy slaves.*

Skills: Persuasion, Streetwise

Edges: Noble, Rich, Filthy Rich

Hindrances: Greedy, Enemy

Concepts: Conqueror, Viceroy, Merchant



## ANUBIANS: TRUE TO THE PROPHECY

*The history of the universe is a never-ending cycle of life and death. This cycle is like a series of ripples; only through death can one travel across them and change the course of history. The Anubians believe this and see themselves as the custodians of humanity. They have warned of the encroaching Primer since the beginning of time.*

*Centuries after the Eschaton, the Anubians returned from exile to their homes: the temples of the ancient Egyptians. For the people of Africa, they are the spirit of the continent, shamans who can see the past and weave it into a new future. They are ambassadors between the world of the living and the world of the dead. They embrace death as a companion and live with it in the boneyards of the African villages. Like jackals, they roam the graveyards. Their oral traditions preach of the weaknesses of Homo degenesis; they know how to bring the psychonauts to their knees. They must vanquish these monstrosities before the evil of the Primer destroys the world. A great fate lies in their hands; as a consequence, they must pay a heavy price. To defeat the devil, one must play by his rules.*

*The seven circles of the Anubians are also the seven steps on the ladder to the top of the cult. An initiate starts on the seventh and outermost ring. Masters of ceremony, guides of the dead, and healers are on levels five or six; jackals are on the fourth or fifth. A hogan determines the other member's positions within the cult. Keep in mind, you won't make it far if you reject the influence of the Anubis seeds.*

Skills: Stealth, Intimidation, Healing

Edges: Charismatic, Champion, Quacksalver, Pure Strain\*

Hindrances: Poverty, Pacifist (any)

Concepts: Undertaker, Assassin, Psychovor-changer

\*Mandatory for Anubians

## ANABAPTISTS: TORCH BEARERS OF PARADISE

*Domstadt—the Cathedral City—in Borca is the anchor that stabilizes the violent beliefs of the Anabaptists. From the center of the city rises the Anabaptist's cathedral, one of the most impressive sacred buildings of both the old and new worlds. Dark and sinister, it casts its shadow across Europe through the power of its fervent disciples, the Anabaptists.*

*The beliefs of this cult are based on ancient Gnostic teachings that view a god known as the Demiurge as the destroyer of the world and the root of all evil. Once upon a time, the Demiurge seduced the people away from paradise, turning the Earth into a seething cesspool of corruption. The goal of the Anabaptists is to purify the Earth of its shame and pull paradise out of the darkness through fiery baptism. Time and time again, their work bears fruit. From the little the land provides, the Anabaptists have an income; an army of farmers follows them devotedly. This is only one side of the coin, however. Though they sprinkle holy water upon the wounded body of paradise, they also bathe those who refute their beliefs in the unrelenting flame of purification. The rule of the Anabaptists is just—until one views it from the other side. Anabaptists focus on their charismatic emanations. Anabaptists can only ascend in the cult if their beliefs have been adequately tested and confirmed by the Emanation Commission.*

Skills: -

Edges: Brawny, Sunder\*, Mighty Blow, Knowledge (Battle), Sweep

Hindrances: Poverty, Pacifist (any), Big Mouth, Stubborn

Concepts: Orgiast, Ascetic, Zealot

\* Sunder (Seasoned)

Attacks gain AP in addition to any possessed by the weapon being used

Fantasy Compendium / Evernight Setting

**JEHAMMEDANS:****WEARERS OF GOD'S COUNTENANCE**

*A chorus of prayers echo across the battlefields of Europe, fervently chanted by the disciples of Jehammed. This cult is as influential as it fanatical. With their deep familial bonds, they dominate the eastern regions of Europe, securing God's dominion over the Earth. They cannot be avoided or ignored, and every day their numbers grow.*

*Their sermons are simple: turn away from the past, corrupted by technology, and honor thy family! The strength of the Jehammedans springs from their community and forges them into warriors of faith. They are the chosen people, as was promised by the last prophet. He decreed that at the end of days they would be the lords of the Earth. Since then, the Jehammedans lay claim to more and more land every day.*

*The priestly caste—the iconists—is comprised of blessed sons of Jehammed from whom death turns away. They are at once the banner of the cult, its greatest advisors, and its stern parents.*

*A tight knot of tradition binds every Jehammedan into a predetermined role. No one is left alone, and there are no outsiders. A strict caste system divides the men up into abramis—married men that are the absolute rulers of their tribes—and ismaelis—young, unmarried members of the families. Then there are also isaakis, blessed men who throw themselves into battle against skepticism like sacrificial lambs. The women in a tribe are divided up into hagaris—the married women—and saraelis—unwed women. Above all of these stand the holy men of the Jehammedans, the iconists.*

Skills: -

Edges: First Strike, Florentine, Hard to Kill, No Mercy, Nerves of Steel

Hindrances: Code of Honor, Death Wish, Loyal, Vow

Concepts: Sword of Jehammed, Isaaki, Saraeli

**APOCALYPTIKS:****THE RULERS OF DESIRE**

*Crows, vultures, ravens—innumerable names exist for these nomadic folk, loved by some, despised by others. The Apocalyptiks emanate a ferocity for living that burns all who cross their path.*

*As quickly as they appear, they disappear—their wagons trailed by lost souls wishing to join the search for hedonistic freedom and orgiastic lifestyle. Everything the heart desires can be found in the houses of the Apocalyptiks: gambling, prostitution, fortune reading, and the drug known as burn. These gypsies know they have nothing more to lose; their world is long past the point of salvage. Why be bitter when one can ecstatically enjoy one's last breath? Anyone can be bought, everything has its price. The Apocalyptiks are the masters of addiction, parasites in a dying world, weeds that never wilt. The last laugh will be theirs.*

*The Apocalyptiks use a specialized form of the tarot, adapted to the world's objective facts, to prophesize the future. Their fortune tellers are masters of deception, but their predictions come true with surprising frequency.*

Apocalyptiks roam the world, free from bondage, authority and boring hierarchies. Who serves the community and fulfills heavy tasks is honored, and will advance in the community.

Skills: Persuasion, Streetwise, Stealth

Edges: Attractive, Thief, Dirty Fighter\*, Close Fighting\*\*

Hindrances: Wanted, Greedy, Young

Concepts: Magpie, Crow, Woodpecker, Owl, Vulture, Stork, Raven, Finch

\*Dirty Fighter (Seasoned)

Bonus to Trick maneuver rolls

50 Fathoms Setting, Solomon Kane Setting

\*\*Close Fighting (Novice)

For skilled knife-fighters; adds bonus to Parry

50 Fathoms Setting, Solomon Kane Setting

### THE ASHEN: CAVE DWELLERS

*People under the Earth. Equal parts warden and slave, the ancestors of the Ashen locked themselves in the depths of the Earth to escape the Eschaton. Centuries of adaptation to the darkness transformed their appearance and soul. Their skin is now bleached and their senses—particularly their hearing—are heightened. Scratches on the walls of their tunnels serve as a secret language. Speech has a particular power in the life and mythology of the Ashen. Their words conjure powerful hallucinations—no wonder that their leaders, the so-called demagogues, are some of the most famous singers and storytellers of the known world.*

*The Ashen see themselves as a giant bunker family in which everyone watches out for the other. The “scorched ones,” as they call the inhabitants of the world above, are seen as primitive animals. One day, the Ashen will inherit the surface and will command both man and animal—when the time is right. The Ashen have no rigid hierarchy. Impressive demeanor and a strong voice is what matters.*

Skills: Persuasion, Stealth, Repair

Edges: Charismatic, Demagogue, Thief, Gifted Rhetorician, Natural Leader

Hindrances: Outsider, Ugly, Small, Anemic, Bad Eyes, Day Blind, Quirk (Elitist)

Concepts: Solar, Demagogue, Waker

### SLEEPERS: THE WOKEN ANCIENTS

*Deep below, in the lost depths of the sealed catacombs, they who had once belonged to the elite waited for their awakening. Are they scientists, governors, soldiers? Ripped out of their world, from their friends and families to build a new world in a far and unknown future. The last thing they saw, before the cryo-gel covered them completely was cold and certain faces. In these technical process was no space for mourn, worries or doubt. They had to watch down to the huge black numbers on their hands—indicating their sleeping time. 100 years. The world would still turn during these 100 years. Some numbers were 200 and even more.*

The Sleepers had expectations. Technically advanced, they thought they would take over the new world fast. It turned out to be a long hard fight. Even though the Sleepers left their chambers unharmed, their souls were drained. The memories from the shooting range and their specialties remained, but childhood, cultural and ethical imprints were scattered.

500 years is a long time. Some Ashen welcome the new gods, bring them sacrifices and report the glorious history of the bunkers. Some of these gods gather fanatic Ashen followers and leave for the surface.

Some Sleepers don't believe what the Ashen tell them and escape from their cold embrace. With no path to follow they might head for the wilderness, or join the first company they might find. Many of them are Scholars or good mechanics, and keep their true nature to themselves – and for the rest of their lives they need to hide the big black numbers on the back of their hand.

Skills: Healing, Shooting, Repair, Knowledge (Artifacts), Knowledge (Battle), Knowledge (Nanites)

Edges: Jack-of-all-Trades

Hindrances: Outsider, Clueless, Enemy (Marauders), Delusional, Heroic

Concepts: Soldier, Scientist



## TWO: RULES

### SKILLS

#### PILOTING

This is not a common skill. There are almost no aircraft or air traffic left.

#### REPAIR

This can be used to craft tools or a machine out of scrap. The character can construct or repair objects whose Tech Level is no higher than half his Knowledge (Artifact) die type. Equipment and available resources apply bonuses or penalties:

Tools	
No tools	-2
Workshop (Scrapper)	+2
Workshop (Cluster)	+4
Resources	
Barely anything	-2
Well stocked	+2

The Target Number for a "construction" roll is a 4. The GM should raise this if it's for a complex or advanced object. If successful the character created the object in a specific time. If he fails, he still creates the object but takes twice the time. A one on the skill die is a fumble: the object is useless and the resources are wasted. Snake eyes means the object explodes and the character suffers a wound. With a raise the player can choose either to complete the construction/repair in half of the time OR add one +1 Mod to the construct. With two or raises, the character gains both effects.

#### KNOWLEDGE (Homo Degenesis)

This skill lets the character recognize the behavior and weaknesses of the breeds of decay – even spore beasts. A successful roll reveals the creature's stats to the player. A raise gives information about its weak spots and grants a +1 bonus to Tricks against psychonauts.

#### KNOWLEDGE (Artifacts)

In Degenesis, knowledge about technology is knowledge about history. By gathering lore about technology, one has studied the ancients briefly. Knowledge (Artifacts) gives the Character the chance to identify and use an ancient artifact. Even understanding and using the technology behind it (even if he "knows" that it has to be used during obscure dances and chanting) . If a character gets hold of an artifact or an unknown technical device with a Tech Level of IV or higher, he needs to succeed in a Knowledge (Artifacts) roll, to identify it. If the Tech Level is IV or less, he knows what kind of artifact it is. The character can repair or construct devices whose Tech Level is no more than half his Knowledge (Artifacts) die type.

**Example:** Muck has a d8 in Knowledge (Artifacts). He discovers a diesel engine (Tech Level IV) and a flechette gun (Tech Level V). He recognizes the engine without any roll, because it's Tech Level is IV or less. He needs to roll for the other item. He rolls a 5 and gets the information that it's a flechette gun.

#### KNOWLEDGE (Law)

This is needed to judge cases (see Setting Rules).

#### KNOWLEDGE (Primer)

Knowledge of the effects of spores and burn, important for the interpretation of noumenon signatures. This skill allows the character to use or interpret mollusks or noumenon vocalizers, identify the quality of burn, diagnose the grade of spore infestation through a proper examination and make conclusions about the size and characteristics of spore fields.

## EDGES

### NANITE BLOOD

(Background Edge)

Requirements: Sleeper, Novice, Vigor d6

This grants +1 on all Vigor checks against poison and diseases. The character can roll for Natural Healing every three days, and shows almost no signs of aging.

### SURGEON

(Professional Edge)

Requirements: Healer, Seasoned

This is analogous to Greater Healing. A surgeon can try to heal permanent crippling injuries. He needs at least a field kit (-4), but performs better in a sick bay (-2) OR in the Spital (+0).

One or two characters with Healing d6 can assist the surgeon, even if they don't have the Surgeon Edge themselves.

### DEMAGOGUE

(Professional Edge)

Requirements: Spirit d8, Persuasion d6, Intimidation d6

The character gains a +2 modifier on Persuasion rolls, and can affect everyone within half his Persuasion die type in inches. Rolling a 1 on the skill die (regardless of the Wild Die) means the Extra's attitude is not affected.

### RANK

(Background Edge)

Requirements: Character must be Marshal, Chronicler, Spitalian, Hellvetic, Ashen, Scourger or Sleeper.

The character begins play with a higher rank in the cult hierarchy, which brings him more rights and duties, or— because of earlier achievements — the benefits of better starting equipment. (See BAZAAR) Members of cults not listed above receive such benefits through the Noble or Rich Edges.

### GIFTED RHETORICIAN

(Professional Edge)

Requirements: Veteran, Demagogue, Charisma +1 or higher, Spirit d10+, Notice d8+

This skill allows a character to test the spiritual will of an opponent, even during combat; the Persuasion check is opposed by the lower of Spirit or Smarts. The test of will has the usual results. (SWD 76, DEX 86)

### NANITE POWERS

Requirements: Nanite blood, Vigor d6

Arcane Background (Nanite Powers)

### NIGHT VISION

Requirements: Ashen

Negates Dim and Dark lighting penalties.

### QUACKERY

(Professional Edge)

Requirements: Healing d8, Notice d6

The character always counts as having medical equipment with him (1940 or earlier – SWD 78, DEX 88).

### PURE STRAIN

Requirements: -

The character gains +2 on Vigor checks, but needs to roll on Vigor if he uses burn.

### RIDER OF THE GIGANT

(Professional Edge)

Requirements: Hard to Kill

As Beast Master, but the character was bound in a long and painful process to a giant, who is now a loyal follower. If the animal dies, he needs to find a member of the Creature Handlers, to be bound to a new animal. The character suffers visible scars from the bondage.

**GOOD NOSE****(Professional Edge)**

Requirements: Notice d6

This grants the user a +2 bonus when searching for artifacts (see Scrap and Artifacts). The character can draw one additional card – and then discard one card of his choice, even the additional card.

**PRIMAL INSTINCT**

Requirements: Novice, cannot be combined with: Mr. Fix It, McGyver or AB (Weird Science).

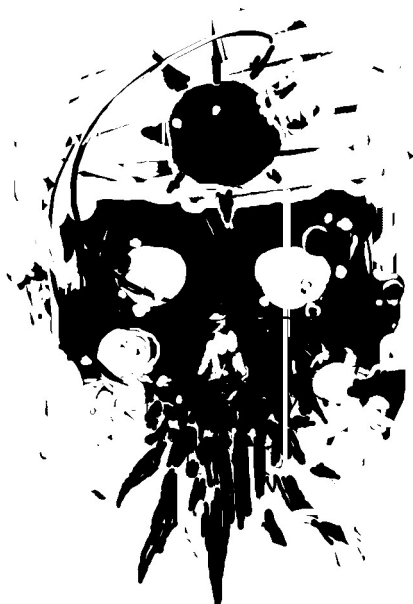
This grants +1 on all Notice checks and +2 on all Survival checks in the wilderness (can be combined with Woodsman).

**HINDRANCES****DAY BLIND (minor)**

You suffer a -2 on all actions in bright light. Daylight gives a -1 on Charisma.

**FORBIDDEN EDGES AND  
HINDRANCES:**

- ◆ Holy Warrior
- ◆ Doubting Thomas

**MODIFIED EDGES****ARCANE RESISTANCE &  
IMP. ARCANE RESISTANCE**

Applies even to Franks untouchables; affects only AB (Psychonautik), not AB (Weird Science) or AB (Nanite Powers).

**BARBARIC BLOOD\***

Requirement: Seasoned, Berserk, Primal Instinct

Player can spend a Bennie to activate berserk.

**CHAMPION**

Against the Primer's creatures, Arcane Background is not a requirement any more. Character must be Anubian, or (at the GM's discretion) another type of African.

**RICH &  
FILTHY RICH**

Rich Anubian players start with a surge tank and crew or the like.

**SUNDER\*\***

Requirement: Seasoned, Tribal or Anabaptist  
Ignore one point of armor (in addition to any AP the weapon might have) if you hit. Ignore two points if you hit with a raise.

\* Fantasy Compendium

\*\* Fantasy Compendium/Evernight Setting





## THREE: BAZAAR

### CULTURAL OBJECTS

Selling cult equipment is seen as treason. Being seen with cult objects as an outcast, or with the wrong cult's equipment, will result in gaining the Wanted Hindrance. Whether it's a minor or major Hindrance is up to the GM.

### TRADING

Finding items above the Tech Level of the settlement needs a Streetwise check. A raise increases the item's Tech Level by two. Two raises, increase the Tech Level by three and so on. Finding an item does not mean you can buy it for the price listed! Even if a character finds a soul burner, it won't be easy to actually buy it.

### STARTING EQUIPMENT

Loyal Spitalians, Chroniclers, Marshals, Hellvetics, Ashen, Scourgers or Sleepers start with equipment worth 100 chronicreds and certain equipment assigned by their cult. They can order or replace equipment. As loyal members of the cult, they're bound to obey their superiors' orders, wear uniforms, etc. A Hellvetic can't easily change his Trailblazer for an AK-47. A Spitalian will mostly be found in his neoprene suit – even if another type of armor would give better protection.

Characters who start without specific cultural equipment should be given 600 chronicreds to buy equipment.

The group should decide what should count as cultural equipment, cult equipment and so on.

**Cult Rank:** Characters with the Rank Background Edge gain the listed additional equipment.

### MARSHALS

Codex, Marshal hammer, Marshal hat, and any one of Marshal jacket, musket or pistol (including ammunition).

Cult rank: Riding horse, pistol.

### CHRONICLERS

Jacket and mask, vocoder, streamer glove, tools

Cult Rank: Shocker instead of streamer glove, chronicred printer (1500 C)

### SPTALIANS

Neoprene suit, gas mask, splayer with mollusk, field kit

Cult Rank: Either fungicide rifle and noumenon-vocalizer, or riding horse, 10 EX cans, and 3 field kits

### HELLVETICS

Trailblazer and 10 rounds, skaphander, sleeping bag, cutlery.

Cult Rank: Harness instead of skaphander, 10 additional rounds.

### SCOURGERS

Scourger flak jacket, helmet, flechette MP and 40 rounds, scourge

Cult Rank: Either a kom, or a kevlar vest and assault rifle with 40 rounds instead of the flak jacket and flechette MP.

### THE ASHEN

Ashen Uzi (15 rounds), lighting rod.

Cult rank: Eye of the Sun and silencer

### SLEEPER

RG suit (as Spitalian suit), flechette gun (40 flechettes)

Cult rank: RG Armor (Kevlar), flechette MP (40 flechettes) instead of flechette gun.

## TECH LEVEL

### TECH I: PRIMITIVE

*This community is primarily nomadic hunters and gatherers. They have no knowledge of the purification of iron ore. Their weapons are whatever they can salvage from the ruins. Preferred materials are bone and stone.*

### TECH II: MEDIEVAL

*It is possible for this community to melt junk metal and forge simple weapons or constructions. A great achievement is the iron nail—with it, stable scaffolding and ships can be built. They practice agriculture and settle wherever the soil is fertile.*

*Three-field economics and crop rotation raises the yield and supports larger communities. Fortified cities can be built.*

### TECH III: ADVANCED

*Forges produce quality steel that can be used to fashion simple rifle barrels, and gunpowder can also be manufactured. Cannons guard the entrances to their cities and armor does not rust. Tool shops combine the skills of many specialists to develop a product. Countless inventions and technical developments can be produced. The veil of superstition lifts itself and reveals a clear, deterministic world.*

### TECH IV: INDUSTRIAL AGE

*The industrial production cycle has taken over traditional manufacturing shops. Plastics and alloys allow for phenomenal technical developments. Electronic devices invade many different aspects of life. Tripol, as well as some other Neolibyan cities, have successfully achieved a new Industrial Age, though they do try to hide the advance of modernity behind colorful cloth and glittering ornamentation.*

### TECH V: TRANSHUMAN AGE

*Computers are an integral part of everyday life, acting constantly in the background. The Stream connects humans to a global superbrain. Only Sleepers are able to start a Tech 5 settlement.*

### TECH VI: WONDERLAND

*A Tech VI community would be capable of world domination with a mere flick of the hand and would prove a formidable adversary to the Primer. Currently, there are no known Tech VI communities in the post-Eschaton world. Even the Ancients rarely had Tech VI constructions.*



## GEAR

Cultural equipment/cultural objects are marked with brackets e.g. (CE Hellvetics)

### AMSUMO MAN CASING

Armor +8, complete casing protecting all body parts. It's possible to use only parts of the casing.

If the AMSUMO is incapacitated roll a d6:

- (1) *Armor is unusable or not demountable*
- (2) *Leg parts demountable*
- (3) *Arm parts demountable*
- (4) *Head parts demountable*
- (5) *Torso and arm parts are demountable*
- (6) *Complete armor demountable*

To take off the armor from an AMSUMO a successful repair roll is needed.

Remember: AMSUMO casings are Tech Level VI – therefore a d12 in Knowledge(Artifacts) is needed to demount them from an AMSUMO.

### APOCALYPTIK TAROT

(CE Apocalyptiks)

Can be used once per session; a player draws two or three cards. If there are fewer red cards, the player gets a Bennie. If there are fewer black cards, the GM gets a Bennie. If red and black are equal, the future is unclear.

Jokers count as black cards – but the Bennies are assigned to the next Wild Card NPC.

The Player decides after two cards if she wants to draw a third card.

### DISTILLATE

Many praise its intoxicating properties. Others use it to disinfect their wounds or to fuel engines. This liquid has always been versatile, and nearly everybody is able to produce it.

### EX

This is probably the greatest achievement of the Spitalians: a drug that binds Foulness spores within the human body and flushes them out. The procedure is pure torture. Can either be administered orally or anally. EX causes extreme nausea that can end in vomiting and diarrhea.

A treatment gives a +4 bonus on the Healing check to lower the character's spore level by 1. Every treatment adds a level of Fatigue for 24 hours.

### FIELD KIT

(CE Spitalians)

Gives a +1 bonus on Healing checks, but not for surgery. A field kit has 40 units of supplies; every Healing roll uses 1d4 units.

Spitalians get their field kits refilled at no extra cost at every large Spitalian outpost, medical station, etc.

### FLECHETTE GUN

Range 12/24/48, damage 2d6+2, RoF 1, Shots 20, Weight 4, Semi-Auto

### FLECHETTE MP

Range 12/24/48, damage 2d6+2, RoF 3, Shots 40, Weight 8, Auto

### FUNGICIDE RIFLE

(CE Spitalians)

Cone template, no min Str, different ammunition types.

*Pesticides*: 3d8 damage against insects, 1d8 against others.

*Fungicides*: 2d6 damage, no wounds but roll on the Overload table. Every raise adds +1 to the roll.

*Fire Dust*: 2d8 damage, ignores Armor.

### SCOURGE

(CE Scourgers)

Str+d4, Weight 4, Range 1"; 1-5 charges. A raises on the roll to hit causes 2d6 damage per charge instead of 1d6; additional raises have no effect.

### GAS MASK

+4 on rolls to resist spores. Armor +1, 50% vs. head hit. -1 on Vigor checks against Fatigue.

### HARNESS

(CE Hellvetics)

Armor +4, covers the whole body, Armor +8 against fire.

**HARPOON CROSSBOW**

(CE Apocalyptiks)

Harpoons will penetrate most walls or objects. With a rope attached to the harpoon, it's possible to use it for climbing or as a zip-line.

To penetrate an object, the attack needs to cause damage on the Object Toughness table. (SWD 71, DEX 81).

If the target was a human, it's stuck. A successful Healing check is needed to remove the harpoon. If the check fails, the patient can't be healed. Snake eyes, or a modified roll 1 or less, deals a wound (if incapacitated: remember the vigor check to survive).

**HEAVY DUTY ARMOR**

(CE Hellvetics)

Armor +8, +1 on Strength checks (requires a 1d4 hours recharge daily at a sufficient power resource), Weight 30.

**SCIMITAR**

(CE Jehammedans)

Str+d6, Weight 8

**LIGHTING RODS**

Like an electric torch, usable as a melee weapon: Str+d4.

**MARDUK OIL**

+4 against pheromantic Power: Puppet, works for 48 hours or until it's washed off.

**MOLLUSKS**

(CE Spitalians)

When lifeforms that have opened a channel to an Earth Chakra through their spore infestation get near a mollusk container (12" or closer), the mollusk suddenly begins to spasm. They can therefore be used to detect psychonauts or spore-infested creatures.

**NOUMENON VOCALIZERS**

(CE Spitalians)

Pick up opened noumenon channels within 360". A successful Knowledge (Primer) check reveals quantity and type of communicator. on a Raise, the direction of the source is also

known.

**PNEUMOHAMMER**

(CE Tribals)

Crossbow. RoF 1, 3RB, Auto, 12 Rounds, self-destruct mode (SBT, 2d6 damage, 1d6 rounds after activation).

**SHOCKER**

(CE Chroniclers)

1-3d6 non-lethal damage, 15 charges; if you use two charges instead of one the shocker deals lethal damage.

**SCRAPPER RIFLE**

Single shot shotgun. 1 round reload. Sensitive.

**SCRAPPER CLUB**

Bangstick. temperamental.

**SCRAPPER BACKPACK**

(CE Scapper)

A self-made backpack for all the small items a scrapper will need – either tools or small parts. Contains 10 units of small parts. Constructing an item consumes 1d4 units. The user can ignore the -2 modifier for lack of equipment. Even an "empty" scrapper backpack contains the tools necessary to hand-craft items. Each day, one unit of parts can be replenished by scrapping (searching for artifacts) and picking up small components. Other options for resupply (theft/disassembly) are up to the GM. Weight 20, Armor +1 (Torso).

**SOUL BURNER**

See Laser MG (SWD p. 55, DEX p. 64). Heavy Weapon. Biometric identification system.

**FLARE GUN**

Target catches fire, whether Shaken or not. (see SWD 88, DEX 101). Treat this as a "spot fire".

**SKAPHANDER**

(CE Hellvetic)

Every recruit within the Hellvetic cult starts with a Skaphander; after proving themselves worthy, they receive the full harness. Counts as



Flak Jacket and Steel Pot, but provides full body fire protection with Armor +6. Weight 17.

**SPLAYER**

(CE Spitalian)

An electrified spear. It has 5 charges; a Raise while hitting causes Str+3d6 damage instead of 2d6; recharging takes two rounds per charge.

**EYE OF THE SUN**

(CE Ashen)

Night Vision Goggles, active. (SWD 56, DEX 59)

**STREAMER GLOVE**

(CE Chroniclers)

Touch attack, causes 1-2d6 nonlethal damage. Has 15 charges, and uses one charge per 1d6 damage.

**VOCODER**

(CE Chronicler)

Counts as the Stun power (SWD 116, DEX 163). An eCubed lastd for 3 charges. Grants +2 on Intimidation rolls; no charges are used when intimidating.

**TRAILBLAZER**

(CE Hellvetic)

The Sagur-11 'Trailblazer' (5.56mm) is the standard Hellvetic assault rifle. Range 30/60/120; damage 2d8; RoF 3, weight 10, Shots 30, min Str d6, AP 2, Auto.

## NEW EQUIPMENT CHARACTERISTICS

**BIOMETRIC IDENTIFICATION SYSTEM**

Bypassing this needs a Repair check and advanced electronic tools. Without these special tools the check gets a -2 penalty.

**SENSITIVE**

With a 1 on the skill die, the item has a malfunction. The malfunction needs to be repaired (one action repair check)

**TEMPERAMENTAL (Firearms)**

Loaded weapons goes off, when a physical activity check shows a 1 on the skill die. For physical activities the GM can roll an Agility check to see if the weapon goes off. Firearms are jammed, if the attack roll shows a 1 on the skill die.

**FRAGILE**

The item breaks when used on a roll of 1 on the skill die.

**DEFICIENT (Armor)**

The armor gets useless after receiving a wound in the particular body part.

EQUIPMENT

Prices in [brackets] indicates cultural equipment, which is not available on the open market. Within the cult it may be purchased or assigned. Military equipment does not even provide an estimated value. If not mentioned the prices are for items of average quality. Reduce 20% if the items are 'temperamental' or 'sensitive' and reduce the price by 50% if they are 'fragile' or 'deficient'.

GENERAL EQUIPMENT

Light, Fire, Warmth

	Tech	Price	Wt	Annotation
Firestone and tinder	I	10	1	
Lighter	III	50	1	
Matches	II	10	1	
Candle	I	5	1	
Torch	I	5	1	
Oil Lamp	II	10	2	
Torchlight	IV	280	1	Recharge 30 Chronicreds, 20h of light, Cone, Sensitive.
Eye of the Sun	IV	[mil]	1	Night Vision

Traveling Gear

	Tech	Price	Wt	Annotation
Wire trap	II	5	1	
Insect net	II	30	1	
Binoculars	III	250	1	
Backpack	I	25	2	
Supporting frame	I	30	2	
Pushcart	I	100	15	(if carried)
Rope (10")	I	20	1	
Snow shoes	I	10	1	
Cooking utensils	II	20	1	
Compass	II	80	1	(useless in spored areas)
Gyrocompass	III	700	1	
Radio	IV	800	8	sensitive
Skis	I	40	8	

Camping Gear

	Tech	Price	Wt	Annotation
Blanket	I	10	4	
Camouflage net	II	80	1	
Camouflage paint	I	10	1	
Fishing gear	I	2	1	
Sleeping bag	I	60	4	
Tent	II	80	5	
Water bottle	I	5	1	
Water filter	III	100	2	

Tools

	Tech	Price	Wt	Annotation
Lock-pick	II	200	1	
Tools	III	200	5	
Scraper backpack	III	250	20	

Medical Equipment

	Tech	Price	Wt	Annotation
Distillate (1 liter)	I	15	1	
EX (1 dosage)	IV	100	0	
Healing herbs	I	20	1	10 units, no penalties on healing checks
Field Kit	IV	[100]	5	see above

Animals

Farm horse	300
Ohomi	250
Warhorse	1,200
Crow	100
Goat	150
Chicken	15



**ARMOR**

	TECH	Price	Armor	Weight	Comment
Gas mask (Head 50%)	III	50	+1	2	
Leather, Rubber, Iron (Legs/Arms/Head 50%)	I	10	+1	2	
Leather, Rubber, Iron (Torso)	I	30	+1	5	
Metal pieces, chains (Legs/Arms/Head)	II	30	+2	3	
Metal pieces, chains (Torso)	II	150	+2	10	
Arm or leg greaves	II	250	+3	10	
Plate armor (Torso)	II	400	+3	25	
Steel pot helmet (Head 50%)	IV	150	+4	5	
Flak jacket	IV	300	+2/+4	12	
Kevlar vest	IV	400	+2/+4	8	
Kevlar vest with plates	V	2500	+4/+8	12	
Harness	V	[Mil.]	+6	18	Armor +8 (instead of 6) vs fire
Skaphander	V	[Mil.]	special	14	see above
Heavy Duty Harness	V	[Mil.]	+8	30	see above
AMSUMO casings (Head, Leg, Arm)	VI	1000	+8	3	see above
AMSUMO-casings(Torso)	VI	3000	+8	10	see above
Spitalier- / RG-suit	IV	[Mil.]	+1	10	

**AMMUNITION**

	TECH	Price	Armor	Weight	Comment
5,56mm HUNTER Flechette	V	70			
.50	IV	50			
12mm Slug	IV	30			
12mm lead shot	III	10			
.30	IV	40			
4,6×30mm	IV	50			
5,56 UEO	IV	40			
9mm UEO	IV	30			
.357	IV	40			
Lead ball	III	20			
Arrow	I	10			
Carbon fiber arrows	IV	50			
Quarrels	I	20			
eCubed	VI	400			Recharge 30 chronicrods
Canister of Distillate	III	125			
Canister of Petro	III	150			Price in Africa 5
Rocket	IV	600			
Grenade	IV	200			

## HAND WEAPONS

	Price	TECH	Damage	Range	Weight	Comment
Brass knuckles	20	I	Str+1	0	1	
Claw gloves	50	I	Str+1	0	1	
Apokalyptik blade bracelet	25	II	Str+1	0	1	
Club	15	I	Str+d4	0	5	
Lightning rod	300	IV	Str+d4	0	3	Recharge 30 chronicreds, gives light for 20h, sensitive
Survival knife	25	III	Str+d4	0	2	
Axe	300	II	Str+d8	0	10	
Staff	50	II	Str+d6	1	8	2 hands
Spear	100	I	Str+d6	1	5	Parry+1, 2 hands
Flail	200	I	Str+d6	1	8	Ignores parry and cover bonus
Chain	50	II	Str+d4	0	5	Ignores parry and cover bonus
Pickaxe	50	II	Str+d6	0	10	Parry -1, 2 hands
Great sword	400	II	Str+d10	0	12	Parry -1, 2 hands
Sword	300	II	Str+d8	0	8	
Scimitar, dagger	[300]	II	Str+d4+1	0	1	
Scimitar, sword	[600]	II	Str+d6+2	0	6	
Marshal hammer	[250]	II	Str+d6	0	8	AP1 vs rigid armor
Sledgehammer	150	II	Str+d8	0	20	AP2 vs rigid armor, Parry -1, 2 hands
Splayer	[500]	V	Str+d6	1	8	Parry+1, 2 hands, see above
Shocker	[Mil]	V	1-3d6	0	5	touch, see above
Streamer glove	[Mil]	V	1-2d6	0	3	Touch, see above
Scourge	[Mil]	V	Str+d4	1	4	See above
Scrapper club	50	II	Str+d6 / 3d6	0	5	Temperamental

### SURGE TANK

ACC/TS: 2/7  
 Toughness: 100/90/90(80/75/75)  
 Crew: 40 – 60  
 Cost: Military

Heavy Armor, 125mm gun (20HE, 75AP) heavy MG (1000 Shots), TOW Missile (4 Rockets)

Note: -4 on driving checks

### SCOURGER KOM

ACC/TS: 16/30  
 Toughness: 8(3)  
 Crew: 1-3  
 Cost: 1500

Net and Cage or mounted 1 MG (200 Shots)

Note: +2 on driving checks



# RANGED WEAPONS

	TECH	Price	Ammo	Damage	Range	MinStr	RoF	Shots	Weight	Annotation
Slingshot	I	25	Ball-bearing	Str+d4	3/6/12	d6	1	-	1	
Knife	I	25	-	Str+d4	3/6/12	-	1	-	1	
Harpoon	I	100	-	Str+d6	3/6/12	d6	1	-	4	
Spear sling	I	150	-	Str+6+1	6/12/24	d6	1	-	5	
Blowpipe	I	25	Dart	2d6	3/6/12	-	1	-	2	venomous(-1)
Bow (simple)	I	250	Arrows	2d6	12/24/48	d6	1	-	3	
Bow (carbon fiber)	IV	350	Arrows	2d8	15/30/60	d8	1	-	3	
Crossbow	II	400	Quarrels	2d6	15/30/60	d6	1	-	10	AP 2, one action to reload
Repeating Crossbow	IV	600	Quarrels	2d6	15/30/60	d6	1	-	10	AP 2
Harpoon Crossbow	III	[500]	Harpoon	2d8	5/10/20	d6	1	-	12	+2 damage against objects, 2 actions to reload
Pistol	IV	600	9mm UEO	2d6	12/24/48	-	1	15	3	AP1
Flare gun	IV	300	special	2d4	12/24/48	-	1	5	6	see above
Heavy Pistol	IV	800	.50	2d6+1	12/24/48	-	1	7	6	AP2
Revolver	IV	800	.357	2d6+1	12/24/48	-	1	6	4	AP2
Cap&Ball Revolver	III	350	Lead ball	2d6+1	5/10/20	-	6	-	6	reload: 2 actions per chamber
Carbine	III	800	.30	2d8	24/48/96	d6	1	20	8	AP2, Semi-Auto
Sniper Rifle	IV	1400	.50	2d10	30/60/120	d8	1	1	11	AP2, Snapfire penalty, +2 on ranged attacks
Pump Shotgun	IV	800	12 mm	1-3d6	12/24/48	-	1	6	8	
Shotgun	III	700	12 mm	1-3d6	12/24/48	-	1	-	2	
Assault Rifle	IV	1000	5.56 UEO	2d8	24/48/96	-	3	20	8	AP2, Auto, 3RB
MP	IV	750	9mm UEO	2d6	12/24/48	-	3	32	9	AP1, Auto, 3RB
Light MG	IV	1200	7.62 UEO	2d8	30/60/90	d8	3	250	33	AP2, Snapfire
Flechette Pistol	V	1000	HUNTER	2d6+2	12/24/48		1	20	4	Semi-Auto
Flechette Rifle	V	1500	HUNTER	2d6+2	12/24/48	-	3	40	8	Auto, 3RB
Marshal Musket	III	[700]	Lead ball	2d8	15/30/60	d6	1	-	11	2 actions to reload
Marshal Pistol	III	[400]	Lead ball	2d6+1	5/10/20	-	1	-	6	2 actions to reload
Scrapper Rifle	III	300	1 portion small parts	2d6	12/24/48	d6	1	-	10	2 actions to reload; sensitive
Neolibyan Rifle	hunting III	[1000+]	.30	2d8	24/48/96	d6	1	8	8	
Fungicide rifle	IV	[Mil.]	special	special	cone	-	1	3/10	12	Ignores armor, see above
Trailblazer	V	[Mil.]	5.56 UEO	2d8	30/60/120	d6	3	30	10	AP2, Auto, 3RB, bipod and bajonett
Burner	III	[600]	Petro	2d10	cone	-	1	10	18	Ignores armor

## RANGED WEAPONS

	TECH	Price	Ammo	Damage	Range	MinStr	RoF	Shots	Weight	Annotation
Rocket Launcher	IV	2000	Rockets	4d8	24/48/96	-	1			MBT, AP9, Snapfire, Heavy Weapon
Heavy MG	IV	1500	.50	2d10	50/100/200	-	3	200	84	AP2, may not move, Heavy Weapon
Soul Burner	VI	10000	eCubed	1-3d6	50/100/200	d8	2	200	15	Auto, Heavy Weapon, Biometric system ID
Pneumohammer	III	600	quarrels	2d6	15/30/60	d6	1	-	10	AP2, Auto, 3RB, see above

## PATHS OF BURN

### BURN: BION

Cost: Half Burn die type ×5 chronicreds (d4: 10 C, d6: 15 C, d8: 20 C, d10: 25 C, d12: 30 C).

Stimulus: The user may use a Burn die when rolling to resist Fatigue, Cold and Heat.

### BURN: GLORY

Cost: Half Burn die×30 chronicreds (d4: 60 C, d6: 90 C, d8: 120 C, d10: 150C, d12: 180 C)

Stimulus: The user may roll a Burn die for all skills based on Strength or Agility in combat.

### BURN: HARMONY

Cost: Half Burn die type x 10 chronicreds (d4: 20 C, d6: 30 C, d8: 40 C, d10: 50 C, d12: 60 C)

Stimulus: The user gains the Pacifist Hindrance and roll a Burn die whenever he tries to prevent fights by Persuasion or other non-violent means.

### BURN: MUSE

Cost: Burn die type x 10 chronicreds (d4: 40 C, d6: 60 C, d8:80 C, d10: 100 C, d12: 120 C)

Stimulus: The user may roll a Burn die for all skill checks based on Smarts and Spirit.

### BURN: ARGUS

Cost: Half Burn die type x 10 chronicreds (d4: 20 chronicreds, d6: 30 C, d8: 40 C, d10: 50 C, d12: 60 C)

Stimulus: The user may roll a Burn die whenever he spends a Bennie to reroll.

### BURN: DISCORDIA

Cost: Burn die type x 25 chronicreds (d4: 100 C, d6: 150 C, d8: 200 C, d10: 250 C, d12: 300C)

Stimulus: The user may roll a Burn die for all skill checks based on Spirit.

## FOUR: SETTING RULES

### SPORE INFESTATION

Every character has a four level scale for spore infestation, which describes how “spored” a character is. The first three levels are fought by the immune system and can be reversed by natural healing. On reaching the fourth level the character is permanently spored! They now trigger mollusks to spasm and they are affected by psychonauts’ screams. They receive a +2 bonus on Notice checks to spot other spored persons and count as active guards against spored enemies.

Psychonauts receive a +2 bonus on Test of Will checks against the infested.

The permanently spored gain the Hindrance Habit (Burn ecstasy, Major). They aim for the intoxication caused by Burn, not the stimulus.

The GM should decide whether and how the character can get rid of this hindrance (which is only possible if the character has already reduced his infestation level to zero).

### OPTIONAL SETTING RULES

The following rules can be used alone or together to make things harder for characters. These rules change the feel of play significantly - we suggest playing without them at first.

#### OPTION: GRIM AND REMORSELESS

Bennies cannot be spent to remove Shaken status. A character cannot spend a Benny to make a “Soak” roll.

#### OPTION: ROOTED TO THE SOIL

The Edges AB: Weird Science and AB: Nanite Powers are not available.

#### OPTION: DARQUE

At creation, every character picks one additional Hindrance.

### SPORES

Characters exposed to the Foulness need to roll a Vigor check against the infestation. Failure adds one level of infestation. Snake eyes add two levels of infestation.

### INFESTATION

#### Spored air, spored food

Daily Vigor check if no protection is used.

#### Spore field

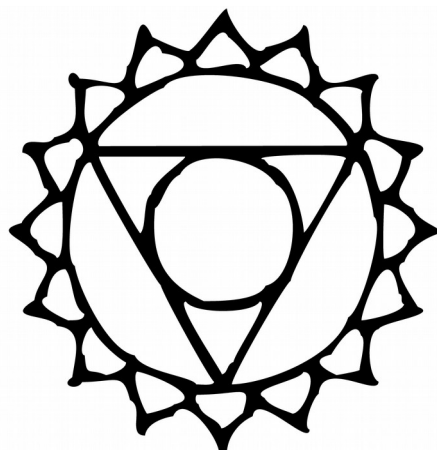
Hourly Vigor check if no protection is used.

### SPORE CLEANSING AND NATURAL RECOVERY

Natural recovery from infestation is through Vigor checks, which can be made every fifth day. A -1 penalty is applied to the Vigor check for every level of infestation. A successful roll will lower the infestation level by one. With at least one raise it will be lowered by two.

A Healing check can be made once a day. A -1 penalty is applied to the healing check for every level of infestation. A successful Healing roll will lower the level by one. With at least one raise it will be lowered by two. (This applies even to permanent infestation: but then the check has a total -4 penalty!).

The Hindrance (Burn addict) is not removed by spore cleansing.



## BURN

The quality of Burn depends greatly on the degree of development of its mother spore field. In an older spore field, the spores are more complex and evolved; the effects of the drug are greatly increased.

Burn quality determines the Burn die type used in the situations below as an additional Wild Die.

### BURN CONSUMPTION

Every dose adds an infestation level. Because of the intensity of spores, no Vigor check is allowed.

### INTOXICATION PHASE

The user receives -2 on all actions for 10 minutes x Burn die type

### STIMULUS PHASE

The user receives an additional Burn die on the actions listed below for as many days as the Burn die type. Every dose adds to the duration. If the infestation level is lowered to zero, the stimulus phase ends.

### BURNing

If he rolls a one on the Burn die, the user gets BURNed. He gets the intoxication effects for combat rounds equal to the Burn die type. Outside combat the duration is measured in minutes, not combat rounds.

### BURN AND EXTRAS

Instead of rolling the Burn die for Extras, they receive +2 on those checks.

## BURN QUALITY

**d4** A young spore field, less than 20 paces in diameter

**d6** A juvenile spore field

**d8** A massive mother spore field

**d10** Outskirts of an Earth Chakra

**d12** The center of an Earth Chakra

## ARCANE BACKGROUNDS

### AB: PSYCHONAUTIK

Powers remain active as long as the psychonaut stays focused. The maximum number of powers he can keep active at a time is half his Psychonautik die type. If the psychonaut is Shaken, he loses all focus at once.

If disturbed, the psychonaut must make a Psychonautik roll to maintain focus, with a -1 penalty per currently active power; the Target Number is 4 unless he is Shaken or Wounded, in which case it is the damage inflicted. Despoired psychonauts can't use powers.

**Overload:** If he rolls a 1 on the skill die, the psychonaut rolls a d6 on the Overload table. With snake eyes, he rolls on the Overload table and also emits a psychic scream (see Brainburn rules for AB (Psionics), SWD 104, DEX 119)

**Overload in Mass Battles:** If the die shows a 4, 5 or 6, the result is ignored.

### AB: WEIRD SCIENCE

Trappings are based on the cult.

**Chroniclers, Ashen (Solars), Scrapper (Tinker), Sleeper, Marauders:** Devices, apparatuses, gizmos.

**Epigeneticists (Spitalians):** Sera/Serums, preparations, chemical agents.

**Anubians:** Potions and ointments made from psychovors.

### AB: NANITE POWERS

Use the rules for AB (Super Powers) SWD 104, DEX 119, with the following changes: Nanite Powers are linked to the Vigor attribute and therefore easier to advance.

Available powers: Speed (self), Boost/Lower Trait (self, pick a trait), Healing (self), Greater Healing (self), Armor (self), Stun (touch, single target), Quickness (self), Smite (self, unarmed), Light (source: self)

**Nanite Disintegration:** On a one on the skill die, the overload is too much for the nanites – some disintegrate. The character gains a level of Fatigue, which can be recovered with a full hour of rest. All Nanite Powers are lowered by one die step until replacement Nanites have been produced – this will take 1d12 days.

## OVERLOADING

Roll 1d6

- 1) The psychonaut suffers a wound, and his Arcane Skill is lowered by one permanently. He can't use his powers for a day.
- 2) The psychonaut receives a wound, and his Arcane Skill is lowered by one die step for six days. He can't use his powers for six hours.
- 3) The psychonaut suffers a level of Fatigue, and his Arcane Skill is lowered by one die step for one day. He can't use his powers for the next ten rounds.
- 4) The psychonaut gains a level of Fatigue for one hour, and his Arcane Skill is lowered by one die step for one day. He can't use his powers for the next five rounds.
- 5) The psychonaut is Shaken, and his Arcane Skill is lowered by one die step for one day. He can't use his powers for the next two rounds.
- 6) The psychonaut is Shaken.

## LAW

Imposing the rules of law in the wilderness is a difficult task, demanding a firm hand and clear instruction. Even those ignorant of the basic codes understand that no one is beyond the law, including the Marshal themselves.

### Hearing the Evidence

A successful Notice check is needed (perhaps opposed by Stealth for evidence or Persuasion for questioning) to bring the truth to light.

Every success or raise gives a +1 on the Deliberation roll.

### Deliberation

Roll a Smarts check (with modifiers). A failure adjourns the verdict for additional hearings (at the GM's discretion). A success closes the trial.

### Verdict

A **successful** roll using Knowledge (Law) gathers reasons for the judgment from the Codex and defines a just punishment.

A **failure** only postpones the verdict. The Marshal can still carry out the punishment. This lowers the NPCs' attitude by a whole level (Reaction table, SWD 26, DEX 27), or by two levels with **snake eyes**, causing protests and possibly a riot – anyone making a successful Knowledge (Law) check knows that this is against the Codex and the Marshal can be prosecuted.

With a **Raise** the Marshal has found a just sentence, which is positively accepted; even the culprit thinks it's fair and appropriate. The Marshal gets a +1 on the Reaction table.

### Enforcement

The Marshal or a subordinate executes the sentence. Usually there is no check needed.



SCRAP AND ARTIFACTS

SCRAPPING

Treasure hunters, mechanics or seekers – they have many names. With a keen eye, they appraise the ruins and dig deep into the dirt to reveal the shining, metallic artifacts of the ancestors. To find artifacts, a character has to search an area for at least eight hours and make a successful Notice check. This check gets a modifier: Perhaps +4 for an undiscovered part of an ancient town, or a -4 for an area which has been searched and ransacked many times before.

The group can search together. One is the lead character for this Cooperative Roll (SWD 63, DEX 71). The others assist with Notice checks. Or they might search on their own and roll and draw on their own. Searching on your own brings better results, but is more dangerous. For each Success and Raise on a Notice check (only the main roll for Cooperative Rolls) the player draws a Card. A failure has no consequences. Snake eyes lead to a roll on the Risks table.

DANGEROUS TERRAIN

If the scrappers search for artifacts in dangerous terrain, a one on the skill die might lead to a roll on the Risks table. The GM might also pick a specific entry without rolling on the Risk table. In that case, the characters should have possibility chance of being warned about the risk (by rumors, scrapper runes, warning signs, tracks, etc.). e.g. Noret, city of the machine men, is dangerous terrain.



ITEM CONDITION AND VALUE

Roll a d20

1-10	Broken or damaged	1x
11-15	Alright	2x
16-19	Good condition	5x
20	Perfect	10x

Items/Artifacts which are alright have their price doubled. Good means the price is five times the normal price; perfect, 10 times. The actual price is the face value of the card multiplied by the value of the suit. Face cards and Aces (J, K, Q, A) count as 10. On a Joker, redraw the card and use that face value instead.

Clubs (♣)

Card value x 1, Tech III simple (pipe, cables...)

Diamonds (♦)

Card value x 2, Tech III mechanical (pumps, valves, hinges...)

Hearts (♥)

Card value x 5, Tech III electrical (appliances, tools, circuits, capacitors...)

Spades (♠)

Card value x 10, Tech IV (Datamemory, printed circuit boards, modern materials...)

Red Joker

Card value x 100, Tech V (Fuel cells, Bioreactors, solar panels, robotic parts...)

Black Joker

Card value x 100, Tech VI (nanite reader, nanite cartridges, Stim pack, bionic men-machine interface...)

The GM can occasionally pick specific items from the weapons/equipment lists, instead of using generic scrap. They still should match the results. Even cultural objects can be found as scrap.

**Example:** An 8 of clubs gives simple Tech III items (cables, tin, screws) which can be sold for 8 chronicreds. If the items are alright, they are worth 16 C; in good condition, 40 C and brand new, 80 C. The king of hearts means the item is worth 50 C on the open market, 100 C if it is alright, and if in good condition, 500 chronicreds.

## WEIGHT

The weight of the items found is 1d10 pounds (this die can ace!)

## RISK

Roll a d6 on the table below; armor and other protection may be taken into account. If searching using a co-operative roll, everyone involved is affected.

### (1) Collapse

Make a successful Agility check or suffer 3d6 damage; armor protects. On a Raise, the artifact is still recovered..

### (2) Contamination

Poisonous substance or radiation (SWD 89, DEX 103). Make a Vigor-2 roll against a Venomous poison.

### (3) Spored

Make a Vigor check. On a critical failure, the character gains an infestation level.

### (4) Gendo Pack

2d6 members

### (5) Sacrilege

The search dishonors Tribal graves or defiles ritual places. The Clan will try to find the culprits; but the Value of any found artifacts is doubled.-

### (6) Foes

1,2: 1d10 Tribals

3,4: 1d6 Spore beasts

5,6: 1d4 AMSUMOs

## NEW MONSTROUS ABILITIES

### SPORED

The beast is heavily spored; it triggers spasms in mollusks and is affected by a psychonaut's screams.

It gains +2 on all Notice rolls to notice other spored creatures or beings. It always counts as an active guard against other spored beings. Psychonauts gets a +2 bonus on Tests of Wills against it. Spored creatures are usually found close to spore fields, but are not addicted to Burn.

### INCOMPREHENSIBLE

Some motives of NPCs are incomprehensible to player characters. This could be for various reasons: following an ancient master plan, listening to the Earth-Chakras or simple madness. The NPC rolls on the attitude table for every encounter.

## FIVE: FOES

### AMSUMO

#### THE MACHINE MEN

**Attributes:** Agility d8, Smarts d10 (A), Spirit d6, Strength d12, Vigor d12

**Skills:** Fighting d8, Shooting d10, Notice d6, Knowledge(Battle) d10

**Pace:** 6; **Parry:** 6; **Toughness:** 16(8)

**Gear:** Any, including appropriate firearm or hand weapon

**Special Abilities:**

- Marksman
- Fearless

### EXPERIENCED CIVILIAN

Advocate, Physician, Mediator, Tinker, etc

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

**Skills:** Fighting d4, Shooting d4, Notice d6, one relevant skill d8, other relevant skills d6

**Pace:**6 ; **Parry:**4 ; **Toughness:** 5

**Special Abilities:** Any two appropriate Edges

### CULTISTS: FIGHTER

Orgiast, Pit Fighter, Crow, Mercenary, etc

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

**Skills:** Fighting d6, Shooting d6, Notice d6, appropriate skills d10

**Pace:**6 ; **Parry:**5 ; **Toughness:** 5

**Special Abilities:** one typical Edge

### CULTISTS: VETERAN

Emissary, Isaaki, Preservist, etc

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

**Skills:** Fighting d8, Shooting d8, Notice d8, one relevant skill d8, other relevant skills d6

**Pace:**6 ; **Parry:**6 ; **Toughness:**6

**Special Abilities:** Any two Edges, at least one of which must be relevant to his role.

### GENDO

*These beasts seem to consist of nothing but teeth and muscle, driven by sheer hunger for meat. Despite their savage nature, they can be a valuable servant to mankind if raised from birth by a skilled trainer. They make excellent guard and search animals. (See Gendos, p. 324.)*

Use the stats for Dog/Wolf, SWD 135, DEX 157.

### GIGANT

**Attributes:** Agility d6, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d12

**Skills:** Fighting d6, Notice d4

**Pace:**6 ; **Parry:**5 ; **Toughness:** 16

**Special Abilities:**

**Thick Skin:** Armor +2

**Large** (+2 on attacks for foes)

**Size** +6

**Trample:** Str

**Capricious:** Draw a card every day.

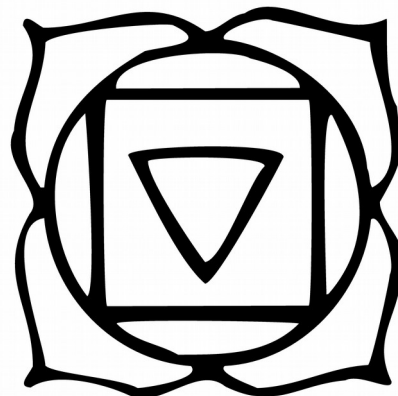
Black: No effect, Red: Cranky, -1 on Riding rolls, Joker: +1 on Riding rolls.

### PHASE BEAST

Use the Zombie stats (SWD 142, DEX 165) but add:

One additional Monstrous Ability (Flight, Hardy, etc)

**Unstable:** Only appears near a food source, lives only 1d4 days.



## SPORE VARIATIONS

### PRIMER BLOODED

Animals born close to the spore fields can mutate into strange creatures. Often they can be recognized by their hairless skin and self-inflicted wounds. Examples can be found under 'SIGHTINGS', core book p340.

Primer Blooded creatures share the same stats as their forefathers, but gain:

**Size** +1

**Psychonautiks** d8

**Adaptation:**

+2 on all Vigor checks against the environment (Heat, Cold) and on survival checks.

**Spored**

**AB (Psychonautik)** and one power.

### Example: SWARM BEARER

A spored Gendo, who lives in symbiosis with a swarm of insects, who seem to attack his enemies with him.

Power: Bolt (Swarm of insects)

### Example: BEHEMOTH

A hairless Gigant, feared in the northwestern Balkhan region, due to the fact that he lures his prey into the spore fields.

Power: Puppet (uses images of injured relatives calling for help)

## BIOKINETIKS

*Biokinetiks see themselves as a part of living nature. They are masters of self-preservation and are most often loners. They live in close symbiosis with spiders, scorpions, and centipedes.*



### BIOKINETIKS: RESIDENT

Residents live in big spore fields. There is no more than one per spore field.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d12

**Skills:** Fighting d12, Throwing d6, Notice d12, Intimidation d8, Stealth d8, Climbing d10, Survival d12, Swimming d8

**Pace:**8 ; **Parry:**8 ; **Toughness:** 11(2)

**Gear:** Armor +2 (Torso, Arms, Head), hand weapon if appropriate

**Special Abilities:**

**Adaptation:** +2 on all Vigor checks against the environment (Heat, Cold) and on survival checks.

**Jump Attack:** The Resident can jump up to 8" into melee (min. 3") to gain one additional attack with Fighting +2, damage +2.

**Poison, Venomous** [-1] (SWD 89, DEX 103)

**Combat Reflexes**

**Improved First Strike**

**Regeneration (Slow)**

**Harder to Kill**

- **Claws:** 2 attacks per round with Str+d4, if unarmed

- **Master of the First Plague:** The Resident always has one swarm around him (spiders, centipedes) following his orders. If he is defeated, the swarm scatters

**Size:** +1

**Spored**

### BIOKINETIKS: EXPATRIATE

Expatriates roam around. They are younger than their settled siblings.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

**Skills:** Fighting d10, Throwing d6, Notice d12, Intimidation d8, Stealth d8, Climbing d10, Survival d12, Swimming d8

**Pace:**8 ; **Parry:**7 ; **Toughness:** 10(2)

**Gear:** Armor +2 (Torso, Arms, Head), Hand weapon (Str+d6) if needed

**Special Abilities:**

**Adaptation:** +2 on all Vigor checks against the environment (Heat, Cold) and on survival checks.

**Jump Attack:** The Expatriate can jump up to 8" into melee (min 3") to gain one additional attack with Fighting +2, damage +2.

**Poison, Venomous** [-1] (SWD 89, DEX 103)

**Combat Reflexes**

**First Strike**

**Regeneration (Slow)**

**Hard to Kill**

**Claws:** 2 attacks per round with Str+d4, if unarmed

**Master of the First Plague:** always has one swarm around him (spiders, centipedes) following his orders. If defeated, the swarm scatters

**Size:** +1

**Spored**

## SPORE BEASTS

*They came forth from the cold of the ice—chalky white, hairless caricatures of humanity. With their knife-sharp claws they burrow tunnels through the stinking earth, digging through old cellars or destroying the land.*

*The motivation of the spore beasts is not yet understood. While some seem content to hunt gendos and deer in regions far removed from human settlement, others gather in bloodthirsty mobs and attack targeted villages. Their behavior confirms a grotesque intelligence that seems particularly interested in killing. Their hate is inexplicable—animals kill their prey in order to survive, spore beasts murder out of passion and pure maliciousness.*

**Attributes:** Agility d10, Smarts d6(A), Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d6, Stealth d8, Notice d8

**Pace:** 8; **Parry:** 5; **Toughness:** 6.

**Special Abilities:**

**Fear** -2

**Claws/Bite:** Str+d6

**Poison, Knockout** [-1] (SWD 89, DEX 103).

**Spored.**



## PARAGNOSTIK

**Attributes:** Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d8

**Skills:** Fighting d4, Intimidation d6, Stealth d12, Notice d12+2, Climbing d6, Swimming d12, Tracking d10, Survival d8, Psychonautik d10

**Pace:** 6 ; **Parry:** 4 ; **Toughness:** 6

**Gear:** Shell armor +1 (Torso, Arms)

**Special Abilities:**

**Adaptation:** +2 on all Vigor checks against the environment (Heat, Cold) and on survival checks.

**Precognition:** 4 Bennies per session.

**AB (Psychonautik)** with the following powers: Boost/lower trait (the memories of a different person take over the target), stun (a flow of memories run through the target's brain).

**Master of the Fourth Plague:** The Paragnostik always has two swarms around him (anemones, crayfish) following his orders. If he is defeated, the swarm scatters

**Danger Sense**

**Common Bond**

**Combat Reflexes**

**Spored**



## PEROMANCERS:

### QUEEN

**Attributes:** Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d8

**Skills:** Climbing d6, Fighting d4, Healing d6, Persuasion d8, Survival d6, Notice d6, Psychonautik d12

**Pace:** 6; **Parry:** 5; **Toughness:** 7.

**Gear:** Piercings, Tatters

**Special Abilities:**

**Adaptation:** +2 on all Vigor checks against the environment (Heat, Cold) and on survival checks.

**AB(Psychonautik)**

Power(Puppet): using pheromones

**Master of the Third Plague:** The Queen always has two swarms around her (ants, wasps, termites, bugs) following her orders. If she is defeated, the swarm scatters.

**AB (Psychonautik)** with boost/lower trait.



## Demagogue Spored

### PHEROMANCERS: MIGRANT

**Attributes:** Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d8

**Skills:** Climbing d6, Fighting d4, Healing d6, Persuasion d8, Survival d6, Notice d6, Psychonautik d8

**Pace:**6 ; **Parry:**5 ; **Toughness:** 7

**Special Abilities:**

**Adaptation:** +2 on all Vigor checks against the environment (Heat, Cold) and on survival checks.

**AB (Psychonautik)** with armor (cloud of whirling bugs) and bolt (thousands of wasps diving into every crack of the foe's armor).

**Master of the Third Plague:** The Migrant always has four swarms around him (ants, wasps, termites, bugs) following his orders. If he is defeated, the swarms scatter.

**Spored**



### PSYCHOKINETIKS: ARCHON

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

**Skills:** Climbing d10, Fighting d4, Stealth d8, Intimidation d10, Survival d8, Notice d8, Psychonautik d12, Tracking d6

**Pace:** 6; **Parry:** 7; **Toughness:** 7.

**Special Abilities:**

**Adaptation:** +2 on all Vigor checks against the environment (Heat, Cold) and on survival checks.

**AB (Psychonautik)** with the deflection power.

Power(Bolt): shiver, splinters

Power(Blast): Filament net

Power(Stun): compression

Power (Telekinesis)

Regeneration (Slow)

**Master of the Fifth Plague:** always has one swarm around him (mosquitoes, fleas, ticks, bugs) following his orders. If he is defeated, the swarm scatters.

**Spored**

### PSYCHOKINETIKS: HYLIKOI

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

**Skills:** Climbing d10, Fighting d10, Stealth d10, Intimidation d10, Survival d8, Notice d8, Psychonautik d12, Tracking d6

**Pace:**6 ; **Parry:**7 ; **Toughness:** 7

**Gear:** Spear (Str+d6)

**Special Abilities:**

**Adaptation:** +2 on all Vigor checks against the environment (Heat, Cold) and on survival checks.

**AB (Psychonautik)** with bolt (flying splinters), blast (filament net), deflection, and stun (compression).

**Master of the Fifth Plague:** The Hylikoi always has one swarm around him (mosquitoes, fleas, ticks, bugs) following his orders. If he is defeated, the swarm scatters.

**Spored**



### DUSHANI: VODJANOI

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

**Skills:** Climbing d4, Fighting d6, Stealth d6, Intimidation d12, Survival d8, Notice d10+2, Psychonautik d12, Swimming d8

**Pace:** 6; **Parry:** 7; **Toughness:** 7(1).

**Gear:** Mask (Armor +2, Head only)

**Special Abilities:**

**Adaptation:** +2 on all Vigor checks against the environment (Heat, Cold) and on Survival checks.

**AB(Psychonautik)**

Power(Burst): infra-sound screaming

Power(Stun): cacophony

AB Psychonautik with puppet

**Perfect Pitch:** +2 on all Notice checks (already incl!), always counts as an active guard!

**Night Vision:** The Vodjanoi uses infra-sound to "see" in perfect darkness.

**Combat Reflexes**

**Master of the Second Plague:** The Vodjanoi always has one swarm around him (trilobites, flatworms, lion's mane jellyfish) following his orders. If he is defeated, the swarm scatters.

**Spored**

**DUSHANI: LESNJE**

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

**Skills:** Climbing d4, Fighting d10, Stealth d8, Intimidation d12, Survival d8, Notice d10+2, Psychonautik d8, Swimming d8

**Pace:**6 ; **Parry:**8(1) ; **Toughness:**8

**Gear:** Mask and metal armor (Armor +2, covers Torso, Arms, Head), Sickle (Str+d6, Reach 1, Parry +1)

**Special Abilities:**

**Adaptation:** +2 on all Vigor checks against the environment (Heat, Cold) and on survival checks.

**AB (Psychonautik)** with burst (infrasound screaming), stun (cacophony).

**Perfect Pitch:** +2 on all Notice checks (already included above!), always counts as an active guard!

**Night Vision:** The Lesnje uses infra-sound to "see" in perfect darkness.

**Combat Reflexes**

**Master of the Second Plague:** The Lesnje always has one swarm around him (trilobites, flatworms, lion's mane jellyfish) following his orders. If he defeated, the swarm scatters.

**Spored**

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**MARAUDER**

*Argyre, Aspera, Aries—three of the presumably twenty so-called Marauders. These mysterious beings have accompanied humanity for hundreds of years. In the legends of the tribes they are viewed as gods, grotesquely formed monsters, or undying fighters with unending power. Tribal elders tell of gleaming rays of fire from powerful artifacts awakened in the hands of the Marauders. Some know Marauders as the bearers of ancient wisdom; most didn't live long enough to tell of their encounter.*

*To this day, they travel the wastelands. It is rare for them to visit the villages or cities of humans. When they do, they ask about long-eroded way-markers. They search for something, but for what is known only to them.*

**Attributes:** Agility d10, Smarts d10, Spirit d12, Strength d8, Vigor d10

**Skills:** Climbing d6, Driving d6, Fighting d8, Repair 12+1, Stealth d8, Shooting d12+1, Intimidation d10, Survival d12, Notice d8, Swimming d4, Tracking d10, Knowledge(Artifacts) d12+1

**Pace:**6 ; **Parry:**6 ; **Toughness:** 7

**Gear:** Soul Burner, improved RG suit (Armor +14, otherwise counts as Skaphander), combat knife, tools.

**Special Abilities:**

**Temperamental**

**Fearless**

**Outsider**

**Nanite Blood**

**AB (Nanite Powers)** with the following powers: Boost/lower trait (self, Strength), stun (touch, single target)

**Jack-of-all-Trades**

**MARAUDER: ASPERA**

**Attributes:** Agility d10, Smarts d10, Spirit d12, Strength d8, Vigor d10

**Skills:** Climbing d6, Healing d10+2, Fighting d10, Repair 12+2, Stealth d6, Shooting d12+1, Intimidation d10, Survival d12, Notice d8, Swimming d4, Tracking d10, Knowledge(Artifacts) d12+2

Knowledge(Spaceflight) d12+2

**Pace:**5 ; **Parry:**7 ; **Toughness:** 7

**Gear:** Flechette-MP, katana, improved RG suit (Armor +14, otherwise counts as Skaphander), Jammer (AMSUMOs don't see her as hostile), 5 cans of EX, field kit, tools.

**Special Abilities:**

**Temperamental**

**Fearless**

**Outsider**

**Nanite Blood**

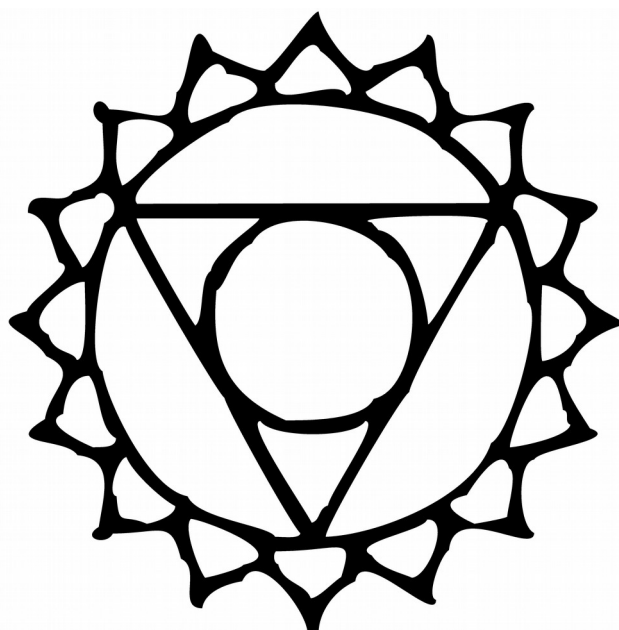
**AB (Nanite Powers)** with the following powers: Boost/lower trait (self, Strength), speed (self)

**Jack-of-all-Trades**

**Healer**

**Sweep**

**Improved First Strike**



are Wild Cards

## SIX: MANHUNT

A scenario by Valentin Maier

The characters are on their way to :shell. Some would say this scrapper outpost still lies within the Protectorate. Others say it's already part of the Dustlung, where civilization cannot be found. Large dunes and cold harsh weather are all around. The pregen characters already have a motivation to travel to :shell. Depending on the time of year there might be between two and ten dozen scrappers there - enough for the Cluster to open a currency exchange.

Two chroniclers are on duty here: **Vest** and **Cyrix**. They buy artifacts from the scrappers and keep them in the cellar until the next convoy for Justitian passes :shell.

Among those scrappers who stay the whole year in :shell is **Groten**, who is the closest thing to a leader the people of :shell have. He runs the heating tower, which is the center of the outpost, because although it's dirty, rusty and humid - it's warm. A luxury in lands like these.

Besides the heating tower there are two barracks, a storage building and two workshops. In one of them is a modified Unimog called Ox, and some petro barrels to operate it. **Scorpa**, a clunky scrapper, takes care of the Unimog and the bigger workshop.

Supplies are kept in the storage building and consist of food, water in canisters and canned meat from Justitian. Some leftover Distillate is carefully watched by **Groten**.

:shell would be the first point of contact with civilization when coming in from the wastelands, so often travelers or strangers can be met in :shell.



*the heating tower*

### ACT I - RAVAGED

On their arrival, the characters find destruction in :shell. The storage building has been burned to the ground. There are bodies everywhere.

A pack of six Gendos are feasting on the dead and

react aggressively if the characters approach them. Some residents have survived and taken shelter in the heating tower:

Six scrappers: **Groten**, **Scorpa** and **Agfa** are ok. **Krapp**, **Yessef** and **Jeremias** are heavily wounded and cannot move.

**Vest**, a Chronicler.

**Mero** (a Crow) and **Damast** (a Magpie)

The Saraeli **Sibel** and her bodyguards

**David** and **Muamar** (Ismaelis).

**Groten** watches the characters while they deal with the Gendos. He'll open the doors to the heating tower as soon as he is convinced that the characters are no danger to the residents. Without the Gendos, they are no longer cut off from their supplies and the wounded are in dire need of help.

### WHAT HAS HAPPEND?

A tribal clan, calling themselves the Sun-Worshippers, under the command of an Ashen demagogue, has attacked the scrapper outpost. Their goal was kidnapping the two Chroniclers, to enslave them and make them work for their leader, the immortal sun god. But they only got hold of one of the chroniclers - so they will return tonight to get **Vest**.

Their leader is the ashen demagogue **Achaz**, a lieutenant of the sun god.



*the heating tower*

### ACT II - THE CLOCK IS TICKING

This setup gives the characters only a few hours until the next attack. It is totally up to them what they do. They might prepare and reinforce the heating tower's defenses, organize an escape, set up traps, or try to turn the tables and find and attack the hideout of the Tribals. Characters might try to construct an armored vehicle out of the Unimog or set up mines. Make sure that the time is too short for them to do everything. Time might be an interesting factor when players try to craft things (see the "Repair" rules).

### WHAT THE CHARACTERS CAN HEAR

If the characters speak with the survivors they can gather the following information with a Streetwise roll:

- Tribals attacked the outpost when night fell. Some were wounded or killed. They used primitive spears, scrap axes or the like.
- Their leader was small and pudgy, his voice was shrill and piercing.  
(With a raise) He had a firearm and was accompanied by a huge Tribal.

### WHAT THE CHARACTERS CAN FIND

- Two bodies have bullet wounds from 9mm UEO rounds
- Three of the attackers are among the bodies. Two are beyond recognition (due to Gendo bites), but the third has paintings in red on his chest and face, a stylized symbol of the sun.
- There is no sign of **Cyrix**, the missing Chronicler. With a successful Notice-2 check (TN 6), his Vocoder can be found outside the outpost, half-covered by a dust dune.
- Observing the surroundings and succeeding at an opposed Stealth check reveals two Tribals watching the camp.

### GROUP DYNAMICS

- The panicking chronicler **Vest** will try to bribe the characters to take her to the next Marshal outpost, which is three days away. If the group refuses, she might try to escape on her own in secret, or during the next attack.
- Among the dead is **Sibel's** maid and a Sword of Jhammed. **Sibel** insists on a proper funeral for them.
- The Apocalyptiks will try to sell some of their six Burn portions (Glory Burn, d8) to characters for the upcoming fight.
- The atmosphere between the Apocalyptiks and Jhammedans is tense. **Sibel** aggravates **Damast** whenever she can with insults. This might lead to fist-fights, nothing more serious; but those are enough to cost the characters valuable time for their preparations.

### ADVICE

*Don't push the conflicts too far. If there is a lot of rivalry between the player characters, you might even consider leaving out some of the tension between NPCs. The conflicts should keep the situation tense, but the danger from outside should always be the major issue.*

### ACT III - DUSK

As soon as night falls, the Tribals attack the camp: **Achaz**, **Magog** and 8 more Tribals than there are player characters. If the characters have left :shell, the Tribals follow them as soon as they leave (use the chase rules), but they won't attack until darkness falls.

The Tribals will try to isolate the Chronicler (and any Chroniclers among the player characters) from the rest of the group. The Ashen will order withdrawal when more than half of his band is gone.

### EPILOGUE

If the characters manage to save **Vest**, the characters will be added to the Chronicler database as trustworthy mercenaries (even a Marshal) and receive 1000 chronicrods "allowance". If the characters supported the Jhammedans, they might gain the "Connections" Edge to **Sibel's** family or if they stood with **Mero** and **Damast**, they could receive the secret password to gain access to special "institutions" wherever they might be.



This 24(!) page Battlemap, created by Kardohan/Enno, can be found here::

<http://zornhau.rsp-blogs.de/files/2011/04/Battlemap-Shell-Voll-v2.pdf>



## NPCs

**SUN-WORSHIPPER**

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

**Skills:** Fighting d6, Shooting d6, Throwing d6, Notice d6, Survival d6, Tracking d6, Stealth d6

**Pace:**6; **Parry:**6 (7); **Toughness:**5

**Edges:** Primal Instinct

**Gear:** Throwing knife (Str+d6), scrapp axe (Str+d6) or spear (Str+d6, Parry +1)

**MAGOG, the giant**

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

**Skills:** Fighting d8, Throwing d6, Notice d6, Survival d6, Stealth d4

**Pace:**6; **Parry:**6 (5); **Toughness:**6

**Edges:** Primal Instinct, Tough as Nails

**Gear:** Sledgehammer (Str+d8, parry -1)

**ACHAZ, the Ashen**

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

**Skills:** Fighting d6, Shooting d6, Notice d8, Stealth d6, Taunt d8, Repair d6,

Persuasion d10

**Pace:**6; **Parry:**5; **Toughness:**6(7)

**Edges:** Command, Demagogue, Hold the Line!

**Gear:** shen Uzi (12 shots left), tattered RG overalls (Armor +1, covers Torso, Arms, Legs)

**SIBEL, the Saraeli**

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

**Skills:** Fighting d4, Shooting d4, Notice d6, Taunt d8, Persuasion d6

**Pace:**6; **Parry:**4; **Toughness:**5; **Charisma** +4

**Edges:** Arrogant, Noble, Attractive.

**Gear:** Splendid clothing, jewelry, khanjar (Str+d4+1)

**DAVID and MUAMAR, the Ismaelis**

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

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

**Pace:**6; **Parry:**5; **Toughness:**5

**Edges:** First Strike.

**Hindrances:** Code of Honor.

**Gear:** Scimitar (Str+d6+1), leather clothes (Armor +1, Torso and Legs)

**MERO (Crow) and DAMAST (Magpie), the Apocalyptiks**

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

**Skills:** Fighting d6, Shooting d6, Notice d6, Persuasion d6, Streetwise d6, Stealth d6, Gambling d6

**Pace:**6; **Parry:**5; **Toughness:**5

**Edges:** Dirty Fighter

**Gear:** Apocalyptik blade bracelet (Str+d4), 6 doses of Glorie Burn (d8), a goat kid

**SCRAPPERS**

(Groten, Scorpa, Agfa, Krapp, Yessef, Jeremias)

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

**Skills:** Fighting d4, Shooting d4, Notice d6, Repair d6, Survival d6, Knowledge (Artifacts) d6

**Pace:**6; **Parry:**4; **Toughness:** 5 (Torso 6)

**Edges:** Good Nose

**Gear:** Scrapper backpack, scrap rifle (2d6, sensitive)



**MANHUNT PREGEN****DELTREE – CHRONICLER AGENT ♂**

Deltree's burn scars tell the story: Too often, his experiments exploded right in his face. His assistant Pascal wasn't so lucky; since then, his score has been frozen and his status has been 'Shutter'.

As Deltree, what do you want in :shell? With your allowance for sanctioned equipment, you are on your way to deliver a datapackage to the mediators in :shell. For a bunch of chronicreds you could win ALYA, a female Tribal fighter, as your bodyguard.

**Cult:** Chronicler; **Culture:** Franka; **Concept:** Shutter

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

**Pace:**6 ;**Parry:**4 ;**Toughness:**5; **Charisma:** -2

**Power Points:** 10 per device (see below)

**Skills:** Fighting d4, Shooting d6, Repair d8, Notice d8+2, Weird Science d6, Knowledge(Artifacts) d8

**Edges:** AB:Weird Science.

Alertness

Powers: Bolt (Tesla emitter), disguise (jammer).

**Hindrances:** Ugly, Bad Luck, Cautious

**Gear:** Coat, Mask (Armor +2, Head only, some scars still visible), vocoder, streamer glove, Tesla emitter, universal scrambler, set of tools, food and water for a week, outdoor equipment, 420 chronicreds.

**STREAMER GLOVE**

Tech-level V. Causes 1d6 or 2d6 nonlethal damage with a touch attack (+2 on Fighting roll). 15 charges, uses one charge per 1d6 damage.

**VOCODER**

Grants the user the stun power (see SWD 136 DEX). eCubed has 3 charges. Also grants +2 on Intimidation rolls (no charge needed).

**TESLA EMITTER GIZMO**

Grants the user the bolt power (see SWD 110). Has 10 Power Points, recharges one PP per hour. RoF 1-3 – 1 PP per 2d6 damage or 2 PP per 3d6

(cost: 2, 4 or 6 PP). Uses the Shooting skill.

**UNIVERSAL JAMMER GIZMO**

Grants the user the disguise power. Has 10 Power Points, recharges one PP per hour.

The jammer can jam electronic sensors and cameras in a Large Burst Template centered on it for 2 PP. If someone uses these cameras/sensors they receive a -6 modifier to Notice rolls. Duration: 3 combat rounds, plus one PP per round to maintain after that. The arcane skill is Weird Science.

**What does Deltree think about his companions?**

Marshal: ♂

He keeps to his Codex because of stupidity, not his beliefs. He squanders his money and wastes his time in the wastelands. And he has no clue that some Tribal angry-for-whatever bitch has offered 1000 chronicreds for his head.

Apocalyptik: ♂

He's unschooled and boisterous. Hopefully he catches all the bad luck that's out there for me. Wait, what if HE attracts the bad luck and it hits ME? I should keep my distance!

Spitalian: ♀

Humorless, careworn, stone-cold medic. She's often mean without any reason for it. I'll try not to go under her knife – if possible.

Tribal girl: ♀

She's a dull barbarian, following out of blind loyalty. But I have to watch out: she tends to act up and cause more stress than I want. Don't let her fiddle around with technical devices – they're broken before I can shout: 'Stop! Don't!'

**MANHUNT PREGEN****IAN – APOCALYPTIK MAGPIE ♂**

The air was thin in Osman, so you made your way through the Hellvetic tunnels into the Protectorate. You follow your own trails now; sometimes legal, sometimes not. Right now you're bringing travelers safely through the wastes. Showing off the Harpoon you won from a river pirate - a seagull – in a nice little game.

What do you want in :shell?

:shell is a prosperous little scrapper settlement. They have two mediators there and a rich 'scrap vein', which allows them to dig up artifacts from the ancients. And some of them are Ian's share. Only that Marshal bastard might be an issue, sooner or later.

**Cult:** Apocalyptik; **Culture:** Pollen; **Concept:** Magpie, Thief

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

**Pace:** 6; **Parry:** 4; **Toughness:** 6(1); **Charisma:** +2  
**Skills:** Climbing d6 (+2 in town), Driving d4, Fighting d4, Lock picking d6 (+2 in town), Notice d6, Stealth d8 (+2 in town), Persuasion d6+2, , Throwing d6

**Edges:** Attractive,

Thief,

Quick (<6)

**Hindrances:** Illiterate, Overconfident, Quirk (Womanizer).

**Gear:** Leather clothes (Armor +1, cover Arm, Legs, Torso), Harpoon, blade bracelet (Str+1), pick lock, Rope 10", food and water for a week, outdoor equipment, 195 chronicreds.

**HARPOON**

Fighting or Throwing, Range 3/6/12, damage Str+d6, 12" rope attached, 1 action to pull back, on a Raise the barb sticks in the victim giving -2 on parry and all Agility-based actions. Needs an Agility -2 check to remove – failure shakes victim

**What does Ian think about his companions?**

Marshal: ♂

The Marshal is an idiot. A scumbag. Getting his chronicreds is way too easy. He shows off his damn Codex all the time – all it's good for is wiping my ass. But this is the best thing: a little birdie told me about someone willing to pay 1000 chronicreds for his head. I bet I can make it 2000 if I can do it right. He's my piggybank, I'll stay close and watch him day and night.

Chronicler: ♂

What a coward. Devious, and a slowcoach. And a clumsy, ugly fucker. Not even the Tribal bitch would let him bang her. But Chroniclers often know more than you think – he might know more about :shell and some valuables. Maybe he can't keep his mouth shut...

Spitalian: ♀

Wow, what a hot body – and I like the tight suit! But, she is boring, and quite a wallflower. I haven't got a chance with that dry thing.

Tribal girl: ♀

Hmmm, nice ass. I'll try to get her loose from that Chronicler and show her how to handle a 'spear'. She'll like it, and keep my enemies away after that – because fighting is her thing.

**MANHUNT PREGEN****DR. PETRA KOKKES – ENCLAVE MEDIC ♀**

Your card was drawn for the delegation to Briton. When you got back, you were half a medic and half a soldier. The Spital and their noble missions were no longer yours. You asked for a transfer to the field medics, to avoid the Spitalian war machine.

What does Petra Kokkes want in :shell?

This is your first mission as a civilian. The scrappers might have dug up enough to pay the fee for a medic. You're on your way to offer your services there. Dust dunes everywhere – but better than war.

**Cult:** Spitalian; **Culture:** Borca; **Concept:** Enclave Medic in :shell

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

**Pace:** 6; **Parry:**5(1); **Toughness:**6(1); **Charisma:** -2

**Skills:** Fighting d6, Healing d6+2, Intimidation d6+2, Shooting d4, Notice d6, Knowledge(Homo Degeneration) d4, Survival d4, Taunt d6+2

**Edges:** Healer

Strong Willed

First Strike ((ignoring prereq Agility d8))

**Hindrances:** Mean, Loyal, Vow (Protect mankind from the Primer)

**Gear:** Suit (Armor +1, covers Torso, Limbs), gas mask, splayer, mollusk, field kit, food and water for a week, outdoor equipment, 80 chronicrods.

**FIELD KIT**

+1 Bonus on Healing checks, but not for surgery. A field kit has 40 units of medical supplies; every Healing Roll uses 1d4 units.

**GAS MASK**

Provides +4 on Vigor rolls to resist Spores. Armor +1, 50% chance to avoid a hit vs. head. -1 on Vigor checks against Fatigue.

**SPLAYER**

Counts as spear. 1" reach. Has 5 Charges; a raise

when hitting causes Str+3d6 damage instead of Str+2d6; recharging takes two rounds of pumping a small lever per charge.

**What does Petra think about her companions?**

Marshal: ♂

He's a useful idiot. At least he has some fighting experience, and he sees the necessity to root out evil. Simple people treat him with respect and he orders them around. He just needs a little good 'advice' from me.

Chronicler: ♂

The Chronicler is as happy as a genetic defect. Many of his wounds were not treated professionally – I see why he always wears that mask, poor bugger. Well informed, but he is tentative, hesitant and a wimp. At least he was smart enough to pick an unwashed Tribal as a bodyguard, if he wants to run around in the wastelands. If it's do or die, he'll be the first one to run.

Apocalyptik: ♂

A disrespectful Asshole. Hopefully he's half as good with his guns as he is with his big mouth. If I ever see him with Burn, I'll cut off his balls with my splayer.

Tribal girl: ♀

She knows the wasteland, and she's good with her weapons as well, primitive though they are. I wouldn't want her as an enemy. She is brave – maybe a bit too brave. Quite the opposite of her boss – what a pair!

**MANHUNT PREGEN****MARSHAL LUJEV ♂**

This young Marshal made a name for himself while holding an outpost against the Centipede Clan. He is a natural leader, and simple people pay respect to him. He chose to seek his fortune as a Vigilante. The urge to bring law and order into the wastes is strong with him.

What does Marshal Lujev want in :shell?

A prosperous scrapper village is always in danger. The Protectorate counts :shell as part of its jurisdiction and it needs law and order. One outlaw-outpost, one Marshall! And the good, just citizens can sleep calmly again, because the Hammer of Justice protects them.

**Cult:** Marshal; **Culture:** Borca; **Concept:** Vigilante

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

**Pace:**6 ;**Parry:**5 ;**Toughness:** 6 (1)

**Skills:** Fighting d6, Intimidation d4, Riding d6, Shooting d8, Streetwise d6, Notice d8, Knowledge(Law) d6

**Edges:** Command,

Marksman

Quick Draw

**Hindrances:** Poverty, Code of Honor (bring the light of civilization to the people, never reject a suffering person), Enemy (Bjanna: a Tribal who survived my victory over the Centipede Clan. Now she hires lowlife to find and retire me. What a sore loser. She put a bounty for my head – and people might have heard of it. So, Hammer of Justice: stay alert!)

**Gear:** Coat (Armor +1, covers Arms, Legs and Torso), Marshal hat, Codex, Hammer, Musket and 30 lead balls, food and water for a week, outdoor equipment, 40 chronicreds.

**MARSHAL MUSKET**

Lead ball muzzle-loader, takes 2 actions to reload. 2d8 damage. Range 15/30/60.

**MARSHAL HAMMER**

Str+d6, AP+1 against rigid/inflexible armor.

**What does Marshal Lujev think of his companions?**

Chronicler: ♂

He tries to act cool – but he doesn't fool me. In a moment of crisis there is no relying on him. He was smart enough to get a bodyguard – but he doesn't make her job easy for her.

Apocalyptik: ♂

A parasite on hard working people. I'll keep a close eye on him; I'm always ready to smash such a maggot in socialite flesh with the Hammer of Justice. Maybe he wants the bounty on my head.

Spitalian: ♀

A reliable, battle-scarred fighter against plagues, poisons and the Primer. Maybe even too battle-scarred for civilian life. As long as she serves society – she is one of the pillars we can rely on. I welcome her counsel even if her ways are not very diplomatic.

Tribal girl: ♀

The girl is an experienced fighter. She has some strange ideas about honor – but at least she has some. As long as she doesn't go berserk in town, she is useful as a warrior. Even if she's a barbaric Tribal girl: All are equal before the law.

**MANHUNT PREGEN****AYLA – TRIBAL FIGHTER ♀**

This Tribal girl made her name in the outskirts of the Protectorate as a Pit Fighter. She often makes a living as a bodyguard or an armed travelling companion.

What does Ayla want in :shell?

Deltree, a Chronicler sissy, hired her as a bodyguard to take him safely to :shell and back into the safer parts of the Protectorate. The payment is good. She already has the first half – and that's good, because he's a bad luck magnet.

**Cult:** Tribal; **Culture:** Borca; **Concept:** Fighter

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

**Pace:**6; **Parry:**7(1); **Toughness:**7(1); **Charisma:** -2

**Skills:** Climbing d4, Fighting d8, Shooting d4, Stealth d4, Notice d6, Throwing d6, Survival d6+2

**Edges:** Berserk,

Brave

Primal Instinct

+1 on all Notice checks and +2 on all Survival checks in the wilderness (can be combined with Woodsman)

**Hindrances:** Arrogant (the strongest opponent is mine!), Outsider (outside her tribe), All Thumbs

**Gear:** Spear, 3 throwing knives, medium shield (+1 Parry, +2 vs ranged), fur cape (Armor +1, covers Torso), 2 wire traps, 1 liter of distillate, food and water for a week, outdoor equipment, 390 chronicreds.

**THROWING KNIFE**

Damage Str+d6, Range 3/6/12, Weight 1.

**What does Alya think about her companions?**

Marshal: ♂

A leader. A good marksman with his irontube. Someone from the Centipede Clan put a price on his head. But he doesn't seem scared. He's the only real man in this group.

Chronicler: ♂

He pays well. And he needs to – he's a sissy and a coward. He doesn't belong in the wastelands. This technical stuff will kill him one day – he's doomed by its evil spirits. He's already marked and scarred by death. It might be a tough job to keep him alive.

Apocalyptik: ♂

He looks good. But he is too soft. Not a real man. He is a scavenger, not a real hunter. His eyes show that he wants me, but I don't want him. At least – not now. Maybe later.

Spitalian: ♀

A good fighter, for a rubber-skin. Hard boiled. Not so weak and craven as the other spore foes. I can count on her. Maybe I should stay with her.



# DEGENESIS



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# DE GENESIS ROUGH

# DERIVED

	Base	Mod
Charisma		
Pace		
Parry		
Toughness		

**EQUIPMENT & GEAR**

Weapon	Range	ROF	Damage	AP	Wt
_____	_____	_____	_____	_____	_____

Armor	Type	Bonus	Weight
Head			
Torso			
Arms			
Legs			

# EDGES

Posessions	Weight
Encumbrance Penalty	Total Weight

# EDGES

5	Novice
10	
15	
20	Seasoned
25	
30	
35	
40	Veteran
45	
50	
55	
60	Heroic
65	
70	
75	
80	Legendary
90	
100	
110	
120	
130	

# POWERPOINTS

# WOUNDS

## FATIGUE

# POWERS

Cost	Rank	Damage/Effect	Duration	Trapping
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# SPORED

1 2 3