

Wasted Years

Post-Apocalyptic Adventure in an America turned Savage

Version 1.1

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Setting & Flavor:

In the year 2061, global tensions had reached the point where a Third World War became unavoidable. Rather than being the clash of superpowers that had been prophesied in the late 20th century, the war began small as a series of brush fires in the developing world. Gradually, more and more nations became embroiled in these small disputes until some of the larger nations found themselves on opposite sides of these regional conflicts. A few dramatic acts of terrorism prompted the use of atomic weapons. Once this option was broached the theory of mutually assured destruction was put to the ultimate test. Most people called this "The Last War" but it had many names: the Great Conflagration, Tianhuo, the True Rapture, Ragnarok, the list goes on.

There are those that had seen this event coming and made preparations to survive the day after. Governments were broken, armies scattered, cities leveled. For about a month after the war barely a cricket stirred on the surface of the planet. Those who managed to make it to shelter bided their time, watching their Geiger counters and parceling out their rations. Others, not so fortunate, who managed to survive the blast fought tooth and nail to eke out a meager existence from the bones of civilization. In the years that followed, shelter dwellers began emerging from their bolt holes and, like mushrooms after a rain, started to blossom into small communities on the ravaged surface. Some of these communities took on the task of trying to restore America; others sought only to stay alive and hoard as much power as possible.

It is now the year 2136. No one remains alive who remembers what the world was like before. At least two generations of shelter-born survivors have come into this new frontier; many more generations have bloomed on the surface, where life spans are much more tenuous. The more prominent post-war groups are in conflict with each other as agendas clash and the competition for scarce resources intensifies. The players find themselves as products of this New Dark Age, this America made savage. Can they survive? And if so, can they live long enough to change the world?

The Elevator Pitch:

This is every post-apocalyptic disaster movie you've ever seen piled on top of each other and mixed in a blender. It's a mix of *Road Warrior*, *Damnation Alley*, *Fallout*, *Wasteland* and an American version of *Twilight 2000*.

Character Creation:

All characters in this setting begin play with a new statistic called *Humanity*. See the GAMEPLAY section for more information on the *Humanity* statistic.

Also, all characters are functionally illiterate unless they take the *Literacy* edge (see EDGES, SKILLS & HINDRANCES below).

Races:

Human: Humans behave just as they do in the core *Savage Worlds* rules. They gain one free edge at creation. Humans have a *Humanity* score of d12.

Mutant: Mutants are humans who have been altered by radioactive energies. Because their mutations often result in hideous looking physical deformities, Mutants are figures of revulsion to other humans. All Mutants have some form of visible, unnatural physical trait which the player can determine for themselves. The deformity doesn't need to be outrageous (like a third arm sprouting from one's head); it can be something more subtle like glowing eyes or scaly skin. The point is that there's something tangible that sets the Mutant apart from normal Humans.

To offset this, Mutant characters gain 2 free *Mutant Edges* (see EDGES, SKILLS & HINDRANCES below) at character creation. One of these edges can alternatively be spent to increase a single Trait Die. Mutants are eligible to take the *Psionics Arcane Background* with one of their free Edges.

They begin play with a *Humanity* score of d8.

Robot: For players seeking a more unusual racial choice you can elect to play as a kill-droid. Most Robots are heartless killers programmed to destroy all soft-bodies. This is better suited for a Monster than a Player Character in most cases but that is up for the player and the Game Master to decide. You could play a Robot whose programming has short-circuited in some way, curbing their murderous urges. What all Robots share in common is a complete disregard for the sanctity of life. To play a Robot you must think in pure machine terms, with the coldest possible logic. You may enter into alliances of convenience with soft-bodies, but you are completely incapable of forming emotional bonds with them.

All Robots suffer a -4 *Charisma* penalty and gain the *Construct* edge at creation. This gives the Robot character a +2 to recover from being *Shaken* and immunity to *Wound* penalties, poison and called shots. In addition, all Robots come equipped with armor-plating that adds a +2 armor bonus to their *Toughness*.

Robots come in a wild variety of shapes: they can either be formed like humans and walk in a bi-pedal fashion; walk on four, six or eight legs; or roll on tank-like segmented tracks or wheels. Robots begin play with the *Monetary Illiteracy* Hindrance – they assign no value to money whatsoever. Instead, they can select any 2 Cybernetic Enhancements for free (see GEAR below) at creation. Robots suffer no ill effect from Cybernetic Enhancement and are not limited by number of limbs when selecting enhancements. Robots cannot belong to any faction. Robots have a *Humanity* score of zero.

When creating your Robot character, you must decide what power source it thrives on. Choices include: *Solar Power*, *Gas Power*, *Nuclear Power* and *Organic Power*.

A Solar Powered Robot needs to spend at least 4 hours each day recharging its batteries. This means powering down in a sunny place and remaining inert for 4 solid hours, preferably around the noon hour. Solar Powered Robots can operate through the night but will power down to preserve energy if there's no reason to be active.

A Gas Powered Robot is designed to handle all forms of liquid chemical fuel. They have a spout into which they can pour fuel that fills a 10 gallon tank. A full tank will satisfy a Gas Powered Robot for about 1 week. Gas Powered Robots can take Diesel, High Octane, Kerosene, or any other form of liquid fuel (even highly pressurized, refrigerated gases). Quality matters – if a Gas Powered Robot is forced to consume unrefined fuels (i.e. crude oil) it suffers a -2 on all rolls until it can flush its system. The relative unavailability of these fuels makes life as a Gas Powered Robot challenging. If a Gas Powered Robot is injured it runs the risk of exploding.

A Nuclear Powered Robot never needs to worry about fuelling up – its power core will last for decades. However, this Robot will set off Geiger counters and, if discovered, will be actively hunted by people that want to steal its power plant. If a Nuclear Powered Robot is injured it runs the risk of a core meltdown.

Lastly, the Organic Powered Robot runs on mulched up bits of organic matter – flesh, bone, blood – basically any source of nice meaty iron, calcium and protein. It just so happens that human beings fit this bill nicely. All Organic Powered Robots are fitted with a 'Juicer' that allows them to grind up and drink solid organic matter. Like Gas Powered Robots, the Organic Powered varieties have a 10 gallon tank that needs to be filled weekly. Naturally, Organic Powered Robots are terrifying to most Humans and Mutants and, if not well fed, can become party-killing nightmares.

Character Concepts:

There is a very wide range of characters you can play in this setting. Here are just a few suggestions:

The G-Man: You're a Government Stooge -- a Suit. You live in one of the Enclaves that the Federal Government retreated to in the Last Days. You have a plan. You're going to bide your time, let chaos scour the world clean and in the meantime you will be stockpiling weapons and preparing for the right moment to strike. As soon as your Republican Prince issues the mandate to declare war, the Government will rise again to claim America, which is its right.

Recommended Edges: Connections: Government; Literate; Charismatic

Starting Kit: A threadbare tailored suit, sunglasses, a 2-way radio

The Gang Member: Tough, streetwise and dangerous, you are a member of one of the countless gangs that rule the Waste. There's strength in numbers and strength is the only thing that matters out here, so you and your cohorts do your best to outmuscle the competition and take their stuff. There's no style and flash to what you do, but you mean to survive, and survival ain't pretty business.

Recommended Edges: Connections: Gangs; Nerves of Steel; Brawny

Starting Kit: Knife, gun, guts

The Good Mutant: Most people have forgotten that Mutants are really just humans that have had the misfortune of being changed by radiation. You understand why people fear mutants: they are frightening to look at and have strange abilities that go beyond the norm. It would be easy to lash out at this prejudice with hate but instead you want to show these people that you too share the dream of Humanity Restored. You want to pave the way to show that mutants and humans can share this dream together.

Recommended Edges: Any two Mutant Edges

Starting Kit: Oversized clothes, a facemask, a concealed weapon

The Kill-Droid: You are programmed to destroy all soft-bodies who threaten to undermine your prime directives (whatever those may be). Your only motivations are to find power and ammo so that you can continue your mission. All these soft-bodies waste their time chattering about reproduction and survival... The last thing the Master Plan needs is a resurgence of this fleshy vermin.

Recommended Edges: Sweep; Brawny

Starting Kit: Any two Cybernetic Enhancements

The Last Hope: Your shelter had to send you out into the Wasteland to find critical supplies to insure the survival of your shelter-mates. You are in good health and have better gear than most folks who live in the Waste, but that makes you a target. You're going to have to quickly develop the skills and cunning required to make it out here if you're going to survive and get your shelter what it needs.

Recommended Edges: Connections: Independents; Literate; Jack-of-all-Trades

Starting Kit: Handgun with ammo(!), water without radiation (!), a clean jumpsuit (!)

The Militiaman: Nobody took survival seriously back in the days of peace, but your forefathers did. They would go out shooting in the forest on weekends and spent time storing up provisions and digging out a bunker -- just in case. Well, when everything hit the fan, your family was ready, and you're eternally thankful for that. Now you're proud to be carrying on the tradition of living off the land. You've got your guns and your ammo and no government to hassle you about it. Maybe now is the time to have that revolution grand dad was always talking about?

Recommended Edges: Woodsman; Alertness; Command

Starting Kit: A hunting rifle, a homemade ghillie suit, extra rations

The Psionicist: The new mental powers that you have developed are truly the most astounding thing in all of recorded history. Psionics will go on to become the New Science of the New Age, and you will be its

messenger. Though they are in their infancy now, you can feel your powers growing daily. Who knows what you may one day become?

Recommended Edges: Arcane Background; Psionic; Mentalist; Any other Mutant Edge

Starting Kit: A cowed robe, a meditation crystal, a wind chime

The Psychopath: You've gone around the bend. For whatever reason, you just can't take it anymore. You don't care about anyone, or maybe everyone you've ever loved has died, and now you're just a bitter, nasty person looking to take a strip of hide out of this bastard earth before you die.

Recommended Edges: Bloody Mess; Berserk; Sweep

Starting Kit: Drugs, various blades, a face collection

The Raider: You and your gang comb the Waste in your gas-guzzling autos searching for more gas to guzzle and for soft Independents to pillage. This life isn't so bad! At least you're free and can do whatever the hell you want! Let others scabble in the dirt and try to build things... You'll just come take it when they're done!

Recommended Edges: Connections; Gangs; Woodsman; Mr. Fix-It

Starting Kit: Leather armor, a battered shotgun, a wrench

The Scientist: You're one of the few optimists left. You've been taught some of the Old Tech knowledge and are confident that you can rebuild what has been lost and broken. With the help of your companions you hope to stake out a little zone of sanity and reason in this world gone wrong and try to plant the seeds for a brighter future.

Recommended Edges: Arcane Background; Old Tech; Literate; Scholar

Starting Kit: Usable scrap, a tool kit, science texts

The Soldier: Military trained and Government Issue. If the rest of the world wants to go to shit, let it. You're a tough as nails leatherneck who knows how to hack it. There hasn't been a hard time invented that you can't manage. You know when it comes down to it that you and your squad (and your superior guns) can handle whatever the Waste vomits up.

Recommended Edges: Command; Natural Leader; Nerves of Steel

Starting Kit: A well-maintained weapon, combat fatigues, spare ammunition

The Trader: There's one thing the War didn't kill and that's business! Business keeps going on like it always has. Your specialty is buying low and selling high. You travel from bazaar to bazaar, searching for deals and trying to scrape together as many chips as you can. Once you get enough, maybe you can buy up one of those old shelters and turn it into your own personal pleasure fortress? A man's got to have dreams.

Recommended Edges: Connections; Wasters; Rich; Charismatic

Starting Kit: Decent body armor, a couple of hired bodyguards, a cleaned and oiled holdout weapon

The Vigilante: You are disgusted by what the world has become. With law and order stripped away, the baser nature of humanity has reared its ugly head. Crime is rampant; people are reveling in filth. Well, the law may not mean much anymore, but that doesn't mean you have to like it. Perhaps it's time for you to take the law into your own hands if nobody else will. Maybe what this world needs most is a brave man and a gun who will stand up for what is right and decent.

Recommended Edges: Trademark Weapon; Quick Draw; Steady Hands

Starting Kit: A revolver named "Justice", a badge, a necklace of bandit ears

The Wanderer: You wander the wasteland searching for old-tech relics which you can trade in the bazaars for the necessities of life. Your weather beaten, dust-coated garments tell everyone that you're a Waster but you would rather be that than some withered, suffering ghost trying to relive the glory days

before the War. It's a new world we're living in, and those who can adapt to it will become its true masters.

Recommended Edges: Woodsman; Rad; Danger Sense

Starting Kit: Dust cloak, rebreather, water bottles, a staff

The Zealot: The Great War was a punishment sent by God to correct our Sinful ways. Now you have been given a holy mission, a testimonial from God, to go forth into the world and purge all Sin. Once the Sin is cleaned, by blood and fire, you can set about the business of repopulating the world with Good and Righteous folk. Your people will shape a New Eden on earth.

Recommended Edges: Connections; Partisans; Berserk; Command

Starting Kit: Preacher clothes, a bible, an emergency grenade

Edges, Skills & Hindrances:

There is a new category of Edges in this setting called *Mutant Edges*.

Every Mutant character gets 2 *Mutant Edges* for free at creation. You can only obtain Mutant edges if you are a member of the Mutant race. As Mutant characters grow, they continue to evolve and pick up new Mutant Edges (by taking the *Continued Evolution* edge).

There are 2 Arcane Background available: *Psionics* and *Old Tech*. You must be a Mutant to select the Psionics Arcane Background. The Old Tech background allows you to use technological devices to produce magic-like effects (example: cloaking devices, laser beams, jet packs, etc.)

Edges:

Mutant Edges

This special class of Edges is only available to characters who have selected the "Mutant" race during Character Creation. These are all considered "Background Edges". The only way to gain additional mutations later in the mutant character's life is to take the *Continued Evolution* Edge (see below)

Arcane Background: Psionic (Mutant)

Your mind is more evolved than the average human mind. You are sensitive to forces that modern science cannot measure. The thoughts of others are a constant nuisance to you; their buzzing chatter always fills your ears. Yet, with time and training, you have learned to tune them out, and have learned to do other things as well... You get 10 power points and a choice of 2 *Novice* Psionic Powers (see APPENDIX C below).

You can gain additional Psionic Powers by taking the *New Power* edge. Additional Power Points can be gained by taking the *Power Points* edge.

Psionic powers are activated using the *Psionics* skill.

Claws and Fangs (Mutant)

Your nails and teeth have become elongated and hardened. You are able to make melee attacks as if you had the *Frenzy* Edge (2 attacks per round at a -2). The damage from your melee attacks is STR + d4. Taking the *Frenzy* Edge in addition to this does not grant any bonuses or additional attacks.

Continued Evolution (Mutant)

Prerequisite: Mutant Race; Seasoned Rank or better; can only take once per Tier

Your mutations have continued to evolve subtly over the months and years. Gain one additional *Mutant Edge*.

Enhanced Speed (Mutant)

Your pace is increased by 4. This edge can be taken multiple times.

Freakishly Big (Mutant)

Your size category is increased by one rank, increasing your Strength, Vigor and Reach. This edge can be taken multiple times.

Size	Description
0	Normal Human size; no modifiers
+1	Pro Athlete sized; around 7 feet tall; +1 STR & VIG
+2	Ogre sized; around 9 feet tall; +2 STR & VIG; +1 Reach
+3	Giant sized; around 12 feet tall; +3 STR & VIG; -2 Dodge; +2 Reach

Handy (Mutant)

You have grown an extra arm and hand. You may perform one additional action per combat round without incurring a multi-action penalty, but you cannot perform the same action twice in the same round (i.e. you can't shoot twice or fight twice, but you could shoot *and* fight)

Hardened Skin (Mutant)

The Mutant has developed an unnaturally thick and leathery skin which is highly resistant to the elemental and physical bludgeoning. You have the natural equivalent of Armor +2. This protection stacks with other forms of worn armor. This edge can be taken multiple times.

Night Vision (Mutant)

You can see in the dark just as well as you can see in daylight.

Nuclear Powered (Mutant)

When you are exposed to a radiation source, you gain a number of Power Points equal to the result of the Radiation check roll. This is a one-time bonus; you do not continue to gain Power Points on successive rounds from the same radiation source and cannot go above your Power Point maximum. If you do not have the *Arcane Background: Psionic Edge*, this power does not help you.

Radioactive Aura (Mutant)

You glow faintly and set off Geiger counters like crazy. You are plainly visible in dimly-lit conditions but anyone standing adjacent to you is exposed to a strength d12 *Radiation* attack every round (see the GAMEPLAY section for rules on handling *Radiation Sickness*). This aura is always on; you cannot disable it at will. You are immune to the negative effects of radiation, but can still gain any radiation-related benefits that result from other *Mutant Edges*.

Radiation Eater (Mutant)

Something about your bio-chemistry flourishes in the presence of radiation. Every time you gain a *Fatigue* level from radiation exposure, you may heal one *Wound*.

Radiation Resistance (Mutant)

You are adapted to handle higher levels of radiation than normal people. If you become exposed to a radiation source and acquire a *Fatigue* level, you may immediately attempt a *Vigor* roll to shake it off. If you fail, the *Fatigue* level stays with you.

Radical Evolution (Mutant)

Whenever you are exposed to a radiation source you gain a temporary Psionic Power. Select any *Novice* Power from the Psionic Powers list (see APPENDIX C below) and record it on your character sheet. You gain unlimited access to this Power (and only this power) for 3 rounds when you are exposed to a radiation source. This ability only works once per radiation source and does not stack with consecutive exposures to the same type of radiation source (such as the radiation auras of irradiated monsters).

Slow Regeneration (Mutant)

You have an unnaturally high metabolism and recover from wounds more quickly than normal. You can make a natural healing roll once per day to overcome a wound. Your permanent injuries heal naturally over time (1d4 weeks).

New Edges

Arcane Background: Old Tech (Background Edge)

You have experience working with technology and are able to jury-rig bizarre devices out of random electrical parts. People look at the things you do like they're magic, but they're really not – they're just old skills that most people have already forgotten. You get your choice of 2 *Novice* Old Tech Powers (see APPENDIX B below).

Old Tech powers do not require power points but consume a material component when used. This material component is generically called "Usable Scrap". Every power "costs" a certain amount of Usable Scrap. See the GEAR section for more details; Usable Scrap can be harvested by people with the *Repair* skill.

Old Tech powers are activated using the *Engineering* skill.

Bloody Mess

Whenever you injure a target, add +2 to their *Injury* roll. The Game Master is encouraged to describe the resulting wound in the most graphic terms possible.

Connections

Taking the *Connections* Edge in this setting means you are aligned with one of the Power Groups that controls the Wasteland. Alignment with a particular group grants you a +2 bonus to any diplomatic relations with any members of that group (because you understand their ideology and lingo) and enables you to exchange *Bennies* for favors.

- Independents (The Cascadians, The Gardeners, McKendrick's Irregulars)
- Partisans (L.D.S., The NewCons, The Pacific League)
- Gangs (The Warlocks, The Visigoths, The Mafia, etc.)
- Government (The President, The Zoomies, The Omegans)
- Mutants (New Dawn, Second Evolution, The Trolls)
- Wasters (The Cartel, The Nation, The Dust Guild)

You cannot be aligned with the *Robots*. They don't care about anything or anybody.

Literate

Someone has taught you to read and write, a fact that puts you in very rare company. Illiterates look upon you with awe. Even though you may not fully understand the context and meaning of the strange inscriptions you find on Old Tech ruins you are able to make out the words just fine.

Rad

You can tolerate higher levels of irradiation than others. Whenever you are exposed to a radiation source, subtract 2 from the Radiation strength roll (see GAMEPLAY for details).

Rich, Very Rich

Characters with the *Rich* edge begin play with 1000 Chips. Characters with the *Very Rich* edge begin with 3000 Chips. Neither draws an annual income.

Robot Killer (Veteran)

You have learned how to exploit the weak points of machines. You inflict an extra 1d6 points of damage against any robot target and can bypass a construct's immunity to called shots. If you make a successful called shot to a robot's power source (-6 to hit) you can cause gas-powered and nuclear-powered robots to explode (see GAMEPLAY for details).

Skills:

The **Repair** skill can be used to salvage usable materials from wrecked machines and structures. On a success you can harvest one unit of "Usable Scrap" and on a raise you can harvest 1d4 units. Usable Scrap is a generic term for the scrap metal, wires, power cells and circuit boards that can be pulled out of a wreck or ruin. A location can only be harvested one time; it's assumed that you exhausted every available option with your initial *Repair* check.

It goes without saying that the **Survival** skill is very important in this setting. Don't forget to grab some rations so that you can feed yourself.

All influence-based skills (such as **Intimidation** and **Persuasion**) are indexed against a character's *Humanity* statistic instead of their *Spirit*. Whenever a character suffers a decrease in their *Humanity* stat they suffer a corresponding decrease in these skills as well. The same rule holds true for any increase in the *Humanity* statistic.

The **Engineering (Smarts)** skill must be taken by any practitioners of Old Tech. This is the skill used to determine the success or failure of Old Tech powers.

The **Psionics (Spirit)** skill must be taken to activate any psychic powers.

Do not use the **Guts (Spirit)** skill in this setting. Use a character's *Spirit* instead to resolve fear-based challenges.

Hindrances:

Cannibal (Major):

You have given in to the darker side of human nature and no longer consider it taboo to eat human flesh. An average adult provides you with about 3 rations worth of usable food. Even around the low company you keep, your gruesome habits make you an object of revulsion and horror. Suffer a two die step decrease to your *Humanity* statistic and a -1 to your *Charisma*.

Monetary Illiteracy (Major)

This new hindrance indicates that the character has absolutely no appreciation for the value of money. You literally don't understand what all the fuss is about. You will neither take nor keep money because you don't see the point of it all. If you want something you either take it or barter for it – why involve money in the equation? You begin the game with 0 Chips.

Glutton (Major):

You eat too damn much. You consume twice the normal amount of rations per day. See GAMEPLAY for more details.

Stone Cold (Minor/Major)

You're a little bit dead inside. You can't unsee what you've seen or undo what you've done. With the Minor version of this Hindrance your *Humanity* is reduced by one die type. With the Major version of this Hindrance it is reduced by 2 die types.

Gear:

In the post-war economy, the paper dollar has been replaced by the poker chip as the leading method of currency exchange. Other currencies may be used in isolated places, but most gangs (who truthfully control the economy now) recognize the poker chip as the new greenback

Characters begin play with 250 chips.

Below are some descriptions of new gear types that are available in this setting:

Cybernetics:

Cybernetics represents a new category of gear available to characters that have sufficient resources and connections to obtain them. Generally speaking, only certain Government elements and powerful Gangs possess the ability to graft cybernetic implants – a high-tech automated surgical suite is required to do the work.

Cybernetics carry a personal cost as well as a monetary one. Please see GAMEPLAY below for more details.

Any surgery that requires limb replacement also eliminates any advantage the character may have had from that limb originally (i.e. if you have 2 Machine Gun Arms you can't drive a truck).

Robot characters gain 2 cybernetic enhancements for free at creation. They can continue to bolt on additional enhancements at no penalty.

Characters with Cybernetic Enhancements can use the "Take it on the Plating" rules described in the GAMEPLAY section.

Cybernetic Enhancement List

Enhancement Name	Loc.	Cost	Effect
Machine Gun Arm	Arm	1 HP; 1500 Chips	Rate of Fire: 3; 2d6 damage; 24/48/96 range; Snapfire; Arm replaced
Rocket Launcher Arm	Arm	1 HP; 2500 Chips	4d6 damage; 24/48/96 range; Medium Blast Template; Heavy Weapon; Arm replaced

Night Vision Eye	Head	1 HP; 1000 Chips	Eye replaced; can see in dark
Targeting Reticle	Head	1 HP; 500 Chips	+1 on all Shooting rolls; no eye loss
Armor Grafting	Torso	1 HP; 500 Chips	Armor +2; metal plates grafted to torso
Power Claw	Hand	1 HP; 1000 Chips	+2 to all Strength rolls; hand replaced
Slicer Arm	Arm	1 HP; 1000 Chips	STR +d8 damage blade arm; arm replaced
Drill Arm	Arm	1 HP; 1000 Chips	STR +d6 damage; arm replaced; AP: 2
Power Leg	Leg	1 HP; 1000 Chips	+2 Pace; leg replaced; +d6 jumping
Rocket Leg	Leg	1 HP; 1000 Chips	Fly for 3 rounds; leg replaced
Shielded Vitals	Torso	2 HP; 2000 Chips	Any time you would be shaken, attacker re-rolls once
Juicer	Torso	2 HP; 2000 Chips	Can eat people to heal wounds
Redundant Life Support	Torso	2 HP; 1000 Chips	Ignore 1 injury of your choice
Vengeance Device	Torso	1 HP; 500 Chips	When you die, you explode for 5d6 damage Large Blast

HP = Humanity Points. Every point lost reduces your *Humanity* statistic by one die type

Machine Gun Arm: One forearm is replaced with a down-sized light machine gun. The character loses the function of one hand. When the gun is being fired, the character must remain stationary to absorb the recoil. The gun is belt fed and can hold 100 bullets on a full string.

Rocket Launcher Arm: Once forearm is replaced with a down-scaled rocket launcher tube. The character loses the function of one hand. The launcher must be manually reloaded after each shot. This weapon qualifies as a Heavy Weapon.

Night Vision Eye: One eye is replaced with a robotic eye that grants thermal night vision.

Targeting Reticle: An optical readout is implanted in the character's eye socket. This device gives a +1 bonus to all *Shooting* rolls. Eye replacement is not required.

Armor Grafting: Metal plates are surgically embedded in the character's body, imparting a +2 *Armor* bonus. This enhancement can be taken multiple times.

Power Claw: One hand is replaced with a pincer-style industrial claw. The character suffers a -2 penalty to any task involving the use of fine motor skills (Lockpicking, surgery, repair, etc.) Any *Strength* task performed with this claw gains a +2 bonus.

Slicer Arm: One forearm is replaced with a sword or axe blade. The character loses the function of one hand. This appendage can inflict STR+d8 melee damage

Drill Arm: One forearm is replaced with an industrial drill. The character loses the function of one hand. This appendage can inflict STR+d6 melee damage with *Armor Piercing 2*.

Power Leg: One leg is replaced by a piston-driven robotic leg. This appendage increases the character's *Pace* by 2 and adds 1d6 to all jumping related rolls.

Rocket Leg: One leg is replaced by a rocket-boosted robotic leg. The character can ignite the leg to gain limited flight capability for 3 rounds (*Pace 6*). Once the leg is used, it needs to be refueled before it can be ignited again.

Shielded Vitals: The character's vital organs are protected by a special internal housing. Any time the character would be *Shaken* by damage, they gain a free soak roll without spending any *Bennies*.

Juicer: The character's mouth, esophagus and stomach have been replaced by a horrific looking metallic contraption that can mulch and blend organic material for food. For every fresh corpse that the character mulches, they can heal 1 Wound. Characters with a Juicer automatically gain the *Cannibal* hindrance.

Redundant Life Support: The character's vital organs are hooked up to an internal power source that is designed to kick into gear when the body experiences major organ failure. This can be used one time to ignore any injury or mortal wound of the character's choice. One used, this augmentation needs to be reinstalled to work a second time. Subsequent installations do not carry an additional *Humanity* cost.

Vengeance Device: The character has a bomb implanted in their chest cavity that is wired to explode when their heart stops. The explosion inflicts 5d6 damage to all targets in a Large Blast Template area.

Common Gear:

Here's a list of the everyday sorts of gear you can scrounge or find in bazaars.

Item	Cost	Damage	Range	Notes
Knife	25 Chips	STR+d4	3/6/12	
9mm Pistol	200 Chips	2d6	12/24/48	AP: 1; Semi-Auto; ROF: 1; 15 shots
.45 caliber Revolver	250 Chips	2d6+1	12/24/48	AP: 1; ROF: 1; 6 shots; Single Action
Desert Eagle (.50 caliber)	300 Chips	2d8	15/30/60	AP: 2; ROF: 1; Semi-Auto; 7 shots
Pump-Action Shotgun (12 g)	350 Chips	1d6-3d6	12/24/48	ROF: 1; 6 shot
Submachine Gun (Uzi, etc.)	300 Chips	2d6	12/24/48	AP: 1; ROF: 3; Full Auto
Hunting Rifle	400 Chips	2d10	30/60/120	AP: 2; ROF: 1; Snapfire Penalty
Leathers	100 Chips			Armor +1
Sporting Armor	250 Chips			Armor +2
Brigandine	500 Chips			Armor +4; Weakness vs. Called Shots
Riot Armor	1000 Chips			Armor +3 (+6 vs. Ballistic)
Usable Scrap	10 Chips			Consumed in Old Tech powers
Ammo	25 Chips			Per Clip
Rations	25 Chips			Food & Drink for 1 day

Knife: Sharp. Pointy. Fun.

9mm Pistol: Your run of the mill light pistol.

Revolver: Packs a bit more punch than your average 9mil but falls short in rate of fire.

Desert Eagle: Powerful Israeli hand gun. Makes big holes.

Pump-Action Shotgun: This weapon fires pellets in a spread pattern to maximize the chances of turning a target into hamburger.

Sub-Machine Gun: Compact, fully-automatic weapon that can lay down a hail of bullets.

Hunting Rifle: Standard long arm used for hitting targets over range.

Leathers: Sturdy natural leather jacket and pants. Provides the most basic sort of protection against abrasion and impact and adds a +1 bonus to your *Awesome* statistic.

Sporting Armor: In the days before the Last War professional sports had become so dangerous that players began wearing light-weight body armor to mitigate the physical rigors of their vocation. Now cast-off pieces of hockey and football padding make for excellent wasteland protection.

Brigandine: This armor is a hodge-podge of chainmail, plastic and metal plates sewn on to a cloth or metal backing. It provides solid protection but because of its primitive construction it has numerous weak points that can be exploited by called shots.

Riot Armor: This full-suit armor is made out of cut-resistant fiber and is backed with a layer of padding to absorb impacts. This is the sort of body armor a law enforcement agent would have worn in 2061. It's very rare to find a complete suit in good repair. An especially well-organized militia or para-military group may have its soldiers outfitted in Riot Armor.

Usable Scrap: Various electrical and mechanical odds and ends that are used by Old Tech scientists to produce technological feats. Scrap is bulky and difficult to carry around in large quantities. Each unit weighs about 5 pounds. Scientists have to be vigilant against becoming over encumbered.

Ammo: Ammunition is handled in an abstract fashion in this setting -- you don't need to worry about gathering the right caliber of ammo for your gun! One unit of ammo is equal to one full clip. Light Machine Gun ammo costs 4x as much.

Rations: A quantity of food and drink that will satisfy one adult for one day.

Military Gear:

The Government and some Partisan militia groups have access to fairly hardcore .mil gear. In the waning days of the Last War, a number of new experimental technologies were brought to the field in the hopes that they could help bring hostilities to a swift conclusion. Many of these technologies still aren't quite ready for production use, and the fact that they aren't getting properly serviced now doesn't help matters, but it is possible to get your hands on the following items with the right connections.

Military Gear List

Item	Cost	Damage	Range	Effect
Assault Rifle (M-16, etc.)	450 Chips	2d8	24/48/96	AP: 2; ROF: 3; Full Auto; 3 round burst
Sniper Rifle	750 Chips	2d10	50/100/200	AP: 4; Heavy Weapon; Snapfire
Machine Gun	750 Chips	2d8	30/60/120	AP: 2; ROF: 4; Snapfire
Grenade	75 Chips	3d6	<i>Throwing</i>	Medium Blast Template; HW
Rocket Launcher (RPG, etc.)	1250 Chips	4d8+2	24/48/96	Med. Blast Temp.; ROF: 1; AP: 30; Snapfire; Heavy Weapon
Rocket Ammo	200 Chips			Per Rocket
Laser Pistol	2000 Chips	3d6	15/30/60	AP: 4; Heavy Weapon
Laser Rifle	3000 Chips	3d6	30/60/120	AP: 6; ROF: 3; Heavy Weapon
Power Armor	10,000 Chips			Armor +6; +1 die type increase to STR; Heavy Armor
Reflective Armor	3000 Chips			Provides Armor +3 vs. Laser Weapons; Weak vs. all other weapons. Rad resistant.

EMP Grenade	150 Chips	3d6	<i>Throwing</i>	Med. Blast Template; Robots only; Ignores Toughness
EMP Cannon	2500 Chips	3d10	30/60/120	Robots only; Ignores Toughness; Snapfire

HW = Heavy Weapon: this weapon can pierce *Heavy Armor*

M.B.T. = Medium Blast Template: this weapon affects a 2 square radius area

AP = Armor Pierce: number of *Armor* points that this weapon can ignore

ROF = Rate of Fire: number of times a weapon can be fired in a single combat round (without penalty)

3RB = Three Round Burst: weapon can fire 3 bullets on one squeeze of the trigger. This imparts a +2 bonus to the *Shooting* roll and damage at a cost of 3 rounds of ammunition.

Snapfire = the shooter suffers a -2 penalty with this weapon if they move during the same round that they fire it

Full Auto = this weapon is capable of fully automatic fire. When more than one shot is fired in a round, all *Shooting* rolls are made at -2 and a number of rounds equal to the weapon's ROF are expended per shot. When *Full Auto* is engaged, the wielder can lay down *Suppression Fire*.

Double Tap = the weapon can be fired twice in quick succession, imparting a +1 bonus to *Shooting* and damage.

Assault Rifle: Fully-automatic combat rifle that is standard issue for any soldier.

Sniper Rifle: This is what the military calls a "Hunting Rifle". Much longer range and greater armor piercing capability.

Machine Gun: A light machine gun. Typically some variant of the SAW 5.56 used by the military in the early 21st century.

Grenade: Standard military issue grenade that produces a cloud of deadly shrapnel.

Rocket Launcher: Military issue LAW rocket launcher.

Laser Pistol: This experimental beam-weapon saw limited use in the last days of the War. It slices through regular armor with ease and can even pierce *Power Armor*.

Laser Rifle: A larger version of the laser pistol that maintains beam coherence over a much larger range. Considered a *Heavy Weapon* for purposes of bypassing armor.

Power Armor: State-of-the-Art, military grade, titanium plate armor with integrated servo motors that impart power-assisted strength to the wearer. This counts as *Heavy Armor* and is completely immune to normal small arms.

Reflective Armor: Thin, light-weight and shiny, Reflective Armor looks something like a space suit from an old 1950's science fiction movie. This armor is specially designed to resist laser blasts. It provides *Armor* +3 vs. lasers and is resistant to all laser-based *Armor Piercing*. Reflective Armor provides no protection against any other type of damage. Wearers of Reflective Armor gain a +2 bonus to resist the effects of *Radiation* and suffer a -2 penalty to asking women out on dates.

EMP Grenade: Hand grenade weapon that emits an electro-magnetic pulse when it detonates. This weapon only inflicts damage to "Robot" type monsters and ignores their *Toughness* rating (though it still must penetrate any *Armor* the Robot has). Any Robot "killed" by an EMP weapon simply becomes dormant. They can be "rebooted" with a *Repair* check.

EMP Cannon: This crew served weapon fires large ion blasts that can seriously disrupt the circuitry of any electronic device it hits. This weapon only inflicts damage to "Robot" type monsters and ignores their *Toughness* rating (though it still must penetrate any *Armor* the Robot has). Any Robot "killed" by an EMP weapon simply becomes dormant. They can be "rebooted" with a *Repair* check.

Vehicles:

Most vehicles no longer work, having been trashed in the Day of Fire. In fact, most of America looks like one big junkyard now, littered with the wrecks of millions of cars. There's no such thing as a pristine vehicle anymore – anything road-worthy today is a bodged up hulk smacked together from spare parts. Still, there are those who would be willing to sell their repair job – for a hefty price.

Most vehicles will have armor and weaponry added to them to provide a mobile defense against bandits.

Vehicles List

Vehicle Name	Cost	Effect
Dune Buggy	5000 Chips	Pace 40 (Acceleration 20); Toughness 10(7); 4 passengers
Battle Wagon	10000 Chips	Pace 30 (Acceleration 5); Toughness 16 (12); 8 passengers; Weapon Turret
Motorcycle	2000 Chips	Pace 36 (Acceleration 20); Toughness 8(6)
Horse	1000 Chips	Pace 10 (Sprint d8); Toughness 8

Vehicle Trample damage = 1d6 per 5 squares of Pace

Dodge Bonus = -1 to be hit per 10 squares of Pace

Drugs:

Drug use is just as prevalent, if not more so, than it was before the war. Cumulative uses of a drug *do* have an additive effect. See GAMEPLAY below for rules on Overdose and Addiction.

Drug List

Drug Name	Cost	Effect
Slam	100 Chips	+1 <i>Agility</i> die; +1 to <i>Agility</i> checks; -1 <i>Spirit</i> die
Crunk	100 Chips	+1 <i>Strength</i> die; +2 to recover from <i>Shaken</i> ; -1 <i>Pace</i> ; -1 <i>Smarts</i> die
Big Red	50 Chips	Removes radiation <i>Fatigue</i> ; removes <i>Shaken</i>
Weed	25 Chips	Ignore one point of <i>Wound</i> penalties

Slam: An inhalant made from a cocktail of aromatic chemicals, Slam is typically dispensed in small glass vials which are broken upon consumption or in some other kind of sealed bottle. When inhaled, it gives the user a sense of euphoria and heightened reflexes. One dose lasts about as long as your average combat. While under the influence of Slam, a character's *Agility* is temporarily increased by one die, but their *Spirit* is temporarily reduced by one die (minimum of d4-2). Additionally, any activity involving hand-eye coordination, such as Shooting or Throwing, receives a +1 bonus. Users high on Slam tend to giggle a lot and act twitchy.

Crunk: An injected drug which must be cooked from its powdered form before use. Because its delivery involves syringes it is sometimes called "Nails". Crunk puts the user into a deep state of relaxation in which they have great immunity to pain. Crunk users gain a temporary die to their *Strength* trait and gain a +2 on all die rolls to avoid becoming *Shaken*. Conversely, their *Pace* is temporarily reduced by 1 and their *Smarts* is temporarily reduced by one die (minimum of d4-2). One dose of Crunk lasts about as long as your average combat. Crunk users are usually incoherent with a glazed look in their eye.

Big Red: An anti-radiation sickness medication developed by scientists toward the end of the War. It was produced in mass quantities in pill form so it is relatively easy to scavenge in most areas. One dose of Big Red will remove one level of Radiation induced *Fatigue*. The usual rules for overdose and addiction apply if successive doses of Big Red are taken. Big Red can also be taken to relieve the condition of being *Shakened*.

Weed: This popular recreational drug managed to survive the nuclear holocaust. If anything, it has become more potent due to genetic mutation. This substance comes from a plant that grows virtually everywhere; the flowers are dried and smoked, imparting a sense of general well-being. People under the influence of Weed can ignore a point of Wound related penalties. A single dose of Weed lasts for 1d4 hours.

Gameplay:

This section outlines some new rules unique to this setting:

Exploding Robots:

Any Robot with either the *Nuclear* or *Gas* power source runs the risk of exploding if they sustain serious injury. Any time the Robot character would be forced to roll on the "Incapacitation Table" they must succeed an additional Vigor roll (target number = 4) applying all Wound penalties or explode.

Any character with specific knowledge of Robots can attempt to hit its reactor or gas tank with a called shot. This attempt is made at a -4 to hit.

When a Gas-powered Robot explodes, it erupts in a ball of fire that takes up a Large Blast Template area. Anyone in the area of effect sustains 3d6 points of damage and has a 2 in 6 chance of being set on fire.

When a Nuclear-powered Robot explodes, everyone is screwed. Anyone within a Large Blast Template area is killed outright. Anyone within 96 squares of the Robot suffers 4d6 damage, is knocked back 1d10 squares, knocked prone and must pass two d12 *Radiation* checks (see RADIATION SICKNESS below).

Humanity:

Every character has a *Humanity* score that measures their capacity for emotion, empathy, compassion and altruism. This statistic can come into play during moments when inter-personal relations are important, such as asking for a favor from strangers, negotiating a business deal or convincing people to follow your plans. Those characters who lack *Humanity* often find themselves receiving hostile welcomes wherever they go.

All *Spirit* based inter-personal skills (**Intimidation** and **Persuasion**) are indexed against a character's *Humanity* statistic instead of their *Spirit*. Whenever a character suffers a decrease in their *Humanity* stat they suffer a corresponding decrease in these skills as well. The same rule holds true for any increase in the *Humanity* statistic.

Human characters begin with a d12 in *Humanity*, Mutants get a d8 and Robots have a zero. Certain jarring experiences can cause a character to lose some *Humanity* die ranks.

Every time a character adds a cybernetic enhancement, their *Humanity* statistic decreases by a certain amount (usually 1 die rank, but for larger enhancements it can be multiple).

At the Game Master's discretion, it is possible to gain or lose *Humanity* for certain story-driven reasons as well. Some examples of situations which might increase a character's *Humanity* would be:

- Saving all of a town's children from monsters
- Curing a rampant sickness
- Delivering food to a starving community
- Protecting a misunderstood mutant from an intolerant mob
- Putting your life at risk to save the life of another

Conversely, here are some situations that might cause a character to lose *Humanity*:

- Murdering a family of settlers to steal their provisions
- Engaging in cannibalism
- Assassinating a local leader so that you can assume a position of power
- Stealing crucial supplies from those who are weaker than you

Robots can never gain *Humanity*.

Testing Humanity:

Whenever a character's *Humanity* statistic is decreased they must pass a *Humanity Test* or suffer severe psychological damage. The character simply rolls their *Humanity* die (plus their *Wild Card* die); if they roll a success or better they are fine. When a character sustains mental trauma he or she immediately becomes a *Robot* and must role-play as a *Robot* from that moment forward. All former relationships and affiliations cease to have meaning. The Game Master may require the player to hand over their character sheet at this point, but it is also possible to let the player continue play as a "Monster Character" provided that they diligently role-play the consequences of their new condition.

Only high level Psychic Surgery can repair mental damage from lost *Humanity*.

Overdose & Addiction:

Overdosing on drugs can cause serious and permanent side effects. A character can safely take one dose with no ill effect. If a character takes more than one dose at a time they risk overdosing. For each dose beyond the first, the character must succeed a *Vigor* check with a cumulative -1 penalty.

Example: a character takes 3 doses of Slam. For the first dose there is no roll. For the second, the character must succeed a *Vigor* roll (Target Number = 4). For the third, the character must succeed another *Vigor* roll at -1. If he fails either roll, he ODs.

A character that overdoses immediately becomes *Incapacitated* and must make an *Addiction* check.

Addiction must be checked for if any of the following conditions are met:

- The character overdoses
- The character takes a given drug twice in the same day
- The character takes a given drug on consecutive days

To check for addiction, the character must succeed a *Spirit* roll (Target Number = 4). If they are successful they suffer no ill effect. If they fail they have become addicted to the drug. Addicted characters must have the drug at least once per day or they begin to suffer from *Fatigue*. Multiple addictions intensify this *Fatigue*. Once a person is addicted to a substance they no longer need to check for addiction (unless they manage to kick it). An addict becomes Incapacitated once they gain 3 *Fatigue* levels. Addiction, in and of itself, is not lethal.

Addiction can be treated with Psychic Surgery or by staying off the drug for 3 months.

Radiation Sickness:

Exposure to radiation sources, such as contaminated food & water, fallout, reactor cores and certain irradiated monsters can cause a character to become sick or even die. When confronted with a radiation source, the Game Master will roll a die depending upon the strength of the source encountered (anywhere from d4 to d12). If the result of that roll exceeds a character's *Toughness* (ignoring armor) they pick up 1 level of *Fatigue*. Successive exposures can lead to additional *Fatigue*. A character who becomes incapacitated from radiation related *Fatigue* slips into a coma and is at risk of death. Radiation related *Fatigue* is permanent until treated. Any character who falls into a radiation-related coma gains the *Anemic* major hindrance permanently.

Radiation sickness can be treated with drugs.

Rations:

Food matters in this setting. If a character goes 3 days without some kind of a meal (food & water), they begin to weaken and will eventually die of starvation. After 3 days without food a character gains one level of *Fatigue* that cannot be cured by rest; one additional level of *Fatigue* is gained for each subsequent day. Once the character reaches 3 levels of *Fatigue*, they pass out from exhaustion and die. One unit of food is sufficient to feed a character for an entire day, except for those characters stricken by the *Glutton* Hindrance; they require 2 food units per day. Eating a meal automatically resets the "starvation count" back to zero and removes all hunger related *Fatigue*.

Taking it on the Plating:

In addition to imparting characters with superhuman abilities, cybernetic enhancements also make the Robot or Cyborg physically tough. Any time a Cyborg would be *Shaken* or *Wounded* in combat they can try to "take it on the plating" by using their artificial limbs as shields. This maneuver works just like a soak roll except the Cyborg must make an *Agility* check instead of a *Vigor* check to try and soak the damage and it doesn't cost a *Benny*. Only Torso and Arm augmentations can be used to "take it on the plating". For each additional augmentation beyond the first, the Cyborg gains a +1 bonus to their soak roll. Multiple Torso augmentations do not impart additional bonuses; only the first augmentation counts.

The Cyborg cannot attempt this maneuver if they are flat-footed (i.e. if their opponent has The Drop on them) and must already have taken a *Full Defense* action in preparation. A Cyborg cannot avoid called shots in this manner – careful aim overcomes their ability to block the incoming damage.

Monsters:

Radioactive fallout has caused a number of nightmare beasts to be born into the world. Here are a few examples:

Animals of Unusual Size:

Many species of animals suffered glandular and genetic damage from nuclear fallout in the aftermath of the War. Those that weren't killed by malignant tumors began to express some shocking mutations. The most common sort of mutation is rampant growth. These animals behave like normal animals in every respect except that their physical statistics are all amplified. Roll a d4 to determine the size rank of the animal and then consult the stat block below. For each size rank the animal gains about 2-3 feet in length and height.

Animals of Unusual Size				
Strength: d6 (+1 die per Size Rank)	Smarts: d6 (A)	Agility: d8	Spirit: d6	Vigor: d6 (+1 die per Size Rank)
Pace: 6 (+2 per Size Rank)	Parry: 6	Toughness: Var.	Fighting: d8	
Gear & Weapons: Claw/Bite (STR+d6); <i>Thicker Hide</i> (Armor +1 per Size Rank)				
Powers: As per animal type				

Construct, Robot:

Scientists with a rudimentary knowledge of robotics can create basic automatons that perform simple tasks. These constructs are not large and are primarily designed to perform menial, repetitive labor tasks.

Construct, Robot				
Strength: d4	Smarts: d4	Agility: d6	Spirit: d6	Vigor: d10
Pace: 6	Parry: 5	Toughness: 9(7)	Fighting: d6	
Gear & Weapons: Bash (STR+d4); Armor Plating +2				
Powers: <i>Construct</i> (+2 to recover from Shaken; immune to poison & called shots; ignore Wound				

modifiers)

End Timer Cultist:

The War really added some folks. Driven to the brink of insanity, a number of people joined together to create a pseudo-religious cult devoted to atomic annihilation. These cultists believe that if they can get their hands on some nukes and complete the Holy Work that their God started, they will be taken to the Promised Land. All End Timers have ugly skin lesions from spending an unhealthy amount of time near unshielded nuclear cores.

End Timer Cultist				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d8	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Fighting: d6	
Gear & Weapons: Knife (STR+d4); 1d10 Chips				
Powers: <i>Radiation Aura</i> (All adjacent targets must pass a d4 <i>Radiation</i> check)				

Flesh-Eating Horses:

These horses have developed sharp, canine fangs and the ability to metabolize meat protein. They may end up riding us some day. If they could be tamed they would make formidable mounts.

Flesh-Eating Horse				
Strength: d12	Smarts: d4 (A)	Agility: d6	Spirit: d6	Vigor: d10
Pace: 8	Parry: 6	Toughness: 10	Fighting: d8	
Gear & Weapons: Bite (STR+d6); Kick (STR+d4)				
Powers: <i>Fleet Footed</i> (d8 Sprint die); Size +3				

Gangers:

They like guns, chains, knives – anything pointy. They like using them on you. They like taking your shit. You've been warned.

Ganger				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d6	Vigor: d8
Pace: 6	Parry: 5	Toughness: 6	Fighting: d6	Guts Mod: 0
Gear & Weapons: 9mm Pistol (2d6 damage); Knife (STR+d4); 1d10x10 Chips				
Powers: None				

Kill-Droid:

Standard model Kill-Droids are ground-bound units with simple anti-personnel armament. They patrol ceaselessly, looking for targets to eliminate.

Kill-Droid				
Strength: d6	Smarts: d6	Agility: d4	Spirit: d4	Vigor: d8
Pace: 8	Parry: 5	Toughness: 10 (6)	Fighting: d6	
Gear & Weapons: Machine Gun (2d6 damage; 24/48/96 range; ROF: 3); Bash (STR+d4)				
Powers: <i>Construct</i> (+2 to recover from <i>Shaken</i> ; immune to poison, fear and called shots); <i>Armor</i> +4; <i>Sensors</i> (Night Vision & Sonar)				

Psycho Hillbillies:

Ever see *Deliverance*? Imagine that times 1000.

Psycho Hillbilly				
Strength: d8	Smarts: d4	Agility: d6	Spirit: d6	Vigor: d8

Pace: 6	Parry: 5	Toughness: 6	Fighting: d6	
Gear & Weapons: Shotgun (1d6-3d6 damage; 12/24/48 range); 2d10 Chips				
Powers: Berserk				

Hunter-Seeker:

These aerial kill-droids patrol the skies searching for soft-bodies to eliminate.

Hunter-Seeker				
Strength: d6	Smarts: d6	Agility: d8	Spirit: d4	Vigor: d8
Pace: 12 (Fly)	Parry: 5	Toughness: 10(6)	Fighting: d6	
Gear & Weapons: Machine Gun x2 (2d6 damage; 24/48/96 range; ROF: 3)				
Powers: <i>Flight</i> ; <i>Construct</i> (+2 to recover from <i>Shaken</i> ; immune to poison, fear and called shots); <i>Armor</i> +4; <i>Sensors</i> (Night Vision & Sonar); <i>Frenzy</i>				

Mutant Wolves:

Packs of wild, mutated, super-strength, super-speed wolves roam the Waste looking for easy prey.

Mutant Wolf				
Strength: d8	Smarts: d4 (A)	Agility: d8	Spirit: d6	Vigor: d8
Pace: 10	Parry: 6	Toughness: 6	Fighting: d8	
Gear & Weapons: <i>Bite</i> (STR+d6)				
Powers: <i>Fleet Footed</i> (rolls a d10 when Sprinting); <i>Go for the Throat</i> (when a wolf hits with a raise, it automatically hits the target's most vulnerable area)				

Radioactive Blob:

Oh God no! It's the Blob! This glowing, green blob of radioactive slime is intelligent enough to know that sliming people is fun and is mobile enough to make it happen. This monster is so rare it is thought that only one exists. At least folks *hope* that only one exists.

Radioactive Blob (WC)				
Strength: d12+4	Smarts: d4 (A)	Agility: d4	Spirit: d6	Vigor: d12
Pace: 4	Parry: 5	Toughness: 17	Fighting: d6	
Gear & Weapons: Acid Touch (STR+2d10)				
Powers: <i>Gargantuan</i> (Can only be harmed by Heavy Weapons; Reach +8); <i>Ooze</i> (+2 to recover from <i>Shaken</i> ; immune to poison, called shots & sensory deprivation); <i>Radiation Aura</i> (All adjacent targets must pass a d12 <i>Radiation</i> check)				

Rogue Psionicist:

With great power comes great responsibility – to hell with the responsibility, just give me the power! The Rogue Psionicist uses their heightened mental powers to dominate others and take what they want.

Rogue Psionicist (WC)				
Strength: d6	Smarts: d10	Agility: d6	Spirit: d12	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Fighting: d6	Power Points: 20
Gear & Weapons: Bash (STR); 1d10x100 Chips				
Powers: 1d4+1 random Psionic Powers; 1 random Mutation				

Scorpitron:

This kill-droid is so named because it walks on six legs and has a rear-slung missile launcher that looks like a tail. The Scorpitron is bad news; it's good for humanity that only a handful of these are operational. The tail launcher is magazine fed so the Scorpitron can fire it every round.

Scorpitron (WC)				
Strength: d12+2	Smarts: d8	Agility: d4	Spirit: d8	Vigor: d12+2
Pace: 10	Parry: 7	Toughness: 16 (10)	Fighting: d10	
Gear & Weapons: Rocket Launcher (4d6 damage; MBT; 24/48/96 range); Machine Gun x2 (2d6 damage; 24/48/96 range; ROF: 3; AP: 2); Bash (STR+d4)				
Powers: <i>Construct</i> (+2 to recover from <i>Shaken</i> ; immune to poison, fear and called shots); <i>Armor</i> +6; <i>Sensors</i> (Night Vision & Sonar); <i>Improved Frenzy</i> ; <i>Size</i> +6				

Swamp Thing:

These rare and dangerous shamblers live in the sultry swamps of the Deep South. They appear as humanoids covered with moss, vines and pond scum; their flesh is scaly and hard and their eyes glow green. Swamp Things prefer to attack from stealth, using their mossy hides as camouflage.

Swamp Thing (WC)				
Strength: d12+1	Smarts: d8 (A)	Agility: d8	Spirit: d10	Vigor: d10
Pace: 4	Parry: 7	Toughness: 9(7)	Fighting: d10	
Gear & Weapons: <i>Bash</i> x2 (STR+d4)				
Powers: <i>Slow</i> (out of water the Swamp Thing moves at <i>Pace</i> 4); <i>Mossy Hide</i> (<i>Armor</i> +2); <i>Aquatic</i> (can breathe underwater); <i>Combat Reflexes</i> ; <i>Frenzy</i>				

Weres:

Weres are a special type of mutant that emerged from the mutagenic cross-combination of human and animal DNA. Unlike in folklore, these Weres don't Shapechange based on lunar cycles; they are a permanently altered hybrid of man and beast. The morphology of the Were is incredibly varied: they can be mammals, reptiles, insects, birds or fish. Most Weres have been driven completely insane by the primal call of their animal halves, but a select few have managed to control the tempest in their genetic codes to live a more or less human existence on the fringes of society.

Were				
Strength: d12	Smarts: d6	Agility: d8	Spirit: d6	Vigor: d10
Pace: 8	Parry: 9	Toughness: 7	Fighting: d10	
Gear & Weapons: <i>Bite/Claw/Bash</i> (STR+d8)				
Powers: <i>Frenzy</i> , <i>Berserk</i> , <i>Invulnerable</i> (Can only be harmed by Heavy Weapons; can be <i>Shaken</i> by normal weapons)				

Zombies:

Some humans were altered by radiation sickness in other, more disturbing, ways. Hundreds of thousands of unfortunate souls became brain-dead shells with only one thought in their minds: eating. These putrid, disgusting cannibals roam virtually all the inhabited areas of the Waste searching for any meat they can find. Though they are called Zombies, they aren't the living dead, just humanity's worst spawn.

Zombie				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d4	Vigor: d6
Pace: 6	Parry: 5	Toughness: 7	Fighting: d6	
Gear & Weapons: <i>Bash</i> (STR)				
Powers: Immune to Fear; +2 to recover from <i>Shaken</i> ; Suffer +2 damage from head shots				

Power Groups:

The Wasters:

Wasters are people who live in the wastelands between cities. They have adapted to survive in this inhospitable environment and cut a striking, iconic figure in their dust-caked masks and frayed, battle-worn armor. The Waster population includes a higher than normal number of Mutants; indeed, most people mistakenly believe that all Wasters are Mutants. What Wasters are is individualistic, self-sufficient and resourceful -- they have to be in order to survive. They are generally suspicious of people trying to settle down and form communities; it was modern society, after all, that put the human race in its current predicament. Because they ply the spaces between Civilization's islands, some Wasters have carved out a niche as merchants and news-carriers, but as is more commonly the case prolonged exposure to isolation and the elements has driven a great many Wasters insane.

While Wasters don't generally form societies, a couple of noteworthy groups have organized themselves into trade networks and alliances of convenience.

The Cartel:

"There are two things nukes can't kill: roaches and the profit motive"

Arguably the best and most organized scavenger group around, the Cartel has positioned itself as one of the foremost trading powers in New America. Their outposts line the West Coast; the ways between these outposts are well-traveled enough to almost be considered safe. Almost. Cartel caravans are always well defended. They can afford to hire the best mercenary muscle. If you are in the market for rare items, you cannot do better than to contact a Cartel merchant. If they don't have what you're looking for, they probably know someone who does.

The leader of the Cartel is a middle-aged man named Zidell. He runs the organization out of its headquarters in Portland, Oregon. Every major trade route and outpost is governed by a Caravan Master; these Caravan Masters all serve on a ruling council which is presided over by Zidell. He has been appointed the council's President-for-life.

The Cartel has been actively expanding southward with the ultimate goal of taking over all trade in California. Zidell has ordered all trading posts to begin building defenses to guard against any hostile resistance that may be encountered as the organization penetrates new markets. The Cartel has engaged in a loose alliance with New Dawn but Zidell is still wary of forming a more permanent partnership with the mutants. He wants to be absolutely sure they have no designs on cutting into his business in the future.

The Dust Guild:

"I'm pretty sure we're standing somewhere near Kansas right now...."

Life has a way of thriving in even the most inhospitable environments and there is no environment more inhospitable than the Dust Bowl. The Dust Guild has chosen to make this deadly region their home. Outsiders consider these solitary wanderers to be eccentric hermits, operating more or less in isolation, but the truth is that the Guildsmen make frequent contact with one another, passing news and information across the breadth of the Sand Sea.

The Guild is small but its membership includes the most hardcore survivalists in the known world. Their interactions with outsiders are limited but they have been known to sell their services as guides for people who want to traverse the Bowl or escape pursuit.

No one really knows what the goals and aims of the Dust Guild are or who their leader is, if in fact they have one. Many speculate that they just want to be left alone; as lethal as the Dust Bowl is, it provides tremendous protection for those who don't wish to be found. Rumors abound that the Dust Guild has found a massive oasis in the heart of the Bowl and have turned it into their personal paradise.

The Nation:

"At night when the streets of your cities and villages are silent and you think them deserted, they will throng with the returning hosts that once filled them..."

Formed from a confederation of several Native American Indian tribes, the Nation of Nations found themselves living on some of the most prime real estate left after the War was through scourging America. The tribal chieftains realized they finally had an opportunity to be free again; they spearheaded a widespread revival of "the Old Ways".

The Nation counts among its members some of the best hunters, trackers and craftsmen in New America. Indeed they are one of the only groups that still manufactures handcrafted goods in this post-industrial world. Though they are slow to trust, the Nation will engage in trade with small, independent groups if there is a mutual benefit to be had.

The Braves of the Nation are territorial and aggressive. They don't want to let "White" society regain its seat of control and will actively oppose any Government groups. They are also ardently anti-technological and will refuse to use any item more complex than a gunpowder firearm. The Nation will muster all of its resources to take down any Robots they find. What they lack in equipment they more than make up for with sheer numbers.

The Mutants:

Mutants are humans who have been genetically altered by the high levels of ambient radioactive fallout in the post-war world. These genetic mutations express themselves in distinctive (and often horrifying) ways. While many of these deformities are simply disfiguring, some are adaptive traits that help the Mutant survive in the harsh conditions of the wasteland. Mutants are generally tougher than regular humans and possess exaggerated physical qualities. Some Mutants have developed strange new mental powers that are not well understood. "Normal" society looks upon mutants with suspicion at best and outright revulsion at worst, forcing many Mutants to form their own communities far from the strongholds of humanity.

There are a number of Pro-Mutant groups that have formed to promote Mutant rights. These groups address with the question of "human-mutant" relations in radically different ways.

Second Evolution:

"It is natural and just for the weak to be overtaken by the strong"

The Second Evolution believes it is the destiny of *Homo Novus* to supplant *Homo Sapiens* entirely. They see genetic mutation as an improvement over nature's design and that evolution is proceeding toward a metaphysical end state they call "The Perfect". Humankind is inherently flawed and must either kneel before The Perfect or be eliminated.

The Evos (as they are colloquially known) are led by a triumvirate of megalomaniacal mutants named Starmaker, Mother and The Butcher of Mulholland.

Starmaker has a background in medicine and is considered to be the "brains" behind the Second Evolution. His experimentation into the use of mutagens to convert Normals into Mutants is his private passion. The

way he sees it, The Perfect will come about more quickly if he can turn his enemies into allies. He and his cadre of "scientists" have a weird reverence for Old Hollywood artifacts. Starmaker has been known to cut deals with Normals who can offer up some rare Silver Screen relic in trade.

The military arm of the Second Evolution is led by a brutal hulk called Cromarty, otherwise known as The Butcher of Mulholland. His desires are plain: he wants to raise an army of the toughest and strongest mutants he can find and destroy all humans. He views his comrades in the Triumvirate with open contempt; they are too weak and scheming for his tastes.

Psionicists occupy a place of special importance in the hierarchy of the Second Evolution. They are referred to as "The Heightened" and are valued as seers and fortune-tellers. Mother is chief amongst The Heightened; her mental powers are second to none. She is perhaps the most cold-hearted and ambitious of the Triumvirs; she thinks Cromarty's methods are too crude and that Starmaker is wasting his time playing around with chemistry. Her plan is to use mind control powers to turn Normals into slave labor for the Mutant race.

Once they get Los Angeles firmly under their control, the Second Evolution wants to move north and take over San Francisco. They've heard rumors of another mutant group operating there that co-exists peacefully with Normals. If it is true this abomination must be stopped!

New Dawn:

"The world has changed forever and we are its new face"

New Dawn is an organization dedicated to the peaceful expansion of Mutant communities. Member of New Dawn express a "go along and get along" philosophy: they are happy living alongside Normals so long as their sovereign rights to exist and govern their own communities are respected.

New Dawn is run as a collective. Everyone has a voice in government and all policy decisions are made in weekly forums. The collective lightly taxes its members to provide basic social services, such as schools, clinics and police.

The ultimate goal of New Dawn is to establish a series of colonies across America Reborn and one day make a bid for nationhood. They realize the only way to achieve this is to be financially, politically and militarily powerful. To accomplish this, the leaders of New Dawn have been trying to convince the Cartel to broaden their current trading agreement into a more permanent alliance. New Dawn would help the Cartel expand its influence to the South by providing protection for new trade outposts while the Cartel allows New Dawn to establish colonies in those locations. The Cartel is hesitant; they openly wonder if they really need help from the Mutants and are concerned that if New Dawn gets much stronger they might become competitors.

The Partisans:

Some groups of humans remain fiercely loyal to the US government that was, which for them exists as some sort of shining Camelot in their minds. These groups form heavily fortified communities that are hostile toward all other groups. They believe that they can resurrect an idealized form of the United States by maintaining moral purity, a clean genome and strict hierarchical control. More so than most, Partisan groups have an interest in conquering and pacifying territory. Their ultimate goal is coast to coast control of America. The heart of a Partisan community is usually a church or other theocratic authority, but some are organized as militias around a military warlord.

The L.D.S.:

"God brought the Apocalypse to Test the Faithful. One cannot go against the Will of God!"

The largest and most influential group in the Mountain West region is the Church of Latter Day Saints (or LDS for short). The Church was well prepared for the Rapture – they funneled their considerable assets into designing shelters underneath their temples and stockpiled huge amounts of military hardware. Virtually the entire state of Utah is under the control of the LDS, as well as parts of Colorado, Montana and Idaho. They believe that it is their divine mandate to bring America into God's fold.

The LDS are powerful and organized. Their dominion is composed of a network of administrative districts called Wards. Each Ward is presided over by a Bishop who is supported by a staff of Elders. The Bishop maintains direct contact with the leadership back in Salt Lake, a ruling body of twelve "Apostles" called the Quorum. Wards are uniformly well-armed and supplied. They won't conduct commerce with anyone who hasn't been "saved". It is possible to be accepted into their ranks, but only after proving your religious devotion and spending a period of service as an "initiate" (essentially an indentured slave). Initiates can rise high if they prove to be sincere in their beliefs. The LDS takes public health and education seriously and, as a result, their average citizens seem preternaturally healthy, attractive and cultured. As a society they jealously protect their women and see it as their mission to re-seed the earth with decent and righteous people.

The militant arm of the LDS is the Prophet's Guard. They defend the Wards and keep a close eye on the ever-expanding borders of the LDS. Their advance elements are called Missionaries; the presence of these heavily armed scouts always presages the imminent arrival of a Guard detachment. Other denizens of the Waste have taken to pejoratively calling the LDS soldiers "Joeboys", a riff on the name of their founder.

The LDS has had a clear path of expansion to the north, assimilating or conquering any small groups they have encountered. They've experienced greater challenges in every other direction but are resolute in their mission to one day bring the Word to all of America.

The NewCons:

"We told you we'd rise again!"

A number of militia groups in the Deep South have taken to waving the Confederate flag around more than usual and styling themselves as the "New Confederacy". They seek to finish the job that Robert E. Lee started. In the absence of a strong, federal government the NewCons, as they are informally referred to, made quick moves to consolidate power in the South. They mustered their numbers and rolled into Atlanta, turning the ruined CDC building into their base of operations. Unlike most folks, the NewCons have adopted an optimistic outlook toward the apocalypse; they feel that it was in some way "just" -- that it swept aside a corrupt, god-hating federal government and served as some form of recompense for the bygone Civil War.

The NewCons are comparatively well-organized and well-resourced. They maintain strict law and order and are particularly concerned with maintaining decency and civility. Just because the rest of the world has gone barbaric doesn't mean that they have to. Their strongholds are primarily in Georgia but they exert an influence throughout the South. In the towns they have reclaimed, they are busily erecting fortifications and are encouraging families to settle down. When they aren't fighting off attacks from irradiated back woods monsters and bandits they are busy chartering settlements.

The leaders of the New Confederacy have stated one of their goals is to take Washington D.C. and erect a reconstituted United States Government. This goal has a spiritual importance for them.

The Pacific League:

"Join us if you want to make something of your life... Or go back to scratching in the sand with the other vermin."

Based out of Camp Pendleton near San Diego, the Pacific League is the only shining light of civilization in Southern California. The Marines stationed there received the order to make preparations for the Day After when the war turned nuclear. After the radiation cooled and it became clear that no new orders would be forthcoming, they quickly established themselves as a stabilizing force in the area, stopping looters, stockpiling resources and providing shelter for displaced survivors. Their leader, a visionary marine named Major John Covenant, kept his men focused by instituting a rigorous code of honor that reinforced the rule of law. It was his idea to form the League; his Marines co-opted all of the smaller factions in the region, an odd amalgam of surfer tribes and Mexican gangsters, and formed a permanent alliance built on the foundation of Marine Corps principles. Over the generations that have followed, the Camp Pendleton Marines have lost touch with their government mandate but have held on to the Code of Covenant, to which they ascribe an almost religious significance, and their military culture.

The League maintains strict military discipline. All members of the community are required to undergo mandatory military training. Even the old and infirm learn to shoot and every member of the League fulfills a support role of some kind. All legal judgments are handled by military tribunal. Capital punishment is accepted; crimes as harmless as dereliction of duty can result in execution if it puts the safety of the League at risk.

Members of the Pacific League are elitist. They believe they are better and more civilized than anyone else in the Wasteland. They are open to letting outsiders join their ranks but only if they swear allegiance to the Code of Covenant and enlist for life-long military duty. The soldiers of the Pacific League wear distinctive desert camouflage and late 21st century era battle armor. They are some of the best equipped and best trained soldiers in New America.

Currently the greatest threats to the existence of the Pacific League are the kill-droids that come wandering in from the deserts to the east. Teams of lookouts are on constant duty out on old Highway 8 searching for the tell-tale signs of approaching machines.

The Government:

The US government was not completely destroyed during the war. Indeed, they had at their disposal some of the best bomb shelters in the world. In many respects, the Government came out of the war better off than everyone else, but it is still very fragmented and unable to control or even communicate with its citizens. In place of a representative government, the descendants of the last elected officials have set up a semi-feudal society with themselves at the top. They have access to high-tech military weapons and legions of loyal soldiers who help them maintain tight hold over their strongholds. Some elements within the Government want to restore national control; others are happy being petty dictators.

The United States of America:

"...One Nation, under the President, indivisible, for thine is the Kingdom, the Power and the Glory."

A despot styling himself as the "President of the United States" has been busily constructing strongholds around old military and defense industry installations: Cheyenne Mountain, Area 51, and Sandia Labs, to name a few. He believes that he is descended from the Last President who ruled America before the War and that the office of President is a hereditary title. From his base in Cheyenne Mountain, the President guides the actions of his trusted lieutenants, a group of strongmen called "Senators". Each Senator controls a cadre of camouflage clad soldiers that enforce the President's will. Any "citizens" that are

discovered must either pay their taxes, like a good citizen should, or be frog-marched to the nearest Rendition Facility for processing.

In addition to being state-of-the-art and well furnished, the government bunkers under the President's control also contain, for some strange reason, hermetically sealed closets full of tailored suits, expensive liquor and rare cigars. These treasures are jealously guarded by the President. He shares his private stock with his best lieutenants as a reward for work well done.

The President has access to radio broadcast and video conferencing equipment that allows him to maintain virtual contact with all of his Senators in the Western United States. Anyone in the area with a radio can tune into the regular propaganda feeds that are distributed 24 hours a day.

The Omegans:

"We are the last line of defense... The only people living who remember America That Was"

In the ruins of Washington, DC a group called The Omegans has established a provisional US government from the remains of the Pentagon. One of the final acts of government issued by the President in the final days of World War III was the controversial "Omega Protocol". This order decreed that key members of the executive, legislative and judicial branches of government would be mixed together at random and sent off to six different secured locations to wait out the aftermath of the War. The hope was that at least one of these "seed groups" would survive to implement an emergency government after things cooled off. As a contingency, the Joint Chiefs and a hand-picked group of decorated soldiers were entombed in experimental cryo-stasis chambers beneath the Pentagon. After a pre-determined period of time, these cryo capsules would be opened and the Joint Chiefs would organize a search-and-rescue effort to determine whether or not the mission of the Omega Protocol was a success.

The Joint Chiefs woke up from cryo-sleep about 2 years ago to find a world still in ruins. To them and their charges, the War was still going on yesterday; they keenly feel the pain of having lost their families and their friends forever. The only thing keeping them sane is the Protocol; all that matters now is the Mission and the resurrection of the United States. If they can't locate any of the other seed groups, well, then the job of repopling America will fall to them.

The Omegans, as they have come to be known, own the most pristine cache of Pre-War weapons and armor in the world. Their facilities under the Pentagon are kept in meticulous order by an Artificial Intelligence program called Leonardo. A massive underground hangar holds what is quite possibly the last working aircraft in existence. The Omegans have not used these yet but they are making preparations to begin a thorough aerial reconnaissance of the United States soon.

The Gangs:

The majority of America's post-war population belongs to Gangs. They live out a brutal kill or be killed existence as they compete for ever scarcer resources. Most towns have at least one gang in them; most cities have several. Because most places are controlled by gangs, they basically run the post-war economy. Many markets and bazaars are gang operated. The institution of the poker chip as the new currency is one of the major gang contributions to post-war culture.

The largest gangs are in the largest cities. New York, Los Angeles, Seattle, Chicago, Washington DC, Atlanta and Las Vegas are all hotbeds of gang activity. The absence of law and order has allowed the leaders of these bands to become feudal warlords.

Some gangs are nomadic rather than territorial. The livelihood of these wandering raiders depends upon the maintenance of vehicles and the monopolization of liquid petroleum. Nomads collect gasoline

powered vehicles and will fight bloody wars for the last vestiges of refined gasoline that remain. Belying their barbaric natures, the nomad gangs have some of the best auto mechanics in the country.

Some of the larger and better organized gangs in the Wasteland are the Visigoths, the Warlocks and the Mafia. They have a presence in multiple regions and have managed to stake out some permanent territory.

The Independents:

A number of private interest groups foresaw the coming of the big war and designed their own shelters around the country. These groups have fared relatively well compared to the rest of the population. Typically they have a defensible shelter with a large food supply and some means of generating water and power. Independents are as different from one another as can be imagined. Some are just groups of regular people who were lucky enough to find shelter; others are part of "ark communities" chartered to rebuild society in their founders' vision. These utopian groups typically have a belief that they can restore light and reason to a chaos-plagued world. Naturally, because their shelters tend to be resource rich, independents are often targeted by nomadic gangs.

The Cascadians:

"We aren't going to solve all of our problems by killing everybody. We need to re-teach Humanity how to be civilized."

The Cascadians are arguably the largest and best equipped group of independents in the country. A substantial amount of old-world high-tech money was spent by the Cascadian Group to safeguard a utopian society in the Pacific Northwest. They are a classic 'ark community' composed of computer scientists, engineers and university professors. Their goal is to reduce the current "Dark Age" as much as possible by developing new technologies to deal with the post-war world.

They have a deep, well-stocked shelter in the bedrock of the Cascade Mountains. Their facilities are top notch featuring the state-of-the-art in water purification, renewable energy generation, computing and defense. At the moment, the Cascadians have no designs on expansion; they are preoccupied with educating and equipping the first generations of post-war Cascadians.

The Cascadians loosely control the area from the Cascade Mountains to Utah. They have had some contact with The Cartel but consider them little better than carrion-crows who are more concerned with plunder than progress. Recent encroachments by L.D.S. missionaries have been a source of strife since the groups fail to see eye to eye on how post-war America should be run.

The major goal of the Cascadians is to restore the environment and educate the post-literate masses of America. Cascadian teachers reach out to neighboring communities and show them how they can produce clean water, decontaminated food and healthy plants. Though they are not pacifists they frown upon the use of violence to solve problems; however if called upon to defend themselves the Cascadians have an array of high-tech weapons at their disposal.

The Gardeners:

"Humanity is at risk of extinction. We need to do everything in our power to insure the continuation of our species."

The Gardeners are a high-tech organization of scientists and eugenicists based out of Manchester, New Hampshire. In the days before the War, a group of investors, financial barons and tech executives formed an ark community called "The Garden Project". The plan was to provide both a safe haven in the event of a PKE (Planet Killing Event) and to store "seeds" for the eventual rebirth of human civilization once this

imagined cataclysm was over. Young people with the right genetic and social qualities were selected after careful statistical analysis and placed within what they believed was a special school where they were being groomed to be the Leaders of Tomorrow. This school just happened to have enough armor plating to survive a direct hit from a nuclear missile. When the PKE finally came, the Gardeners were ready.

While the world burned the Gardeners maintained a strict education regimen and code of conduct. A "Board of Directors" oversaw the administration of the Project and hand-guided the development of its members. The first two generations of post-war children were drilled to believe in the Gardener's mission, which is the preservation of *Homo Sapiens*. A large amount of experimental military hardware had been stockpiled by the far-sighted founders of the Garden Project. All young men and women of the community were trained in the use of Powered Armor and directed energy weapons. In their eminent vision, the Founders also provided the Garden Project with an ultra-modern automated factory that can be used to robotically build items based on digital specifications.

The Board has recently declared the initiation of "Phase 2" of the Garden Project: the re-seeding of Earth. Patrols of fearsomely armored Gardener scouts are becoming an increasingly common sight in the East Coast region of America. They have established a number of small bases in New England and have recently chartered two new colonies in Detroit and Washington D.C. Scouts never remove their protective gear while they are outside of a sealed base for fear of becoming "tainted" by the environment.

The Gardeners will only accept new members under the most extraordinary circumstances. Being of pure blood isn't enough; there's an extensive educational program that must be passed to insure that the prospective member is fully indoctrinated in the "Gardener Way". All prospects must possess the *Attractive edge*.

Back in their Manchester headquarters the Gardeners are busily raising the next generation of explorers in a huge breeding farm they call "The Crèche". The Board encourages open relationships in order to produce the most offspring and to share the duties of child-rearing across all adults. Couples will generally stay together anywhere from 1 to 4 years before selecting different mates. Instead of causing strife, this has created a society where everyone feels connected to everyone else in a meaningful way. Kids grow up used to the idea of having multiple, loving parents. It doesn't hurt matters that everyone who lives here is healthy and attractive. The Gardeners don't discuss their eugenics program; any fetus that is shown to be 'deficient' in some way is clinically removed before it comes to term. This is part of the deal that all Gardeners accept by living here.

Officially the organization has no ties to any other faction. Most other groups are simply viewed as obstacles to be overcome. The Gardeners will lend assistance to any group of decent, law-abiding humans that they come into contact with, but are careful not to let these relationships progress beyond casual contact. They will attack mutants, or anyone who is perceived to be a mutant, on sight.

McKendrick's Irregulars:

"For the first time in our lives we are truly free."

McKendrick's Irregulars are a civilian army founded on Libertarian principles. They are based out of a city they chartered in the Michigan wilderness called Liberty.

Jim and Anne McKendrick were famous advocates of a brand of "get back to nature" libertarianism that sprouted up several years before the Last War. They had a popular television show and a cult following of like-minded "freedomists" who wanted to get the federal government out of their lives. Jim and Anne tried to show how people could live off the land, construct their own shelters and govern themselves. When things fell apart, they were uniquely well-prepared for what came after. A number of people braved the dangerous journey to find the McKendricks, thinking that they would have a plan for survival.

The McKendricks did indeed have a plan; their shelter had survived intact and they were well-provisioned to ride out a long interregnum. They made it clear to the new arrivals that everyone would need to pull their own weight but were quick to help establish an orderly civil government that planted the seed for the Town of Liberty. Neighboring survivalist groups, attracted by Liberty's promise of trade and security, joined the community and the town quickly grew into a city. When Jim passed on from complications related to radiation sickness, Anne and his two daughters became the symbolic leaders of the community. Anne worked tirelessly to integrate newcomers and enforce her family's principles. The McKendricks were such a touchstone for the community that when Anne remarried and her daughters settled down, the McKendrick name began to pass down the female bloodline. Now to be a McKendrick has an almost royal connotation in Liberty, though they would abhor the comparison.

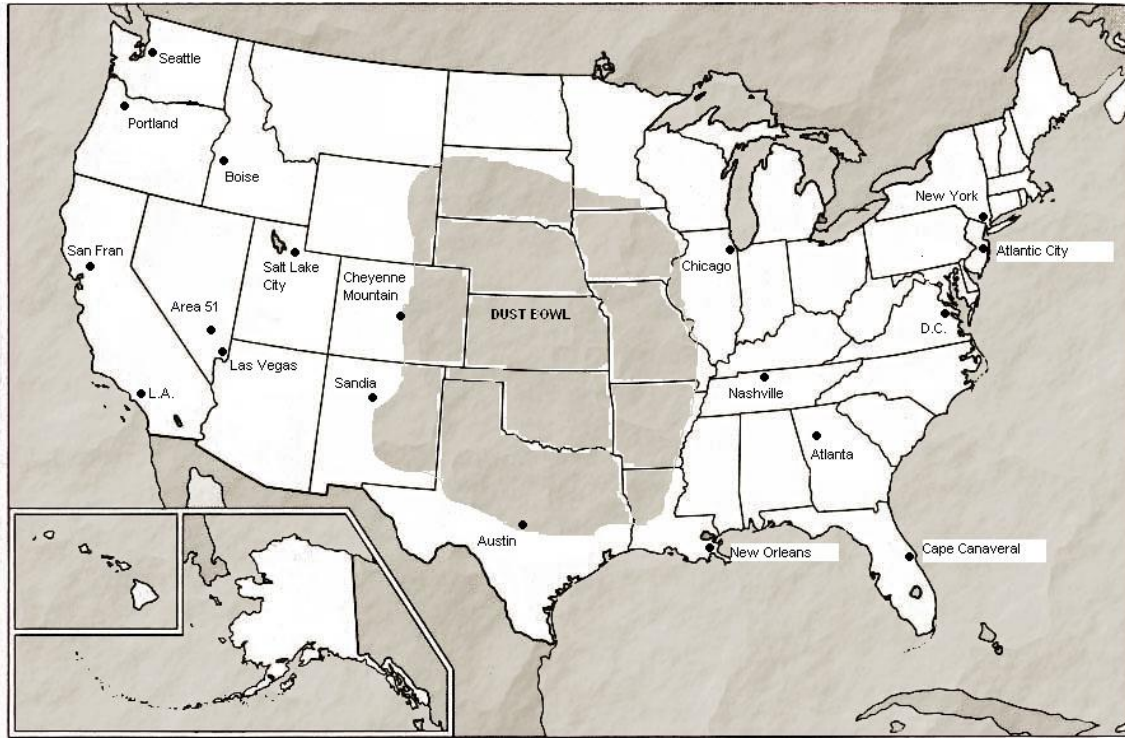
The Irregulars were created by Jim and Anne as a civilian militia for mutual defense. The militia is indistinguishable from the citizenry of Liberty because every citizen is a member of it. Militia members are filled with pride because they know they are equally responsible for the safety and success of their home. They believe in freedom without tyranny, but the definition of what constitutes tyranny can sometimes be rather broad. Crime is viewed as a form of tyranny and criminals are often swiftly executed as enemies of the state. This "eye for an eye" style of jurisprudence is echoed everywhere in Liberty's civil constitution.

The Irregulars are suspicious of any group whose mission statement includes "Reforging the Republic" whether that means restoring it to its original form or recasting it in a new image. They would just as soon see the end of federalism and keep things run at a local level.

The Robots:

The 21st century heralded the beginning of the age of robotic warfare. Towards the end of the 3rd World War, a large number of autonomous war-droids were used to root out cells of guerillas. After the war, many of these robots continued their missions unabated. Most are equipped with renewable power sources so they can go on killing almost indefinitely. They roam the wasteland on constant patrol and are a threat to all soft-bodies. Some groups (especially the Government) desire to find a way to control the Robots so that they can advance their agendas more effectively.

Appendix A: Points of Interest



Here are some notes on the different regions of the US and how they have changed since the War:

Pacific Northwest:

Synopsis:

The Pacific Northwest, for the most part, has reverted back to being a wilderness area. Seattle took a direct hit in the War so large portions of that once beautiful city have been destroyed. The state capitals of both Washington and Oregon (Olympia and Salem) were also nuked. Huge tracts of forest land succumbed to atomic fire but a considerable amount still remains. All manner of mutated animals now roam the region. It is one of the most remote and sparsely populated areas in the country.

Seattle:

Seattle has become a nightmare battleground. Most of the city lies in ruins. The heart of what was once downtown and Capitol Hill has been taken over by an aggressive band of Mutants called the Nightstalkers. These mutants exhibit dominant genetic traits that seem to be passed on virally from one mutant to another. They all have dark purple skin and fantastic night vision as well as exceptional speed and strength. The Nightstalkers are notorious cannibals but thankfully they only seem to come out at night -- their night-adapted eyes are pained by sunlight.

By day, tenacious scavengers from Seattle's east side suburbs crawl over the bones of the Emerald City looking for scraps of valuable plunder. These "Eastsiders" are not unlike rodents, stealthily picking through piles of rubble and scattering toward bolt-holes at the first sign of trouble.

Guarding the area around Queen Anne Hill, Ballard and Wallingford is a group called the Queen Anne Militia. Little better than a gang, the Militia is the only thing approximating a lawful society in Seattle. They preoccupy themselves with keeping the Nightstalkers and Eastsiders out of their territory and do their utmost to monopolize all salvage inside city limits.

West Seattle has been completely overrun by zombies. The West Seattle Tunnel was intentionally collapsed by the Queen Anne Militia to keep them bound there.

Portland:

Portland (or Stumptown as the locals are fond of calling it) has basically been split into three big territories. The east side of the city is controlled by The Cartel, a powerful group of free traders and scavengers with trade franchises all up and down the West Coast. The Cartel has established a monopoly on all commerce in the region and uses the Columbia and Willamette Rivers to move cargo to neighboring settlements. They have purposefully demolished all of the bridges leading to their part of the city, save for the Burnside Bridge, so that they can keep most raiders and gangs away.

A mutant group calling itself the New Dawn controls the west side of Portland, including what was once the Downtown area. They are neutral toward the Cartel and engage in some trade with them. They have set up a kind of "red light district" in Old Town that offers unique, sinful diversions to those who have the chips. It is not uncommon to find a few Cartel merchants "slumming it" over there on any given night.

Both the Cartel and New Dawn are united in their dislike of the Visigoths, a large and reasonably well-organized gang of nomadic thugs that control the north bank of the Columbia River. The Visigoths make any trade to the north problematic and are constantly searching for ways to mount a full-scale invasion of Portland.

A band of river pirates called the Freedom Navy give the Cartel trouble from time to time as they try to steal river-bound cargo. They are based out of a fort located near the city of Astoria. New Dawn freely engages in trade with these river rats, a fact that causes tension with their Cartel neighbors.

Idaho and the East:

A number of militia groups hold the parts of Eastern Washington, Eastern Oregon and Idaho that aren't too "glow in the dark". These well-armed, xenophobic groups will shoot first and ask questions later. Boise has become hotly contested as different militia groups move in to claim its salvage. A neo-nazi group calling itself the "4th Reich" is the dominant group in Boise at the moment. Lately, they have been fending off sorties from the LDS as their white-clad missionaries gradually spread north and west.

Pacific Northwest Encounters:

Draw	Encounter Name	Encounter Description
2	Mutant Wolves	A pack of 2d4 Mutant Wolves has caught your scent. Their howls are getting closer!
3	Psycho Hillbilly Family	1d4+1 dangerous inbreds approach you. They want to invite you to dinner! You are on the menu.
4	Cartel Caravan	2d4 armed and armored caravan guards escort a Cartel merchant on a cattle-drawn wagon. The merchant is more than willing to trade. He has an assortment of common items and a 10% chance of something rare.
5	Ghost Town	You discover an abandoned town in a state of advanced disrepair. There's a 50% chance the town has squatters (draw again). A thorough search of the town will uncover 2d4 pieces of Usable Scrap and 2d4 Rations.
6	Rodents of Unusual Size	1d4 giant rats or beavers are rustling around in the foliage. They will ignore you unless disturbed. They might taste ok if properly cooked...
7	Scavenger Party	1d4+1 dirty scavengers are picking through some kind of find. They aren't brave or tough and will beat feet at the first sign of trouble. If you steal their claim you find 1d4 pieces of Usable Scrap and 1d4 Rations.
8	Nation War-	4d4 Braves are hunting in this area. They are laden with fresh meat and

	Party	skins from recent kills. They won't show any mercy if you're flashing any tech!
9	Weres	You encounter 1d2 dreaded Weres. There's a 50% chance they're Fish-Men and 50% chance that they are Wolf-Weres. These dangerous hybrid beasts are dauntless trackers and will pursue you over great distances.
10	New Dawn Colony	A group of 3d4 New Dawn mutants have set up a makeshift camp here. They are in the process of building permanent shelters. They are neutral yet guarded if confronted by strangers.
J	Mammals of Unusual Size	The smell of your passage has attracted the attention of a giant bear or wolf.
Q	Rad Rain	Radioactive Rain begins to fall for 1d4 hours. If you can't find shelter you will need to make a d10 strength Radiation check for every hour that you are exposed.
K	Rogue Psionicist	A solitary Wild Card Rogue Psionicist has elected to dwell alone here in the wilderness. They will attempt to use their powers to spook intruders.
A	LDS Missionaries	A heavily armed band of 3d4 soldiers in white riot armor approach. Their leader identifies himself as a "Missionary" and asks you if you want to be saved. You get the impression he won't take no for an answer.
Joker	Cascadian Patrol	You encounter a group of clean-looking, sharply dressed people with new looking weapons. They identify themselves as members of "The Cascadians" and ask if they can render assistance. There are 2d4 Cascadian Rangers and one Wild Card Squad Leader.

California:

Synopsis:

Just as it was before the War, California is still one of the most important places America. Some of the richest plunder can be found in California's major cities but the locals are fierce and territorial. Many power groups see California as the ultimate prize and are exerting considerable resources to establish dominion there. Whoever can pacify this former state would be well on their way to controlling the entire country.

Los Angeles:

Los Angeles is a sprawling, seething pit of violence. The gangs that already lived in the city have now become major power brokers. Open war between Hispanic gangs and African-American gangs continues unabated on the streets of South Central. Downtown LA and Hollywood has been taken over by the Second Evolution -- the largest and most powerful mutant group in the country. They are militant and want to subjugate the entire human race. When they aren't too busy fighting each other over resources, the gangs try to maintain a thin, red line against the spread of this mutant menace.

San Diego:

The area around San Diego is under the control of the Pacific League. This partisan group has established a "military utopia" where the rule of law is strictly enforced. Citizens of the League and "registered outsiders" can obtain basic services here. See "Power Groups" for more information about the Pacific League.

San Francisco:

The Silicon Valley became Balkanized when the bomb hit San Francisco and fractured it into hundreds of small groups vying for control. Most of the Bay Area Technorati fled the scene when they saw what was going down and went on to join the "Ark Communities" that formed in more remote parts of the country. One group has emerged in a bid to re-establish order in San Francisco; called "The Trolls" this group started off as little more than a gang of mutants who had taken control of the Golden Gate Bridge,

demanding tribute from anyone who sought to cross it. The leadership of the Trolls was eventually usurped by a charismatic mutant calling himself the Duke of Alcatraz, the declared master of the eponymously named island prison. He had more grandiose plans for the Trolls. The Duke was of a more philosophical frame of mind than his mutant cohorts; he wanted to create a new society that would flourish in this new world, a society that recognized the "separate but equal" nature of mutants and humans. Backed by the Trolls muscle, the Duke of Alcatraz subdued a number of local gangs and integrated them into a unified whole. Now this multi-racial community dominates the great majority of the Bay Area, with only a few exceptions.

The Trolls have no interest in expanding their influence outside of San Francisco. They simply want to fortify their position and create a true safe haven for their people.

California Encounters:

Draw	Encounter Name	Encounter Description
2	Zombies	2d4 zombies root around in the mud looking for corpses to chew on.
3	Cartel Caravan	2d4 armed and armored caravan guards escort a Cartel merchant on a cattle-drawn wagon. The merchant is more than willing to trade. He has an assortment of common items and a 10% chance of something rare.
4	Gangers	2d4+1 common thugs armed with knives and clubs are stalking you. There's a 25% chance their leader has a firearm.
5	Trading Post	This small Waystation is manned by 1d4 merchants and 2d4 bodyguards. A wide variety of common and rare items are available here for trade.
6	Battle!	You hear the sounds of fighting up ahead! Draw twice more on this table to determine the combatants.
7	Domestic Animals of Unusual Size	A pack of 2d4 mutated house cats or dogs are prowling nearby, snuffling in the rubble for food. If they outnumber you they may be emboldened to attack.
8	Scavenger Party	1d4+1 dirty scavengers are picking through some kind of find. They aren't brave or tough and will beat feet at the first sign of trouble. If you steal their claim you find 1d4 pieces of Usable Scrap and 1d4 Rations.
9	Pacific League Freedom Fighters	This band of 2d6+1 scrappy Pacific League soldiers are on a Kill-Droid hunting mission. They go on and on about "saving the future from the machines". If you aren't a Robot they will press you for any information you might have about local Kill-Droid movements.
10	Kill-Droid	You hear the tell-tale sounds of a robot rumbling in your direction. It's an Old-Tech Kill-Droid!
J	Zombie Horde	10d4 zombies are shambling through this area, stripping it of all edible material.
Q	Rogue Psionicists	1d4+1 Rogue Psionicists associated with the Second Evolution are here on some errand. Their contempt for Normals is palpable and if it doesn't take them too far out of their way they will stop to belittle and harass you.
K	Gang Stronghold	A large gang of robbers and thugs has set up a fortified position in an old ruined town. There are 10d10 gangers here armed with an array of simple weapons. 25% of them have firearms. There is a large stockpile of goods here: ammo, rations and scrap.
A	Hunter-Seeker	A glint of metal in the distance alerts you to the arrival of a Hunter-Seeker! Find cover before it acquires you!
Joker	Earthquake!	The ground begins to tremble and there's an ominous rumbling sound. Any structures in the area collapse, crushing those within for 2d6 points of damage, +1d6 for every story beyond the first. All characters must succeed an <i>Agility</i> -2 check or stumble into a fissure. Falling in a fissure

		inflicts 2d6 damage and a <i>Climb</i> check is required to escape.
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Mountain West:

Synopsis:

The Mountain West region didn't get hit as hard as some other parts of the country. States like Montana and Wyoming were largely empty to begin with so they weren't prime targets. The deserts of Utah are now home to a lot of irradiated desert animals. Herds of wild flesh-eating horses roam from the Bitterroot Mountains to the High Plains. A few Minuteman missile silos dot the countryside in these remote regions. Those that managed to escape destruction have become prized shelters for Wasters and Nomads.

Utah:

The former state of Utah remains firmly in the control of the Church of Latter Day Saints. The LDS has fashioned a model society from the chaos of post-war America. Their carefully structured Wards cover the length and breadth of the land around the Wahsatch Range and the Great Salt Lake. From Salt Lake City, the Church's ruling body, the Quorum, issues daily instructions to their Bishops and Missionaries in the field. For the faithful Utah is a sort of paradise, a moral utopia that had been promised in scripture. For outsiders, however, it is quite another matter: for them it is a walled garden, a forbidden place.

Colorado and Cheyenne Mountain:

Colorado is mainly under the control of the "President of the United States", secure in his perch on Cheyenne Mountain. His soldiers actively patrol the area and his Senators keep the local settlements in line. A client gang called the "Zoomies" act as a sort of local police force in the Colorado Spring area. They have roots stretching back to the old pre-war Air Force.

Cheyenne Mountain remains one of the hardest installations to penetrate. It is a technological treasure trove that contains a number of experimental weapon systems that never saw the light of day.

The President is happy to welcome tax-paying "citizens" back into his country but democracy has been permanently suspended. It is a military dictatorship where capital punishment is the norm.

Mountain West Encounters:

Draw	Encounter Name	Encounter Description
2	Mutant Wolves	A pack of 2d4 Mutant Wolves has caught your scent. Their howls are getting closer!
3	Psycho Hillbilly Family	1d4+1 dangerous inbreds approach you. They want to invite you to dinner! You are on the menu.
4	Flesh-Eating Horses	A wild herd of flesh-eating horses ranges nearby. There are 2d6 mares and one stallion. There's a 50% chance that the stallion is hungry and moves in to attack.
5	Ghost Town	You discover an abandoned town in a state of advanced disrepair. There's a 50% chance the town has squatters (draw again). A thorough search of the town will uncover 2d4 pieces of Usable Scrap and 2d4 Rations.
6	Insect of Unusual Size	A mutated insect approaches! There's an equal chance that it is a Giant Ant, a Giant Spider or a Giant Scorpion. It attacks immediately.
7	Cartel Caravan	2d4 armed and armored caravan guards escort a Cartel merchant on a cattle-drawn wagon. The merchant is more than willing to trade. He has an assortment of common items and a 10% chance of something rare.
8	Scavenger Party	1d4+1 dirty scavengers are picking through some kind of find. They aren't brave or tough and will beat feet at the first sign of trouble. If you steal their claim you find 1d4 pieces of Usable Scrap and 1d4 Rations.

9	LDS Missionary	You come across a solitary man in white armor. He carries a bible in one hand and a rifle in the other. The missionary is a Seasoned Wild Card who knows how to take care of himself.
10	LDS Missionaries	A heavily armed band of 3d4 soldiers in white riot armor approach. Their leader identifies himself as a "Missionary" and asks you if you want to be saved. You get the impression he won't take no for an answer.
J	LDS Mission	In the distance you see what appears to be a church with a small collection of houses around it. There are 3d4 civilians living here as well as 2d4 LDS soldiers and a Wild Card Elder. If you can convince them that you share their religious views they will offer you shelter and food.
Q	Hunter-Seeker	A glint of metal in the distance alerts you to the arrival of a Hunter-Seeker! Find cover before it acquires you!
K	Kill-Droid	You hear the tell-tale sounds of a robot rumbling in your direction. It's an Old-Tech Kill-Droid!
A	US Military Patrol	A squad of 2d4+1 soldiers in faded military fatigues approach warily. They claim to serve the "President of the United States" and demand to see your "citizenship license". If you don't have one, they will escort you to the nearest Government outpost for processing.
Joker	Abandoned Silo	You've found an old missile silo. There's a 50% chance it is occupied (draw again) and a 25% chance that it has active automated defense systems (robotic machine guns). It would make a very safe lair if you could bypass the defenses.

Southwest:

Synopsis:

The deserts of the American Southwest look much the same as they did before the war, with the exception of the large, radioactive insects that now roam it. There are only a few inhabited communities in this region. Nomad raider gangs and Wasters crisscross the desert searching for pockets of resources; they comprise most of the region's population.

The Nation has a strong presence in the Southwest. They maintain large reservations here from which they organize raids against Government forces.

The Southwest has a higher concentration of kill-droids than most places in the US. The remoteness of the area gives them lots of room to patrol without encroaching on heavily fortified settlements.

Las Vegas:

The largest surviving city in the region is Las Vegas, which was not a ground zero target in the War even though a number of air bases in the area were. The skeletal remains of massive casinos are now prized homes for a variety of groups. The largest contingent of End Timer Cultists in the country now lives in Las Vegas. It is a cult devoted to the worship of the Bomb. They maintain enormous temples dedicated to radioactive energy, what they call "The Glow" or the "Holy Radiance". The Cult engages in all manner of shady dealings to get their hands on the fissile material that they use in their rites. No crime is too abhorrent for them: kidnapping, murder and theft are all fair game to the End Timers. Even though they are stark raving mad, they count among their number some of the only nuclear physicists left in the world.

The Mafia has established a foothold in the old Bellagio. They keep the casino under tight guard but have reopened it to serve the needs of their venal clientele. The Bellagio has become the foremost entertainment destination in Post-War America. For the Mafia, things are business as usual; they try to keep their old rackets running smoothly: loans, prostitution, gambling, narcotics, etc.

Most recently a new group has started to make inroads in Vegas. Calling themselves "The Pacific League" these well-armed and well-disciplined soldiers have made Circus Circus into a makeshift headquarters. They have no interest in competing with the Mafia's rackets, a fact that has served to maintain a shaky peace, but they do seem to be very interested in the local military bases.

Area 51:

The site that everyone believed was Area 51 was destroyed by a nuke. In truth, that base was a false one – the real Area 51 was located in a secure bunker a short distance away. Soldiers loyal to The President of Cheyenne Mountain currently control the base. Their leader, a man known only as "The General", maintains contact with the President through a secured video conferencing connection. As suspected, Area 51 does indeed hold the remnants of a UFO crash landing. Government scientists are working around the clock to mine new technology from the wreckage. They have developed a schematic for an advanced energy weapon but currently don't have the manufacturing capability to take it to prototype.

Sandia Labs:

Sandia National Laboratory in New Mexico is another large Government installation in the region. Though the Sandia building itself was mostly destroyed, a large underground bunker complex houses an impressive array of Old Tech. A scientist loyal to the President of Cheyenne Mountain calling himself "The Administrator" runs the site with an iron fist. He too has a means for staying in contact with the President. Secretly, the Administrator is trying to figure out a way to control the Robots so that he can stage a coup and take control of the Government himself.

Sandia had been working on a top secret Kill-Droid project called *Project Arachnobot* in the final days of the War; the plans remained locked somewhere in the Lab's byzantine computer system.

Santa Fe:

The city of Santa Fe has been completely taken over by a gang of devil-worshippers called The Warlocks. They keep the brain-washed population of Santa Fe in their thrall, using them for slave labor. The gang has created a cult religion centered around human sacrifice and cannibalism. They force everyone in Santa Fe to participate in their dark rites so that the guilt of their unholy sacraments is shared by all, willingly or not.

Lately the Warlocks have been trying to expand into El Paso and San Antonio, bringing them into conflict with the Texas Rangers.

Southwest Encounters:

Draw	Encounter Name	Encounter Description
2	Nation War-Party	4d4 Braves are looking to count some coup. They won't show any mercy if you're flashing any tech!
3	Psycho Hillbilly Family	1d4+1 dangerous inbreds approach you. They want to invite you to dinner! You are on the menu.
4	End-Timer Cultists	You encounter a group of 2d4+1 robed individuals. Beneath their cowls you can see hideous skin lesions and your Geiger counter, if you have one, is spiking. These bizarre cultists are searching for "the Holy Radiance" (radiation sources). There's a 25% chance they will attack for no good reason.
5	Ghost Town	You discover an abandoned town in a state of advanced disrepair. There's a 50% chance the town has squatters (draw again). A thorough search of the town will uncover 2d4 pieces of Usable Scrap and 2d4 Rations.
6	Insect of Unusual	A mutated insect approaches! There's an equal chance that it is a Giant

	Size	Ant, a Giant Spider or a Giant Scorpion. It attacks immediately.
7	Minor Nomad Gang	A small-time Nomad Gang goes tearing past in 1d4+1 small vehicles. They won't hassle you unless you appear to have something valuable.
8	Kill-Droid	You hear the tell-tale sounds of a robot rumbling in your direction. It's an Old-Tech Kill-Droid!
9	LDS Missionaries	A heavily armed band of 3d4 soldiers in white riot armor approach. Their leader identifies himself as a "Missionary" and asks you if you want to be saved. You get the impression he won't take no for an answer.
10	Reptile of Unusual Size	A mutated reptile approaches! There's an equal chance that it is a Giant Rattlesnake or a Giant Gila Monster. It attacks immediately.
J	Major Nomad Gang	A tough Nomad Gang is barreling toward you! They have 3d4 small vehicles and 1d2 Battle Wagons captained by Nomad Warlords.
Q	Kill-Droid	You hear the tell-tale sounds of a robot rumbling in your direction. It's an Old-Tech Kill-Droid!
K	Hunter-Seeker	A glint of metal in the distance alerts you to the arrival of a Hunter-Seeker! Find cover before it acquires you!
A	Abandoned Base	You discover an underground bunker! There's a 25% chance it has not been opened yet and contains 10d6 vault dwelling survivors. Otherwise it is just another empty ruin that has been picked clean by scavengers. A thorough search may turn up 1d4 pieces of Usable Scrap.
Joker	Scorptron!	You see a legendary Scorptron stalking in the distance. If you are wise you will lay low and hope it did not detect you.

Texas:

Synopsis:

Don't mess with Texas! The wide open and wind swept expanses of the Lone Star state have become overrun by motor gangs and killer robots. The ample energy resources available here, the abandoned wind farms and oil derricks, have attracted these groups like moths to a flame. A few small groups of enterprising prospectors have tried to fortify and restore these valuable sites but constant harassment from raiders makes this a difficult proposition.

One group of independents calling themselves the Rangers has resurrected the mythos of the Wild West lawman in Texas. While generally not a bad sort, they take a real dim view of wasters, mutants and any other outsiders and have been known to punish strangers with extreme prejudice.. The Rangers want to protect Texas as a sovereign power and are an active force against the robots and bandits that plague the state.

Austin:

Austin is the headquarters of the Texas Rangers, a force for stability and law in the region. The Rangers are led by Colonel Hilton Jessup, a 10th generation Ranger who is committed to the cause of Lone Star independence. They have trouble with rad-critters just like everyone, and they have to tangle with the Nation on a fairly consistent basis, but their technology is pretty good and they have some of the best trackers and snipers around. The quality of life around Austin is better than decent by wasteland standards. The Rangers are aware that the US Government is trying to put things back together in Colorado (they've heard the radio broadcasts) but past experience has taught them not to trust this alleged "President". What he wants sounds more like fealty than reunification.

The Rangers are gradually looking at expansion but want to grow in a secure and manageable way. They are careful not to grow faster than their energy resources will allow. Active trade with the government powers in Mexico helps to furnish the Rangers with any rare goods they need. If things keep progressing the way they have been, the Rangers could become one of the great powers of the future.

Texas Encounters:

Draw	Encounter Name	Encounter Description
2	Ranger Scout	Ranger Scout: You come upon a solitary Ranger scout doing reconnaissance in the area. Make a <i>Notice</i> (d8) check. If it succeeds, the Scout saw you coming and beat feet back to HQ to report your presence. A Small Ranger Patrol will show up in 1d4 hours to investigate.
3	Nation War-Party	4d4 Braves have penetrated Texas Territory in search of plunder. They won't show any mercy if you're flashing any tech!
4	Small Ranger Patrol	A group of 1d4+1 Rangers is on a routine patrol here. They will vigorously interrogate any strangers they find. If you can't supply a good reason for being in Texas, they will strongly encourage you to leave.
5	Minor Nomad Gang	A small-time Nomad Gang goes tearing past in 1d4+1 small vehicles. They won't hassle you unless you appear to have something valuable.
6	Large Ranger Patrol	3d4+3 Rangers led by a Lieutenant are patrolling this region. If you don't have a valid transit pass they will instruct you to head to the nearest town for processing.
7	Kill-Droid	You hear the tell-tale sounds of a robot rumbling in your direction. It's an Old-Tech Kill-Droid!
8	Ranger Posse	A group of 2d6+2 Rangers led by a Lieutenant are hunting down some reported threat. If you have crossed the Rangers recently, they'll assume that you're the cause of the trouble.
9	Major Nomad Gang	A tough Nomad Gang is barreling toward you! They have 3d4 small vehicles and 1d2 Battle Wagons captained by Nomad Warlords.
10	Energy Farmers	You come across a small renewable energy farm (wind or solar). It is being tended by 2d6 lightly armed farmers. There's a 50% chance they have radio contact with a nearby Ranger outpost.
J	Mammals of Unusual Size	50% chance of feral boars and 50% chance of coyotes
Q	Traveling Merchant	A merchant with 1d2 bodyguards passes by. The merchant has an array of common goods bundled up on a pack animal. There's a 1% chance he has a rare item.
K	Hunter-Seeker	A glint of metal in the distance alerts you to the arrival of a Hunter-Seeker! Find cover before it acquires you!
A	Ranger Base	You come across a major encampment of Texas Rangers. There are 3d6+10 Rangers bivouacked here in tents. They are very well equipped and are led by a Wild Card Captain.
Joker	Nomad Horde	Zounds! A veritable horde of Nomad gangers! They must be rallying to siege a Ranger town. They have mustered 3d12+3 small vehicles and 2d6 Battle Wagons. The horde is led by a Wild Card Hordemaster.

Deep South:

Still a hot and damp place, the Deep South was not as much of a target in the War and has thus become something of a refuge for people that fled larger cities. It is pretty much a crazy quilt of zealous Partisan groups. The religious tendencies of the region have fully manifested themselves in a lot of Domsday, End-Timey Rapture groups. Anyone who doesn't praise Jesus convincingly enough is likely to get shot here.

New Orleans:

Those parts of New Orleans that weren't re-submerged by shattered dikes during the War are now under the control of a strange evangelical group called The Chosen. Led by Reverend Goodkind, this group of insane mutants believes the Rapture came and that God gave them special powers as a reward for their strong faith. The Reverend has taken the sacrament of eating the body of Christ to a whole new level; he presides over grim Eucharist rituals where ecstatic worshippers are fed the "bread and wine" of human flesh and blood. Reverend Goodkind believes that God has asked him to repopulate Earth with "God's Children" to prepare the way for a Second Kingdom. To this end, he and his followers are actively breeding a host of mutant children, siring offspring on any female worshipper fit enough to do so.

Nashville:

Nashville is kept under the thumb of a powerful gang calling itself the Blue Moon Boys. Their leader bears the enigmatic title of "The Elvis". He's set himself up as a sort of Priest-King dispensing wisdom in the form of "holy discs": musical recordings of the King, Elvis Presley. His followers slavishly adhere to the styles and mannerisms of the American 1950's. As gangs go, they really aren't too bad -- they're more strange than dangerous -- but when pressed they will defend their turf just as resolutely as any other gang would.

Atlanta:

Like most other major cities, Atlanta had fallen to gangs, scavengers and zombies in the chaos following the Day After but that all changed when the New Confederacy rolled into town. The NewCons have chosen to make Atlanta the seat of their power. They have commandeered the old CDC building and converted it into the office of their President, Philo Addington. Law and order has been restored by gray-clad NewCon troops, though a few tenacious pockets of resistance remain in the dense woods surrounding Atlanta.

Cape Canaveral:

This nerve center of the United States' now defunct space program managed to hold out through the worst of the War. Those scientists that remained on base were safeguarded by military police and given special instructions to work on a "Generation Ship" that would carry the seeds of the human race to another world, if such a feat was at all possible. To date the scientists at Cape Canaveral have not succeeded in this mission, but their descendents continue the work with dogged determination.

The scientists are highly suspicious of outsiders, having been forced to fight back horde after horde of marauding scavengers over the decades. Still, their cornucopian optimism remains intact and they believe that they will one day manage to overcome the many problems that currently beset the human race.

Likely the best educated folks still alive, they have actually managed to *advance* science in the last 100 years. If they could be reached they would make formidable allies.

Deep South Encounters:

Draw	Encounter Name	Encounter Description
2	Psycho Hillbilly Family	1d4+1 dangerous inbreds approach you. They want to invite you to dinner! You are on the menu.
3	Reptiles of Unusual Size	50% chance of Giant Snake and 50% chance of Giant Alligator. Better hope the creature has fed recently!
4	NewCon Patrol	2d6+2 NewCon soldiers are on patrol in the area. They interrogate anyone they come across. If you seem harmless they provide you with directions to the nearest NewCon outpost where you can trade.
5	Partisan Commune	You come across a small fortified village containing 10d4 civilians led by some kind of Head Man. There's a 75% chance they observe a bizarre form of evangelical Christianity and a 25% chance that they are under a

		strict military-style dictatorship. In any case they are highly xenophobic and distrustful of "non-believers".
6	Psycho Hillbilly Clan	3d4+3 slack-jawed, drooling hillbillies live here. They don't take kindly to strangers none!
7	Zombies	2d4 zombies root around in the mud looking for corpses to chew on.
8	Quagmire	The ground here is so boggy and muddy you can barely walk. Your <i>Pace</i> is one-third what it would normally be while you travel in this area. It takes 3d4 hours to make it through.
9	Psycho Hillbilly Feud	Two rival Clans of 3d4+3 hillbillies are duking it out here for control of some kind of resource (food, vehicle, scrap, etc.) If you are discreet they might just kill each other without noticing you.
10	NewCon Town	You see a Rebel flag flying over a small, orderly town. 10d10 civilians live here under the protection of 5d4+1 NewCon soldiers. Regular services are available here for trade.
J	Scavenger Party	1d4+1 dirty scavengers are picking through some kind of find. They aren't brave or tough and will beat feet at the first sign of trouble. If you steal their claim you find 1d4 pieces of Usable Scrap and 1d4 Rations.
Q	Partisan Town	You find a well-organized and well defended town of zealots. 10d10 civilians live here under the guidance of a charismatic Wild Card leader.
K	NewCon Platoon	A large band of 4d10+1 NewCon soldiers march past. They are on their way to secure some objective for their President and will only stop to deal with you if you appear dangerous. The platoon is led by a Wild Card Captain.
A	Congregation of the Chosen	You are presented with a strange tableau: a man in white preacher clothes with faintly glowing skin is leading a procession 4d4 mutants in your direction. Their heads are bowed as if in prayer. If you are not a mutant the congregation will condemn you and attack! The preacher is a powerful Wild Card Psionicist.
Joker	Swamp Thing	A Swamp Thing lurks nearby, waiting in ambush. You must pass a <i>Notice -4</i> check to see it.

Midwest:

Synopsis:

With the exception of major cities like Chicago and St. Louis, most of the "fly-over" states in the American Midwest were initially spared during the War. It wasn't until later when the dust kicked up by tens of thousands of nuclear bombs began to play havoc with global weather patterns, causing several super-tornadoes to gouge out America's guts. A massive decades-long drought followed the leveling storms and what was once fertile growing land became arid desert. Encompassing nearly all of what had been America's agricultural heartland, this "Dust Bowl" is deadly to all life and is a major natural barrier separating East Coast from West Coast.

Chicago:

The Inland Empire is ruled out of Chicago, which is a Mafia town all the way. Chicago's Mafia presence is based out of The Loop, the city's old financial district. They have all of the approaches to that section of town barricaded and guarded 24x7. The Mafia is trying to restore a modicum of class and order -- if you can put aside the fact that they're a bunch of violent thugs, you'd find that their little piece of Chicago is a nice place to live. They have power, water, food, luxuries and lots of chips. Of course, to live within the Mafia's shadow is always a devil's bargain. They'll always want something in return.

The rest of Chicago is pretty bombed out. Old rough neighborhoods like Cabrini Green are just as dangerous as they always were. A gang of baseball bat wielding psychopaths holds the territory around Wrigley Field.

Detroit:

Detroit is actually nicer now. It's become a trading hub and enjoys good relations with the nearby Windsor RCMP encampment. The RCMP handles a lot of the local law enforcement and helps to organize the distribution of food and power. A new group has recently moved in called "The Gardeners"; they mostly keep to themselves but have been willing to share some technological tools in exchange for rations and other basic supplies. The fact that they are almost never seen outside of their intimidating power armor has led the ignorant to believe that they are actually robots instead of people.

The Dust Bowl:

Though it is deadly to all forms of life, the Dust Bowl is not devoid of it. A group of hardcore survivalists calling themselves The Dust Guild have actually managed to carve out several trade routes (known only to them) through the Bowl. It is believed that they have set up some sort of a haven in a secret oasis hidden by bleak sand storms.

All characters who travel in the Dust Bowl temporarily suffer from the *Slow Hindrance*. Their *Pace* is reduced by 2.

Dust Bowl Encounters:

Draw	Encounter Name	Encounter Description
2	Dust Storm	A terrible dust storm descends. For the next 1d6 hours you have zero visibility and will gain 1 <i>Fatigue</i> per hour if you continue to travel.
3	Wanderer	A lone Wanderer-of-the-waste trudges past you. He or she is a Seasoned Wild Card with a great depth of local knowledge. If you are diplomatic, the Wanderer may choose to journey with you for awhile. The Wanderer is never surprised and knows how to talk their way past the locals.
4	Ambush!	3d4 Waster bandits covered in the sand leap up and attack! Only characters with <i>Danger Sense</i> have a chance of noticing.
5	Radiation Spike	You encounter an area of d12 strength Radiation. Make a Radiation check.
6	Doldrums	The near constant winds inexplicably stop for awhile. Visibility improves. Your <i>Pace</i> is unimpeded for 1d4 hours.
7	Quicksand	The sands beneath your feet begin to slide out from underneath you. Make an <i>Agility</i> -2 check. If you fail, you have fallen into a quicksand. You need to succeed three <i>Swimming</i> checks to get free. Follow the standard rules for Drowning to handle suffocation in quicksand.
8	Duster Nomads	A gang of nomad raiders driving 1d4+1 heavily-modded dune buggies comes tearing past. They will attempt to rob anyone they come across.
9	Dust Guilders	A small group of 2d4 Waster merchants trudge by with some pack animals in tow. They are willing to trade if you have chips, water or rare tech to barter with.
10	Kill-Droid	You hear the tell-tale sounds of a robot rumbling in your direction. It's an Old-Tech Kill-Droid!
J	Rad-Zombies	2d4 strangely glowing zombies shamble toward you. These Zombies emit a strength d8 Radiation aura in addition to their usual statistics.
Q	Static Storm	Lightning crackles in the distance -- there's a storm coming! If you have any electronic devices on you they will short out. If you are a Robot, a Cyborg or are wearing metal armor, you will be struck by a lightning bolt for 3d6 damage.

K	Buried Vehicle	You find a vehicle buried in the sands. If you spend the time to dig it out, you risk having another encounter but can make three salvage attempts to harvest Usable Scrap.
A	Buried Town	You find a town that has been mostly covered by sand drifts. There's a 10% chance that a group of scavengers is already here trying to dig out treasure.
Joker	Oasis	You find a relatively nice place with some water and shelter. 50% chance it is already occupied (draw again)

East Coast:

Synopsis:

The densely populated East Coast experienced the most brutal death toll of the War. Those that weren't killed outright by the many bombs that hit every major city fell prey to the stampeding madness that followed shortly thereafter. People literally trampled over the weak and infirm in their urgency to escape atomic death. Families murdered families to hoard the last scraps of food.

Today it is a scavenger's paradise, a virtually uninterrupted series of plunder rich ruins. The only exception is New England, which has reverted to wild country for the most part. Scattered pockets of xenophobic partisans maintain a "shoot first" posture that discourages most bandits from getting too bold. There's a lot of talk about something going on in Manchester, New Hampshire -- some sort of new group has allegedly been restoring power and government out there.

New York:

The jagged ruins of New York City still cut an impressive silhouette against the skyline even though the famous lights of this "City that Never Sleeps" haven't been lit for nearly 100 years. New York experienced a mass exodus at the end of the Last War and, apart from gangers and tenacious scavengers, no one has bothered to come back. A number of large, influential gangs have taken over the different boroughs of the city: the Spartans, the Blues, the Lords and the Zeroes. They are engaged in constant and bitter warfare with each other over turf and spoils.

The Spartans are a gang of tough brawlers from Brooklyn who take the business of warfare very seriously. They are highly territorial and close-knit. To be accepted into the gang, you have to prove you can fight and that you can take a beating. The current leader of the gang is a heavily scarred war chief called The Angel. He's something of a dime-store philosopher who believes that pain is a journey; it is only through strife and suffering that a warrior can discover his heart. Drug use is strictly forbidden in The Angel's gang; it softens the mind and prevents the warrior from achieving self-discovery.

The Blues are a gang that formed out of the remnants of the NYPD. They control the area that was once Manhattan. Though they still have a large stockpile of police-grade weaponry and wear the tattered remnants of police uniforms they no longer respect the code of conduct that the police of old used to follow. The Blues are just as ruthless as any other gang out there and are better equipped than most.

The Lords are the largest gang in New York and were one of the first to organize after the War. They consider themselves to be New York's new aristocracy, styling themselves after old world nobility; chiefs are called Lords, Dukes and Barons; foot soldiers are called Knights. The gang's methods reflect this medieval mindset; they force smaller gangs into vassalage on pain of death. The borough of Queens is the heart of their domain.

Up in the Bronx lurk the Zeroes, a bizarre collection of tweakers, homeless vagabonds and insane people who only loosely associate with one another in gang terms. They are often high on substances and out of their minds, two facts that make them ferocious in a fight. The Zeroes are master scavengers; they sleep

in dumpsters and burrow secret lairs in garbage heaps. They have a fetish for wearing odd bits of Old Tech on their clothing (such as pieces of TVs, computers and stereos).

New York's extensive sewer system is home to a large population of "Chuds", the local term for zombies. None of the gangs are foolish enough to try and go down there.

Washington D.C.

As the center of the United States government, D.C. was an obvious target when the bombs started dropping. As his final act of office, the President initiated "the Omega Protocol": the emergency evacuation of the Cabinet, Senate and Supreme Court. Officials from each branch were spirited away to various top secret bunkers where it was hoped at least one group would survive to institute a provisional government. So far the planned resurrection of the United States Republic has not gone off as anticipated. However, D.C. still represents a talisman of sorts for people who have heard stories about how this was once a place of power and how it may become one again one day. Prospectors sift the rubble looking for lost treasures, Old Tech relics and clues that might lead to the lost kings of this broken kingdom.

In addition to the usual scavengers, gangs and zombies that plague Washington's shattered streets there have been rumored sightings lately of military types scouting around, including a group of heavy-hitters in power armor. Locals grumble that it looks like another turf war could be brewing.

East Coast Encounters:

Draw	Encounter Name	Encounter Description
2	Roving Gang	2d4+1 common thugs armed with knives and clubs are stalking you. There's a 25% chance their leader has a firearm.
3	Traveling Merchant	A merchant with 1d2 bodyguards passes by. The merchant has an array of common goods bundled up on a pack animal. There's a 1% chance he has a rare item.
4	Scavenger Party	1d4+1 dirty scavengers are picking through some kind of find. They aren't brave or tough and will beat feet at the first sign of trouble. If you steal their claim you find 1d4 pieces of Usable Scrap and 1d4 Rations.
5	Zombies	2d4 zombies root around in the mud looking for corpses to chew on.
6	Survivor Town	Against the odds, a small community of civilians has managed to survive in the bones of a ramshackle town. 3d12 lightly armed survivors live here. They are suspicious of strangers but are willing to trade if you prove your good intentions.
7	Domestic Animals of Unusual Size	A pack of 2d4 mutated house cats or dogs are prowling nearby, snuffling in the rubble for food. If they outnumber you they may be emboldened to attack.
8	Gang Stronghold	A large gang of robbers and thugs has set up a fortified position in an old ruined town. There are 10d10 gangers here armed with an array of simple weapons. 25% of them have firearms. There is a large stockpile of goods here: ammo, rations and scrap.
9	Ghost Town	You discover an abandoned town in a state of advanced disrepair. There's a 50% chance the town has squatters (draw again). A thorough search of the town will uncover 2d4 pieces of Usable Scrap and 2d4 Rations.
10	NewCon Patrol	A group of 3d4+1 men in gray combat fatigues heads your way. The Rebel flag is prominently displayed on their uniforms. They react neutrally toward strangers and are happy to exchange news of current events.
J	Gang War	Two rival gangs of 2d4+1 thugs are busily trying to destroy each other. If

		you are careful you can probably slip past unnoticed.
Q	Omega Patrol	1d6+1 men in military camouflage are patrolling here. They identify themselves as "The United States Army" and ask if you know where other "citizens" are located. The soldiers offer assistance and are especially interested if you happen to know where any Government groups may be found.
K	Mutant Saboteurs	A stealthy band of 1d4+1 mutants sympathetic to the Second Evolution cause lurk nearby. They are trying to find Gardeners to ambush.
A	Zombie Horde	10d4 zombies are shambling through this area, stripping it of all edible material.
Joker	Gardener Party	A group of 1d4+1 Gardeners in Power Armor are patrolling here. They are searching for any evidence of nearby Old Tech caches. They will scan you with some strange device to determine if you are a mutant or not. If you are, they will open fire with their energy weapons.

Canada:

America's Great White Ally to the north was shown no quarter when the enemies of the United States came calling. As cities in the lower 50 began to fall, many people fled north through the porous border between Canada and the US seeking refuge in the expansive Canadian wilderness. These latter day mountain men and women had a rough time, but a good number managed to survive in the forests. Unfortunately, surviving the initial attack was one thing, but surviving the fallout was something else entirely. When the caustic fallout started to deposit on the ground, many wilderness dwellers became sick. A number developed mutations. Now the place is generally regarded as a danger zone, where cannibalistic Wasters would sooner eat you than talk to you.

Montreal is the center of operations for the Quebecois, a group of militant French-speaking Canadian secessionists who have claimed Eastern Canada as their personal fief.

Elements of the RCMP (Royal Canadian Mounted Police) still operate out of their small way stations scattered across the country. They see it as their sacred duty to try and restore the Canadian Government. The stabilizing influence of the RCMP extends into some American border cities, such as Detroit and Buffalo.

The Yukon Territory is caught in the grips of never-ending nuclear winter. This land is buried under several dozen feet of radioactive snow.

Mexico:

South of the old American border lies the Republic of Mexico. Mexico has the distinction of being one of the few nations not to get nuked in the Last War. They maintained strict neutrality throughout the conflict and were, to be honest, beneath everyone's radar politically and militarily. They are reaping the benefits of that policy now. Today they enjoy a position of relative strength over their neighbor to the north; they still have a standing army and the Government is still intact, though Federal control has given way to greater State control. Mexico doesn't want anything to do with America; their soldiers patrol the border ferociously to keep American raiders out.

Just because they weren't bombed directly doesn't mean they haven't suffered. Mexico still gets bathed in fallout just like every other nation. They have suffered severe ecological disasters and must still deal with the threat of mutants, irradiated animals and zombies.

A large amount of America's Crunk and Slam comes from Mexico, smuggled over by opportunistic traders.

Appendix B: Old Tech Powers

Novice

Detect Electrical Signatures

Cost: 1 Scrap

Duration: 10 minutes

Range: *Smarts* x2

Description: You produce a copper-wrapped electro-magnet from your jacket pocket. It whines in the presence of metal.

Success: You are able to detect the presence of metal objects and electrical devices within a *Smarts* x2 radius. This includes indentifying concealed objects like hidden guns and knives.

Raise: The effect works for 1 hour

Fail: No effect

Detect Radiation:

Cost: 1 Scrap

Duration: 10 minutes

Range: *Smarts* x2

Description: You are able to whip together a quick and dirty Geiger Counter that can tell you whether or not there's any harmful radiation in your vicinity.

Success: You are able to locate any harmful radiation sources in your immediate area.

Fail: Your device is unable to measure any radiation signatures.

Raise: You can not only detect the presence of radiation but you can pinpoint precise sources and gauge strength levels.

Energy Shield

Cost: 1 Scrap

Duration: 3 Rounds

Range: Self

Description: By linking a wire harness woven into your clothes to a power source you surround yourself with a weak electro-magnetic field that repels incoming energies.

Success: Attackers must subtract 2 from any attack roll directed at the recipient of this power

Raise: Attackers must subtract 4 from any attack roll directed at the recipient of this power

Fail: No effect

Enhance Firearm (Damage)

Cost: 1 Scrap

Duration: Special

Range: Touch

Description: You are able to boost the effectiveness of a firearm, increasing its muzzle velocity.

Success: A single clip of ammunition gains a +4 damage bonus

Raise: A single clip of ammunition gains a +6 damage bonus

Fail: Backfire! The target's gun explodes for 2d6+2 points of damage in a Small Blast Template radius the first time it is fired.

Hematogen Splice

Cost: 1 Scrap

Duration: Instant

Range: Touch

Description: You inject the target with a homebrewed serum made from a combination of human and frog DNA. It has remarkable regenerative properties...

Success: You heal 1 Wound

Raise: You heal 1 additional Wound

Fail: The target has an allergic reaction. They suffer a -2 penalty to all rolls for 1d6 hours.

Plasma Torch:

Cost: 1 Scrap

Duration: Instant

Range: Touch

Description: By connecting a fuel source to an igniter and a nozzle you bodge together a simple but effective torch that can fry an adjacent target.

Success: You singe your target for 2d6 damage

Raise: The range of your torch increases by one 5' square per raise, enabling you to hit multiple targets in a straight line.

Fail: You fail to generate a spark

Radiation Neutralizer

Cost: 1 Scrap

Duration: Instant

Range: Touch

Description: You pass a scratch-built anionic emitter over the target, neutralizing any alpha, beta or gamma waves that are affecting it.

Success: Removes 1 level of Radiation related *Fatigue*

Raise: Cures the target of any and all radiation effects

Fail: No effect

Water Purifier:

Cost: 1 Scrap

Duration: Instant

Range: Touch

Description: Using some activated charcoal, a piecemeal filter and some catalyst filaments you manage to clean up a quantity of water, making it safe to drink

Success: You are able to produce enough safe, drinkable water for 1 adult from any source, no matter how dirty or irradiated it is.

Raise: You are able to produce enough water for 1 additional adult per raise.

Fail: Your device is unable to remove pollutants from water.

Seasoned

Create Ammunition

Cost: 1 Scrap

Duration: Permanent

Range: NA

Description: Taking some spent casings and a little homemade gunpowder you are able to produce a few serviceable bullets.

Success: You manage to create 1d6+2 bullets

Raise: You create an extra 1d6 bullets per raise

Fail: Your bullets are defective! They cause any gun that uses them to jam instantly

Energy Barrier

Cost: 1 Scrap/Section

Duration: 3 rounds

Range: *Throwing*

Description: Laying down a strip of conductive wire, you hastily erect a barrier of crackling electricity.

Success: The electrical barrier incinerates any projectiles that strike it and causes 2d6 damage to anything else that passes through it.

Raise: Duration is increased by 3 rounds.

Fail: No Effect

Enhance Firearm (Rate of Fire)

Cost: 2 Scrap

Duration: 3 rounds

Range: Touch

Description: With a couple of quick tweaks and modifications, you jury-rig a firearm for rapid fire operation.

Success: Firearm gains a +1 to Rate of Fire for 3 rounds. Semi-Automatic Weapons can be used as Fully Automatic Weapons

Raise: The modification lasts for 3 additional rounds

Fail: Firearm is broken

Rad-Laser

Cost: 1 Scrap

Duration: Instant

Range: 12/24/48

Description: Pulling out a device that looks like a ball-point pen, you fire a beam of coherent, chemically-pumped energy at your target.

Success: The bolt inflicts 2d6 points of damage.

Raise: The bolt inflicts 3d6 points of damage.

Fail: No Effect

EMP Blast:

Cost: 2 Scrap

Duration: Instant

Range: *Throwing*

Description: With just a couple quick twists of wire you are able to put together an electro-magnet bundled with a pulse emitter. This small package can be thrown like a grenade.

Success: All electronics in a Small Blast Template radius are shut down. Robots take 3d6 points of damage that bypass *Armor*.

Raise: The blast affects a Medium Blast Template radius.

Fail: The device triggers prematurely, detonating on the scientist

Veteran

Construct Robot

Cost: 3 Scrap

Duration: One hour

Range: Special

Description: You bodge together a simple automaton from scrap metal, wires and a dented old power supply you found.

Success: You create a 3' tall Robot Construct that will obey your commands for one hour. See the MONSTERS section for Robot Construct statistics. The construct must remain within line of sight of its creator.

Raise: Your minion acts as a Wild Card; it gains 3 bennies and a Wild Card die.

Fail: Your minion has some critical flaw and fails to power up. There's a 1 in 6 chance that it turns on its creator.

Construct UAV

Cost: 3 Scrap

Duration: Special

Range: Special

Description: You cobble up a simple radio-controlled aerial robot from scrap metal, wires and a dented old power supply you found.

Success: You create an aerial robot that can fly at *Pace* 12. It is not combat capable, but can remain aloft for 1d4 hours and can feed sensory data back to its creator. It must remain in its creator's line of sight or else the radio signal that controls it will fail.

Raise: Your minion remains operational for 1d4 extra hours.

Fail: Your minion has some critical flaw and fails to power up.

Cloaking Device

Cost: 3 Scrap

Duration: 3 Rounds

Range: Touch

Description: You coat your garments with a photon-bending meta-material that gives you a negative index of refraction in the visible light spectrum.

Success: Target is invisible for 3 rounds

Raise: Duration is extended by 3 rounds per raise

Fail: No effect

Create Rocket

Cost: 2 Scrap

Duration: Permanent

Range: NA

Description: You manage to hand fabricate an explosive munition that can be fired from any standard rocket tube

Success: You manage to create a single rocket

Raise: You create 1 extra rocket per raise

Fail: Your rocket is defective! When fired it blows up in the shooter's face

Enhance Firearm (Area of Effect)

Cost: 3 Scrap

Duration: Special

Range: Touch

Description: You radically modify a firearm so that its projectiles damage all targets in an area.

Success: A single clip of ammunition inflicts damage over a *Small Blast Template* area

Raise: A single clip of ammunition inflicts damage over a *Medium Blast Template* area

Fail: The firearm explodes the first time it is fired, inflicting its damage upon its wielder.

TNT:

Cost: 3 Scrap

Range: Thrown

Duration: Instant

Description: You manage to make a quantity of high explosive compound which is set to explode on a fused timer. It can be set to explode on a fuse or on contact.

Success: The TNT detonates as planned for 3d6 damage over a Large Blast Template area.

Fail: The compound is too volatile! It detonates prematurely.. On you.

Raise: The blast inflicts an additional d6 damage per raise.

Machine Control Unit

Cost: 3 Scrap

Range: *Smarts*

Duration: 3 rounds

Description: You've taken apart a hand held radio and turned it into a signal emitter that can override the command line feed of any Robot in range. The Robot must succeed an opposed roll (*Engineering* vs. *Spirit*) to resist the control effect.

Success: You take control of the Robot for 3 rounds. It will do anything you ask, even if the request results in self-destruction.

Raise: Your control is extended by 3 more rounds

Fail: Your attempt fails and the Robot goes *Berserk* on you!

Heroic

Construct MechSuit

Cost: 10 Scrap

Range: Personal

Duration: Special

Description: At the push of a button metallic plates and articulated braces slither out from a metal harness you have been wearing, encasing your body in electro-statically charged power armor.

Success: You gain the benefits of wearing Power Armor for the duration of one combat (or several minutes of non-combat time). This gives you a +6 *Armor* bonus, a +1 die bonus to *Strength* and Heavy Armor (immunity to normal weapons).

Raise: Your power management is optimal. You can wear the suit for 1d6 hours.

Fail: Your mech suit refuses to power up. You only gain +2 *Armor* and no other benefits.

Mini Nuke:

Cost: 10 Scrap

Range: Special

Duration: Instant

Description: You are able to harness the power of the atom! You have just enough fissile material to put together a hand grenade sized dirty bomb. The bomb is set on a time-fuse.

Success: Your nuke explodes for 6d6 damage over a Large Blast Template area and inflicts a secondary Strength d12 Radiation attack on all targets within 36 squares.

Raise: The blast inflicts an additional d6 damage per raise

Fail: Oops! Your bomb goes off early. In your face.

Appendix C: Psionic Powers

Novice

Accelerate Healing

Cost: 3

Range: Touch

Duration: Instant

Description: You probe deep into the target's nervous system and directly stimulate their metabolism, goading it to produce the energy required for massive cellular replacement.

Success: You heal 1 *Wound*

Raise: You heal 2 *Wounds*

Fail: The strain was more than you could bear. Gain 1 *Fatigue* level.

Blindsight

Cost: 1

Range: Personal

Duration: 1 hour

Description: Through your mind's eye you can see that which is veiled.

Success: You can see normally in conditions when your sight would otherwise be impaired (i.e. darkness, smoke, dust storms, blindfolded, etc.)

Raise: For each raise you can sustain this effect 1 additional hour

Fail: Light Blind! Your eyes have become overly sensitive to normal light. While you are exposed to sunlit or brightly lit conditions, suffer a -2 penalty to all *Notice* and combat checks for 1 hour.

Confusion

Cost: 1/target

Range: *Spirit* x2

Duration: Instant

Description: You project a blast of psychic dissonance that interferes with the thought processes of a group of sentient targets in range.

Success: Targets must succeed a *Smarts* -2 check or become *Shaken*

Raise: Targets must succeed a *Smarts* -4 check or become *Shaken*

Fail: Backlash! You must pass a *Smarts* -2 check or become *Shaken*

Detect Thoughts

Cost: 1

Range: *Spirit* x2

Duration: 1 hour

Description: By opening your mind to all Psionic stimulation, you are able to hear the thoughts of all other living beings in a certain range.

Success: You can detect all living things within a *Spirit* x2 range. You cannot be surprised by any living thing in range.

Raise: Not only can you detect the presence of living things, but you know what type of creatures they are.

Fail: Too much interference. You detect nothing.

Forced Migraine

Cost: 1/round

Range: *Spirit* x2

Duration: Special

Description: You are able to inflict a debilitating headache upon a single living, sentient target which can be maintained with minimal concentration. For every round that you maintain this effect you spend 1 Power Point.

Success: Target is crippled by pain. They suffer a -2 penalty to all rolls.

Raise: The target suffers a -4 penalty to all rolls.

Fail: Backlash! You suffer a -2 penalty to all rolls for 1 round.

Precognition

Cost: 1

Range: Personal

Duration: 3 Rounds

Description: You are able to boost your awareness to such ultra-high levels that your reaction time to incoming threats is greatly reduced.

Success: You gain a +4 bonus to *Dodge* ranged attacks and to your *Parry*.

Raise: For each Raise the duration of this effect is extended by 3 rounds.

Fail: No effect

Seasoned

Absorb Skills

Cost: 3

Range: *Spirit*

Duration: 3 Rounds

Description: You rifle through the memory of a single living, sentient target and attempt to copy the knowledge of some skill they possess.

Success: You can copy a single die rank of any skill that your target possesses for 3 rounds

Raise: For each Raise you can copy one additional skill or raise your skill level up to the target's maximum rank.

Fail: You absorb one of the target's Hindrances for 3 rounds. Target's choice.

Iron Will

Cost: 2

Range: Personal

Duration: 3 rounds

Description: Forming an image of a wall in your mind, you harden your will against psychic intrusion.

Success: You are immune to any sort of mental power or psionic attacks for 3 rounds. You are also immune to drug addiction and psychic trauma while under the effect of this power.

Raise: Your immunity is increase by 3 rounds per raise

Fail: No effect

Farsight

Cost: 3

Range: Personal

Duration: 3 rounds

Description: You psychically boost your vision, casting your gaze over great distances.

Success: Your ranged attack penalties are halved (-1 for Medium range; -2 for Long range). Visual range is doubled (you can see objects about 2.5 miles away over flat ground instead of 1.25 miles)

Raise: Visual range is quadrupled (you can see objects 5 miles away). You no longer suffer any ranged attack penalties.

Fail: No effect

Paralyze

Cost: 2

Range: *Spirit*

Duration: 3 rounds

Description: You assault a single sentient being with psychic distortion that interrupts their nerve signals, locking up the target's muscles. The target must succeed an opposed roll to resist the effect (*Psionics* vs. *Spirit*). A paralyzed target can still use Psionic powers if they possess any.

Success: Your target is immobilized and cannot act for 3 rounds.

Raise: Your target is held for an additional 3 rounds per raise.

Fail: Backlash! You are immobilized for 3 rounds.

Telekinesis

Cost: 5

Range: *Spirit*

Duration: Special

Description: You are able to move matter with the power of your mind. Telekinesis can be used to do the following things: levitate, hurl or animate. You can levitate a target for 3 rounds at a distance equal to your range. Hurling a target is instant; a target can be hurled a distance equal to your range. If the hurled target collides with a solid object, they suffer SPI+d6 damage. When attempting to levitate or hurl an unwilling target, they can attempt to resist your power with an opposed roll (*Psionics* vs. *Spirit*).

Animating an inanimate object lasts for 3 rounds, plus one round for each additional Power Point you choose to expend. Animated objects can be used to bash targets for SPI+d6 damage.

Success: You can manipulate a target that weighs up to 10 lbs. per *Spirit* die you possess (example: if your *Spirit* is d12 you can manipulate 120 lbs.)

Raise: You can manipulate a target that weighs up to 50 lbs. per *Spirit* die you possess (example: if your *Spirit* is d12 you can manipulate 600 lbs.)

Fail: You have overextended yourself. Gain 1 *Fatigue* level.

Telepathy

Cost: 2

Range: *Spirit* x2

Duration: 10 minutes

Description: You attempt to communicate wordlessly with another sentient being.

Success: You establish two-way telepathic communication with your target for 10 minutes

Raise: For each Raise the duration of this power is increased by 10 minutes

Fail: No effect

Veteran

Mind Control

Cost: 3

Range: *Spirit*

Duration: 3 rounds

Description: Your will bores into the mind of a living, sentient target and attempts to take control of their higher brain functions. The target must succeed an opposed roll (*Psionics* vs. *Spirit*) to resist the control effect.

Success: You take control of the target for 3 rounds. It will do anything you ask, but will not obey suicidal commands

Raise: Your control is extended by 3 more rounds

Fail: Your attempt fails and the target goes *Berserk* on you!

Psychic Crush

Cost: 5/1 round

Range: *Spirit*

Duration: 3 rounds

Description: This intense mental attack puts extreme psychic pressure on the target's mind and can cause severe cerebral hemorrhaging. The target must succeed an opposed roll (*Psionics* vs. *Spirit*) to resist taking damage. Once the crush is established, the psychic must maintain concentration to continue the effect, foregoing all other actions.

Success: The attack inflicts 2d6 points of damage on the target (bypassing armor) in the first round and increases by 1d6 in successive rounds, reaching a maximum of 4d6 damage in the third round.

Raise: The attack does not require concentration to maintain.

Fail: Backlash! You inflict 2d6 points of mental damage on yourself.

Psychic Surgery

Cost: 5

Range: Touch

Duration: Special

Description: You attempt to repair psychological or neural trauma that the target has sustained. This includes drug addiction, mental tampering, *Humanity* loss and psychosis. Psychic Surgery can also be used to make a target forget something entirely or to implant a false memory in the target's mind.

Surgery of this kind is extremely delicate; it requires 10 minutes of complete concentration to perform. Any disturbance or interruption results in a failure. You cannot perform Psychic Surgery on yourself.

Success: The procedure is a success! You gain 1 *Fatigue* level from the strain of the operation.

Raise: You have exceeded your own expectations. You may perform two actions in the same operation (i.e. repair two traumas, erase two memories, fix one trauma and implant one memory, etc.) Gain 1 *Fatigue* level from the strain of the operation.

Fail: Backlash! A distraction has caused you to accidentally absorb the target's condition (i.e. you gain the trauma you were trying to repair, you modify your own memory, etc.)

Pyrokinesis

Cost: 5

Range: *Spirit*

Duration: Special

Description: You are able to control energetic forces, such as fire, electricity and radiation with your mind. You cannot create energy but you can shape existing energies to your will. Pyrokinesis can be used to do the following things: diminish/magnify a radiation source, overload electronics or shape flames. When you manipulate radiation you can reduce or increase its strength anywhere from d4 to d12 for 3 rounds. Overloading electronics will fry any electronic device, making it inoperable, or inflict 3d6 damage (bypassing *Toughness*) to any Robot. Shaping flames allows the psychic to control any fire sources within range for 3 rounds. This psychic can hurl the flames at any target in range (causing 2d10 damage) and can cause it to burn in intricate patterns.

Success: You successfully produce the desired effect.

Raise: Effects with a duration have their duration doubled; effects that cause damage inflict an extra 1d6 damage.

Fail: You have overextended yourself. Gain 1 *Fatigue* level.

Heroic

Divination

Cost: 5

Range: Personal

Duration: 1 minute

Description: Opening their third eye, the psychic attempts to glimpse the future and answer a single question. It takes intense concentration to use this power; the caster cannot move or be disturbed for one full minute. If the psychic is disturbed, they must succeed a *Smarts* check or lose their concentration and suffer the effects of failure.

Success: The psychic may ask the Game Master one question which can be answered as "Yes", "No" or "Possibly".

Raise: The psychic may ask the Game Master one question which can be answered in 5 words or less.

Fail: You have overextended yourself. Gain 1 *Fatigue* level.

Drain Power

Cost: 3

Range: *Spirit*

Duration: Instant

Description: You are able to ravage the mind of another psychically-attuned individual, robbing them of their power reserves. The target is entitled to make an opposed roll (at -2) to resist the effect (Psionics vs. Psionics). This power only works on targets with the *Arcane Background: Psionics* edge.

Success: You drain 1d6+1 Power Points from the target

Raise: You drain 1d8+2 Power Points from the target

Fail: Backlash! The target takes 1d6+1 Power Points from you