

Jonathan Tweet's

OMEGA POST APOCALYPTIC WORLD RPG





JONATHAN TWEET'S
**OMEGA
WORLD**

POST-APOCALYPTIC d20 RPG

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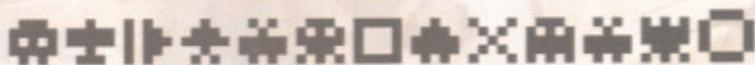
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IF YOUR LITTLE BAND OF EXPLORERS CAN SURVIVE THE TOXIC SWAMPS AND RADIOACTIVE WINDS, YOU WILL REACH THE FABLED LANDS BEYOND THE WASTELANDS. BASED ON STORIES YOU'VE HEARD FROM OTHER EXPLORERS, YOU KNOW YOU COULD FIND RADIOACTIVE RUINS FROM BEFORE THE BOMB, MUTANT CANNIBAL TRIBES, HOMICIDAL ROBOTS, AND NIGHTMARISH PREDATORS. IF YOU CAN ALSO FIND SOME RELICS MIGHTY WEAPONS AND TOOLS OF THE ANCIENTS GREAT POWER CAN BE YOURS.

JUMP IN THE FIRE



You come from a settlement of a few hundred souls—mutated humans, pure strain humans, and mutated animals. Somewhere in a pocket of fertile ground, surrounded by toxic and radioactive wastelands, your people scrape together a life. You hide from the deathbots, trade with nomadic mutants, and tend modest crops.

The elders have told you stories about the Golden Age, when people—called the Ancients—didn't have to work because the machines were their slaves and did all the work for them. All the people had plenty of food. They had boats that flew and took them to the stars. They even had special machines to pick the fleas and ticks off themselves, so nobody ever itched, or so the stories go. But then the Golden Age ended in fire hotter than fire.

The machines started the war, wayward creations that rose up against their creators, rebels who destroyed those who had given them minds and electronic life.

Or maybe the beasts started it, animals that science had given human-like forms, human-like minds, and human-like hatreds.

Others say it was the cryptic alliances, shadowy societies shrouded in secret and bent on controlling the world.

Then again, it could have been the androids, perfect people seeking to erase those who were less than perfect.

Or was it just people, humans unworthy of the Golden

Age, unworthy of peace, who destroyed their own planet and left ash and slag for the freaks and the robots to fight over?

Many say they know the answers, but few agree on what they are.

What they can agree on is the present, a world of mutants, poisons, and rampaging machines. Into this world you have been born. Now is the time for you to make your place in it.

Somewhere, on the other side of the wastelands, are ruins where mighty relics lie. These weapons of the Ancients can make you a warlord, a conqueror, or a hero, if you can find them and use them. Roaming across the land are tribes of savages. They'll eat you if they can, but they may fear and serve you if you are strong. Here and there are other settlements of decent folk who may welcome you if you bring news and goods to trade. And somewhere are the mortal enemies of all sentient life, which you must defeat, if you can only figure out who they are.

OMEGA WORLD SUMMARY

Omega World is a high-action RPG in a world devastated by global warfare and overrun by mutants. It features weird powers, strange monsters, insane NPCs, and big guns. It's "high flux," with the promise of great rewards and the constant threat of pointless demise.



CHAPTER 1

CHARACTERS

YOU PLAY AN "EXPLORER". EXPLORERS MIGHT BE PURE STRAIN HUMANS, MUTATED HUMANS, OR MUTATED ANIMALS. THEY BEGIN THEIR CAREERS WITH RUDIMENTARY GEAR AND RUDIMENTARY KNOWLEDGE OF THE WORLD. IF THEY'RE LUCKY, THEY GAIN EXPERIENCE, POWER, KNOWLEDGE, AND HIGH-TECH "RELIQS". IF THEY'RE UNLUCKY THEY GET BLASTED TO NOTHINGNESS BY TORC GERNADES OR HAVE THEIR LEGS CHEWED OFF BY GIANT LADYBUGS.

CHARACTER BACKGROUND

While each explorer's life story is unique, you can figure that the typical explorer...

...grew up in a stable tribe or village, but left that community behind (often because it got nuked by rampaging supremacist deathbots).

...has heard stories about the Golden Age before the Bomb and knows that we all live in an age of suffering and destruction.

...has heard stories of armies of robots out to kill all living things, of peaceful lands where people of all kinds live together in harmony and prosperity, and of hidden relics that will give whoever finds them godlike power.

...knows what a gun is and generally how it works but has never fired one.

...can't read or write, but understands that the Ancients captured their speech in mysterious marks that some people today can still decipher.

...knows vaguely what's north, south, east, and west of wherever the campaign starts.

...thinks the world is flat and that the stars are little lights way up in the air.

...has occasionally met strange and wonderful travelers from distant lands.

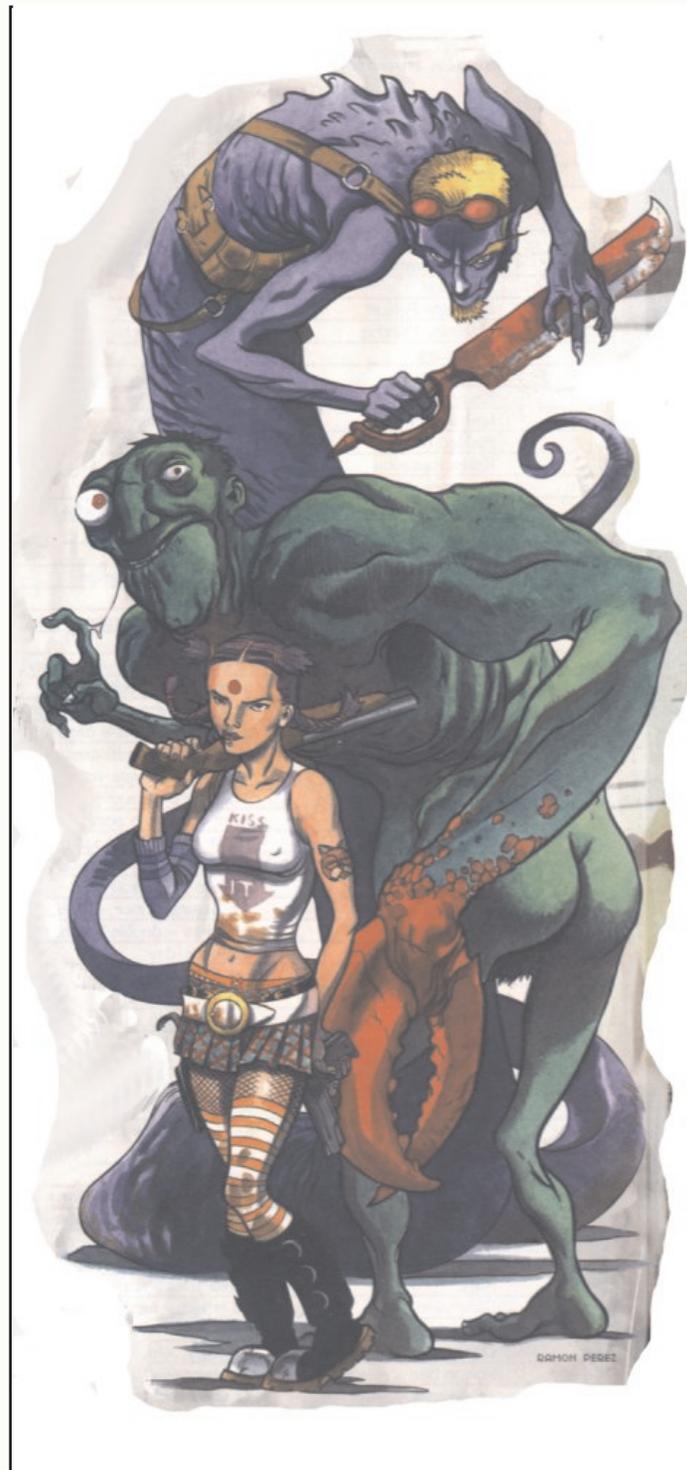
Your GM may have a special campaign starting point that changes these defaults.

CHARACTER CREATION

1. Choose to be either a pure-strain human or a mutant (of random mutant stock).
2. If you're a mutant, roll for your mutant stock (Table 1-1).

TABLE 1-1: RANDOM MUTANT STOCK

d%	Mutant Stock
01-35	Human
36-60	Hairy
61-80	Clicky



3. If you're a mutant, follow the rules provided by the Arcane Background (Mutation) Edge for determining your mutations and defects.

5. Determine Traits, Edges, and Hindrances according to the Savage Worlds rules.

6. Choose your basic gear and roll for special gear. Embellish your gear with cool post-apocalyptic descriptions.

CHARACTER STOCK

For your character's stock ("race"), choose either to be a pure-strain human or to roll on Table 1-1: Random Mutant Stock.

Unless defects prevent it, a mutated human, clicky, hairy, or scaly can use gear as a human can.

PURE-STRAIN HUMAN

These are humans as we know and love them, without mutations or defects. Pure-strain humans don't have the advantageous mutations of the mutants, but they are adept with high-tech devices.

For reasons lost in the mists of history, pure-strain males are known as "adams" and females are known as "eves".

Clever: Pure-strain humans start with a d6 in Smarts.

Free Edge: Pure-strain humans begin play with a free Edge of their choice. They must meet the requirements of the Edge as usual.

Free Skill: Pure-strain humans gain a free d6 in any one skill of their choice.

Tech Savvy: Pure-strain humans gain a free d6 in both the Knowledge (Tech) and Repair skills.

Perfect Form: Pure-strain humans start with the Attractive Edge.

MUTATED HUMAN

Clever: Mutated humans start with a d6 in Smarts.

Random Mutations: The mutant gains the Arcane Background (Mutation) for free.

Hard On Tech: The mutant has the All Thumbs Hindrance.

Mysterious Relics: A mutant's Knowledge (Tech) and Repair skills cost 2 skill points per rank to gain and can never advance beyond a d8.

CLICKY

"Clickies" are mutated, vaguely humanoid arthropods, mostly beetles (because arthropods are mostly beetles). Clickies do not have strong social instincts, but they work with each other and with other creatures for practical reasons. Others trust them, figuring they're too stupid to trick anyone.

Their larvae are not sentient.

Resilient: Clickies start with a d8 in Vigor, and may raise this to a d12+2 during character creation. Through the Expert and Master Edges it may reach a d12+4.

Stock Mutations: Clicky characters gain the Exoskeleton, Scent, and Tremor-sense mutations. These do not add to the value of the character's random mutations.

Random Mutations: The mutant gains the Arcane Background (Mutation) for free.

Climb: A Clicky has a natural gift for scaling walls. He gains a free d6 in the Climbing skill.

Flea-Brain: Clickies cannot have increase Smarts beyond d4 at character creation. And cannot advance Smarts beyond a rank of d6 (except by relics or mutation).

Hard On Tech: The mutant has the All Thumbs Hindrance.

Mysterious Relics: A mutant's Knowledge (Tech) and Repair skills cost 2 skill points per rank to gain and can never advance beyond a d8.

Gross: The sight of a human-sized insect is terrifying for most folks. A clicky's insectile body language and mannerisms are also repellent and alien. They suffer a -4 to Charisma.

HAIRY

"Hairies" are mutated, humanoid mammals, such as bears, dogs, wolves, raccoons, and cats. Some love being part of a "pack", while others are loners.

Stock Mutations: Hairy characters gain the Fur, and Low-light Vision mutations. These do not add to the value of the character's random mutations.

Random Mutations: The mutant gains the Arcane Background (Mutation) for free.

Four Legs Good: Hairies gain the Fleet-footed Edge.

Hard On Tech: The mutant has the All Thumbs Hindrance.

Mysterious Relics: A mutant's Knowledge (Tech) and Repair skills cost 2 skill points per rank to gain and can never advance beyond a d8.

SCALY

"Scalies" are mutated, humanoid reptiles, mostly lizards. Their social instincts are weak, but they can learn to have affection for companions who are good to them.

All Muscle: Scalies start with a d6 in Strength.

Stock Mutations: Scaly characters gain the Claws, Scales, and Tail mutations. These do not add to the value of the character's random mutations.

Random Mutations: The mutant gains the Arcane Background (Mutation) for free.

Hard On Tech: The mutant has the All Thumbs Hindrance.

Mysterious Relics: A mutant's Knowledge (Tech) and Repair skills cost 2 skill points per rank to gain and can never advance beyond a d8.

Cold Personality: Scalies suffer a -2 to their Charisma.

Table 1-2: Random Mutations

d%	Mutation	Summary	Value
1	Amazing Fortitude	+4 to Vigor rolls made to resist poison, disease, and extreme temperatures	1
2	Amazing Reflexes	+4 to Agility rolls made to avoid, or reduce, damage	1
3	Amazing Willpower	+4 to Spirit rolls when resisting against Psychic Attack	1
4	Blindsense	Pinpoint (but don't see) creatures within 30 ft.	1
5	Chameleon Skin	+4 to Stealth when hiding, or opposing a Notice roll	1
6	Climbing Hooks	Climbing rolls are made every 20" (instead of 10"), and penalties are halved	1
7	Double Healing	Natural healing is checked once per day (instead of every five)	1
8	Fleet Feet	Gain the Fleet-Footed Edge (raise the running die type by one each time this is stacked)	1
9	Poison Immunity	Immune to poison	1
10	Gills	Breathe underwater	1
11	Keen Ears	+6 to Notice rolls dependent on hearing	1
12	Keen Eyes	+6 to Notice rolls dependent on sight	1
13	Keen Nose	+6 to Notice rolls dependent on smell	1
14	Low-light Vision	Ignore penalties for Dim and Dark lighting	1
15	Padded Feet	+4 to Stealth rolls made to move quietly	1
16	Resist Radiation	+2 to resist the effects of radiation	1
17	Swimmer	Swimming pace is equal to Swimming skill in inches per turn	1
18	Tail	+2 to rolls made to balance, jump, or swim	1
19	Tentacles	+2 to entangle foe with a grapple, and to oppose foe attempting to break free	1
20	Tremoresense	Sense the location of moving creatures in contact with the ground	1
21	Uncanny Dodge	Gain the Dodge Edge	1
22	Blindsight	Use non-visual senses to operate without vision	2
23-24	Claws	Str+d4 damage	2
25	Darkvision	Able to see in even pitch black conditions	2
26	Dual Brain	Roll two Smarts and one Wild Die	2
27	Empathy	Detect the presence of minds and their basic emotional states	2
28-29	Fur	+1 armor, +4 to resist cold	2
30-31	Horns	Str+d6 damage	2
32	Leech Damage	Transfer wound from target to yourself	2
33	Overpowering Stench	All living creatures within range suffer -1 to all actions	2
34	Quills	Damage to entangled victim is Str+d4	2
35	Spring Legs	+2 to all Agility rolls made to perform acrobatic maneuvers involving jumping, double jump distance	2
36	Tougher	+1 Toughness	2
37	Acidic Bite	Successful bite does Str+d6 damage, then d4+d6 damage one round later	3
38-39	Scales	+2 Armor	3
40-41	Great Reserves	+2 to Soak rolls	3
42	Haste Self	Pace is doubled, multi-action penalty begins at three actions instead of two	3
43	Heightened Agility	Raise Agility by one die type	3
44	Heightened Smarts	Raise Smarts by one die type	3
45	Heightened Spirit	Raise Spirit by one die type	3
46	Heightened Strength	Raise Strength by one die type	3
47	Heightened Vigor	Raise Vigor by one die type	3
48-49	Pincers	Single pincer attack does Str+d6 damage, double pincer attack does Str+d8 damage	3
50	Psychic Immunity	Immune to psychic effects	3
51	Regeneration	Roll Vigor every round to heal any damage sustained	3
52	Exoskeleton	+3 Armor	3
53	Shaper	Alter your appearance; may add Chameleon Skin, Fleet Feet, Wings, Gills, Tail, or Climbing Hooks	3

Table 1-2: Random Mutations (*continued*)

d%	Mutation	Summary	Value
54	Telepathy	Communicate mind-to-mind, 5" range	3
55	Force Field	Generate a force field with a Toughness of 10	4
56-57	Light Warp	Wrap light around yourself, acts as the Deflection power	4
58-59	Lightning Touch	Electric touch attack, 6d6 damage once per day	4
60	Psychic Double	Project a ethereal psychic double, 1/day	4
61-62	Psychic Healing	Heal up to three wounds per day.	4
63-64	Rage	Gain the Bezerk Edge, may activate it by spending a benny	4
65	Dimension Slip	Become ethereal for 6 rounds	5
66-67	Extra Arm	Grow an additional arm	5
68	Levitate Self	Psychically lift into the air	5
69-70	Poison Bite	Str+d4 bite, and poison	5
71-72	Telekinesis	As Telekinesis power, 3/day	5
73	Time Slip	Dissappear for up to 5 rounds, than two of you appear for that many rounds	5
74	Wings	6 rounds per hour	5
75-76	Brain Bite	Psychic Attack vs. Spirit, 2d8 damage	6
77-78	Cryogenesis	Psychic Attack vs. Spirit, 2d6 cold damage	6
79	Displacement	Successful attacks have 50% chance of being a miss instead	6
80-81	Carapace	+4 Armor	6
82	Life Leech	Wound foes, use those wounds to heal and increase Toughness	6
83-84	Bigger	+1 to the mutant's size and Toughness	7
85-86	Energy Drain	Drain Vigor and use to heal or increase Toughness	7
87	Leech Strength	Temporarily lower victim's Strength and increase your own	7
88	Light Slip	Invisibility for 5 rounds	8
89-90	Sonic Blast	2d6 sonic damage, cone template, ignores armor	8
91-100	Random Stock Mutation	Roll again on Table 1-3: Random Stock Mutation	-

Table 1-3: Random Stock Mutation

Roll on the chart which matches your mutant stock. Stock mutations have a Mutation Value of zero.

**MUTATED
HUMAN**

01-40 Brain Bite
41-70 Force Field
71-100 Energy Drain

CLICKY

01-40 Heightened Smarts
41-70 Poison Bite
71-100 Blindsight

HAIRY

01-40 Rage
41-70 Great Reserves
71-100 Haste Self

SCALY

01-30 Poison Bite
31-60 Regeneration
61-80 Chameleon Skin
81-100 Poison Immunity

MUTATIONS

To determine a mutant's mutations, roll d% on Table 1-2: Random Mutations. Each mutation has a value. If the total value of all the mutations you've rolled so far is 10 or less, you can roll for another mutation, or stop rolling mutations and move on. If the total value of all the mutations you've already rolled is 11 or more, you have to stop rolling mutations. When you stop, move on to Table 1-4 Random Defects.

MUTATION SPECIFICATIONS

The first line is the *name* of the mutation.

Uses is the number of times per time period (usually per day) the mutation may be used. The ability to use the mutation returns over 24 hours. Each use (or die) returns in a fraction of 24 hours (divide the number of uses (or dice) into 24, round-up).

Duration is how long the power or effects of the power remain in play once activated.

Range is the maximum distance from the mutant the mutation will operate.

Stack describes what bonus to the mutation (if any) is applied should the mutation be gained again. Unless the mutation's Stack description says "non-repeatable", the effects may be stacked multiple times.

ACIDIC BITE

Uses: Unlimited

Duration: Instant

Range: Bite, and Special

Stack: +1d6 acid damage

The mutant has sharp fangs which release acid into the wound. The victim must be entangled (usually by a grapple) before the mutant may make a bite attempt. If successful, the bite does Str+d6 damage, then an additional d4+d6 of acid damage one round later. The acid damage ignores armor.

AMAZING FORTITUDE

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1 to roll

The mutant gains +4 to Vigor rolls made to resist poison, disease, and extreme temperatures.

AMAZING REFLEXES

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1 to roll

The mutant gains +4 to Agility rolls made to avoid, or reduce, damage (such as traps, or avoiding thrown area effects).

AMAZING WILLPOWER

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1 to roll

The mutant gains +4 to Spirit rolls when resisting against Psychic Attack.

BIGGER

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1 Size and Toughness

This mutation causes the mutant to permanently increase in size. Add +1 to the mutant's size and Toughness.

At a certain point, the mutant will no longer be able to use normal sized gear effectively.

BLINDSENSE

Uses: Unlimited (free action to activate)

Duration: Continuous

Range: 5"

Stack: Increase range by 5"

Some mutants have the ability to use a non-visual sense (or a combination of such senses) to locate creatures without vision. The mutant with blindsense does not need to make Notice rolls to detect creatures within range of its blindsense ability, provided that it has line of effect to that creature. The mutant ignores all darkness, obscurement, or invisibility penalties made against targets within his blindsense range. Unlike the blindsight mutation, blindsense does not allow the mutant to "see" in the dark (or in obscurement), only to locate other creatures.

BLINDSIGHT

Uses: Unlimited (free action to activate)

Duration: Continuous

Range: 2"

Stack: Increase range by 2"

Some mutants have the ability to use a non-visual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation.

The mutant ignores all penalties resulting from darkness, obscurement, or invisibility (though it must have line of effect to a creature or object to discern that creature or object). Does not need to make Notice rolls to detect creatures within range of its blindsight ability. And cannot be blinded.

BRAIN BITE [PSYCHIC]

Uses: 1/round

Duration: Instant

Range: 5"

Stack: +1d6 damage

The mutant projects harmful psychic energy into the brain of its target. The mutant makes an opposed Psychic Attack skill roll opposed by the target's Spirit, with a success the "brain bite" deals 2d6 damage. A raise adds 1d6 to the damage. This mutation only works on living creatures with a brain, and bypasses armor and forcefields. Some kinds of relic armor are reputed to protect their wearers from damaging psychic energy like brain bite.

CARAPACE

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1 to armor

The mutant's torso is surrounded by a hard, durable, insect-like shell. It provides +4 armor to his torso.

CHAMELEON SKIN

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1 to roll

The mutant's skin changes color and pattern to match his background. +4 to Stealth when hiding, or opposing a Notice roll, when not wearing armor or more than a little clothing.

CLAWS

Uses: Unlimited

Duration: Continuous

Range: Fighting Attack

Stack: Increase damage die by one type (max of d12)

The mutant has natural claws which do Str+d4 damage with a successful Fighting skill roll. He is considered to be armed.

CLIMBING HOOKS

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: Add 10" to frequency of required Climbing skill rolls

The mutant has hooks which make climbing certain, if not fast. His climbing speed is equal to his Pace. Climbing rolls are made every 20" (instead of 10"), and penalties to climbing are halved.

CRYOGENESIS [PSYCHIC]

Uses: 1/round

Duration: Special

Range: 5"

Stack: +1d6 damage

The mutant psychically slows the molecules in a small space, about the size of a soccer ball. To attack with this mutation, the mutant rolls his Psychic Attack opposed by the target's

Spirit. On a success, it deals 2d6 cold damage. With a raise, the target is also slowed for 1d6 turns. A slowed creature must discard and redraw any face cards dealt for initiative (this does not include jokers).



DARKVISION

Uses: Unlimited

Duration: Continuous

Range: Sight

Stack: None

This mutation allows the mutant to see in even pitch black conditions. He ignores penalties from illumination.

DIMENSION SLIP

Uses: 6 rounds/day

Duration: Special

Range: Self

Stack: +2 rounds/day

As a free action, the mutant can become ethereal. This state lasts up to 6 rounds and can be dismissed at will.

The mutant is capable of moving in any direction, even up or down, albeit at half normal speed. As an ethereal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear what is happening in the physical world as normal.

Force fields and psychic mutations affect an ethereal creature normally, but he is immune to energy and physical effects. An ethereal creature can affect things in the physical world.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the mutation and become physical while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

DISPLACEMENT

Uses: 3/day

Duration: 5 rounds

Range: Self

Stack: +1 use/day

The mutant appears to be two feet further away from his actual location. Successful attacks against him have 50% chance of being a miss instead. Use of this mutation does not incur a multi-action penalty, it is a free action.

DOUBLE HEALING

Uses: Special

Duration: Continuous

Range: Self

Stack: +1 to Vigor rolls made for natural healing

The mutant's healing rate is much faster than normal. When wounded, natural healing is checked once per day (instead of every five).

DUAL BRAIN

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: None

The mutant has a second brain (but not necessarily a second head). When ever a Smarts roll, or Knowledge skill roll is called for, he rolls two Smarts or Knowledge skill dice and one Wild Die. Take the best result.

EMPATHY [PSYCHIC]

Uses: Unlimited

Duration: Instant

Range: 5"

Stack: +2" to range

The mutant can detect the presence of minds and their basic emotional states (but not their thoughts). Use of this mutation does not incur a multi-action penalty, it is a free action. It is automatically successful.

ENERGY DRAIN [PSYCHIC]

Uses: 6/day

Duration: Instant

Range: Touch

Stack: +1 use/day

The mutant drains the life energy from those it touches. A Psychic Attack skill roll is made against the victim's opposed Spirit roll. A success reduces the victim's Vigor by one. Should the victim's Vigor drop to zero, he dies. Lost Vigor can be regained only by natural healing (substitute Vigor for wounds).

Each time the mutant drains a step of Vigor with this mutation, he heals one wound, or one fatigue (fatigue first, then wounds). Additional wounds, or all of the wounds if he is not injured, increase the mutant's Toughness by one per wound. These additional points of Toughness are temporary, and disappear after one hour.

Some people say that a person completely drained of life dies but then returns from the grave as an "undead" creature, itself capable of draining life from other living things.

Of course, you can't believe everything you hear.

EXOSKELETON

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1 armor

The mutant has an external skeleton which protects him from harm. He has a +3 armor to all locations.

EXTRA ARM

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: Grow one additional extra arm

The mutant gains an additional arm. He can take an additional physical action with it every round, and does not suffer from multi-action or off-hand penalties while using it. He may also assign extra limbs to take a sustained action, such as grappling someone.

FLEET FEET

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: Increase running die by one die type (max of d12)

The mutant is built for running (perhaps longer limbs, or able to run on all fours). He gains the Fleet-footed Edge for free.

FORCEFIELD [PSYCHIC]

Uses: Unlimited, requires time to activate

Duration: Special

Range: Self

Stack: +1 to force field's Toughness

The mutant is able to generate a force field bubble around himself which provides total cover, attacks against the mutant are applied to the active force field instead. Hitting the force field is automatic with a Fighting attack (ranged attacks must roll to hit as usual), but raises on the attack roll do not grant bonus damage.

The force field has a Toughness of 10, and will turn off if it takes damage equal to or higher than it's Toughness. Excess damage is applied to the mutant.

It takes one minute per point of Toughness for the force field to be turned on, or rebuild. If attacked, the force field will have a Toughness equal to the number of minutes it has been rebuilding, up to its maximum Toughness.

FUR

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1 armor

The mutant has thick fur covering his body which protects from injury, and cold temperatures. He has +1 armor to all locations, and +4 to rolls made to resist the effects of cold.

GILLS

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: None

The mutant has gills on his neck, these allow him to breathe naturally underwater.

GREAT RESERVES

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1 to soak rolls

The mutant can take a lot of physical abuse and keep going. He gains +2 to Soak rolls.

HASTE SELF

Uses: 6/rounds per day

Duration: 1 round

Range: Self

Stack: +1 round/day

The mutant can move with incredible speed. His Pace is doubled, and he receives one extra action per turn (multi-action penalty begins at three actions instead of two).

HEIGHTENED ATTRIBUTE

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1 die type, up to d12+2

Raise the named attribute score by one die type.

HORNS

Uses: Unlimited

Duration: Continuous

Range: Fighting Attack

Stack: Increase damage die by one type (max of d12)

Sharp horns grow from the mutant's head. They do Str+d6 damage. A running charge (running in excess of your Pace, then attacking) does an additional d6 damage.

IMMUNITY TO POISON/PSYCHIC

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: None

The mutant is immune to poison or to psychic effects. The mutant can't suspend his immunity, even if he wants to. Among other things, this means that a mutant who's immune to poison can't get drunk.



KEEN EARS/EYES

Uses: Unlimited

Duration: Continuous

Range: -

Stack: None

The mutant gains +6 to Notice rolls dependent on hearing or vision.

KEEN NOSE

Uses: Unlimited

Duration: Continuous

Range: 5"

Stack: +1" to range

The mutant gains +6 to Notice rolls dependent on smell.

LEECH DAMAGE

Uses: 1/round

Duration: Instant

Range: Touch

Stack: +1 wound per touch

The mutant can remove a wound, or fatigue, from a touched target and transfer it to himself. He can also remove an incapacitated status from a target, but then becomes incapacitated himself.

LEECH STRENGTH

Uses: Unlimited

Duration: 1 hour

Range: Touch

Stack: None

This mutant can lower a foe's Strength, and raise his own. The mutant must make a successful touch attack, then makes an opposed Psychic Attack skill roll against the foe's Spirit roll. On a success, the foe lowers his Strength by one. On a raise, he lowers it by two. The mutant raises his strength by a corresponding amount. Multiple increases of Strength don't stack; only the biggest one counts.

LEVITATE SELF [PSYCHIC]

Uses: 3/day

Duration: 5 minutes

Range: Self

Stack: +1 use/day

As a free action, the mutant can psychically move himself up and down in the air a distance equal to his Pace. The mutant cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally at half his Pace.

A character attempting to attack while levitating suffers -2 to his Fighting, Throwing, or Shooting roll.

LIFE LEECH [PSYCHIC]

Uses: 1/day

Duration: Instant

Range: Large Burst Template centered on user

Stack: +1 use/day

The mutant drains vital energy from living things within

range, friend and foe alike. Make one opposed Psychic Attack roll against all creatures within range. Each defender uses Spirit to resist.

A success inflicts a wound on the defender, and Shakes him as well. Each raise inflicts an additional wound. For every wound the mutant inflicts with this mutation, he heals one wound, or one fatigue (fatigue first, then wounds). Additional wounds, or all of the wounds if he is not injured, increase the mutant's Toughness by one per wound. These additional points of Toughness are temporary, and disappear after one hour.

LIGHT SLIP

Uses: 1/day

Duration: 5 rounds

Range: Self

Stack: +1 use/day

The mutant bends light around himself, becoming invisible. This mutation creates the same effect as the Invisibility power.

LIGHT WARP

Uses: 3/day

Duration: 5 rounds

Range: Self

Stack: Increase duration by two rounds

The mutant can bend light around his body, giving him a blurred form.

With a standard success, attackers must subtract 2 from any Fighting, Shooting, or other attack rolls directed at the user. A raise increases the penalty to -4. This also acts as Armor against area effect weapons.

LIGHTNING TOUCH

Uses: 1/day

Duration: Instant

Range: Touch

Stack: Additional d6 capacity, but can only deal up to 6d6 damage with a single strike

Once per day, the mutant can deliver 6d6 points of electric damage with a touch attack. If the attack misses, the electricity is not expended.

Once the attack is used, the capacity to use it again recharges over a period of 24 hours. The mutant regains one die every four hours after use. He may voluntarily deal less than the full damage to save some of the dice for a later attack.

LOW-LIGHT VISION

Uses: Unlimited

Duration: Continuous

Range: Sight

Stack: None

The mutant can see in all but pitch dark conditions. He ignores penalties for Dim and Dark lighting.

OVERPOWERING STENCH

Uses: Unlimited

Duration: Continuous

Range: 1"

Stack: +1" to range

When the mutant's adrenaline kicks in, it can let off a powerful stench. All living creatures within 1" of the mutant suffer -2 to all ability rolls. The mutant may activate this mutation at will as a free action.

PADDED FEET

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: None

The mutant's feet are padded and quiet. When not wearing shoes, he gains +4 to Stealth rolls made to move quietly.

PINCERS

Uses: Unlimited

Duration: Continuous

Range: Fighting Attack

Stack: increase damage die by one die type

The mutant has two pincers which can act as natural weapons. A single pincer attack does Str+d6 damage, double pincer attack does Str+d8 damage. Treat attacks as if the mutant had two additional arms, multi-action penalties apply, but off-hand penalty does not.

POISON BITE

Uses: Unlimited

Duration: Bite, and Special

Range: Grapple

Stack: Additional -2 to victim's Vigor roll

This mutation causes poisonous fangs to grow in the mutant's mouth. The victim must be entangled (usually by a grapple) before the mutant may make a bite attempt. The bite does Str+d4 damage. If wounded, the victim must make a Vigor roll at -2. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes Incapacitated and must make a second Vigor roll or die.

PSYCHIC DOUBLE [PSYCHIC]

Uses: 1/day

Duration: 10 minutes

Range: Self

Stack: +1 use per day

The mutant can slip into a trance and project itself as a "psychic double". The effect lasts 10 minutes. As a double, the mutant is intangible, appearing as a translucent, shimmering "ghost".

An intangible creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an intangible creature, you can move through solid objects, including living creatures. An intangible creature can see and hear what is happening in the

physical world, but everything looks gray and ephemeral. Sight and hearing onto the physical world is limited to 60 feet.

Force fields and psychic mutations affect an ethereal creature normally, but he is immune to energy and physical effects. An intangible creature can't attack material creatures, and mutations used while intangible affect only other intangible things.

Treat other intangible creatures and intangible objects as if they were material.

If you end the mutation and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

PSYCHIC HEALING [PSYCHIC]

Uses: Special

Duration: Instant

Range: Touch

Stack: One additional wound per day may be healed

Psychic Healing repairs bodily damage. Make a Psychic Attack skill roll. For Wild Cards, each use of the mutation removes a wound with a success, and two with a raise. The roll suffers a penalty equal to the victim's wounds (in addition to any the mutant might be suffering himself).

For Extras, the GM must first determine if the ally is dead (see Aftermath in the Savage Worlds rulebook). If so, no healing may be attempted. If not, a successful Psychic Attack skill roll returns the ally to the game Shaken. Healing can also cure poison and disease if used within 10 minutes of the event.

QUILLS

Uses: Unlimited

Duration: Continuous

Range: Grapple

Stack: Increase damage die by one die type

Sharp quills grow out of the mutant's body. In a grapple, he can do Str+d4 damage to an entangled victim.

RAGE

Uses: Unlimited

Duration: Special

Range: Self

Stack: None

The mutant gains the Bezerk Edge. In addition to the usually means of activating this Edge, the mutant may spend a benny at any time and activate it.

RANDOM STOCK MUTATION

Roll again on Table 1-3: Random Stock Mutation

REGENERATION

Uses: Unlimited

Duration: Continuous

Range: Self

Stack:

Regeneration means that a wounded mutant makes a Vigor roll every round to heal any damage he has sustained, including Incapacitation. He may also add +2 to Spirit rolls made to recover from being Shaken.

RESIST RADIATION

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: Gain an additional +2

The mutant gains a +2 to Vigor rolls made to resist the harmful effects of radiation. Mutants with this mutation can live in low intensity radioactive areas indefinitely, and often do.

SCALES

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1 armor

Hard scales cover the mutant's body. He has +2 armor in all locations.

SHAPER

Uses: 1/day

Duration: 10 minutes

Range: Self

Stack: +1 use/day

The mutant can alter his shape, and general appearance, as long as he remains humanoid in form. This does not affect gear or other objects, only the mutant's body itself. The new shape does not have a different natural armor bonus or Ability scores, but it can have Chameleon Skin, Fleet Feet, Gills, Tail, or Climbing Hooks as per the respective mutations.

SONIC BLAST

Uses: Unlimited (1/round max.)

Duration: Instant

Range: Cone Template

Stack: +1d6 damage

The mutant can project a blast of lethal sonics. Attack is automatically successful against all but complete cover (which must be destroyed first), no attack roll is ever needed. The attack does 2d6 damage, and ignores armor.

SPRING LEGS

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1" to jumping distance

This mutation enables the mutant to jump further than normal. He can jump 2" horizontally from a dead stop, or up

to 4" with a "run and go." A successful Strength roll grants one extra inch of distance. The mutant also gains +2 to all Agility rolls made to perform acrobatic maneuvers involving jumping.

SWIMMER

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1" to swimming movement

The mutant has some sort of mutation (flippers, fins, etc.) which make him a fast swimmer. He moves his full Pace when swimming in normal water.

TAIL

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: None

The mutant has long tail which improves his balance, and can be used as a paddle. He gains +2 to rolls made to balance, jump, or swim.

It's possible that a mutant without this mutation can have a tail that doesn't grant these bonuses, a tail too slim or short or fluffy to be used as a counterweight or paddle.

TELEKINESIS [PSYCHIC]

Uses: 3/day

Duration: 5 rounds

Range: 100"

Stack: +1 use/day, or +1 to duration

This mutation is the same as the Telekinesis power listed in the Savage Worlds rules, with the exception of differences in duration and range. Psychic Attack is the casting skill.

TELEPATHY [PSYCHIC]

Uses: Unlimited

Duration: Continuous

Range: 5"

Stack: Increase range by 2"

Telepathy is the ability to communicate over distances. It allows thoughts to be transmitted, in the form of words. Once contact has been established, mental communication works in both directions. For as long as the power lasts, communication occurs as if the characters were talking face-to-face. This allows skills such as Intimidation, Persuasion, Streetwise, and Taunt to be used. More importantly, it also allows for silent communication between allies.

To overcome a resistant mind, the mutant must make a successful Psychic Attack skill roll against the target's opposed Spirit.

TENTACLES

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1 on Agility or Strength rolls made to keep a foe entangled

The mutant has tentacles growing from his body. He gains +2 to entangle a foe with a grapple, and +2 when opposing a foe attempting to break free from being entangled.

TIME SLIP

Uses: Special

Duration: 5 rounds

Range: Self

Stack: +1 round duration

The mutant can "slip" forward several seconds in time. To those left behind, the mutant seems to disappear. Then, two copies of the mutant appear, one from the "now" and one from several seconds ago. The two "selves" each act as a duplicate of the original, and at the end of the slip's duration one copy (determined randomly) disappears "back" to several seconds ago.

The slip's duration is up to 5 rounds. The mutant and his equipment disappear for up to 5 rounds (the duration chosen when the mutant first slips), then two appear and fight (or whatever) for the same number of rounds, and at the end of that round one of the two selves (along with that self's equipment) disappears.

The mutant time slips as a free action at any point in its turn. The amount of its turn that it "gives up" on the round that it time slips is how much of a turn it can take when it time slips back in. If the mutant time slips at the start of its turn, for example, it (or both of it) gets to take a whole turn when it comes back. If it time slips at the end of its turn, it can't take a turn when it slips back and must wait until the following round to act.

Time slip is a great way to effectively double the number of grenades you have.

TOUGHER

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: +1 Toughness

The mutation increases the mutants Toughness by +1.

TREMORSENSE

Uses: Unlimited

Duration: Continuous

Range: 5"

Stack: Increase range by 5"

A mutant with tremorsense automatically senses the location of moving creatures that are in contact with the ground and within range. He must be in contact with the ground as well.

As long as the other creatures are taking physical actions they're considered moving; they don't have to move from place to place for a mutant with tremorsense to detect them.

UNCANNY DODGE

Uses: Unlimited

Duration: Continuous

Range: Self

Stack: Gain Improved Dodge, non-repeatable

The mutant gains the Dodge Edge, even if he does not meet the requirements for the edge.

WINGS

Uses: Unlimited

Duration: Special

Range: Self

Stack: +1 round/hour (or minute, or hour if that is the flight limit)

The mutant has wings (in addition to other limbs) and can fly at its Pace for up to 6 rounds per hour. (The mutant is too heavy to fly as easily as a hollow-boned bird.) The wings are useful for getting to the tops of cliffs or getting a good view of the surroundings, but not for travel.

Bigger and smaller mutants have different flight limits:

Size	Flight Limit
-2	10 minutes/hour
-1	3 minutes/hour
0 to +1	6 rounds/hour
+2 to +3	3 rounds/hour
+4 to +5	2 rounds/hour

DEFECTS

A character with mutations rolls its defects on Table 1-4: Random Defects. If, after rolling a defect, the total value of your defects exceeds the total value of your mutations, you can stop rolling for defects. Otherwise, you must roll more defects.

Many defects trigger during "combat". These defects are triggered by stress, and so combat makes them surface. Other dangerous, stressful circumstances also trigger these defects.

DEFECT DESCRIPTIONS

Defects are listed in alphabetical order.

Anemic

Value: 3

The mutant is particularly susceptible to sickness, disease, environmental effects, and fatigue. It subtracts 2 from all Vigor rolls made to resist Fatigue checks, poison, disease, and the like.

Bleeder

Value: 9

Each time the mutant suffers a wound, it suffers a bleeding wound and must make a successful Vigor roll each round or gain another wound. Bleeding can be stopped with a successful use of the Healing skill.

TABLE 1-4: RANDOM DEFECTS

d%	DEFECT	VALUE
01-04	Distinctive Odor	1
05-08	Hideous	1
09-12	Poor Respiratory	2
13-17	Slow	2
18-20	Sensitivity to Acid	2
21-23	Sensitivity to Cold	2
24-26	Sensitivity to Electricity	2
27-29	Sensitivity to Fire	2
30-32	Sensitivity to Poison	2
33-35	Sensitivity to Radiation	2
36-38	Sensitivity to Sonics	2
39-41	Anemic	3
42-44	Heightened Metabolism	3
45-47	Stiff Motion	3
48-50	Terrible Fortitude	3
51-53	Terrible Reflex	3
54-56	Terrible Willpower	3
57-58	Poor Dual Brain	4
59-60	Combat Psychosis	6
61-62	Terrible Hearing	7
63-64	Fits	7
65-66	Smaller	7
67-68	Reduced Agility	7
69-70	Reduced Smarts	7
71-72	Reduced Spirit	7
73-74	Reduced Strength	7
75-76	Reduced Vigor	7
77-78	Mental Paralysis	8
79-80	Fear Response	9
81-82	Bleeder	9
83-84	Terrible Vision	9
85-86	Crude Hands	10
87-88	Fragile	10
89-90	No Arms	15
91-100	Stock Defect	-

Combat Psychosis**Value: 6**

When in combat, the mutant sometimes gets so worked up that it momentarily forgets who is friend and who is foe. Every round of combat, the mutant has a 10% chance to attack a random creature instead of acting normally. If the mutant is in melee, it attacks one of the creatures it is engaged in melee with. If the mutant is out of melee, it attacks a random creature that it can hit with a ranged weapon (if it has a ranged weapon in hand) or advances on a random

creature that it can move to and attack this round (running if needed to reach a target).

Don't give a black ray pistol to a buddy who has this defect.

Crude Hands**Value: 10**

The mutant's hands are not as articulate as a normal humans. It suffers -2 on all attack rolls using handhold weapons and Ability rolls which require fine manipulation (such as Lockpicking).

Distinctive Odor**Value: 1**

The mutant's odor is easier for creatures to detect and follow. Any creature with the ability to smell gains a +2 to Notice rolls made to detect the presence of the mutant. Creatures familiar with the mutant can identify the mutant by his odor alone. The range for detecting by smell is normally 10", downwind this drops to 5", and upwind increases to 20".

Fear Response**Value: 9**

The mutant's flight instincts are too strong. In combat or other dangerous situations, he subtracts 2 from all his Trait tests.

Fits**Value: 7**

The mutant has a 10% chance each round of combat to be overcome by involuntary motions and fall to the ground. He becomes Shaken, and prone.

Fragile**Value: 10**

The mutant's body and bone structure are faulty. It suffers double damage from weapon damage. It does not suffer double damage from energy damage, psychic damage, etc.

Heightened Metabolism**Value: 3**

The mutant consumes twice as much food, water, and oxygen as normal. After 5 rounds of combat, or other intense physical activity, the mutant must spend a round drinking water to replenish itself. Until it does so, it has a -2 penalty to all Ability rolls. The mutant can "reset" by replenishing early, such as fighting for 3 rounds, replenishing, and then fighting 5 more rounds.

The mutant also always suffers a -2 penalty on rolls made to resist disease and poison because its body spreads toxins and disease organisms throughout its system so quickly.

Hideous**Value: 1**

The mutant is hideously ugly and deformed. Its Charisma is lowered by 2, and shunned by members of the opposite sex.

Mental Paralysis**Value: 8**

Combat and other dangerous events overexcite the mutant, making it hesitate. All multi-action penalties in these situations are doubled.

MUTATIONS, DEFECTS, AND HOPELESS CHARACTERS

If your character has sucky mutations and punishing defects, you might think your character is hopeless and that you should get to roll over. You can roll over, as soon as this character is dead and you're generating a new one. So rush to the fore in combat. Even if your character is so misbegotten that you never even shake the enemy, you'll at least suck up some attacks that would otherwise hurt the characters that count. Pretty soon, you're on your way to character number two.

It's improper, however, to roll up your next character first and use that to help you decide whether to kamikaze your current character.

No Arms**Value: 20**

The mutant has no arms, or any arms it has are too defective to function. It can handle things with its feet, but it can't wield weapons and such with them. It can make unarmed attacks normally (kicks). It is adept at maneuvering its body without arms, and so it suffers only -4 penalty (instead of -8) on Ability rolls that involve arms (such as climbing and swimming). It can even use its toes (or possibly lips and teeth) to manipulate small tools, so it can make Ability rolls which require fine manipulation (albeit at a -8 penalty).

Poor Dual Brain**Value: 4**

The mutant has a second brain, which is defective. Each round of combat, there is a 10% chance that the second brain (desperate because of the life-and-death situation it is in) wrests control of the body from the first brain for that one round. If it does so, roll on this table to see what the mutant does.

01-40	Look around, do nothing
41-60	Wander in a random direction (move its full Pace)
61-90	Attack a random creature (as with Combat Psychosis)
91-100	Flop on the ground (as with Fits)

Poor Respiratory System**Value: 2**

After 5 rounds of combat, the mutant gains one level of fatigue. An hour of rest removes all fatigue received because of this defect. If the mutant has been fighting but hasn't reached 5 rounds yet, a round spent resting sets the count back one round. For example, the mutant could fight 3 rounds, rest 2 rounds, and then fight 4 more rounds. At the end of its turn on that round, the mutant would gain a level of fatigue.

Slow**Value: 2**

The mutant is slower than normal. Reduce its Pace by 2", and lower its running die by one step. This stacks with other effects which enhance or impair movement.

Reduced ABILITY**Value: 7**

The mutant lowers the rolled Attribute by one step. It may never be advanced higher than one step higher than its current die type.

Sensitivity to DAMAGE**Value: 2**

The mutant suffers an additional d6 damage from the listed type of damage.

Smaller**Value: 7**

The mutant is very short. Subtract 1 from your hero's Toughness for his reduced stature, and reduce his movement as per the Slow defect.

Stiff Motion**Value: 3**

The mutant's coordination is jerky. When dealt a card for initiative, it gets two cards instead and discards the highest. If the mutant has the Quick Edge, apply the effects of Stiff Motion before using the Edge.

The mutant cannot take the Level Headed, or Improved Level Headed Edges if it has this defect. If it gains this defect (by exposure to radiation) but already has these Edges, Stiff Motion and Level Headed cancel each other out (they are both lost). In this case Improved Level Headed is downgraded to Level Headed.

Terrible Fortitude**Value: 3**

The mutant suffers -4 to Vigor rolls made to resist poison, disease, and extreme temperatures.

Terrible Hearing**Value: 7**

The mutant's hearing is stunted. It subtracts 2 from all Notice rolls made to hear, including awaking due to loud noises.

Terrible Reflex**Value: 3**

The mutant suffers -4 to Agility rolls made to avoid, or reduce damage (such as traps, or avoiding thrown area effects).

Terrible Willpower**Value: 3**

The mutant suffers -4 to Spirit rolls when resisting against Psychic Attack.

Terrible Vision**Value: 9**

The mutant must subtract 2 from Trait rolls made to attack or notice things 5" or more away.

Stock Defect**Value: Special**

The mutant gains a specific defect determined by his Mutant Stock. The value of the Stock Defect is determined by the specific defect gained.

Mutated Human = Smaller
 Clicky = Crude Hands
 Hairy = Heightened Metabolism
 Scaly = Poor Respiratory System

NEW EDGES

ARCANE BACKGROUND (MUTATION)

Requirements: Novice, Mutated Human, Clicky, Hairy, Scaly

Arcane Skill: Psychic Attack (Spirit)

Mutants have a random number of both mutations and defects. Roll on Table 1-2: Random Mutations until:

- You don't want to roll anymore, or
- The total value of your mutations exceeds 10.

If you have any mutations, roll on Table 1-4: Random Defects until the total value of your defects exceeds the total value of your mutations.

SUPERIOR MUTATION

Requirements: Novice, Mutated Human, Clicky, Hairy, Scaly

One of the heroes mutations gains the bonus of its Stack effect. This Edge may be taken multiple times, applying it to a different mutation each time. It may not be applied more than once to the same mutation. This Edge cannot be applied to mutations which do not have a Stack effect.

CURIOUS RULE

Characters in Omega World are explorers who brave dangerous wastelands, scavenge ancient irradiated ruins, and tinker with dangerous relics. They are not content with just surviving the brutality of day-to-day life, but are driven to pry the secrets of the ancients out of their now cold dead fingers. These secrets promise great power to persons curious enough to seek them out. Power enough to be master of this strange new world.

An explorer who elects to take the Curious Hindrance without it counting toward their initial number of Hindrances (the character may still earn an additional four points) may take any one non-Legendary Edge and ignore the Rank requirement. If the character takes the Curious Hindrance normally, he simply earns two points as normal.

NEW SKILLS

KNOWLEDGE [TECH] (SMARTS)

This skill is used to identify and repair broken relics. Tech represents the study of and familiarity with some aspect of advanced engineering or jury-rigging.

A success with this skill is required before repairs can be attempted to a busted relic. A raise on the roll gives the character a +1 to the next Repair roll made by him on the relic. This is a one time only bonus.

KNOWLEDGE [ANCIENT TONGUE] (SMARTS)

The explorer can read and write "the Ancient tongue". He can also read and write in his native bastard language, which everyone speaks, but hardly anyone ever writes anything in it.

REPAIR (SMARTS)

Relics are either busted or working. Getting a busted relic working requires a successful Knowledge (Tech) roll, then a Repair roll modified by the status of the relic. It also requires a set of tools suited to the skill, not having the appropriate tools incurs a -2 penalty to the use of this skill.

Status	Modifier
Perfect	+1
Good	0
Bad	-4
Broken	-8

PSYCHIC ATTACK (SPIRIT)

A mutant with some form of psychic attack uses this skill to overcome another creature's resistance. Psychic attacks usually have "one living creature" as their target, and using a psychic attack is an action.

GEAR

A beginning character gets 8 pieces of regular gear plus 1 random special gear. Pure strain humans get an extra 2 pieces of random special gear. Roll on Table 1-6: Random Special gear to determine special gear.

REGULAR GEAR

A beginning character starts with 8 of the following items:

- Good Weapon (plus 20 ammo, if a ranged weapon), see Table 1-7: Omega Weapons
- Set of Armor, see Table 1-8: Omega Armor
- Shield (small, medium, or large), see Table 1-8: Omega Armor
- 50 Ammo (arrows, etc.)
- Camping Gear
- A Weeks' Provisions
- Set of Tools (for Repair skill)
- Climbing Gear (rope, pick-axe, pitons, harness, etc.)
- First Aid Kit (clean bandages, and other basic supplies for Healing skill)

PRIMITIVE WEAPON: Characters may have any number, or kind, of Primitive weapons for free.

RANDOM SPECIAL GEAR DESCRIPTIONS

Battle Mount: Average sized explorers use podogs, large mutated dogs, as battle mounts. Smaller sized explorers use a trained giant lizard instead.

Hybrid Weapon: A hybrid weapon of the player's choice. See Table 1-7.

Random Working Relic: Roll for status on Table 4-1: Random Relic Status and type on Table 4-2: Random Relics.

Riding Mount: Average sized explorers use hoppers as a riding mount. Smaller sized explorers ride giant beetles.

Trade Goods: Portable, valuable goods, worth about as much as a riding mount or a hybrid weapon. Player's choice as to what they are, but they could be spices, special fabrics, or relics (everyday items). As has been true in most of human history, addictive, mood enhancing drugs are popular trade goods (mostly coffee, tea, alcohol, and tobacco).

TABLE 1-5: RANDOM SPECIAL GEAR

d%	Special Gear
01-30	Hybrid Weapon
31-60	Trade Goods
61-75	Riding Mount*
76-80	Battle Mount*
81-100	Random Working Relic (random working status)

*If the explorer is too large for the standard sized mount, it has a hybrid weapon (01-50) or trade goods (51-100) instead.



TABLE 1-6: OMEGA WEAPONS

Melee Weapon

Size	Damage	Weight
Small	Str+d4-1	2
Medium	Str+d6-1	4
Large	Str+d8-1	8

Thrown Weapon

Size	Range	ROF	Damage	Weight	Min. Str
Small	4/8/16	1	Str+d4	1	-
Medium	3/6/12	1	Str+d6	3	-
Large	3/6/12	1	Str+d8	5	d6

Bow* or Crossbow

Type	Range	ROF	Damage	Weight	Min. Str	Notes
Bow	12/24/48	1	2d6	3	d6	-
Crossbow	15/30/69	1	2d6	10	d6	AP 2, 1 action to reload

Type	Modifier to Attack	Modifier to Weight
Primitive	-1	+1/2 current weight
Good	0	0
Hybrid	+1	-1/2 current weight

Melee Weapons: Axes, spears, swords, clubs, etc.

Primitive: Clubs, throwing rocks, wooden spears, etc. Hand-made from raw materials. Savages have primitive weapons, and explorers can easily fashion primitive melee weapons and throwing weapons from sticks and stones.

Good: Competently built weapons, often with metal parts scavenged from Ancient sites. Or Ancient items used opportunistically as weapons, such as tire irons and parking meters. Explorers start with good weapons.

Hybrid: Expertly built weapons using Ancient materials. It's not necessarily a relic weapon. Usually it's a weapon built using relic materials.



TABLE 1-7: OMEGA ARMOR

Type	Armor	Weight	Notes
Personal			
Cloth/Hide/Leather	+1	15	Covers torso, arms, legs
Half-metal	+2	25	Covers torso, arms, legs
Metal*	+3	35	Covers torso, arms, legs
Shields**			
Small Shield	-	8	+1 Parry
Medium Shield	-	12	+1 Parry, +2 Armor to ranged shots which hit protected side
Large Shield	-	20	+2 Parry, +2 Armor to ranged shots which hit protected side

***Metal Armor:** The only metal armor commonly available is the equivalent of scale. Practically nobody makes other kinds of metal armor because practically no communities have the resources needed. Communities are more likely to thrive by exploiting ancient relics than by putting together the capital and expertise necessary to create sophisticated, medieval-style armor. Relic armor is therefore more common than chain-mail or plate armor.

****Shields** protect only against attacks from the front and left (assuming a right-handed character).



CHAPTER 2

EXPERIENCE & RADIATION

EXPERIENCE AWARDS

Characters follow the same rules for advancement presented in the Savage Worlds rules, but Experience Points are awarded differently. At the end of each session, the GM awards experience points on how the explorers interacted with the creatures, NPCs, and hazards of Omega World. Everyone in the group gets that number of Experience Points for the session.

Explorers earn the award by exploring, not by winning. You can learn as much from failure as from success. (Actually, those that survive learn as much from failure as from success.)

Actions	Award	Example
Nothing Happened	0	Explorers huddle in cave hoping nothing finds them, and nothing does. Nothing ventured, nothing gained.
Mediocre Exploring	1	Explorers look around but avoid encounters, skirt ruins, hide from passing savages, etc.
Standard Exploring	2	Explorers look around, mess with relics, search ruins, taste-test mutated fruit, fight voracious giant ladybugs, establish nonviolent contact with savages, find clues to the whereabouts of a cryptic alliance, etc.
Spectacular Failure	3	Explorers provoke a deathbot attack that destroys a friendly village, kills half of them, and sends the rest fleeing in all directions without their gear.
Spectacular Success	3	Explorers lure a deathbot into a trap and destroy it.



RADIATION

Whenever a character is in a radioactive environment, he must make a Vigor roll or suffer a Fatigue level. Characters suffer no more than Exhaustion from trace radiation. Higher levels of radiation intensity result in Incapacitation.

Use Table 2-1: Radiation Intensity to determine how often a roll must be made when exposed to different levels of radiation.

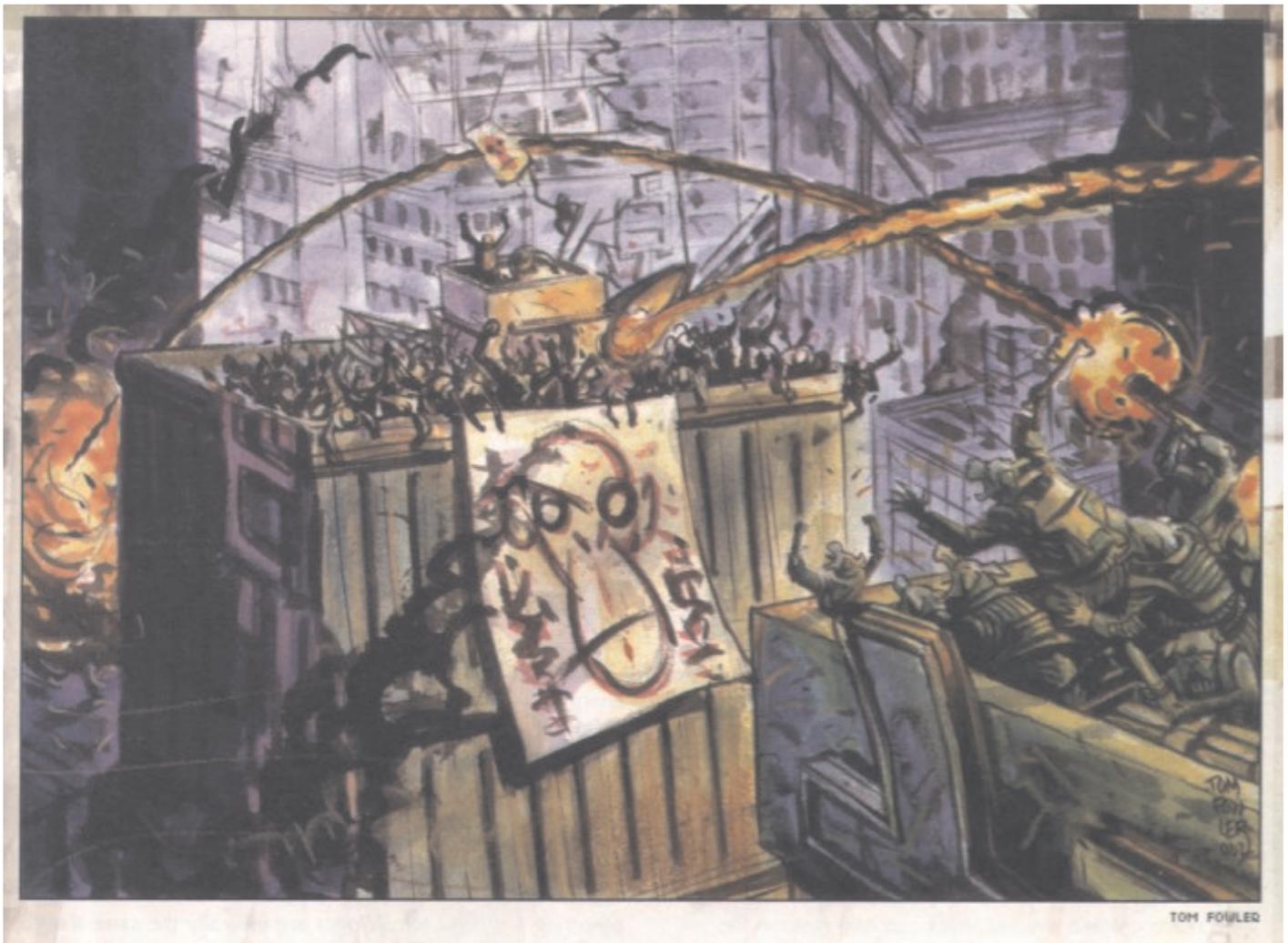
TABLE 2-1: RADIATION INTENSITY

Intensity	Glow	Frequency of Vigor roll
Trace	None	Once per day
Cool	Faint	Once per hour
Warm	Dim	Once per minute
Hot	Bright	Once per round

If the character is a mutant, there is a possibility of gaining additional mutations or defects when exposed to radiation. For every level of fatigue the character suffers, and when he becomes Exhausted or Incapacitated by radiation, there's a 10% chance he develops a mutation or defect. Roll once for each level and condition separately. If you're due for some radiation-fueled change, roll on Table 2-3: Random Permanent Change to determine if you receive a mutation or a defect.

If a character rolls "Random Stock Mutation" as a result of radiation, treat that as the "Resist Radiation" mutation instead. Some mutants, when exposed to radiation, develop a resistance to it.

Pure-strain humans suffer harm from radiation, but do not gain mutations or defects from it.





CHAPTER 3

RELICS

RELICS ARE THE AMAZING WEAPONS AND TOOLS THAT THE ANCIENTS MADE BEFORE THE BOMB. IN OMEGA WORLD, YOU'RE NOBODY IF YOU DON'T HAVE AT LEAST ONE RELIC.

Whenever you need to generate a relic (see Chapter 4: Encounters and Chapter 5: Campaigns for examples of when this might happen), roll first on Table 2-1: Random Relic Status to determine the condition of the relic to be generated. Then, roll on Table 2-2: Random Relics, and follow the directions from there.

Ceramic Armor: Articulated and light, adds +6 to rolls made to resist cold and heat, and is fire-proofed adding +4 to Toughness when resisting fire.

Combat Shield: A light, sturdy shield made of a high-tech plastic, with a clear screen to see through.

RELIC ARMOR DESCRIPTIONS

The more complete a set of armor is, the less well it fits someone whose body shape deviates from the human norm. A successful Repair Skill roll allows a character to adapt non-powered armor to fit an unusual shape more or less well. Doing so with powered armor is possible, but there is a -2 penalty to the roll. A roll of one on the Repair Skill die results in the armor being damaged, roll for Failure based on its status on Table 2-1: Random Relic Status. Characters cannot wear relic armor which has not been adapted to their shape.

TABLE 2-1: RANDOM RELICS

d%	Random Relic
01-10	Armor, Roll on Table 2-3
11-30	Drugs, Roll on Table 2-4
31-50	Energy Cells, Roll on Table 2-5
51-70	Grenades, Roll on Table 2-6
71-80	Gun, Roll on Table 2-7
81-90	Melee Weapon, Roll on Table 2-8
91-100	Tools, Roll on Table 2-9

TABLE 2-2: RANDOM RELIC STATUS

d%	Status	Operating?	Failure	Working (d% result)
01	Hazardous*	Unfortunately	Oh, yeah	-
02-20	Broken	Busted	-	-
21-50	Bad	Busted	90%	-
51-66	Bad	Working, dry	90%	-
67-70	Bad	Working, juiced	90%	01-40
71-72	Good	Busted	40%	-
73-83	Good	Working, dry	40%	-
84-90	Good	Working, juiced	40%	41-80
91-92	Perfect	Working, dry	10%	-
93-100	Perfect	Working, juiced	10%	81-100

* Reroll on Working column to determine apparent status.

Status: This is what "shape" the artifact is in. Unless the relic is hazardous, a character can tell its status by examining it. If the status is Hazardous, re-roll to see what shape it looks to be in (this is where you lie to the player).

Operating?: If you find a random relic, this is the chance that it works. Busted means it doesn't work. Working, dry means it works but it doesn't have a charged energy cell (if it doesn't require an energy cell, then it's working fine.) Working, juiced means it works and is charged (if appropriate). Unfortunately means it's working just well enough to blow your fingers off or something.

Failure: Make this roll after an item has suffered abuse, such as being swallowed (along with its owner) by a giant frog, or if its owner has been killed in some spectacular way. If the roll indicates failure, then the item stops working and is degraded one level in status. It will take a successful Repair skill roll to get the relic working again. Oh, yeah means that it will fail spectacularly at the first available opportunity.

Working: If you already know the relic is working, and you just want to see what shape it is in, roll on this column for the relic's status.

TABLE 2-3: RANDOM RELIC ARMOR

d%	Type	Armor	Force Field		Weight	Notes
			Toughness			
01-20	Combat Shield*	-	-		5	+2 Parry, +2 Armor to ranged shots which hit protected side
21-40	Flex Armor	+3	-		5	Covers entire body, see description
41-60	Sheath Armor	+5	-		10	Covers entire body, see description
61-70	Ceramic Armor	+7	-		15	Covers entire body, see description
71-80	Shell Armor	+9	-		20	Covers entire body, see description
81-90	Powered Utility Armor	+10	8		0	Covers entire body, see description
91-100	Personal Force Field	-	10		2	Covers entire body, see description

*Shields protect only against attacks from the front and left (assuming a right-handed character).

Flex Armor: Reinforced jumpsuit, adds +2 to rolls made to resist cold and heat, and is fire-proofed adding +1 to Toughness when resisting fire.

Personal Force Field: A backpack which generates a force field for the wearer. The wearer is able to generate a force field bubble around himself providing total cover, attacks against the wearer are applied to the active force field instead. Hitting the force field is automatic with a Fighting attack (ranged attacks must roll to hit as usual), but raises on the attack roll do not grant bonus damage.

The force field has a Toughness of 10, and will turn off if it takes damage equal to or higher than it's Toughness. Excess damage is applied to the wearer.

It takes one minute per point of Toughness for the force field to be turned on, or rebuild. If attacked, the force field will have a Toughness equal to the number of minutes it has been rebuilding, up to it's maximum Toughness.

Runs for 1 hour on a chemical cell. Does not drain power while the force field is switched off.

Powered Utility Armor: Like shell armor, but with mechanical servos that give the wearer a d12+2 Strength, adds +2 to Pace, and allows users to jump 2d6" horizontally or 1d6" vertically. Runs for 100 hours on an atomic energy cell.

Sheath Armor: Padded, reinforced armor, layered armor, like modern-day riot gear.

Shell Armor: Like ceramic armor, but also airtight, with air filter, protecting the wearer from airborne poison, radiation, pathogens, etc. It adds +8 to rolls made to resist cold and

heat, and is fire-proofed adding +6 to Toughness when resisting fire.

RELIC DRUG DESCRIPTIONS

Unless the GM is aiming for realism (or has a cruel streak), these drugs work on non-humans just fine. Multiple doses of a drug do not have a cumulative effect, and heavy doses are bound to have side effects, some permanent

Alertness Booster: A light blue pill packaged in pop-out blisters. Lasts 4 hours.

Anti-Radiation Serum: Greenish fluid in a small, clear injector tube. One end of the tube has a "crown" that vibrates when activated, using sonics to painlessly inject the fluid into the recipient. Lasts 4 hours.

Anti-Toxin: A pink fluid in a clear, plastic capsule. Twist one end of the capsule off and swallow the fluid. Lasts 4 hours.

Haste Inhaler: Red metal tube with a spout on one end. Put the spout to your nostril and compress the tube to get a shot of the medicine. Lasts 1 minute.

Immune System Booster: A light green pill packaged in pop-out blisters. Lasts 4 hours.

Muscle Booster: A light red pill packaged in pop-out blisters. Lasts 4 hours.

Restoration Fluid: A yellowish fluid in a small, clear injector tube. One end of the tube has a "crown" that vibrates

TABLE 2-4: RELIC DRUGS

d%	Drug	Doses	Effect
01-30	Rubber Flesh	1d6	Heals one wound
31-40	Alertness Booster	1d6	+2 to Notice rolls
41-50	Anti-radiation serum	1d4	+4 to Vigor rolls made to resist radiation
51-60	Anti-toxin	1d12	+4 to Vigor rolls made to resist poison
61-70	Haste inhaler	1d4	Gain two actions per round instead of one
71-80	Muscle Booster	1d6	Raises Strength by one die type
81-90	Restoration fluid	1d10	Eliminates all fatigue and exhaustion
91-95	Immune system booster	1d8	+4 to Vigor rolls made to resist disease

when activated, using sonics to painlessly inject the fluid into the recipient.

Rubber Flesh: Cans of translucent, pink goo. When packed into a wound, the goo turns into the appropriate sort of tissue, repairing the damage instantly. A character can apply one dose per round.

Sustenance Pill: A large green and white pill packed with all the nutrition a person needs for a day. (You still need water.)

RELIC ENERGY CELL DESCRIPTIONS

There are only two kinds of energy cells, and all powered items run on one or the other.

If the GM is aiming at realism or at hosing the PCs, however, it could be that each powered item uses a unique energy cell. If so, instead of rolling on Table 2-5: for the type of cell, roll as if for a random relic on Table 2-2. The energy cell found is for the relic rolled, and only works for that relic. Re-roll if you get a non-powered relic.

Atomic Energy Cell: A metal cylinder 1 foot tall and 8 inches across, weighing 20 lb. It generates a powerful charge and powers gear for a long time. Only high-end relics use atomic energy cells.

Chemical Energy Cell: A fat metal cylinder 2 inches long. Most powered items use chemical energy cells.

GRENADE DESCRIPTIONS

Black Blast: A burst like the beam from a black ray weapon.

Blaster: A burst like that from a blaster weapon.

Frag: A burst of shrapnel.

Stun: A burst of energy like that of a stun gun.

Torc: A disintegrating burst like that from a torc gun.

Wave: A burst of invisible energy like that from a wave gun.

TABLE 2-5: RELIC ENERGY CELLS

d%	Cell	Number
01-90	Chemical	1d10
91-95	Atomic	1
96-100	Atomic	1d4+1

RELIC GUN DESCRIPTIONS

Black Ray [pistol,rifle]: The black ray deals no damage to a creature protected by a force field (and no damage to the force field). Some say the ray is so black you can see it in pitch darkness as a line of even deeper darkness.

Blaster [pistol, rifle]: A blaster projects a bolt of disrupting energy, damaging to living and nonliving things alike. Blasters receive +2 to damage against inanimate objects.

Flamer [rifle only]: Tubes connect this weapon to the backpack which fuels it. (See Flamethrowers on page 48 of the Savage Worlds Explorers Edition rulebook.) A random flamer comes with enough fuel for 1d12 uses.

Gunpowder [pistol, rifle]: Similar to modern firearms. A random gunpowder weapon comes with 1d100 rounds of ammunition.

Laser [pistol, rifle]: A laser beam can reflect off a mirror, striking whatever you have sighted in the mirror (if your aim and the mirror are both good).

Sonic [pistol, rifle]: Though its range is short, a sonic weapon is a sure hit.

Stun [pistol, rifle]: The beam from this weapon disrupts neural activity. It has no effect on a force field, on robots, or on plants.

Torc [rifle only]: If the torc ray hits a large object, it disintegrates a 10-foot cube. If the torc ray hits a force field, there is a 50% chance it will immediately turn off, regardless of the amount of damage actually done. It will rebuild itself normally.

TABLE 2-6: RELIC GRENADES

d%	Grenades	Burst Template	Damage	Notes
01-40	1d8 Frag	Med	3d8	-
41-70	1d4 Blaster	Med	4d8	-
71-80	1d6 Stun	Med	3d6	Causes only nonlethal damage
81-90	1d4 Wave	Med	4d8	Damages only robots, energy tech, and force fields
91-95	1d3 Black Blast	Small	3d8	Everyone in burst must make a Vigor roll or die
96-100	1d3 Torc	Small	3d6	If Incapacitated roll Vigor or be disintegrated

Range: All grenades have a range of 5/10/20.

Armor Piercing: Relic weapons have AP 4 against all forms of armor, except Relic Armor.

Weight: All grenades weigh 2 lbs.

TABLE 2-7: RELIC GUNS

d%	Weapon	Range	Damage	RoF	Weight	Shots	Notes
01-10	Blaster Pistol	12/24/48	3d8	3	2	Cell*	Auto
11-20	Blaster Rifle	24/48/96	4d8	3	6	Cell*	Auto
21-30	Gunpowder Pistol	12/24/48	2d6+1	3	2	1d100	Auto, 3RB
31-40	Gunpowder Rifle	24/48/96	2d8+1	3	6	1d100	Auto, 3RB
41-50	Laser Pistol	24/48/96	3d6	3	2	Cell*	Auto
51-60	Laser Rifle	48/96/192	3d8	3	6	Cell*	Auto
61-65	Flamer	Cone Template	2d10	1	20	1d12	Ignores armor, fire
66-70	Sonic Pistol	Cone Template	2d6	1	3	Cell*	Auto, auto-hit
71-75	Sonic Rifle	Cone Template	3d6	1	6	Cell*	Auto, auto-hit
76-80	Stun Pistol	12/24/48	3d6	3	2	Cell*	Auto, nonlethal damage
81-85	Stun Rifle	24/48/96	3d8	3	6	Cell*	Auto, nonlethal damage
86-88	Black Ray Pistol	12/24/48	3d8	3	2	Cell*	Auto, death ray
89-91	Black Ray Rifle	24/48/96	4d8	3	6	Cell*	Auto, death ray
92-94	Torc Rifle	24/48/96	3d6	3	6	Cell*	Auto, disintegration
95-97	Wave Pistol	12/24/48	3d8	3	2	Cell*	Auto, tech damage
98-100	Wave Rifle	24/48/96	4d8	3	6	Cell*	Auto, tech damage

*Any time this weapon is fired and the Shooting Skill die is a 1, the energy cell has run out of juice (out of ammo) and the attack does not go off. Replacing an energy cell is a full round action. If an attack doesn't require a roll (sonic weapons), roll a die anyway just to see whether the cell runs out.

Armor Piercing: Relic weapons have AP 4 against all forms of armor, except Relic Armor.

Death Ray: If hit, the target must make a successful Vigor roll or die.

Disintegration: A target Incapacitated by this weapon, and everything they are wearing or carrying, is completely disintegrated.

Tech Damage: Damages only robots, energy tech, and force fields.

Wave [pistol, rifle]: The invisible beam from this weapon damages force fields, robots, and energy/beam tech gear, but it doesn't harm living things or simple, inanimate objects. Some claim that they can feel the beam as a "sparkles" in their heads, but some people will say anything.

RELIC MELEE WEAPON DESCRIPTIONS

All these weapons are powered by chemical energy cells. Any time you make an attack with a relic melee weapon and the Fighting or Throwing Skill die is a 1, the energy cell has run out of juice. Replacing an energy cell is a full turn action. If an attack doesn't require a roll, roll anyway just to see if the cell runs out.

Energy Mace: A big, energized club, easy to swing, hard to withstand.

Laser Sword: I have to call it a "laser sword", but you don't have to.

Stun Whip: Like a normal whip, but one that delivers an electric shock calibrated to stun living creatures. The stun has

no effect on robots.

Vibro Blade: A force field shaped like a sword.

RELIC TOOLS DESCRIPTIONS

Anti-grav Sled: A 10' by 5' flat sled that floats about 5' off the ground. It can carry up to 20 tons.

Bio Analyzer: A hand-held device with a display screen. It analyzes the body and medical condition of anybody it's "pointed" at (out to a range of a yard). A successful Knowledge (Tech) skill roll to operate it, a successful Knowledge (Ancient Tongue) skill roll to interpret the results. The analyzer reveals illness, poisons, injuries, radiation poisoning, etc. Results when used to analyze non-humans (and especially non-mammals and invertebrates) are uncertain.

Communicators: Small, hand-held devices that transmit sound, images, and text to each other. They can be set to a variety of frequencies. Usually come in pairs.

TABLE 2-8: RELIC MELEE WEAPONS

d%	Type	Damage	Weight	Notes
01-40	Vibro-Blade	Str+d12+1	2	-
41-70	Energy Mace	Str+d12+4	5	-
71-90	Stun Whip	Str+d4	3	Nonlethal damage
91-100	Laser Sword	Str+d12+2	2	AP 2*

*This AP is effective against relic armor, and stacks with the AP relic weapons already have against non-relic armor.

Armor Piercing: Relic weapons have AP 4 against all forms of armor, except Relic Armor.

Goggles: Grant low-light vision, darkvision (as per the mutation) with a 60' range, flash protection, tinting in response to bright light, short-range magnification, and long-range telescopic vision.

Solar Recharger: Recharges chemical cells 1/day.

Sonic Imager: A flat, slightly flexible tile 1 foot across, with a display screen. Put it up to a solid surface, and it displays images of the object's internal structure. Adjusting scale, depth, and angle allows you to display a rough representation of rooms on the other side of walls or a machine's inner workings. Probing explosives with sonic imaging vibrations is a tricky task best left to characters with wicked defects.

Tractor Wand: Sends a tractor beam which holds and lifts things with equivalent of a d12+2 Strength. Works out to 30' range. The tractor beam can't "manipulate" anything, just push and pull it around. Treat the wand as a Weird Science device with the Telekinesis power (Weird Science Skill: d12, Spirit: d12, unlimited power points).

TABLE 2-9: RELIC TOOLS

d%	Tool	Cell	Weight
01-20	Anti-grav Sled	atomic	600
21-40	Communicators	chemical	1/10
41-60	Goggles	chemical	1/4
61-70	Bio Analyzer	chemical	1
71-80	Solar Recharger	-	5
81-90	Sonic Imager	chemical	3
91-100	Tractor Wand	chemical	1



RAMON PEREZ

CAMPAIGN-CHANGING RELICS

These are rare, not because they're too powerful, but because they work against party cooperation. If one character in the party (and only one) gets Armageddon armor, than that character is home free in any encounter that threatens the character in armor. Don't bring out this stuff until there are enough relics in the party that these relics don't dominate. (But don't wait until they're uninteresting, either.)

Armageddon Armor: See table 2-10: Campaign-changing Armor. Like powered assault armor, plus a mini-missile launcher along the right arm, with 10 mini-missiles. Additionally, the helmet has a built-in haste inhaler, with six doses. Wearer's Strength is d12+8. The armor requires 3 atomic energy cells for 100 hours of operation.

Bubble Car: This vaguely saucer-shaped, glossy black vehicle can carry 20 passengers (or 3 tons of cargo). On anti-grav propulsion, it can fly anywhere, even to outer space or to the bottom of the ocean. It has a force field (Toughness 20) for emergencies. It runs on solar energy (and must be in the sun for at least 10 hours every three days). But it has an atomic energy cell for emergency use (12 hours).

Acc/Top Speed: ground 25/56, flight 35/200, space 200/1200; Climb: 75; Toughness: 14 (4); Crew: 1+19; Notes: Atmospheric, Spacecraft

Jet-Cycle: A motorcycle with jet assists for high ground speed and jet propulsion for full on flight. Military versions are outfitted with force fields (Toughness 15) and 6 mini-missiles

Acc/Top Speed: ground 30/60, flight 35/200; Climb: 30; Toughness: 12 (4); Crew: 1+2; Notes: Atmospheric

Life Ray: This miraculous device can sometimes restore the dead to life. It has a chance to raise someone only within 24 hours of death. The base chance is 50%. If death was relatively kind to the corpse (such as asphyxiation), the chance is 75%. If the death was relatively damaging (such as a frag grenade), the chance is 25%. If there's really nothing left to be brought back (such as blown to bits or disintegrated), then there's no chance.

Mini-missile: A mini-missile is a foot-long, self-propelled missile, shot from a launcher. Missiles work as per the Savage Worlds rules.

Range: 200/400/800; Damage: 6d10; ROF: 1; Notes: Heavy Weapon, AP 10 (to all types of armor), Large Burst Template

Powered Defender Armor: See Table 2-10: Campaign-changing Armor. Similar to powered utility armor, but with flight capability. Wearer's Strength is d12+4.

Powered Assault Armor: See Table 2-10: Campaign-changing Armor. Like powered utility armor, but with flight capability, a laser weapon in each forefinger (treat as a laser pistol that doesn't need a separate chemical cell), and a grenade launcher with 20 grenades (roll randomly for type). The grenade launcher has a range of 50/100/200. The helmet's visor has all the visual capabilities of relic goggles. Wearer's Strength is d12+6. The armor requires 2 atomic energy cells for 100 hours of operation.

TABLE 2-10: CAMPAIGN-CHANGING ARMOR

Type	Armor	Force Field Toughness	Weight	Notes
Powered Defender	+12	15	0	Covers entire body, flight, see description
Powered Assault	+16	15	0	Covers entire body, flight, see description
Armageddon	+20	15	0	Covers entire body, flight, see description

Flight = Acc/Top Speed: 35/200; Climb: 30



CHAPTER 3 ENCOUNTERS

MUTATED CRITTERS

You can make your own monsters just by starting with a stock creature (from the Savage Worlds Explorers Edition rulebook, or the Fantasy Companion) and adding mutations and defects. You can use the the character creation rules, or you can just pick and choose mutations and defects. Assigning mutations and defects randomly has the advantage that it's fun.

For a creepy effect, add one or two types of undead to your campaign. Zombies are people life drained to death by psychic mutants. Vampires are humans killed and reanimated by a mutated bio-engineered disease. Life-draining, sun-vulnerable, blood-drinking mutants pass as normal humans when they can. If you think "blasters verses vampires" would be fun, you can make it fun. (If you think it sounds stupid forget I mentioned it.)

OMEGA MONSTERS

These monsters are unique to Omega World, rather than being mutated versions of existing monsters. Most have powers not found on the mutation and defect tables.

ANDROIDS

Androids are artificial human beings that look like pure-strain humans. They travel heavily armed and never surrender. They are familiar with relic technology and seem never to resort to primitive weapons. A group of androids is generally led by a Thinker, with at least one Warrior as a bodyguard.

Some say that androids are grown in vats by the robots, as meat slaves to replace their erstwhile masters. Others say that they're born by captive pure-strain women in giant breeding facilities.

TABLE 3-1: RANDOM OMEGA MONSTER

d%	Type	Number
01-10	Androids	(1 thinker, 1-2 warriors, 1-3 workers)
11-20	Arks	1d3+1
21-30	Badders	1d4+2
31-40	Blaash	1
41-50	Hissers	1d4+1
51	Hoops	1d6+2
52-60	Hoppers	2d10
61-70	Latterbug	1
71-80	Orlens	1d4+2
81-90	Podogs	1d6+2
91-100	Sep	1

ANDROID, THINKER

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

Skills: Fighting d6, Guts d6, Knowledge (Tech) d8, Knowledge (Ancient Tongue)d8, Notice d8, Repair d8, Shooting d6, Taunt d10

Pace: 6, **Parry:** 5, **Toughness:** 8(3)

Special Abilities:

• **Command:** +1 to Warrior or Worker Android's Spirit rolls to recover from being Shaken.

Gear: Blaster Pistol (range 12/24/48, damage 3d8, ROF 3), Vibro-blade (d6+d12+1), Flex Armor (+3), roll once on Table 2-9 Relic Tools

Organization: Any

ANDROID, WARRIOR

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

Skills: Fighting d10, Guts d6, Intimidation: d6, Notice d10, Shooting d10, Stealth d8

Pace: 6, **Parry:** 7, **Toughness:** 13(5)

Special Abilities:

• **Marksman:** If he does not move in a turn, he may fire as if he took the aim maneuver. Marksman may never be used with a rate of fire greater than 1.

Gear: Blaster Rifle (range 24/48/96, damage 4d8, ROF 3), Vibro-blade (d12+d12+1), Sheath Armor (+5), roll once on Table 2-6 Relic Grenades

Organization: Any

ANDROID, WORKER

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

Skills: Fighting d8, Guts d6, Intimidation d6, Knowledge (Tech) d6, Notice d6, Repair d6, Shooting d8, Stealth d6

Pace: 6, **Parry:** 6, **Toughness:** 10(3)

Special Abilities:

• **Brawny:** +1 to Toughness. In addition, a Worker Android can carry 8 times his Strength in pounds without penalty instead of the usual 5 times his Strength.

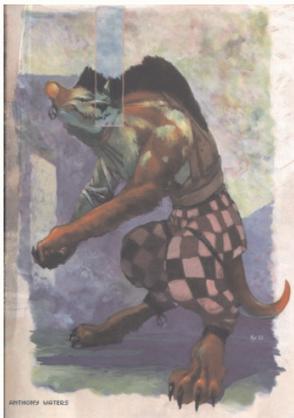
Gear: Laser Pistol (range 24/48/96, damage 3d6, ROF 3), Knife (d12+d4), Flex Armor (+3), roll once on Table 2-9 Relic Tools

Organization: Any

ARK

These primitive ten-foot tall dog-people relish the taste of human hands. They rarely use relics unless they are working with others who show them how they work.

Arks are sometimes recruited into the Ranks of the Fit as foot troops, assuring them regular meals and short life spans.



Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6, Psychic Attack d6, Stealth d6

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

Special Abilities:

- **Control Weather:** Arks can change the weather of the local area. It takes 20 minutes for the effects to manifest. They can call forth weather appropriate to the climate and season of the area they are in.

They control the general tendencies of the weather, such as the direction and intensity of the wind. They cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When they select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly).

The weather continues as the ark left it for the duration, or until they use an action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

- **Life Leech:** As per the mutation.
- **Superior Mutation:** Life Leech.
- **Telekinesis:** As per the mutation.

Gear: Leather Armor (+1), Wicker Shield (med., +1 Parry)

Organization: Solitary, gang (2-4), band (5-12)

BADDER

These mean-spirited mutated badgers stand 5 feet tall. They live in feudal societies centered around their burrows, which are sometimes in the ruins of the Ancients. Confident explorers can trade with them if they make a sufficient show of force, and if the badders aren't having a bad day.



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

Skills: Fighting d8, Guts d8, Intimidation d8, Knowledge (Tech) d6, Notice d6, Repair d4, Shooting d8, Stealth d6, Throwing d8

Pace: 6, **Parry:** 6, **Toughness:** 9(2) torso, 8(1) all other locations.

Special Abilities:

- **Claws:** Str+d6 damage.
- **Fur:** +1 armor to all locations, and +4 to rolls made to resist the effects of cold.

Gear: Crossbow (15/30/60, 2d6, AP 1, 1 action to reload), Half-metal armor (+2), 1 in 10 chance of having a random relic

Organization: Squad (3-6), platoon (7-14 plus 1 Wild Card "knight"), fief (10-60 plus twice that number noncombatants plus 1 Wild Card "knight" per 10 combatants and 1 Wild Card leader [with one higher die type in all skills, plus Command Edge])

BLAASH

A big, beautiful aggressive moth whose abdomen glows brightly with radiation. Each round, creatures (other than blaash) with 6" must make a Vigor roll to resist "hot" level radiation. Any creature within 1" of a Blaash suffers a -2 to their Vigor roll to resist the radiation.



Although usually encountered solitary, blaash occasionally swarm in groups of 10-100 members.

Radiationists call them "angels".

Attributes: Agility d4, Smarts d4(A), Spirit d4, Strength d4, Vigor d6

Skills: Notice d6

Pace: ground 1" flying 7", **Parry:** 2, **Toughness:** 8(3)

Special Abilities:

- **Immune to Radiation:** Cannot be harmed by radiation.
- **Exoskeleton:** +3 to armor in all locations.

Gear: None.

Organization: Solitary, flock (10-100)

HISSER

Hissers are ten-foot long snakes with human-like arms and shiny scales. The frequently engage in expeditions into the ruins of the Ancients, seeking relics. Many of them are equipped with relics, which they use handily.

Each colony is run by a



matriarch, the only female. Her eggs all hatch as males. When the colony is large enough (maybe 70 adults), she lays a female egg, and that female becomes the matriarch of a daughter colony.

Hissers don't speak, relying instead on telepathy. When members of a colony congregate and "commune", they connect telepathically so deeply they lose their sense of individuality. (The matriarch keeps hers.) In this way, the matriarch periodically tunes her brood to her will.

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

Skills: Fighting d10, Guts d8, Intimidation d6, Knowledge (Tech) d6, Notice d8, Psychic Attack d6, Repair d6, Stealth d6

Pace: 6, **Parry:** 7, **Toughness:** 8(2)

Special Abilities:

- Bite: Str+d6 damage.
- Scales: +2 armor.
- Telepathy: As per the mutation.
- Sonic Blast: As per the mutation.
- Superior Mutation: Sonic Blast does 3d6 damage.
- Immune to Sonics: Cannot be harmed by sonic damage.
- Immune to Lasers: Cannot be harmed by laser damage.
- Random Mental Mutation: Each hisser has a random mental mutation in addition to it's normal array. (Roll for a mutation. If you don't get a mental mutation, pick the closest mental mutation on the table.)

Gear: 1 in 10 has a random relic (with matching skill at d6 to use it).

Organization: Pod (2-5), colony (20-60 plus 20-60 young plus 1 Wild Card matriarch [with Persuasion d10, and Command Edge])

HOOP

A seven-foot tall intelligent white rabbit. Attempts to annihilate these irritating creatures have proven unsuccessful. Your assistance is welcome.

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

Skills: Fighting d6, Guts d6, Intimidation d6, Knowledge (Tech) d4, Notice d6, Psychic Attack d6, Repair d4, Shooting d6, Stealth d6, Throwing d6

Pace: 8, **Parry:** 5, **Toughness:** 5

Special Abilities:

- Telepathy: As per the mutation.
- Transform metal to rubber: The hoop's touch can turn metal into a rubber-like material. It affects the metal the hoop touches and the connected metal within 1 yard. This will



seriously mess up plenty of robots, relic guns, security doors, etc.

Gear: Omega medium melee weapon (Str+d6), Crossbow (15/30/69, 2d6, AP 2, 1 action to reload), 1 in 10 has a random relic.

Organization: Gang (3-8), warren (20-50 plus 20-50 young plus 1 Wild Card leader [with Command Edge])

HOPPER

This mutated rabbit is big enough to carry a human rider, serving as a riding mount. Its normal pace is no faster than a human's, but when in need it can hop at great speed.

Remaining on a hooper while it hops requires a successful Riding roll each round. Most riders use a special saddle, which adds +2 to the roll. A rider can little more than pray while the hopper is hopping.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 6 (hopping 10), **Parry:** 6, **Toughness:** 7(6)

Special Abilities:

- Kick: Str+d6 (will only attack if grappled).
- Chameleon Skin: As per the mutation.
- Fur: +1 armor to all locations, and +4 to rolls made to resist the effects of cold.

Gear: None

Organization: Herd (2-20)

LATTERBUG

A latterbug is beautiful sight, a round beetle almost ten feet long, with a glossy red shell marked with bold, black spots. It's less beautiful when it's dropping out of the sky on you, and all you can see is the gray and black underside (and maybe your life flashing before your eyes).

While they sometimes appear in groups, they don't work together as a pack.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12, Vigor d12+2

Skills: Fighting d10, Notice d6

Pace: 6 (fly 6), **Parry:** 7, **Toughness:** 12(9)

Special Abilities:

- Bite: Str + d8
- Haste Self: As per the mutation.
- Force Field: As per the mutation.
- Poor Respiratory System: As per the defect.
- Sensitive to Cold: Suffers an additional d6 damage from cold.
- Exoskeleton: +3 to armor in all locations.

Gear: None

Organization: Solitary, gang (2-7)

ORLEN

This mutated human stands 7 feet tall and has two heads and four arms. They will barter peacefully for relics and welcome news from travellers.

Each orlen has a random mutation in addition to its normal array.



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

Skills: Fighting d6, Guts d6, Knowledge (Tech) d8, Notice d6, Psychic Attack d8, Repair d8, Stealth d6, Survival d8, Taunt d6

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

Special Abilities:

- Multiple Arms: An orlen can take one additional physical action every round, with no multi-action or off-hand penalties. It may also assign its extra limbs to take a sustained action, such as grappling someone.
- Dual Brain: As per the mutation
- Telekinesis: As per the mutation
- Telepathy: As per the mutation
- Random Mutation: Roll 1 time on Table 1-2 Random Mutations

Gear: Half-metal armor (+2), 2 Large melee weapons (Str+d8 damage), 2 bows (range 12/24/48, RoF 1, damage 2d6), 1 in 10 has a relic

Organization: Team (3-6), settlement (30-80 plus an equal number of noncombatants plus 1 Wild Card officer per 10 orlens and 1 Wild Card leader [with Command Edge])

PODOG

A mutated dog big enough to carry a human rider, serving as a battle mount.

One in a hundred podogs has a dual brain (with a Smarts of d6) and telepathy. These superior podogs are highly prized and rarely for sale. (Whether owning an animal who's that smart amounts to slavery is a philosophical issue best broached with caution.)

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

Skills: Fighting d8, Guts d6, Notice d8(d10 by scent), Intimidation d8, Psychic Attack d6, Stealth d6

Pace: 8, **Parry:** 6, **Toughness:** 7(6)

Special Abilities:

- Bite: Str+d8 damage
- Fur: +1 armor to all locations, and +4 to rolls made to resist the effects of cold.

•Sound Mimicry: Once per round, when hit by a sonic attack, the podog can copy that attack and send the copy back toward the original source.

One in one hundred chance of having the following additional special abilities.

- Dual-brain: As per the mutation (Smarts d6)
- Telepathy: As per the mutation

Gear: None

Organization: Lone, pack (3-8)

SEP

This mutated, air-breathing shark has the telekinetic ability to push sand, loose soil, or even snow out of the way as it "swims" through the ground or through snow. It typically attacks by lunging out of the ground, taking a bite, and diving back in again.

Some people call these things "land sharks" not realizing that there's an even more fearsome burrowing creature that often goes by that name.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12, Vigor d6

Skills: Fighting d8, Guts d8, Notice d10, Intimidation d6, Stealth d6

Pace: 8 (burrow), **Parry:** 6, **Toughness:** 12(9)

Special Abilities:

- Bite: Str+d10
- Spring Attack: Rolls a d10 when running. Does not count as an action for purposes of multi-action penalty if it also attempts a bite attack during the same turn
- Large: Attackers may add +2 to any attack rolls directed at Large targets. Size +4
- Very Tough Hide: Armor +3 to all locations
- Tremorsense: As per the mutation, except range is 50"

Gear: None

Organization: Solitary



ROBOTS

Robots come in all types, and can be outfitted with any relic weapons and other items. A few are listed here as examples.

In addition to any specific special abilities a given robot model might possess, they are constructs and have the following abilities in common: Constructs add +2 when attempting to recover from being Shaken.

Construct Wild Cards never suffer from Wound Modifiers.

Constructs do not suffer from disease or poison

Unlike standard constructs, robots do suffer additional damage from called shots. (Their vital spots are electronic, but they're vital nonetheless.)

Robots can be outfitted with extra weaponry, miscellaneous features (such as communications gear), additional armor, etc. Look at relic descriptions for ideas. The robots described here are "stock", but you can customize any and all the robots that the explorers meet.

SPIDER BOT

Spider bots are utility robots. They look like big, black, round balls with articulated spidery legs. A spider bot can produce a thin arm with a vice grip hand to manipulate objects. They scout, patrol, and relay messages.

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

Skills: Fighting d6, Intimidation d6, Notice d8, Shooting d8, Stealth d6

Pace: 8, **Parry:** 5, **Toughness:** 12(5)

Special Abilities:

•Blaster Eye Beam Attack: Range 24/48/96, Damage 4d8, ROF 3, Shots Unlimited, AP 4 vs. omega and relic armor

•Construct: See the above "Robots"

•Darkvision: Ignores illumination penalties (as per the mutation)

•Fearless: Immune to fear and intimidation

•Metal Body: Armor +7 (+6 resistance to heat and cold, +4 to Toughness when resisting fire)

Gear: None

Organization: Any

STALKER BOT

The stalker bot hunts down and kills enemies or patrols important installations. They may be attached to a robotic stronghold, or they may be programmed to obey humanoid masters (androids, archivists, etc.).

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

Skills: Fighting d6, Intimidation d6, Notice d8, Shooting d10, Stealth d10

Pace: 10, **Parry:** 5, **Toughness:** 17(6)

Special Abilities:

•Blaster: Range 24/48/96, Damage 4d8, ROF 3, Shots Unlimited, AP 6 vs. omega and relic armor

•Construct: See the above "Robots"

•Darkvision: Ignores illumination penalties (as per the mutation)

•Enhanced Targeting System: Suffers no penalties from auto-fire

•Fearless: Immune to fear and intimidation

•Force Field: Toughness 15 (see the description for Personal Force Field, in the Relic chapter for more information on force fields)

•Large: Size +4, +2 to any attack directed at the Stalker Bot

•Metal Body: Armor +7 (+6 resistance to heat and cold, +4 to Toughness when resisting fire)

Gear: None

Organization: Any

DEATHBOT

It's a giant flying saucer bristling with weapons, and it's all about killing you. It cuts loose with only about 10 attack types per turn, but it is capable of layering multiple attacks of the same type over a given area. Each attack type has a "type cost", as presented on the following table. Calculate the type cost for each attack in a given turn, and stop when you reach 10. You can spend fewer than 10 points in a single turn, but cannot exceed that limit.

DEATHBOT WEAPON SYSTEMS

Weapon Type	Cost	Range	Damage	AP	Burst	Special
Blaster cannon	2	200/400/800	4d8	10	Lg	-
Black ray cannon	6	40/80/1600	4d8	10	Lg	Death Ray
Heavy torc guns	4	20/40/80	3d8	40	Sm	Disintegrate
Laser batteries	8	400/800/1600	3d8	10	Med	-
Wave cannon	2	40/80/160	4d8	20	Lg	Tech Damage

All the deathbot's attacks count as **Heavy Weapon**, and are Area of Effect weapons. Deathbots use the Vehicle rules for combat (they are considered vehicles, not creatures).

AP applies to all forms of armor (but not force fields).

Death Ray: Any creatures in the burst area must also make a successful Vigor roll or die.

Disintegrate: Any creatures in the burst area who become Incapacitated are, along with their gear, completely disintegrated.

Tech Damage: This weapon damages only robots, energy tech, and force fields.

Additionally, your typical deathbot is equipped with 1d100 minimissiles (can be launched up to 6 at a time).

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12+6, Vigor d12+6

Skills: Intimidation d12, Notice d12, Piloting d12, Shooting d12, Stealth d12

Flight Acc/TS: 20/50, **Toughness:** 41(21)

Special Abilities:

- Construct: See the above "Robots"
- Darkvision: Ignores illumination penalties (as per the mutation)
- Enhanced Targeting System: Suffers no penalties from auto-fire
- Fearless: Immune to fear and intimidation
- Force Field: Toughness 30 (see the description for Personal Force Field, in the Relic chapter for more information on force fields)
- Gargantuan Vehicle: Size +10, +4 to any attack directed at the Deathbot
- Smart Armor: Armor +20, heavy armor
- Vehicle Chassis: Deathbots have a base Toughness of 18

Gear: None

Organization: Any



CRYPTIC ALLIANCES

Cryptic alliances are secret (or not so secret) groups working to some shared end. They might be political organizations, power blocs, religious groups, or simply like-minded beings.

CRYPTIC ALLIANCE DESCRIPTIONS

Cryptic alliances are listed in alphabetical order.

ARCHIVISTS

Only the Archivists truly appreciate relics for what they are: objects of veneration. They collect relics, polish them beautifully, display them on pedestals, and worship them. They incorporate whatever words and phrases of the past they can learn into their prayers. If they pray fervently enough, the Golden Age will return.

BROTHERHOOD OF THOUGHT

These intellectuals and rebels attempt to spread the noble goals of equality, self-determination, freedom of conscience, acceptance of diversity, and respect for sentient life. Thanks to their devotion to their cause (and perhaps to the underlying rightness of their ideals), they often achieve substantial success in helping societies establish the rule of law, internally and externally. They're really not getting anywhere on the gun control front, though.

CREATED

Androids are perfect. The world is imperfect. Logically, androids should rule and make the world perfect. As androids can pass for pure-strain humans ("uncreated animal beings"), they often infiltrate settlements and trick people into working for the secretive "Created".

FOLLOWERS OF THE VOICE

The voice of God speaks through computers. His mouthpieces on earth. Computers are to be venerated and obeyed. (Archivists are to be persecuted, the schismatics.)

FRIENDS OF ENTROPHY

They're on the winning side when it comes to the heat death of the universe and the eventual demise of all life. Only they're not keen on the "eventual" part of it. They operate in secret because no right-minded people would let these lunatics live.

HEALERS

Healers are committed not only to healing broken and poisoned bodies but to mending hatreds and conflicts.

IRON SOCIETY

These mutated humans are out to eliminate pure strain humans. They say it's because mutants are the next step in evolution and they're just "cleaning up".

TABLE 3-2: RANDOM CRYPTIC ALLIANCE

d100	Cryptic Alliance	Relics
01-10	Friends of Entropy: Kill everything	Some
11-20	Healers: Peacemakers	Some
21-30	Iron Society: Mutated humans out to eliminate pure-strain humans	Some
31-40	Knights of Genetic Purity: Pure-strain humans uber alles	Lots
41-50	Ranks of the Fit: World-conquering army led by mutated animals	Some
51-60	Restorationists: Rebuilding the world	Lots
61-70	Seekers: Hate relics	None
71-75	Archivists: Worship relics	Lots
76-80	Brotherhood of Thought: Enlightened coexistence	Some
81-85	Created: Androids uber alles	Lots
86-90	Followers of the Voice: Worship computers	Lots
91-95	Radioactivists: Worship radiation	Some
96-100	Zoopremacists: Mutated animals uber alles	Some

Relics: "Some" means as many as common for creatures or explorers of that type. "Lots" means twice as many. "None" means

KNIGHTS OF GENETIC PURITY

They want to purify the human gene pool by slaughtering mutated humans. They prefer to get to mutants when they're young, before they have a chance to breed, and they're sure that the dirty mutants are after their women. They have no particular problem with mutated animals. For mysterious reasons, they sometimes spell their alliance "KKKKnights of Genetic Purity".

RADIOACTIVISTS

God, with purifying light brighter than the sun, has recreated the world. His presence can be felt in the glowing ruins of the Ancients, where He still works his miracles on those who are worthy and who come to seek his blessing.

RANKS OF THE FIT

A mutated bear, styling himself as a Napoleon for a new world is gradually conquering the globe with his disciplined, fearsome army. Anyone's welcome to join, as long as they'll take orders from mutated animals, who hold all positions of power.

RESTORATIONISTS

By prioritizing action items and synergizing resource vectors, the Restorationists plan to rebuild the world on an acceptable timetable. First, though, they need to collect, repair, and open fire with lots of good relic weapons.

SEEKERS

The Golden Age was a time of sin and war. It's cursed relics are poisoning the world. The Seekers have a solution to this problem: finding and destroying all the relics they can. Using relic weapons to destroy relics is forbidden, so Seekers try not to get caught doing so.

ZOOPREMACISTS

With a logic that has come to seem inevitable, a bunch of mutated animals think that mutated animals are better than everyone else. Those who agree are free to live and to serve their superiors. Those who disagree make good eating.

CRYPTIC ALLIANCE NPCS

Generally, cryptic alliance members work in small strike teams (1d12 members plus a more skilled leader), form large groups (10-40 members plus 1-4 more skilled officers plus 1 even more skilled leader), or settle in strongholds and communities (50 members or more, plus noncombatant, allies, domesticated animals, etc.)

SAVAGES

Savages have a primitive tribal outlook. They are good to other members of the tribe, but they regard other people as outsiders. Savage males sometimes abduct compatible females as mates and kill other males as rivals. (Less often, they may get mates with better genes, but they don't beget more children, so their pay-off isn't as high.)

You may create savages as desired, or roll them up as mutants according to the rules for character creation. It's easier to stop once the savages have even a single noteworthy mutation rather than going all the way to 10. Fewer mutations and defects means easier, faster GMing. If you forget to roll all their defects that's OK too.

Savages are found in small hunting groups (1d10 members, possibly with hunting animals), in war parties (1d12+6 members with a more skilled war leader), and in tribes (20-70 combatants, twice that many noncombatants plus 2-4 war leaders plus 1 "king" or "president"). They may consider relics items of status, but they usually don't have many.

DOMES

Domes are the ruined dwellings of the ancients. They are not encounters in themselves, but they make good sites for encounters, and possibly a safe haven for the explorers.

A dome is typically a rounded structure 50 to 200 feet across. Wide domes may have a series of smaller domes atop them (upper stories). The domes are made from a durable, solid substance. They have doors (now kicked in but possibly repaired or replaced), but the domes have no windows. The Ancients were able to turn the walls of their domes clear, so they didn't need separate windows. Often, a dome has a basement, and sometimes they are found clumped together. They were homes, recreational cabins, and scientific installations of the Ancients.

Domes make convenient lairs for beasts, hide-outs for marauders, or homes for savages. Most have been looted of original relics, but many times the valuables of former occupants (now devoured) are to be found there. Tables 3-3, 3-4, and 3-5 let you randomly determine some things that the explorers might find in a dome; roll once on each for each dome. (You can use these tables more generally for ruined cities and other former areas of habitation.)

TABLE 3-3: RANDOM DOME INHABITANTS

d100 Dome Inhabitants

01-40	Monsters. Your choice: <ul style="list-style-type: none"> Table 3-1: Random Omega Monster Robots (1d4 spider-bots or 1d2 stalkers) Pick a creature from a Savage Worlds rule or setting book
41-60	1d20 savages.
61-70	1d6+2 Cryptic Alliance members. See Table 3-2.
71-80	Explorers. Create as desired or use character creation.
81-90	None
91-100	Roll twice and combine. Could be allies or enemies.

WILDERNESS ENCOUNTERS

The likelihood of encountering creatures and the sorts of creatures encountered is up to you, the GM. But here are some guidelines to get started, or use as the basis for your own encounter plans.

One easy way to prepare is to roll up a few encounters ahead of time and then, when the dice indicate an encounter, use whichever one you have prepared and that fits the circumstances.

Some rolls for encounters are based on time passing. Others are based on travel. If the PCs travel, they have more encounters than if they stay put because they're more likely to stumble across other creatures.

These are only significant encounters. You can also ad lib encounters with prey creatures, such as giant mutated aphids or mutant sheep.

TABLE 3-5: RANDOM DOME MENACE

d%	Dome Menace
01 - 20	Poison: Toxic gas, venomous plants, poison dust, etc.
21 - 30	Radiation: Could be low intensity over the whole dome or high intensity in one location.
31 - 50	Vermin: Monstrous vermin or maybe lots of little vermin.
51 - 70	Mechanical Hazard: Weak floor, electrical short, collapsing ceiling, elevator that lowers you inexorably into a basement flooded to the ceiling.
71 - 90	None
91 - 100	Roll Twice

TABLE 3-4: RANDOM DOME RELICS

d%	Dome Relics
01 - 30	Abandoned Gear: Could be hybrid weapons, relics, mutated plant and animal goods, trade goods, etc.
31 - 50	Original Relics: Probably hidden, hard to get to, or protected by some sort of menace. Not a bad place to leave campaign-altering relics, if you're going to have any.
51 - 60	Traces: Leftover hints of relics, maybe very powerful ones, but they're gone now. Could be grenade crates, foot prints left by powered armor boots, etc.
61 - 90	None: Someone else got here first.
91 - 100	Roll Twice

TABLE 3-6: CHANCE OF WILDERNESS ENCOUNTER

Each day (dawn to dusk)	10%
Each night (dusk to dawn)	15%
Each day (or night) of travel	30%

SPECIAL ENCOUNTERS

Sometimes you'll want an encounter with a little more "oomph" than a random table can provide. The following examples should get you started on the right path.

Pack: As the explorers trek through the wilderness, a pack of mutated dogs trails them. The dogs try to steal food or scavenge other creatures the explorers kill, but they avoid a direct fight. If the explorers make efforts to befriend the dogs, the pack forms what amounts to an informal alliance with the explorers. The dogs are only as smart as dogs, but that's smart enough for them to "make friends" with humans. While the dogs and the explorers travel together, the dogs serve as a de facto alarm system, helping the explorers avoid the worst monsters.

Revel: In the night, the explorers hear singing in the distance. Three savage tribes have gathered for a revel. They are getting drunk on the milk of mutated coconuts, singing, and sport-fighting. If the characters approach, they'll be challenged to prove themselves in violent sports. If they attack, scores of drunken savages descend on them in a frenzy.

Frontier: A dozen towns and many smaller settlements have formed a stable, prosperous community. The wilderness for hundreds of miles around is slowly being explored, salvaged, mapped, hunted, settled, and tamed. The explorers, coming from the untamed side of the wilderness, can join the community and settle down (which means the campaign becomes more social and political).

Deathbot Rampage: The explorers find a nice place. Just about when they feel safe, deathbots strafe the place into ruin, chasing the explorers away. The explorers trek across the wasteland to find another place, but the deathbots blow that up too. Repeat until the deathbots blow up the explorers or the explorers find some way to take out the deathbots.

Kook With A Gun: A crazy guy with a torc rifle. He shoots at the players just because he's bonkers. He yells, "I am the King of the World! All will serve me or be destroyed." If the characters can trick him, or if they just get lucky, they can peg him and get the torc rifle. When the characters attack the crazy coot, they probably damage the rifle, dropping it from good to poor status.

Land Shark: The land is criss-crossed with what look like giant mole paths. These are the tracks of a land shark. Each hour, there is a 10% chance that the land shark comes by, looking for food.

Cannibal Savages: The savages retreat into the hills if threatened. Then they call out to the others in their tribe, and soon the others answer back. Within hours, there may be a hundred savages prowling the wilderness for the PCs. If they catch the PCs, they torture them, kill them, and eat them, not necessarily in that order.

Bare Patch: The explorers find a bare patch in the trees, where not much grows. The patch has a rectangular shape. Underneath the bare spot is the flat ceiling of a home that got buried in a landslide long ago. If the characters dig down and break through the ceiling, they find an unlooted house. Giant mutated ferrets are using it as a den, so it's musky, and the ferrets may return at any moment. In the junk is great stuff, not all of it in great shape.

Haunted Laboratory: The explorers find an uninhabited dome that looks as though it has never been taken over and used as a home, either for people or for beasts. It has, however, been looted (if not thoroughly). Then a ghostly apparition of a pure strain human attacks the group, draining life away with every touch. The apparition is the psychic echo of the scientist who accidentally destroyed herself while trying to use gear in the lab to transcend physical form. Play the apparition as a spectre.





CHAPTER 5

CAMPAIGNS

EVEN THOUGH IT'S A SERIES OF DANGEROUS ENCOUNTERS AND PUNISHING BATTLES, AN OMEGA WORLD CAMPAIGN IS ALSO A STORY.

CAMPAIGN FORMAT

Decide the format for your campaign. That's different from, but related to, the themes of the campaign (see Campaign Themes below).

DEFAULT CAMPAIGN

The easy thing to do is to invent some back story that puts the explorers forging through the wastelands to an unknown land beyond. They might be scouting the unknown, fleeing death bots that nuked their home, searching for a legendary land of peace and prosperity, or evading a savage tribe. Once through the wastelands, the characters are on their own, exploring the new land they've come to, fighting enemies, discovering treasures, and making contact with new communities.

With no home base to which to return, the explorers need to find safe places to rest or join a promising group that they encounter.

The landscape is not identifiable as any particular part of our earth. The geography is too jumbled for the players to recognize, and the flora and fauna are too unlikely. It's a mostly temperate area with a strange array of plants and animals. Some areas are sterile, others choked with mutated life.

HOME BASE

For a campaign more like a typical fantasy campaign, the explorers can be "adventurers" based in a settlement. The explorers are members of a stable village of hundreds of people, with trade contacts to other communities. They have families, old friends, and rivals. They may be part of, distant from, or opposed to the village's political and religious institutions. As strong and daring members of the community, they are asked to serve as trouble-shooters. They scout nearby lands, fight off bandits, spy on nomadic tribes, kill wandering beasts, etc. They have a patron (a community leader of some type) who can reward them for their work, probably with relics. They also have political or social "adventures" involving the other people in the community. Over time, the explorers gain a reputation as heroes or scoundrels.

It's easier to introduce new PCs (if you care about continuity) when the PCs are part of a large community.

People in the settlement such as this might know where they are located on the maps of the Ancients, but if you tell the players this information you risk letting them know too much

and giving them a perspective on the setting that their characters wouldn't share.

ALTERNATIVE CAMPAIGNS

Besides the default campaign format, you can use any campaign format you can dream up. For example:

Restorationists: The explorers are Restorationist pure-strain humans, with relic armor and weapons. They battle waves of bloodthirsty savages and the ill-equipped soldiers of the Ranks of the Fit. If you really want to use the "big gun" theme, give all the PCs average stats, so that the only thing that differentiates them from each other is their gear.

Wagon Train: The explorers are the advance scouts of a large "wagon train" of peaceful civilians. They are searching either for a manageable pass through a mountain range or a fertile, sheltered valley where the civilians can settle. The explorers are sometimes battling out in the wilderness and sometimes socializing with the others in the wagon train.

Weapon Cache: The explorers are desperate ne'er-do-wells following a lead to a cache of relic weapons. A scouting party from the Zoopremacists is also looking for the cache. The explorers had better find it first, because claiming the weapons gets a lot more difficult one the Zoopremacists have them.

Archivists: The explorers are secretly agnostics in an Archivist community. They are sent out to find "religious" artifacts, but the explorers intend to keep the good stuff for themselves while bringing back enough junk to keep getting funding and support. Action in the campaign cycles between life-and-death combat in the wilds and conniving one's way through a surreal and ridiculous religious hierarchy at home.

How-To: The explorers have a huge cache of technical manuals, primarily in diagram form and intelligible even to illiterates. The diagrams show how to maintain and repair relic armor and weapons. They're useless to the explorers but would be invaluable to the right people. If they can find the right people, and swing a deal, they'll gain great wealth. Some people that they meet, however, would be happy just to kill them for what they have.

Federation: The explorers come to the outlying wild lands around a growing, civilized area. The civilized area is a loose federation of three power centers: a nomadic tribe of mutated lizards, a cosmopolitan settlement, and a Healer monastery (guarded by a pack of mutated armadillos). The explorers meet scouts from the federation. If the explorers prove themselves civilized and peaceable, they can trade with the

federation, maybe even join as citizens. If they prove themselves dangerous, they are hunted as outlaws until they leave the area.

Big Freeze: Over the course of several adventures, the temperatures gradually drop. The explorers hardly notice it at first. Then a blizzard blows in, killing the local animals and plants, and ushering in ravaging packs of arctic mutants (such as snow seps). After a few harrowing weeks, the blizzard recedes, leaving a ravaged ecosystem to work its way back to health. Repeat at random.

Breeding: Mutants and pure strains alike vie to pass their genes on to the next generation. Pure strains look for others like themselves to preserve the "true" human form. Mutated humans value pure strains as mates (or as breeding slaves) because of their lack of mutations and defects makes them genetically compatible with all mutated humans. Clickies, hairies, and scalies, seek compatible mates of their own. If the explorers are powerful and capable, cryptic alliances and settlers they meet might see them as good sources of genes for the next generation. Mad scientists mastermind experimental breeding programs to create perfect people. Pregnant radioactivists visit "holy places" to bless their unborn children. Mental mutations create sex instincts as warped as the freakish bodies they motivate. (If you use this theme, consider having radiation affect whether your children have mutations and defects, not you yourself.)

CAMPAIGN THEMES

Here are themes that you can use in your campaign. They're elements you can use to inform a variety of campaign formats.

Gold Rush: It's a mean world out where daring, ruthless adventurers struggle against the wilderness and against each other, each one hoping to make the big score.

Rebuilding: The land is devastated and its people reduced to savagery. If the explorers are strong enough, they can nurture and protect a renewed community.

Weirdness: The explorers wander through surreal landscapes, fighting improbable monstrosities, avoiding maniacal savages, and struggling against well-armed fanatics.

Culture: The cryptic societies struggle against each other, each trying to impose its vision of the future on the chaotic world. The explorers help or oppose these alliances, trying to get their own vision to come true.

PACING

The experience awards system is designed to encourage players to seek out danger and opportunity. The Omega World system as a whole is about conflict and action. As the GM, you can help keep the pace up.

SUMMARY

As the GM, you can help keep the game's pace fast and exciting by summarizing the boring bits. The explorers will often be tempted to be cautious as they enter new areas, encounter strange artifacts, etc. The players know they get experience points for exploring, but they also know that it's a dangerous world. Speed through whatever "down time" you

can by summarizing it.

For example, if the explorers want to stake out a ruin before entering it, you can summarize a whole day's vigilance in a few sentences. "With some work, you find a great hiding spot that gives you a good view of the ruins. You watch in shifts for the whole day, and all you see in the ruins are big, greenish-black birds that come and go."

If you telescope the slow parts of the explorers' actions, then you can allow the explorers to be cautious when they want without making the game as boring as sitting and watching ruins all day would be.

REPLACING PCS

Another consideration is that it's hard to introduce new PCs into the party when the party is trekking across the wastelands. (And you should face the issue of new PCs with some regularity.) You can play out meeting and joining up with the new PCs if continuity is important to you, but don't be shy about glossing it over and getting on with the fun.