

Chapter 1 – Ability Scores

Ability Scores

Start by generating your character's ability score. These six scores determine your character's most basic attributes and are used to decide a wide variety of details and statistics. Different specializations require you to have better than average scores for some of your abilities. Characters are generated using the point buy method, the point amounts and costs of attributes are included below for your convenience.

Note: Your choice of stock will offer one or more bonuses to apply to your ability scores, these bonuses or penalties, as well as mutations and flaws, are applied **after** you have spent your character build points.

Point Buy: You will be using a "point-buy" method, the two following table includes the costs of purchasing ability scores. Characters have 25 points to spend on ability scores. Pure Humans have a total of 30 points to spend.

Table: Ability Score Costs

Score	Points	Modifier
8	-2	-1
9	-1	-1
10	0	0
11	1	0
12	2	+1
13	3	+1
14	5	+2
15	7	+2
16	10	+3
17	13	+3
18	17	+4

Strength (Str)

Strength measures muscle and physical power. This ability is important for those who engage in hand-to-hand (or “melee”) combat. Strength also sets the maximum amount of weight your character can carry. A character with a Strength score of 0 is too weak to move in any way and is unconscious. Some creatures do not possess a Strength score and have no modifier at all to Strength-based skills or checks.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon. (Exceptions: Off-hand attacks receive only half the character's Strength bonus, while two-handed attacks receive 1–1/2 times

the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)

- Athletics checks.
- Strength checks (for breaking down doors and the like).

Your Strength score determines your characters carrying capacity.

Temporary Bonuses: Temporary increases to your Strength score give you a bonus on Strength-based skill checks, melee attack rolls, and weapon damage rolls (if they rely on Strength). The bonus also applies to your Combat Maneuver Bonus (if you are Small or larger) and to your Combat Maneuver Defense.

Ability Damage: Damage to your Strength score causes you to take penalties on Strength-based skill checks, melee attack rolls, and weapon damage rolls (if they rely on Strength). The Ability Damage penalty also applies to your Combat Maneuver Bonus (if you are Small or larger) and your Combat Maneuver Defense. See Ability Score Damage below.

Dexterity (Dex)

Dexterity measures agility, reflexes, and balance. This ability is vital for characters seeking to excel with ranged weapons, such as crossbows and guns. A character with a Dexterity score of 0 is incapable of moving and is effectively immobile (but not unconscious).

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with crossbows, grenades, ballistic and energy weapons.
- Damage rolls when using a ranged weapon. Apply this bonus per damage die. (Exceptions: Off-hand attacks receive only half the character's Dexterity bonus per damage die)
- Defense and Touch Defense, provided that the character can react to the attack.
- Reflex saving throws, for avoiding explosions and other attacks that you can escape by moving quickly.
- Athletics, Pilot and Stealth checks.

Temporary Bonuses: Temporary increases to your Dexterity score give you a bonus on Dexterity-based skill checks, Ranged attack rolls, initiative checks, and Reflex saving throws. The bonus also applies to your Defense, your Combat Maneuver Bonus (if you are Tiny or smaller), and your Combat Maneuver Defense.

Ability Damage: Damage to your Dexterity score causes you to take penalties on Dexterity-based skill checks, ranged attack rolls, initiative checks, and Reflex saving throws. The Ability Damage penalty also applies to your Defense, your Combat Maneuver Bonus (if you are Tiny or smaller), and to your Combat Maneuver Defense. See Ability Score Damage below.

Constitution (Con)

Constitution represents your character's health and stamina. A character has twice as many wound points as their Constitution score, so the ability is important for all classes. A character with a Constitution score of 0 is dead.

You apply your character's Constitution modifier to:

- Fortitude saving throws, for resisting poison, disease, radiation and similar threats.

If a character's Constitution score changes, the character's wound points also increase or decrease accordingly.

Temporary Bonuses: Temporary increases to your Constitution score give you a bonus on your Fortitude saving throws. In addition, multiply this bonus by two and add that amount to your current and total wound points. When the bonus ends, remove this total from your current and total wound points.

Ability Damage: Damage to your Constitution score causes you to take penalties on your Fortitude saving throws. In addition, multiply the Ability Damage penalty by two and subtract that amount from your current and total wound points. Lost wound points are restored when the damage to your Constitution is healed. See Ability Score Damage below.

Notes:

While synthetics are not, technically speaking, alive, they possess a constitution score which represents their general durability and endurance. This ability more or less functions identically for them as for living characters.

Intelligence (Int)

Intelligence determines how well your character learns and reasons. This ability is important for technologists because it affects their total number of skills and ability to understand and repair or use ancient technology. Creatures of animal-level instinct have Intelligence scores of 1 or 2. Any creature capable of understanding speech has a score of at least 3. A character with an Intelligence score of 0 is comatose. Some creatures do not possess an Intelligence score. Their modifier is +0 for any Intelligence-based skills or checks.

You apply your character's Intelligence modifier to:

- The number of skill points gained each level, though your character always gets at least 1 skill point per level.
- Craft, Knowledge, and Repair checks.

Temporary Bonuses: Temporary increases to your Intelligence score give you a bonus on Intelligence-based skill checks.

Ability Damage: Damage to your Intelligence score causes you to take penalties on Intelligence-based skill checks. See Ability Score Damage below.

Notes:

- Animals have Intelligence scores of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Regular plants, such as one finds growing in gardens and fields, lack Intelligence, Wisdom, and Charisma scores; even though plants are alive, they are objects, not creatures.
- Vermin do not have an Intelligence score, and as such they have immunity to all mind-affecting effects (charms, compulsions and morale effects). Mindless creatures have no feats or skills. A vermin-like creature with an Intelligence score is usually a mutant.

Wisdom (Wis)

Wisdom describes a character's willpower, common sense, awareness, and intuition. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score. A character with a Wisdom score of 0 is incapable of rational thought and is unconscious.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating the effects of telepathy and other psychic powers).
- Heal, Perception and Scavenging checks.

Temporary Bonuses: Temporary increases to your Wisdom score give you a bonus on Wisdom-based skill checks and Will saving throws.

Ability Damage: Damage to your Wisdom score causes you to take penalties on Wisdom-based skill checks and Will saving throws. See Ability Score Damage below.

Notes:

- Regular plants, such as one finds growing in gardens and fields, lack Intelligence, Wisdom, and Charisma scores; even though plants are alive, they are objects, not creatures.

Charisma (Cha)

Charisma measures a character's personality, personal magnetism, ability to lead, and appearance. It is the most important ability for mutants with psychic powers, for whom it represents their ability to focus and project their powers. Every creature has a Charisma score. A character with a Charisma score of 0 is not able to exert himself in any way and is unconscious.

You apply your character's Charisma modifier to:

- Barter, Interaction, and Psychic checks.
- Checks that represent attempts to influence others.

Mutants with psychic mutations possess a number of power points equal to their charisma bonus. If they have the Psychic Proficiency feat, they instead possess a number of power points equal to their charisma bonus times their level.

Temporary Bonuses: Temporary increases to your Charisma score give you a bonus on Charisma-based skill checks. In addition, if this temporary bonus is enough to increase your charisma modifier add that amount to your current and total power points(Multiplying it by your level if you possess the Psychic Proficiency feat). When the bonus ends, remove this total from your current and total power points.

Ability Damage: Damage to your Charisma score causes you to take penalties on Charisma-based skill checks. In addition, if this temporary bonus is enough to decrease your charisma modifier subtract that amount from your current and total power points(Multiplying it by your level if you possess the Psychic Proficiency feat). You will regain these power points when the ability score is no longer damaged, See Ability Score Damage below.

Notes:

- Regular plants, such as one finds growing in gardens and fields, lack Intelligence, Wisdom, and Charisma scores; even though plants are alive, they are objects, not creatures.

Ability Score Damage

Diseases, poisons, radiation, and other abilities can all deal damage directly to your ability scores. This damage does not actually reduce an ability, but it does apply a penalty to the skills and statistics that are based on that ability.

For every 2 points of damage you take to a single ability, apply a –1 penalty to skills and statistics listed with the relevant ability. If the amount of ability damage you have taken equals or exceeds your ability score, you immediately fall unconscious until the damage is less than your ability score. The only exception to this is your Constitution score. If the damage to your Constitution is equal to or greater than your Constitution score, you die.

Unless otherwise noted, damage to your ability scores is healed at the rate of 1 per day to each ability score that has been damaged. Ability damage can be healed through the use of certain medicines.

Chapter 2 - Stock

What kind of.... man.... are you?

The wasteland is populated with several sentient species. These are all basically humanoid, for the most part, and can use most of the same weapons, armor, and equipment with minor modifications. Pure and mutant humans are easily recognizable as the descendents of man. Synthetics were servitors constructed by the ancients to fulfill a variety of roles, and as such can be obviously machine in their appearance, or able to pass as human.

Insectoids, Scalies and Furrries are a mixed bag. Some are evolved or mutated animals, some are devolved or severely mutated humans, the truth in this matter is left for the creator of the character to decide.

Pure Human

You are the last remaining unblemished scion of fallen man. Before the fall, genetic engineering was commonplace, and you bear the legacy of this benevolent genetic tinkering. You are tall, beautiful, healthy, strong and most importantly, you have all the right numbers of fingers, toes and eyes.

Standard Racial Traits

- **Ability Score Racial Traits:** Pure humans receive no additional ability score bonuses, but receive 5 bonus points at character creation to spend on ability scores.
- **Size:** Humans are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Base Speed:** Pure Humans have a base speed of 30 feet.

Feat and Skill Racial Traits

- **Bonus Feat:** Pure Humans receive Ancient Technology Proficiency as a bonus feat, and select one extra feat at 1st level.
- **Skills:** Pure Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.
- **Skill Familiarity:** Pure humans may begin the game with any one skill as a class skill.
- **Versatility:** At character creation a pure human Explorer may select an additional Background. Thus, a character might have the benefits of both Warrior and Scout, or Technologist and Doctor.

Mutated Human

You are the next step in human evolution, better suited and adapted for life in a harsher world. You are special, and possess unique capabilities that place you a cut above the rest. At least that's what you tell yourself as you stare at your reflection with your one big eye and wish you could metabolize solids.

Standard Racial Traits

- **Ability Score Racial Traits:** Mutant Human characters gain a +2 bonus to one ability score of their choice at creation to represent their varied nature.
- **Type:** Mutant Humans are humanoid creatures that technically count as human.
- **Size:** Mutant Humans are Medium creatures and thus have no bonuses or penalties due to their size.
- **Base Speed:** Mutant Humans have a base speed of 30 feet.

Other Racial Traits

- **Man of Tomorrow:** Mutant humans may select a number of mutations at character creations. They receive 5 mutation points to spend from the general mutation list.
- **Mutant Freak:** Mutant humans may purchase up to three points of flaws from the general mutational flaw list, increasing the amount of points they may spend on mutations accordingly.

Insectoid

Mutant insectoids are man-sized insects. Possessing a hard chitinous exoskeleton, insectoids lack social instincts and force of personality.

Standard Racial Traits

- **Ability Score Racial Traits:** Insectoids receive +6 constitution, -2 Dexterity, -4 Intelligence, and -4 Charisma
- **Size:** Insectoids are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Insectoids are mutants and considered nonhuman arthropoids.
- **Base Speed:** Insectoids have a base speed of 30 feet, and a climb speed of 5 feet, allowing them to cling to vertical surfaces and to ceilings.

Defense Racial Traits

- **Exoskeleton:** Insectoids possess a hard exoskeleton, and receive a +2 defense bonus and a DR of 1/-. They may not take the Exoskeleton, Fur or Scales mutations.

Senses Racial Traits

- **Tremorsense:** Insectoids possess tremorsense out to 30 feet, allowing them to detect the location of targets within this range.

Other Racial Traits

- **Beneficial adaptation:** Insectoid Mutants may select a number of mutations at character creation. They receive 2 mutation points to spend from the general mutation list.
- **Six Legged Freak:** The “Extra Limb: Arm” Mutation costs 1 point less for insectoid characters, and may be taken up to twice.
- **Overspecialized:** Insectoid Mutants may purchase up to three points of flaws from the general mutational flaw list, increasing the amount of points they may spend on mutations accordingly.

Furries

Furries are man sized anthropoids vaguely human shaped, but obviously related to their bestial ancestors. Usually furred, which grants them their name, furries have varying outlooks on society and their place in it, with some being pack animals and others lone predators.

Standard Racial Traits

- **Ability Score Racial Traits:** Furries receive +2 Constitution and -2 Intelligence.
- **Size:** Furries are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Furries are mutants and considered nonhuman anthropoids.
- **Base Speed:** Furries have a base speed of 40 feet.

Defense Racial Traits

- **Fur:** Furries possess a thick coat of fur, granting them a +1 defense bonus. This character may not select the Fur, Scales or Exoskeleton mutations.

Feat and Skill Racial Traits

- **Nature's Child:** Furries are more suited for survival in the wilderness than man, and at first level gain their choice of Sneak Attack I, Rage or Hard to Kill as a bonus feat.

Senses Racial Traits

- **Low-light vision:** Furries can see twice as far as humans in conditions of dim light. If a furry takes the Darkvision mutation, it costs 1 mutation point and replaces low-light vision.
- **Scent:** This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Other Racial Traits

- **Beneficial adaptation:** Furries may select a number of mutations at character creation. They receive 2 mutation points to spend from the general mutation list.
- **Mutant Freak:** Furries may purchase up to three points of flaws from the general mutational flaw list, increasing the amount of points they may spend on mutations accordingly.

Scalies

Scalies are man sized reptilian creatures of vaguely human shape. They possess scales, vicious claws, and while they lack strong social instincts can make stalwart companions if treated properly.

Standard Racial Traits

- **Ability Score Racial Traits:** Scalies receive +2 strength, -2 Intelligence and -2 Charisma
- **Size:** Scalies are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Scalies are mutants and considered nonhuman reptilian humanoids.
- **Base Speed:** Scalies have a base speed of 30 feet.

Defense Racial Traits

- **Scales:** Scalies possess a thick scaly hide, granting them a +1 defense bonus and DR 1/ballistic. This creature may not take Scales, Fur or Exoskeleton mutations.
- **Regeneration:** Scalies regenerate, healing double the amount of other stocks when healing normally over time, and can even grow back lost limbs.

Other Racial Traits

- **Reptilian Ancestry:** A scaly receives their choice of one of the following:
 - +2 racial bonus to stealth checks to hide and snipe.
 - a tail that grants a +2 race bonus to CMB and CMD for checks relating to Grapple and Trip.
 - Two powerful claw attacks, which may both be used as a full attack action at -2 penalty (1d4 for small, 1d6 for medium, 1d8 for large)
 - An envenomed bite attack (1d6 piercing, dc10+con bonus+1/2 level fort or speed set to 5 ft).
- **Beneficial adaptation:** Scalies may select a number of mutations at character creation. They receive 2 mutation points to spend from the general mutation list. They may purchase additional Reptilian Ancestry choices from the above list for 1 mutation point per additional choice.
- **Mutant Freak: Scalies** may purchase up to three points of flaws from the general mutational flaw list, increasing the amount of points they may spend on mutations accordingly.

Synthetic

Synthetics are sentient humanoid machines created by the ancients. Many synthetics are capable of passing as human, or close enough, and attempt to blend into human societies. Most synthetics are quite old, and date back to the time of the Ancients, lamenting the fall of humanity and wishing only to help their parent race in their time of trouble. Some synthetics view humanity as the cause of the world's current misfortune and have a less charitable outlook towards them.

Standard Racial Traits

- **Ability Score Racial Traits:** Synthetics were built for a wide variety of roles, and receive a +2 to one ability score, representing being designed for a particular purpose.
- **Size:** Synthetics are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Synthetics are humanoid machines and have the construct type.
- **Base Speed:** Synthetics have a base move speed of 30 feet.

Defense Racial Traits

- **Sturdy Construction:** Synthetics have a wound threshold equal to their total wound points and may continue to act normally until they reach this point. Upon doing so, a synthetic shuts down and appears dead.
- **Non-living:** Synthetics are not alive, and are thus immune to most attacks which only target living beings, such as poison, psychic attacks and disease. They also do not heal wounds naturally as other characters do.
- **Self Repairing Mechanism:** A synthetic that rests for at least 4 hours may spend any number of nano points from their nano pool to repair an amount of wound damage equal to the amount of nano points consumed. A synthetic may possess 2 cybernetic implants per point of con bonus before suffering side effects.

Feat and Skill Racial Traits

- **Nanites:** Synthetics possess an inherent nano-pool, with a number of points equal to 2 per character level.
- **Built with a Purpose:** On character creation a synthetic selects a bonus feat to represent the function they were designed for. This feat is subject to GM approval, and may be selected from any feat list, or the Synthetic Purpose feat list.

Purpose Feats:

- **Combat Bot:** Receive a +1 bonus to all attack rolls
- **Laborer:** +4 str bonus, -2 to Int, Wis and Cha
- **Pleasure bot:** +6 Charisma, -2 Str and Con
- **Nanite Applicator:** Your nanite abilities with a range of touch now have a range of 30', and require a ranged touch attack as appropriate.

Chapter 3 – Class

Character Level	Experience Point Total			Feats	Ability Score	Damage Reduction
	Slow	Medium	Fast			
1st	—	—	—	1st	—	—
2nd	3000	2000	1300	—	1st	—
3rd	7500	5000	3300	2nd	—	—
4th	14000	9000	6000	—	2nd	—
5th	23000	15000	10000	3rd	—	—
6th	35000	23000	15000	—	—	+1

As player characters overcome challenges, they gain experience points. As these points accumulate, PCs advance in level and power. The rate of this advancement depends on the type of game that your group wants to play. Some prefer a fast-paced game, where characters gain levels every few sessions, while others prefer a game where advancement occurs less frequently. In the end, it is up to your group to decide what rate fits you best.

Advancing Your Character

A character advances in level as soon as he earns enough experience points to do so—typically, this occurs at the end of a game session, when your GM hands out that session's experience point awards.

The process of advancing a character works in much the same way as generating a character, except that your ability scores, race, and previous choices concerning class, skills, and feats cannot be changed. Adding a level generally gives you new abilities, additional skill points to spend, more hit points, and possibly an ability score increase or additional feat.

When adding new levels, make sure to take the following steps in order. First, apply any ability score increases due to gaining a level. Second, integrate all of the level's class abilities and then roll for additional vigor. Finally, add new skills and feats. For more information on when you gain new feats and ability score increases, see the table.

At 2nd and again at 4th level, a character can increase one ability score by +1. This is a typeless bonus that cannot be changed once selected.

At 6th level, a character increases the damage reduction of any armor they wear by +1.

After a character has reached sixth level in the explorer class, no further levels in a class may be gained. However, for each 5,000 experience points a character attains after sixth level, they gain a bonus feat, just as if they had leveled.

The Explorer Class

Explorers have left the relative safety of their wasteland homes and communities to seek more in the wastes. Perhaps it is a quest for power, revenge or wealth, or to save their community. Regardless, explorers are as diverse as their motivations, and no two are exactly alike.

Hit Die: d8. For each level taken in the Explorer class, a character has 8 points of vigor.

Class Skills

At creation, the explorer picks two skills plus one additional skill per point of Int modifier and adds them to their list of class skills.

Skill Ranks Per Level: 4 + Int modifier.

Table: Explorer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+1	Bonus Feat, Background
2nd	+1	+1	+1	+1	Bonus Feat
3rd	+2	+2	+2	+2	Bonus Feat
4th	+3	+2	+2	+2	Bonus Feat
5th	+3	+3	+3	+3	Bonus Feat
6th	+4	+3	+3	+3	Bonus Feat

The following are class features of the Explorer

Weapon and Armor Proficiency: The explorer is proficient with Light Armor, Primitive Melee Weapons and Crossbows.

Bonus Feat: At first level, and every level thereafter, the Explorer gains a bonus feat in addition to normal advancement (1st, 3rd, 5th) that may be selected from any feats that the character otherwise qualifies for.

Background: At first level, an explorer chooses their background. This choice reflects their strengths and upbringing before they began exploring, and may only be chosen once, at character creation. (Exception: a Pure Human may select two backgrounds at first level, gaining the benefits of both.)

Warrior

You were a trained soldier or tribal warrior defending your community or serving in one of the militias common in the wasteland.

Benefit: You gain proficiency with Medium armors, gain Combat Prowess as a bonus feat, receive one less skill rank per level and add Athletics to your list of class skills.

Scout

You were a hunter or tracker for your tribe, ranging far and wide and learning the lay of the land.

Benefit: You receive no penalty for moving at your full speed while using the stealth skill, increase your movement speed by 10' while wearing light or no armor and add Stealth and Perception to your list of class skills.

Scavenger

You have learned to live off the land, roaming from settlement to settlement and delving into ruins in search of treasures.

Benefit: You find 25% more salvage components and ammunition when scavenging(not including fusion cells, at least one additional units of other ammunition), and add Barter and Scavenging to your list of class skills.

Technologist

You have spent time delving into ancient ruins, gleanng the secrets of the ancients.

Benefit: Increase the quality of all relics found by one step up to a maximum of Good. Reduce failure rate of relics you use by 20% to a minimum of 5%, all your fully charged energy cells have 5 additional power points. Add all craft and knowledge skills to your list of class skills.

Healer

You were a doctor or healer in your tribe or community, aiding the sick and providing medical care.

Benefit: Whenever you provide healing, you heal an additional 50% and add Heal and Knowledge(science) to your class skill list.

Leader

You are a natural born leader, and spent time in a leadership role in your community or group before setting out in life.

Benefit: As a full round action, you allow an ally to immediately take an additional standard action to make a single attack or move their speed. Add Interaction and any one skill to your list of class skills.

Chapter 4 - Skills

Skills represent some of the most basic and yet most fundamental abilities your character possesses. As your character advances in level, he can gain new skills and improve his existing skills dramatically. This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here, at the GM's discretion.

Skill name	Description	Ability	Untrained	Armor Check
Athletics	Jump, Tumble, Swim and Climb	Str	Yes	Yes
Barter	Trade effectively and value goods	Cha	No	No
Computer Use	Use Computers, Hacking	Int	No	No
Craft	Construct or modify items	Int	No	No
Heal	Tend wounds of others	Wis	No	No
Interaction	Skill at communicating with others	Cha	Yes	No
Knowledge	You know things	Int	No	No
Nanite Control	The ability to control nanotechnology	Int	No	No
Perception	Track, spot hidden objects, traps or people	Wis	Yes	No
Psychic	The ability to use psychic abilities	Cha	Yes	No
Pilot	Operate vehicles or ride a mount with skill	Dex	No	Yes
Repair	Fix broken weapons, devices and armor	Int	No	No
Scavenging	Survival skill, ability to find useful salvage	Wis	Yes	No
Stealth	Ability to generally be stealthy and deceptive	Dex	Yes	Yes

Athletics

The athletics skill encompasses a wide variety of physical activities. Tumbling past enemies, climbing walls, swimming raging rivers, leaping from rooftop to rooftop, all these require athletics checks.

If you have 3 or more ranks in Athletics, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2, and a +6 dodge bonus to AC when taking the total defense action instead of the usual +4.

First, you can use Athletics to move on narrow surfaces and uneven ground without falling. A successful check allows you to move at half speed across such surfaces—only one check is needed per round. Use the following table to determine the base DC, which is then modified by the Athletics skill modifiers noted below. While you are using Athletics in this way, you are considered flat-footed and lose your dexterity bonus to your AC (if any). If you take damage while using Athletics, you must immediately make another Athletics check at the same DC to avoid falling or being knocked prone.

You can move through a threatened square without provoking an attack of opportunity from an enemy by using Athletics. When moving in this way, you move at half speed. You can move at full speed by increasing the DC of the check by 10. You cannot use Athletics to move past foes if your speed is reduced due to carrying a medium or heavy load or wearing medium or heavy armor. If an ability allows you to move at full speed under such conditions, you can use Athletics to move past

foes. You can use Athletics in this way while prone, but doing so requires a full-round action to move 5 feet, and the DC is increased by 5. If you attempt to move through an enemy's space and fail the check, you lose the move action and provoke an attack of opportunity.

With a successful Athletics check, you can advance up, down, or across a slope, wall, or other steep incline (or even across a ceiling, provided it has handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more. An athletics check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained. The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to AC (if any). You also can't use a shield while climbing. Anytime you take damage while climbing, make an athletics check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage. Creatures that fall take 1d6 points of damage per 10 feet fallen, to a maximum of 20d6. Creatures that take lethal damage from a fall land in a prone position.

Finally, you can use the Athletics skill to make jumps or to soften a fall. The base DC to make a jump is equal to the distance to be crossed (if horizontal) or four times the height to be reached (if vertical). These DCs double if you do not have at least 10 feet of space to get a running start. The only Athletics modifiers that apply are those concerning the surface you are jumping from. If you fail this check by 4 or less, you can attempt a DC 20 Reflex save to grab hold of the other side after having missed the jump. If you fail by 5 or more, you fail to make the jump and fall (or land prone, in the case of a vertical jump).

Faster Base Movement: Creatures with a base land speed above 30 feet receive a +4 racial bonus on Athletics checks made to jump for every 10 feet of their speed above 30 feet. Creatures with a base land speed below 30 feet receive a -4 racial bonus on Athletics checks made to jump for every 10 feet of their speed below 30 feet. No jump can allow you to exceed your maximum movement for the round.

Running Jump: For a running jump, the result of your Athletics check indicates the distance traveled in the jump (and if the check fails, the distance at which you actually land and fall prone). Halve this result for a standing long jump to determine where you land.

Falling: When you deliberately fall any distance, even as a result of a missed jump, a DC 15 Athletics skill check allows you to ignore the first 10 feet fallen, although you still end up prone if you take damage from a fall. Creatures that fall take 1d6 points of damage per 10 feet fallen, to a maximum of 20d6. Creatures that take lethal damage from a fall land in a prone position.

Table: Athletics DC's to Cross Narrow Surfaces

Surface Width	Base Athletics DC
Greater than 3 feet wide	*
1–3 feet wide	5
7–11 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20

*No check is needed to move across these surfaces unless the modifiers increase the DC to 10 or higher.

Table: Athletics DC's to Move Through Threatened Areas

Situation	Base Athletics DC*
Move through a threatened area	Opponent's CMD
Move through an enemy's space	5 + Opponent's CMD

*This DC is used to avoid an attack of opportunity due to movement. This penalty increases by +2 for each additional opponent avoided in one round.

Table: Athletics DC's for Long Jumps

Long Jump	Acrobatics DC
5 feet	5
10 feet	10
15 feet	15
20 feet	20
Greater than 20 feet	+5 per 5 feet

Table: Athletics DC's for High Jumps

High Jump	Acrobatics DC
1 foot	4
2 feet	8
3 feet	12
4 feet	16
Greater than 4 feet	+4 per foot

Table: Misc. Athletics Modifiers

Athletics Modifiers	DC Modifier
Lightly Obstructed (gravel, sand)	2
Severely Obstructed (cavern, rubble)	5
Slightly Slippery (wet)	2
Severely Slippery (icy)	5
Slightly Sloped (<45°)	2
Severely Sloped (>45°)	5
Slightly Unsteady (boat in rough water)	2
Mildly Unsteady (boat in a storm)	5
Severely Unsteady (earthquake)	10
Move at full speed on narrow or uneven surfaces	5*

*This does not apply to checks made to jump.

Table: Athletics DC's to climb surfaces

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a crumbling brick wall.
21	A typical building's upper story wall.
25	A typical building's upper story wall.
25	A rough surface, such as a natural rock wall or a brick wall.
30	An overhang or ceiling with handholds but no footholds, or a typical city wall.
—	A perfectly smooth, flat, vertical (or inverted) surface cannot be climbed.
Climb DC Modifier*	Example Surface or Activity
–10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls.
–5	Climbing a corner where you can brace against perpendicular walls.
5	Surface is slippery.

* These modifiers are cumulative; use all that apply.

Table: Athletics Skill DCs	
Make an Athletics check once per round while you are in the water. Success means you may swim at up to half your speed (as a full round action) or at a quarter of your speed (as a move action).	
Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20*
* You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.	

Barter

The barter skill is used to negotiate trades and other financial transactions

A DC 20 Barter check determines the value of a common item. If you succeed by 5 or more, you also determine the quality of the item, regardless of relevant repair or craft skills. If you fail the check by less than 5, you determine the value of that item to within 20% of its actual value. If you fail this check by 5 or more, the price is wildly inaccurate, subject to GM discretion. Particularly rare or exotic items might increase the DC of this check by 5 or more.

You can also use Barter to gather information about where to acquire a particular item, substance or supplies. To do this, you must spend at least 1d4 hours canvassing people at local taverns, markets, and gathering places. The DC of this check depends on the scarcity of the information sought, but for most commonly objects it is 10. For particular relics or parts, the DC might increase to 20 or higher. The GM might rule that some objects are simply unavailable.

The primary use of barter is in trade negotiations. Whenever a character with barter is attempting to trade or sell salvage components, ancient relics or other valuables, a barter check may be made. By default, salvage components, relics and other equipment may be traded for half of their value. For instance a device with a material component cost of 2,500 metal could be traded for 1,250 metal (125 bux) worth of other goods or salvage components. When a character attempts to barter an opposed check is made against the other party's barter, for every point he succeeds by, he is able to receive additional value for his goods in the amount of 5% per point. Keep in mind, no matter what the result, an npc is unable to offer goods or services he does not have and regardless of the agreed upon worth of an object, only has so much to offer.

Computer Use

Check: Most normal computer operations don't require a Computer Use check, however, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Find File: This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching.

Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

Defeat Computer Security: This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

Computer Hacking

Breaking into a secure computer or network is often called hacking.

When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session.

Several steps are required to hack into a site:

Covering Tracks: This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a –5 penalty on any attempt made to identify the character if his or her activity is detected.

Access the Site: There are two ways to do this: physically or over the Internet.

Physical Access: A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

Internet Access: Reaching a site over the net requires two Computer Use checks. The first check (DC

10) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.

Locate What You're Looking For: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

Defeat File Security: Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.

Do Your Stuff: Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

Defend Security: If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round. One surefire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal—but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check—if the intruder's session ends before the character finishes the check, the character automatically fails.

Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a –4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Scope of Alteration	DC	Time
Crash Computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

Write Program: A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task.

A specific task, in this case, is one type of operation with one target.

The DC to write a program is 20; the time required is 1 hour.

Operate Remote Device: Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	10	1 minute

Special: A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer security or defend security.)

Time: Computer Use requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

Craft (weapons, armor, electronics)

The craft skill is broken into three separate sub skills which must be taken separately as their own skills. Initially a character may only construct simple weapons and primitive armor of varying qualities. With more skill, and the Engineer feat, a character can eventually construct new items.

The basic function of the Craft skill is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check result, and the material cost of the item determine how long it takes to make a particular item.

All crafts require proper tools to give the best chance of success. If improvised or improper tools are used, the check is made with a –2 penalty. On the other hand, masterwork tools provide a +2 circumstance bonus on the check.

To determine how much time it takes to make an item, follow these steps.

1. Find the item's total cost in salvage components from its description, divide this number by 10, this is the item's construction difficulty factor or **CDF**.
2. Find the item's DC from its description.
3. Expend the item's listed amount of salvage components.
4. Make an appropriate Craft check representing one week's worth of work. If the check succeeds, multiply your check result by the DC. If the result \times the DC equals the construction difficulty factor (If the result \times the DC equals double or triple the **CDF** of the item, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result \times the DC doesn't equal the **CDF**, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the **CDF** of the item.

If you fail a check by 4 or less, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Progress by the Day: You can make checks by the day instead of by the week. In this case your progress (check result \times DC) should be divided by the number of days in a week.

Upgrading a weapon: You may upgrade a primitive weapon or armor by using the appropriate skill, or you may upgrade a more advanced item with the Master Craftsman feat. This process is virtually identical to crafting the original item, except you must expend resources equal to its normal build requirement for each upgrade. An item may only have a total of three upgrades, depending on the item type. The details are given in the description of each class of item.

Heal

The heal skill is used to treat injuries and ailments and has several uses.

First Aid. (DC 10): First aid is the application of immediate medical attention for minor injuries, and can be used on a character a number of times per day equal to their level. The use of this skill requires one minute, and one use of a med-pack. When you use this ability, make a Heal check of DC 10, for every three points you exceed this check by you heal the target 1d6 points of vigor (minimum 1d6).

Long Term Care (DC 15): Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points at twice the normal rate: 2 wound points for a full 8 hours of rest in a day, or 4 wound points per level for each

full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest.

You can tend as many as six patients at a time. You need a few items and supplies (bandages, alcohol, and so on) that should not tax your med kit too much. Without a med kit you take a -2 penalty to this check. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

Surgery (DC 15): This option is only available if you possess the Surgeon feat, requires 1d4 hours to perform and requires three uses of your med kit. You may use your Heal skill to perform delicate or complicated surgery. Make a heal check against DC 15, for every three points you succeed on the check by, you heal the target 1d4 wound points (minimum 1d4). A character may only have surgery performed on them once until they rest for at least 8 hours.

Treat Poison: To treat poison means to tend to a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check as a standard action. If your Heal check exceeds the DC of the poison, the character receives a +4 competence bonus on his saving throw against the poison. This consumes one use of your med kit.

Treat Disease: To treat a disease means to tend to a single diseased character. Every time the diseased character makes a saving throw against disease effects, you make a Heal check. If your Heal check exceeds the DC of the disease, the character receives a +4 competence bonus on his saving throw against the disease. This consumes one use of your med kit.

Interaction

The interaction skill encompasses your character's ability to communicate with and influence others. Telling a lie, negotiating safe passage through raider territory, realizing that an informant is lying to you, all of these are uses of the Interaction skill.

Bluff: You can use interaction as an opposed skill check against your opponent's interaction skill. If you attempt to fool someone, with a successful check you convince your opponent that what you are saying is true. Your checks are modified depending upon the believability of the lie. The following modifiers are applied to the roll of the creature attempting to tell the lie. Note that some lies are so improbable that it is impossible to convince anyone that they are true (subject to GM discretion).

Circumstances	Modifier
The target wants to believe you	+5
The lie is believable	0
The lie is unlikely	-5
The lie is far-fetched	-10
The lie is impossible	-20
The target is drunk or impaired	+5
You possess convincing proof	up to +10
You have failed against target before	-10 or more

Diplomacy: You can change the initial attitudes of nonplayer characters with a successful check. The DC of this check depends on the creature's starting attitude toward you, adjusted by its Charisma modifier.

Succeed- If you succeed, the character's attitude toward you is improved by one step. For every 5 by which your check result exceeds the DC, the character's attitude toward you increases by one additional step. A creature's attitude cannot be shifted more than two steps up in this way, although the GM can override this rule in some situations.

Fail- If you fail the check by 4 or less, the character's attitude toward you is unchanged. If you fail by 5 or more, the character's attitude toward you is decreased by one step.

You cannot use Diplomacy against a creature that does not understand you or has an Intelligence of 3 or less. Diplomacy is generally ineffective in combat and against creatures that intend to harm you or your allies in the immediate future. Any attitude shift caused through Diplomacy generally lasts for 1d4 hours but can last much longer or shorter depending upon the situation (GM discretion).

If a creature's attitude toward you is at least indifferent, you can make requests of the creature. This is an additional Diplomacy check, using the creature's current attitude to determine the base DC, with one of the following modifiers. Once a creature's attitude has shifted to helpful, the creature gives in to most requests without a check, unless the request is against its nature or puts it in serious peril. Some requests automatically fail if the request goes against the creature's values or its nature, subject to GM discretion.

Starting Attitude	Diplomacy DC
Hostile	25+ creature's Cha Modifier
Unfriendly	20+ creature's Cha Modifier
Indifferent	15+ creature's Cha Modifier
Friendly	10+ creature's Cha Modifier
Helpful	5+ creature's Cha Modifier

Request	Diplomacy Modifier
Give simple advice or directions	-5
Give detailed advice	0
Give simple aid	0
Reveal an unimportant secret	5
Give lengthy or complicated aid	5
Give dangerous aid	10
Reveal secret knowledge	10
Give aid that could result in punishment	15
Additional requests	+5 per

Gather information: You can also use Interaction to gather information about a specific topic or individual. To do this, you must spend at least 1d4 hours canvassing people at local taverns, markets, and gathering places. The DC of this check depends on the obscurity of the information sought, but for most commonly known facts or rumors it is 10. For obscure or secret knowledge, the DC might increase to 20 or higher. The GM might rule that some topics are simply unknown to common folk.

Intimidate: You can use Intimidate to force an opponent to act friendly toward you for 1d6 × 10 minutes with a successful check. The DC of this check is equal to 10 + the target's Hit Dice + the target's wisdom modifier.

Success: If successful, the opponent will:

- give you information you desire
- take actions that do not endanger it
- offer other limited assistance

After the intimidate expires, the target treats you as unfriendly and may complain to other locals.

Fail: If you fail this check by 5 or more, the target attempts to deceive you or otherwise hinder your activities.

Sense Motive: As an opposed Interaction check you can also use this skill to determine when “something is up” (that is, something odd is going on) or to assess someone's trustworthiness. This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Knowledge (science, history, local)

You are generally knowledgeable in a field of study, and can answer both simple and complex questions. This knowledge might have practical applications as well. You may take this skill multiple times, and each time you do, you are knowledgeable in one field.

Science: You are knowledgeable about technology and have a basic understanding of the natural and physical sciences.

Local: You are knowledgeable about the current events and situations of local areas. This skill can also be used to learn about new locales.

History: You are knowledgeable about the past, including eras long before the fall, as well as events during it.

Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Nanite Control

The Nanite Control skill represents your ability to command and control the nanites living in your own body. It differs from the Knowledge (Science) specialty in that you are not so much knowledgeable about nanotechnology in general, but rather in dealing with your own unique colony. Uses of this skill are described in various nanite powers where they are relevant.

Perception

Your senses allow you to notice fine details and alert you to danger. Perception covers all five senses, including sight, hearing, touch, taste, and smell. Perception has a number of uses, the most common of which is an opposed check versus an opponent's stealth check to notice the opponent and avoid being surprised. If you are successful, you notice the opponent and can react accordingly. If you fail, your opponent can take a variety of actions, including sneaking past you and attacking you.

Perception is also used to notice fine details in the environment. The DC to notice such details varies depending upon distance, the environment, and how noticeable the detail is. The following table gives a number of guidelines.

Favorable and unfavorable conditions depend upon the sense being used to make the check. For example, bright light might increase the DC of checks involving sight, while torchlight or moonlight might give a penalty. Background noise might reduce a DC involving hearing, while competing odors might penalize any DC involving scent. Terrible conditions are even worse than unfavorable, for example, candlelight for DCs involving sight, a roaring motor for DCs involving hearing, and an overpowering stench covering the area for DCs involving scent.

Detail	Perception DC
Hear the sound of battle	–10
Notice the stench of rotting garbage	–10
Detect the smell of smoke	0
Hear the details of a conversation	0
Notice a visible creature	0
Determine if food is spoiled	5
Hear the sound of a creature walking	10
Hear the details of a whispered conversation	15
Spot an average landmine	15
Hear the sound of a key being turned in a lock	20
Find the average secret door	20
Hear a gun being drawn	25
Sense a burrowing creature underneath you	25
Notice a creature using Stealth	Opposed by Stealth
Find a hidden trap	Varies by trap

Perception Modifiers	DC Modifier
Distance to the source, object, or creature	+1/10 feet
Through a closed door	+5
Through a wall	+10/foot of thickness
Favorable conditions	–2
Unfavorable conditions	+2
Terrible conditions	+5
Creature making the check is distracted	+5
Creature making the check is asleep	+10
Creature or object is invisible	+20

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

Follow Tracks

To find tracks or to follow them for 1 mile requires a successful Perception check. You must make another Perception check every time the tracks become difficult to follow. If you are not trained in this skill, you can make untrained checks to find tracks, but you can follow them only if the DC for the task is 10 or lower.

You move at half your normal speed while following tracks (or at your normal speed with a –5 penalty

on the check, or at up to twice your normal speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the Surface table.

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as asphalt or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC Modifier
Every three creatures in the group being tracked	–1
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow since the trail was made	+10
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5
Small or smaller creatures being tracked	–2
Large or Larger creatures being tracked	2

Pilot

The pilot skill represents your ability to operate a vehicle or mount. Every rank of the Pilot skill allows you to pick an additional type of conveyance to be proficient with.

Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space).

Each vehicle's description includes a maneuver modifier that applies to Pilot checks made by the operator of the vehicle.

Special: A character can take 10 when making a Pilot check, but can't take 20.

Psychic

The psychic skill is used to control and activate your psychic powers gained by mutation. The use of this skill is detailed in the various psychic powers you possess.

Repair

The repair skill is used to repair broken or damaged equipment and devices. The DC is set by the GM, and in the case of weapons armor and devices is equal to the item's craft DC. In general, simple repairs have a DC 5 lower and require no more than a few minutes to accomplish. More complex repair work can require an hour or more to complete and has the DC modified by the item's condition modifier.

Making repairs also require salvage components as spare parts or new components that are needed. If the GM decides this isn't necessary for the type of repair the character is attempting, then no salvage components are needed.

With sufficient resources, tools and times an item can be repaired to the point that it increases in quality level. By spending 25% of an item's salvage component cost, you can increase its quality by one level up to a maximum of perfect. This is particularly important, as only items in perfect condition may be upgraded.

When a character attempts to make a repair check on an item, they suffer a -4 penalty to the roll if they are not proficient in its use.

Scavenging

The scavenging skill is used to gather materials and resources from the environment. It covers basic knowledge of salvage and survival.

The primary use of the scavenging skill is to gather salvage components and ancient relics. A scavenging check is required to gather salvage components from an area, vehicle or building. When a salvage hoard is found, a scavenging check is required to harvest it successfully. If this check fails, a portion of the salvage is lost to waste, damage, or inefficiency. Consult the Salvage Table.

Salvage Amount	DC
1-100	5
101-500	10
501-1,000	15
1,001-2,000	20
2,001-5,000	25
5,001-10,000	30
10,000+	35

Failed attempt by	Percent salvage gained
10+	10%
6-9	50%
1-5	90%
Success	100%
Success with Scavenger	125%

With a DC 15 scavenging check you may use the scavenging skill to get along in the wild. Move up to half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 15.

You can also use this check to determine the most valuable item visible in a hoard. The DC of this check is generally 20 but can increase to as high as 30 for a particularly large hoard.

Stealth

You are skilled at avoiding detection, allowing you to slip past foes or strike from an unseen position. This skill covers hiding, moving silently, disguising yourself, hiding or stealing objects, and generally being deceptive.

Sneak: Your Stealth check is opposed by the Perception check of anyone who might notice you. You can move up to half your normal speed and use Stealth at no penalty. When moving at a speed greater than half but less than your normal speed, you take a –5 penalty. It's impossible to use Stealth while attacking, running, or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Stealth checks depending on its size category: **Fine** +16, **Diminutive** +12, **Tiny** +8, **Small** +4, **Large** –4, **Huge** –8, **Gargantuan** –12, **Colossal** –16.

Sniping: If you've already successfully used Stealth at least 10 feet from your target, you can make one ranged attack and then immediately use Stealth again. You take a –15 penalty on your Stealth check to maintain your obscured location. This penalty increases to –25 if you made a ranged attack with a firearm or energy weapon.

Sleight of hand: A DC 10 Stealth check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went. When you use this skill under close observation, your skill check is opposed by the observer's Perception check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed.

Hidden Weapon: You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your Stealth check is opposed by the Perception check of anyone observing you or of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Perception check, since it's generally easier to find such an object than to hide it. A knife or dagger is easier to hide than most light weapons, and grants you a +2 bonus on your check to conceal it. An extraordinarily small object, such as a coin, data chip, or bullet, grants you a +4 bonus on your check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check. Drawing a hidden weapon is a standard action and doesn't provoke an attack of opportunity.

Pickpocket: If you try to take something from a creature, you must make a DC 20 Stealth check. The opponent makes a Perception check to detect the attempt, opposed by the Stealth check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item. You cannot use this skill to take an object from another creature during combat if the creature is aware of your presence.

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender	–2
Disguised as different type	–2
Disguised as different age category	–2
Disguised as different size category	–10

Familiarity	Viewer's Perception Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Disguise: Your Stealth check result determines how good the disguise is, and it is opposed by others' perception check results. If you don't draw any attention to yourself, others do not get to make perception checks. If you come to the attention of people who are suspicious (such as a guard who is watching citizens walking through a city gate), it can be assumed that such observers are taking 10 on their perception checks. You get only one attempt at a disguise check per use of the skill, even if several people are making perception checks against it. The check is made secretly, so that you can't be sure how good the result is. The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

Chapter 5 – Feats

Some abilities are not tied to your race, class, or skill—things like particularly quick reflexes that allow you to react to danger more swiftly, the ability to craft technological marvels, the training to deliver powerful strikes with melee weapons, or the knack for not dying. These abilities are represented as feats. While some feats are more useful to certain types of characters than others, and many of them have special prerequisites that must be met before they are selected, as a general rule feats represent abilities outside of the normal scope of normal survivors. Many of them apply bonuses to your statistics or grant you the ability to take actions otherwise prohibited to you. By selecting feats, you can customize and adapt your character to be uniquely yours.

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he gains the prerequisite.

A character can't use a feat if he loses a prerequisite, but he does not lose the feat itself. If, at a later time, he regains the lost prerequisite, he immediately regains full use of the feat that prerequisite enables.

Feat Descriptions

Feats are summarized on the table below. Note that the prerequisites and benefits of the feats on this table are abbreviated for ease of reference. See the feats description for full details.

The following format is used for all feat descriptions.

Feat Name: The feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character (“you” in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

Feat Name	Description	Prereqs
Proficiency Feats		
Armor Proficiency, Medium	Gain Proficiency with medium Armor	Armor Proficiency, Light
Armor Proficiency, Heavy	Gain Proficiency with Heavy Armor	Armor Proficiency, Medium
Armor Proficiency, Power	Gain Proficiency with Power Armor	Armor Proficiency, Heavy
Shield Proficiency	Gain Proficiency with shields	Base Attack Bonus +1
Weapon Proficiency (Firearms)	Gain Proficiency with Firearms	Base Attack Bonus +1
Weapon Proficiency (Energy Weapons)	Gain Proficiency with Energy Weapons	Base Attack Bonus +1
Weapon Proficiency (Advanced Melee)	Gain Proficiency with Advanced Melee weapons	Base Attack Bonus +1
Character Specialty Feats		
Ancient Technology Proficiency	You gain proficiency with ancient technology.	Int 13+
Ancient Technology Specialist	Gain 3 skill ranks usable for craft and knowledge skills	Ancient Technology Proficiency, 3+ ranks in Knowledge (Science)
Ancient Technology Mastery	Gain full understanding of ancient technology	Int 15+, Ancient Technology Specialist, 5+ ranks in Knowledge (Science)
Combat Medic	Ability to use first aid to heal vigor	1+ ranks in Heal
Surgeon	Ability to use surgery to heal wounds	Combat Medic, 3+ ranks in Heal
Master Physician	Double uses of all medicines, expand healing abilities	Surgeon, 5+ ranks in Heal
Commanding Presence	As a full round action, ally takes a standard action.	Cha 13+
Inspiring Leader	Allies gain +1 morale bonus on attacks	Commanding Presence, Cha 15+
Into Hell	3/day allies gain +3 vigor per level, +3 saves for 5 rounds.	Inspiring Leader, 5 ranks in Interaction
Psychic Proficiency	Add Psychic skill as class skill, expand power pool	Must have a psychic mutation
Psychic Specialist	Gain additional powers in your psychic mutations	Psychic skill 3+ ranks
Psychic Mastery	Gain additional powers in your psychic mutations	Psychic skill 5+ ranks
Repair Expert	You may repair any device without relevant knowledge	Int 13+
Master Craftsman	Ability to add modifications to ancient technology	Repair Expert, 3+ ranks in a craft skill
Engineer	Ability to construct new ancient devices	Int 15+, Master Craftsman, 5 ranks in repair and a craft skill
Rage	Gain Rage ability	13+ Con
Extra Rage	Gain 2 additional rounds of Rage	Rage
Sneak Attack	Gain +1d6 sneak attack Dice	Stealth 1+ rank
Team Player	Grant allies a teamwork feat you possess	Cha 13+, Int 13+
Team Leader	Grant teamwork feats additional times per day	Team Player, Cha 15+, Int 15+
Teamwork mastery	Permanently grant allies one teamwork feat	Team Leader, Any two teamwork feats

General Feats		
Combat Prowess	+1 Base Attack Bonus	None
Improved Combat Prowess	+1 Base Attack Bonus	Combat Prowess, Character Level 5
Darwin Award	Gain one additional mutation point	
Diehard	Stay conscious while wounded	
Energy Reserves	Gain 2 psychic power points per level	Psychic skill 2+ ranks
Hard to Kill	Gain +2 vigor or +1 wound per character level	Base Attack Bonus +1
Skill Focus	Gain a +3 Feat bonus to checks with one skill.	
Quick Draw	Quickly ready weapons and other items	BaB 1+,
Combat Feats		
Burst fire	Full attack, -4 attack roll, fires 5 bullets doing +2 dice of damage (A weapons)	Dex 13+, BAB +2, Firearm Proficiency
Autofire	Attack a 10'x10' square, or 4 5'x5' squares in a line (A weapons)	Burst Fire
Called Shot, Improved	Ability to make a called shot once per round	Int 13, Precise Shot or Combat Expertise
Called Shot, Greater	May replace all attacks with Called Shots	Int 13, Improved Called Shot, BaB +6
Combat Expertise	Increase Defense at the cost of Accuracy	Int 13
Dodge	Gain +1 dodge bonus against attacks	Dex 13+
Mobility	+4 AC while moving	Dodge
Spring Attack	Move before and after a single attack	BAB 4+, Mobility
Shot on the Run	Move before and after a single ranged attack	BAB 4+, Mobility, Point Blank Shot
Doubletap	Full attack, -2 to attack rolls, fires extra bullet doing +1 die of damage (S,A weapons)	Dex 13+, Firearm Proficiency
Point Blank Shot	+1 attack and +1 damage per die with ranged attacks within 30 feet	Dex 13+
Far Shot	Decrease range penalty by half	Point Blank Shot
Pistol Whip	Perform AoO with ranged weapon	Point Blank Shot
Precise Shot	Do not take penalty for firing into melee	Point Blank Shot
Power Attack	Deal extra damage at the cost of accuracy	Str 13+
Cleave	Attack an adjacent target if melee attack hits	Power Attack
Great Cleave	Attack different adjacent targets if melee attacks continue to hit	BAB 4+, Cleave
Two Weapon Fighting	Fight with two one handed weapons	Dex 15+
Ambidexterity	Fight with two weapons more easily	Two Weapon Fighting
Two Weapon Defense	Gain a defense bonus while using two weapons	Two Weapon Fighting
Improved Two Weapon Fighting	Gain second attack with offhand weapon	Dex 17+, BAB 6+

Ambidexterity

You may use either hand dominantly, wielding two weapons with greater ease.

Prerequisite: Dexterity 15, Two weapon Fighting,

Benefit: You may wield a full sized weapon in your off hand with the same penalties as if it was light, additionally you may receive your full strength bonus to damage rolls with that weapon.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light. An off-hand weapon deals only half of your strength bonus.

Ancient Technology Mastery

You have gained a full understanding of the technologies of the ancients and could stand shoulder to shoulder with the best scientists of the last age.

Prerequisite: Intelligence 15 or more, Ancient Technology Specialist, 5 or more ranks in Knowledge (Science)

Benefit: Your understanding of ancient technology allows you to use even advanced systems and devices with almost casual ease, and you may analyze a device and create a plan to duplicate it as if you had access to the original design schematics.

Ancient Technology Proficiency

You are proficient with the basic workings of Ancient Technology. You know which end of the laser pistol to aim at a raider, how to read the ancient language and how hard NOT to hit the any key.

Prerequisite: Intelligence 13 or more

Benefit: You may operate complicated ancient devices without taking the normal -4 penalty.

Ancient Technology Specialist

After discovering the 'on' button, your understanding of ancient technology has vastly improved, you can change preferences and settings, and even know how to change the font to comic sans!

Prerequisite: Ancient technology proficiency, 3+ ranks in Knowledge (science)

Benefit: You gain three bonus skill ranks which must be spent on craft and knowledge skills.

Additionally, for every rank in the Knowledge (science) skill you attain, pick a specialty field from the following list, you receive a +2 synergy bonus when using the science skill in areas of your specialties.

- Aeronautics, Behavioral Science, Biology, Chemistry, Computer Use, Cybernetics, Electrical Engineering, Geology, Mathematics, Medicine, Metallurgy, Nanotechnology, Physics

Armor Proficiency, Heavy

You are proficient in the use of the heaviest of armors.

Prerequisite: Medium Armor Proficiency

Benefit: When you wear heavy armor, the armor check penalty for that armor applies **only** to Dexterity- and Strength-based skill checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to **attack rolls and to all skill checks that involve moving.**

Armor Proficiency, Medium

You are proficient in the use of medium armors.

Prerequisite: Light Armor Proficiency

Benefit: When you wear medium armor, the armor check penalty for that armor applies **only** to Dexterity- and Strength-based skill checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to **attack rolls and to all skill checks that involve moving.**

Armor Proficiency, Power

You are skilled in the use of Powered Armor.

Prerequisite: Heavy Armor Proficiency, Ancient Technology Proficiency

Benefit: You may operate Powered armor without the normal -4 penalty for non-proficiency

Normal: A character who is operating powered armor without proficiency receives a -4 penalty to all attack rolls and all skill checks that involve moving.

Autofire

You can lay down a terrifying barrage of automatic fire.

Prerequisite: Burst Fire

Benefit: As a Full Attack action you may attack a 10'x10' square, or 4 5'x5' squares in a line, fire 10 bullets, targets must make DC 15 reflex save or take weapon damage. This attack may only be used with an automatic (A) weapon, and only if there are at least 10 rounds of ammunition available.

Burst fire

You can use an automatic weapon to spray a quick and accurate burst.

Prerequisite: Dex 13, Base Attack Bonus +2, Firearm or Energy Weapon Proficiency

Benefit: When taking a full attack action, you may take a -4 penalty to attack rolls to fire five bullets in place of a single attack, doing +2 additional dice of damage with that attack. This option may only be used with an automatic weapon, and only if it has at least 5 rounds of ammunition available for the attack.

Special: This ability may be used with weapons that have the 3 round burst special ability only consuming and requiring 3 rounds of ammunition.

Called Shot, Improved

You are skilled at landing blows right where you want to.

Prerequisites: Int 13, Precise Shot

Benefit: You receive a +2 bonus on attack rolls when making a called shot. When taking a full-round or standard action that gives you multiple attacks, you can replace a single attack with a called shot. You may only attempt one called shot per round.

Normal: You can make one called shot per round as a full-round action.

Called Shot, Greater

You can make multiple called shots where others could land but one.

Prerequisites: Improved Called Shot, base attack bonus +6.

Benefit: Whenever you make an attack, you can choose to replace that attack with a called shot. You can make multiple called shots in a single round. Each additional called shot after the first made in the same round takes a –5 penalty (in addition to any penalty for being an offhand or iterative attack). In addition, a called shot that deals half the creature's wounds (minimum 20) is a debilitating blow.

Normal: You can make only one called shot in a round as a full-round action. A called shot that deals 25 points of damage is a debilitating blow.

Cleave

Your enemies cannot stand before you, your swings are mighty enough to cleave through one foe and into the next.

Prerequisite: Str 13, Power Attack, Base Attack Bonus +1

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your defense until your next turn.

Combat Expertise

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, the penalty increases to –2 and the dodge bonus increases to +2. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn. You may not use this feat in conjunction with Power Attack.

Combat Medic

You tend to the wounds of your allies on the battlefield even during the heat of combat.

Prerequisite: Wis 13, 1 rank in Heal

Benefit: You may use the "First Aid" ability of heal as a full round action by increasing the DC of the check by 5, to a total of DC 15.

Normal: The heal skill may only be used to restore vigor as an action taking one minute.

Combat Prowess

You are skilled in the art of battle.

Prerequisite: None

Benefit: You permanently increase your Base Attack Bonus by +1.

Commanding Presence

You lead your allies to battle.

Prerequisite: Cha 15, Inspiring Leader

Benefit: Whenever you successfully make an attack, your allies within 30 feet gain a +2 morale bonus to their damage rolls until your next round. (This bonus applies per attack, not per damage die).

Darwin Award

You have acquired a beneficial adaptation!

Prerequisite: Living, level 3 or more character, Not a Pure Human

Benefit: You gain one mutation point to spend on beneficial mutations. You must spend this point immediately, but may spend it towards a mutation that costs more than 1 point, partially buying it for your character. It is a latent non functioning ability until fully purchased.

Dodge

Only suckers stand where the bullets are going, duck and weave!

Prerequisite: Dex 13

Benefit: You gain a +1 dodge bonus to defense and touch defense. Any time you would lose your dex bonus to defense, you also lose this bonus.

Doubletap

Your quick trigger finger can sling more lead down range.

Prerequisite: Dex 13

Benefit: When using a Semiautomatic or Automatic weapon (S, A) and making a full attack, you may take -2 to all attack rolls to fire an extra bullet with your attack or attacks that increases the damage by one die.

Energy Reserves

Your will is strong, and you may use your psychic powers with greater frequency.

Prerequisite: 2 ranks in Psychic skill

Benefit: You add 2 additional power points to your psychic power pool for each level you attain.

Engineer

You have become a skilled engineer and may construct items even the ancients would envy.

Prerequisite: Int 15, Master Craftsman, 5 ranks in Repair, 5 ranks in any craft skill.

Benefit: With the proper schematics you may construct ancient devices from scratch, producing perfect condition items for their listed material requirements.

Normal: Ancient devices are too complicated to be produced without advanced machinery and infrastructure.

Extra Rage

You're more than just a rat in a cage, and have all the rage to prove it!

Prerequisite: Rage

Benefit: You gain two additional rounds of Rage per day.

Far Shot

Whoever said the best defense is a good offense obviously never tried using a quarter mile distance with a scope.

Prerequisite: Point Blank Shot

Benefit: You halve the range penalties associated with using a ranged weapon, suffering only a -1 penalty per full range increment.

Normal: When making a ranged attack you suffer a -2 penalty to the attack roll for each full range increment beyond the first.

Great Cleave

Your enemies fall before you as if wheat before the scythe.

Prerequisite: Str 13, Cleave, Base Attack Bonus +4

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your defense until your next turn.

Hard to Kill

Much like the noble cockroach, you prove surprisingly difficult to kill. Why let a little radiation, some bullet holes, an axe-wound, a missing eye and a few dozen scars get you down!

Prerequisite: None

Benefit: Your character gains your choice of 2 additional points of vigor, or one additional wound point per character level they attain.

Special: This feat may be taken twice, selecting each option no more than once.

Improved Combat Prowess

You know the mad exultation of battle and are content.

Prerequisite: Character level 5, Combat Prowess

Benefit: You gain a +1 bonus to your Base Attack Bonus

Improved Two Weapon Fighting

Your skill with two weapons is exceptional.

Prerequisite: Dex 17, Two Weapon Fighting

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a –5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Inspiring Leader

You inspire your allies in battle.

Prerequisite: Cha 13

Benefit: You may Inspire Competence as a move equivalent action, granting an ally a competence bonus to their next attack roll or skill check. This bonus is equal to your ranks in the Interaction skill.

Into Hell

Your allies would follow you anywhere, and you lead them to great effect on the battlefield.

Prerequisite: Inspiring Leader, 5 ranks of Interaction

Benefit: Three times per day you may make an inspiring speech as a full round action, this grants your allies 3 temporary vigor per character level they possess, and a +5 bonus to all saving throws for five rounds.

Master Craftsman

Your ability to repair and maintain ancient technology has grown exponentially, and you may augment it in addition to making simple repairs.

Prerequisite: Repair Expert, 3 or more ranks in repair and a craft skill

Benefit: You may augment ancient relic weapons. Augmenting an item requires an identical item of at least half its quality, or an amount of resources equal to half of its build cost.

Master Physician

Your knowledge and understanding of medicine rival that of Galen himself, and any ancient would be happy to have you as their primary care provider.

Prerequisite: Surgeon, 5 or more ranks in Heal

Benefit: You may perform emergency treatment in the very heat of battle. Make a DC 15 heal check as a full round action and expend two uses of your med kit, and by every three points you succeed the check, you temporarily heal 1d4 points of wound damage. At the end of ten minutes, this temporary healing is undone, and the target will continue to suffer from whatever condition they were in before you applied it. You may not use this ability on a target again until the previous temporary healing has worn off.

Mobility

Serpentine, serpentine! You both duck and dodge. You zig as well as zag. If you'd ever stand still you'd finally get what's coming to you, but no...

Prerequisite: Dex 13, Dodge

Benefit: You get a +4 dodge bonus to defense against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your dexterity bonus to defense (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other.

Nanite Colony

A colony of nanites has taken up residence in your body, with proper skill and focus you can direct them to do your bidding.

Prerequisite: Con 13, Ancient Technology Proficiency

Benefit: When this feat is taken, choose one of the following specialties, your nanites were designed for this purpose: Nan-Augmentation, Nano-Medicine, Nano-Repair or Nano-Virus. This feat adds Nanite Control to your list of class skills, gives you a Nano Pool, and grants you the first power of this nanite strain.

Nanite Colony, Advanced

Your colony of nanites have grown exceptionally advanced, offering you new capabilities.

Prerequisite: Improved Nanite Colony, 5 ranks in the Nanotechnology skill

Benefit: You gain access to the third power of each nanite strain you possess.

Nanite Colony, Improved

Your colony of nanites has taken root and developed, producing more nanites with new abilities.

Prerequisite: Nanite Colony, 3 ranks in the Nanotechnology skill

Benefit: You gain access to the second power of each nanite strain you possess.

Pistol Whip

Trying to reload? That's a pistol whippin'. Trying to run by me and hit the doc? Pistol whippin'. Trying to focus on holding your guts in until an autosuture closes up your belly? You guessed it!

Prerequisite: Base Attack Bonus +1

Benefit: While wielding a firearm, you threaten the squares around you, and may use your weapon to deliver attacks of opportunity when they are provoked. Weapons do 1d4 or 1d6 damage depending on if they are one or two handed.

Point Blank Shot

Up close, your marksmanship is deadly.

Prerequisite: None

Benefit: You get a +1 bonus on attack and +1 damage per die with ranged weapons at ranges of up to 30 feet.

Power Attack

You make melee attacks of stunning ferocity, albeit at the expense of accuracy.

Prerequisite: Str 13, Base Attack Bonus +1

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, the penalty increases to -2 and the bonus to damage increases to +4. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Precise Shot

You finally learned how to stop accidentally shooting your teammates.

Prerequisite: Point Blank Shot

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty to the attack roll.

Psychic Mastery

You have mastered your psychic abilities, unlocking the very utmost of your latent psychic potential.

Prerequisite: 5 or more ranks in the Psychic skill

Benefit: You gain access to the third power in each psychic mutation you possess.

Psychic Proficiency

With discipline and training you have learned to control your psychic abilities.

Prerequisite: Must have at least one psychic mutation

Benefit: You add Psychic to your list of class skills, and expand your psychic power pool to contain a number of points equal to your level times your charisma bonus, plus any additional bonus from feats.

Psychic Specialist

You have unlocked more of your latent psychic abilities, gaining more powers.

Prerequisite: Psychic Proficiency, 3 ranks in Psychic Skill

Benefit: You gain access to the second power in each psychic mutation you possess.

Quick Draw

Description

Prerequisite: Dex 13

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the stealth skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Grenades and medicines may be drawn as a swift action once per round using this feat.

Rage

You rage against the machine. And the man holding the machine. And the men with the man holding the machine. And the people that knew the men with the man.... suffice it to say, you rage quite a lot.

Prerequisite: Con 13

Benefit: You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for a number of rounds per day equal to 3 + your constitution modifier. For each level you attain you may rage for one additional round per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours.

While in rage, you gain a +4 morale bonus to strength, as well as a +2 morale bonus on will saves. In addition, you take a –2 penalty to defense. While raging, a character increases their damage reduction by a stacking 2/–, and their wound threshold is increased to double their constitution score. While in a rage, you cannot use any skills that require thought or patience.

You can end your rage as a free action but are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends.

Repair Expert

You can fix anything, even that toaster there. Or maybe it's a plasma converter, whatever it is.

Prerequisite: Int 13, One or more rank in Repair skill

Benefit: You do not suffer the understanding penalty for repairing items you do not fully comprehend.

Normal: You receive a –4 bonus on repair checks made to diagnose or repair objects you do not understand.

Shield Proficiency

You are proficient with the use of shields on the battlefield.

Prerequisite: none

Benefit: When you use a shield, the shield's armor check penalty only applies to Strength- and strength-based skills.

Normal: A character who is using a shield with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Shot on the Run

You fire while on the move.

Prerequisite: Dodge, Mobility, Point Blank Shot, base attack bonus +4.

Benefit: As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Normal: You cannot move before and after an attack with a ranged weapon.

Sneak Attack

Gotcha!

Prerequisite: Dex 13, one or more ranks in the stealth skill.

Benefit: Your attack deals extra damage anytime your target would be denied a dexterity bonus to defense (whether the target actually has a dexterity bonus or not), or when you flank your target. This extra damage is 1d6. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike, stun baton), you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Special: You may take this feat an additional time, increasing your sneak attack dice to 2d6 when you have at least 3 ranks in the stealth skill, and again when you possess at least 5 ranks in the stealth skill, increasing your sneak attack dice to 3d6.

Spring Attack

You duck in and out of combat, striking a foe, then retreating out of their range of reprisal.

Prerequisite: Dex 13, Dodge, Mobility, Base Attack Bonus +4

Benefit: As a full-round action, you can move up to your speed and make a single attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Normal: You cannot move before and after an attack.

Surgeon

You can perform surgery on your patients, healing the most grievous of wounds.

Prerequisite: Combat Medic, 3 or more ranks in Heal

Benefit: You may use your Heal skill to perform delicate or complicated surgery. Make a heal check against dc 15, for every three points you succeed on the check by, you heal the target 1d4 wounds. A character may only have surgery performed on them once until they rest for at least 8 hours. Performing surgery takes 1d4 hours and requires three uses of your med kit.

Team Leader

Under your tutelage, your team has learned to work together.

Prerequisite: Team Player, Cha 15, Int 15

Benefit: You may grant your allies teamwork feats additional times per day. Double your daily uses of your Team Player ability. Multiple uses of this ability now stack, allowing you to grant allies additional teamwork feats at one time.

Team Player

You are team oriented, working with your allies on the field of battle, and enacting complex strategies.

Prerequisite: Cha 13, Int 13

Benefit: Three times per day per character level, as a standard action, you may grant all allies within 30 feet a teamwork feat you possess for five rounds. If this ability is used again before its duration expires, they gain the new feat instead.

Teamwork mastery

Your team functions as a single being, following your commands and tactics perfectly.

Prerequisite: Team Leader, any two teamwork feats

Benefit: As a full round action you may use your Team Player ability any number of times, using up your daily uses of this ability as normal. Additionally, double the duration of your team player ability to 10 rounds per activation.

Two Weapon Defense

Blocking a death blow from a raider's spear with your pistol never seems like a good idea later when you're making repairs, but it is always the right call when being attacked by raiders.

Prerequisite: Base Attack Bonus +3, Two weapon fighting

Benefit: You receive a +1 shield bonus to your defense while wielding two weapons. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two Weapon Fighting

If one weapon is good, two are better, right?

Prerequisite: Dex 15, Base Attack Bonus +1

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. This means that if you have this feat and are using a light weapon in your offhand you would only receive a -2 penalty to attack with each hand.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike or natural attack is always considered light.

Weapon Proficiency (Advanced Melee)

You are proficient with advanced melee weapons.

Prerequisite: Simple Weapon Proficiency

Benefit: You make attack rolls with the selected weapon group normally (without the non-proficient penalty).

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Weapon Proficiency (Energy Weapons)

Flavor Description

Prerequisite: Ancient Technology Proficiency

Benefit: You make attack rolls with the selected weapon group normally (without the non-proficient penalty).

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Weapon Proficiency (Firearms)

Prerequisite: Simple Weapon Proficiency

Benefit: You make attack rolls with the selected weapon group normally (without the non-proficient penalty).

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Teamwork Feats

Teamwork feats grant large bonuses, but they only function under specific circumstances. In most cases, these feats require an ally who also possesses the feat to be positioned carefully on the battlefield. Teamwork feats provide no bonus if the listed conditions are not met.

Note that allies who are paralyzed, stunned, unconscious, or otherwise unable to act do not count for the purposes of these feats.

Teamwork Feats	Description	Prereqs
Back To Back	Protects teammates from being flanked	Perception 3 ranks
Combat Gestalt	Share psychic powers with teammates	Psychic Convergence, Psychic Mastery
Coordinated Defense	Increase allied CMD	None
Enfilading Fire	Flank enemies with ranged weapons	Point Blank Shot, Precise Shot
Groupthink	Share thoughts with allies	Empathy Mutation, Cha 13+
Outflank	Double the normal flanking bonus	Base Attack Bonus +4
Precise Strike	Do an additional 1d6 damage when flanking	Dex 13+, BaB +1
Psychic Convergence	Share psychic power points with allies	Groupthink, Psychic Specialist
Stealth Synergy	Share stealth checks with allies	None

Back to Back (Teamwork)

Your ally's eyes are your own, and yours are his.

Prerequisite: Perception 3 ranks.

Benefit: While you are flanked and adjacent to an ally with this feat, you receive a +2 circumstance bonus to defense against attacks from opponents flanking you.

Combat Gestalt (Teamwork)

In battle you may merge your consciousness with other psychics.

Prerequisites: Psychic Convergence, Psychic Mastery

Benefit: You may use the psychic powers of all allies that possess this feat as if you had them yourself.

Coordinated Defense (Teamwork)

You are adept at working with allies to avoid being tripped, grappled, and subjected to other maneuvers.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus to your Combat Maneuver Defense. This bonus increases to +4 if the creature attempting the maneuver is larger than both you and your ally.

Enfilading Fire (Teamwork)

Your ranged attacks take advantage of the flanking maneuvers of allies.

Prerequisites: Point-Blank Shot, Precise Shot.

Benefit: You receive a +2 bonus on ranged attacks made against a foe flanked by 1 or more allies with this feat.

Groupthink (Teamwork)

You can share thoughts with your allies.

Prerequisites: Empathy Mutation, Cha 13+

Benefit: You may share thoughts with allies that possess this feat, allowing you to communicate telepathically just as if you were talking.

Outflank (Teamwork)

You look for every edge when flanking an enemy.

Prerequisite: Base attack bonus +4.

Benefit: Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.

Precise Strike (Teamwork)

You are skilled at striking where it counts, as long as an ally distracts your foe.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: Whenever you and an ally who also has this feat are flanking the same the creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

Psychic Convergence (Teamwork)

You may share psychic power with other mutants.

Prerequisites: Groupthink, Psychic Specialist

Benefit: You and all allies that possess this feat and a Psychic Power Pool may share share Power Points freely amongst you, and receive a +2 synergy bonus to your Psychic checks to activate powers.

Stealth Synergy (Teamwork)

Working closely with an ally, you are able to move like twin shadows.

Benefit: While you can see one or more allies who also have this feat, whenever you and your allies make a Stealth check, you all take the highest roll and add all your modifiers to Stealth.

Chapter 6 – Mutations and Mutagenics

Nanotechnology, tailored retroviruses, genetic engineering, radiation and just good old fashioned evolution have combined to make the world of tomorrow a very interesting place. Mutations are common, and practically no-one alive today is completely mutation free. Some mutations are purely cosmetic, and up to the player in determining, much like height and weight.

The mutations on the following table are more substantial gameplay changing mutations that confer noticeable benefits to the characters that possess them.

Mutations

Mutated characters receive a number of mutation points which they may spend to buy beneficial mutations from the table below.

Mutation	Points	Description
Amazing Resilience	1	+2 mutation bonus to one saving throw type
Fast Movement	1	+5ft movement speed
Heightened Senses	1	+2 Mutation bonus to perception
Stalker Instincts	1	+2 mutation bonus to stealth checks
Low Light vision	1	Gain Low Light vision
Fur	1	+1 defense bonus
Tougher	2	+5 wound points
Darkvision	2	Gain Darkvision 60 ft
Natural attack	2	gain choice of tail, horn, claw or bite attack
Empathy	2	gain the ability to sense emotions in others
Mighty Legs	2	+30 mutation bonus to jump checks
Scales	2	+1 defense, +1 DR/ballistic
Telekinesis	3	You may move objects with your mind
Psychic Attack	3	You may attack the minds of other creatures
Psychic Healing	3	You may use psychic power to heal self and others
Flight	3	Ability to fly, may or may not include wings
Extra limb	3	You possess an extra limb
Energy Drain	3	You may drain the vigor of other creatures
Exoskeleton	3	+2 defense, +1 DR/-
Bigger	4	+2 str, +2 Con, Size large, Reach 10'
Teleportation	5	Ability to move through space

Amazing Resilience: When taken, choose a saving throw type (Fortitude, Reflex or Will) and gain a +2 mutation bonus to saves of that type. This mutation may be taken multiple times, but you must select a different type of saving throw each time.

Bigger: You are bigger than normal, increase your size to Large. You gain a +2 size bonus to your Str and Con, a -2 size penalty to Dex, and your reach extends to 10'. The normal size penalties apply, these are a -1 size penalty to Defense, Touch Defense, and all attack rolls.

Darkvision: You gain the ability to see in the dark, this is the extraordinary ability to see with no light source at all, out to a range of 60'. Darkvision is black-and-white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise.

Exoskeleton: You possess a hardened exoskeleton. This thick shell or carapace offers you substantial defense against physical attacks, offering a +2 Mutation bonus to Defense, and DR 1/-. A creature with an Exoskeleton may not have the fur or scales mutations.

Extra limbs: You were born with or have grown an extra limb. When this mutation is taken, decide whether you have grown an extra arm, extra legs, or a second head.

- An extra arm functions normally, allowing you to wield a third weapon with Two weapon Fighting, carry a shield along with a two handed weapon, deal 2x their str bonus when wielding a two handed weapon instead of 1½ and so forth.
- Extra legs offers you increased stability and movement speed, resulting in a +4 circumstance bonus to CMD against trip, knockdown and bull rush as well as a +10 bonus to movement speed.
- An extra head may perform a standard action once per round, assuming this action does not require any physical actions to be performed, such as activating a psychic power, making a knowledge check, or making an interaction check. Additionally, if the character with two heads has a bite attack, it may make a second bite attack at no penalty when it makes a normal bite attack.

Fast Movement: You are faster than a normal whatever you are, while you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Fur: You have a thick fur coat which offers you a +1 mutation bonus to your defense. A creature with fur may not have the Exoskeleton or Scales mutations.

Heightened Senses: Your senses are unusually keen, granting you a +2 mutation bonus to perception checks.

Low Light vision: A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Mighty Legs: The character gets a +10 bonus on Athletics checks to make Long and High jumps. If a character has at least 3 ranks in athletics, this bonus increases to +20. If a character has at least 5 ranks in the athletics skill, this bonus increases to +30.

Natural attack : You possess a natural attack, this can be two 1d4+str claw attacks, a 1d6+str bite

attack, a 1d4 tail sweep attack that acts as a trip attempt if it connects, or a 2d6+str Gore attack that may only be used when charging but may be made in addition to a normal charge attack.

Scales: You possess a thick scaly hide that protects you from harm, offering a +1 defense bonus and DR 1/ballistic. A creature with scales may not have Fur or an Exoskeleton.

Stalker Instincts: You have predator instincts that assist you in stealth, offering a +2 mutation bonus to stealth checks to remain hidden or move silently.

Tougher: You are tougher than a normal person, and have +5 wound points. This does not change your wound threshold, only your total wounds.

Flaws

Mutant characters may also acquire up to three points worth of flaws from the following table, using these points to purchase additional beneficial mutations.

Flaws	Points	Description
Weak system	1	-2 to a single saving throw
Poor coordination	1	-5ft move speed
Poor Charisma	1	-2 Charisma
Heightened Metabolism	2	requires double food, -2 saves vs radiation
Light Sensitivity	2	-1 penalty to attacks in brightly lit areas
Poor Intelligence	2	-2 intelligence
Smaller	3	One size smaller
Poor Constitution	3	-2 Constitution
Ruined Limb	3	missing or ruined arm or leg
No arms	5	Good afternoon, Mr. stumpy!

Heightened Metabolism: Your metabolism is overactive, this causes you to require twice as much food and water as a normal character of your type, and you receive a -2 penalty on saving throws against radiation, poison and disease.

Light Sensitivity: Your eyes are adapted to dim or no light, and in brightly lit areas you take a -1 penalty to your attack rolls.

No arms: You were born without arms, and despite this handicap have survived long enough to embark on an adventuring career in the wastes. Good luck with that.

Poor Attribute (Charisma, Constitution, Intelligence): Your systems are less developed than others of your type, resulting in a -2 penalty to that ability score.

Ruined Limb: You have a ruined limb, perhaps it is missing or maybe just so mangled or misshapen that it is barely usable or unrecognizable. When this flaw is taken, choose whether it is one of the following:

- *Ruined Arm:* One of your arms is beyond use, being withered or missing. You may not use two handed weapons, may not wield a weapon and shield or two weapons.
- *Ruined Leg:* One of your legs is crippled, withered or misshapen beyond normal use. This reduces your movement speed by 10 feet, and you may not run or charge.

- *Brain damage:* You don't brain so good. You receive a -2 penalty to your int score and receive a -2 penalty to all skill checks besides Athletics. Additionally, your Pool of Psychic points or nano points are reduced by half.

Smaller: You are smaller and weaker than others of your type. You receive a -4 size penalty to Str and -2 Con, a +2 size bonus to Dex, a +1 size bonus to Defense and attack rolls, -4 size penalty to CMD and CMB, halve carrying capacity, and reduce movement speed by 5 feet per round.

Weak system: When taken, choose a saving throw type (Fortitude, Reflex or Will) and gain a -2 mutation bonus to saves of that type. This mutation may be taken multiple times, but you must select a different type of saving throw each time.

Psychic Mutations: Characters with a psychic mutation gain a Psychic Pool of Power Points equal to their charisma bonus and qualify for the Psychic Proficiency feat which, if taken, grants them the Psychic skill as a class skill, and expands their Power Points to be equal to their level times their charisma bonus.

A character gains the first listed power for each mutation they possess, gain the second power in all their mutations when they take the Psychic Specialist feat, and gain the third power in their mutations when they take the Psychic Mastery feat.

Psychic Powers

Empathy	Point Cost	Effect
Detect Emotions	1	Detect emotions in one target
Telepathy	3	Read thoughts of and communicate telepathically
Dominate	3	Control one target

Telekinesis

	Point Cost	
Mindgrab	2	Ranged Combat maneuvers
Barrier	*	Absorbs 2 points of damage per power point
Telekinetic wave	5	Knocks back and trips targets in 20 foot cone

Psychic Healing

	Point Cost	
Psychic Aid	2	Heal vigor in a single target
Psychic Surgery	4	Heal wounds of a single target
Revival	10	Revive a recently deceased target in good condition

Psychic Attack

	Point Cost	
Brain Bite	1	Attack a target's psyche
Mindgrapple	3	Cause a target to lose their actions
Psi Bomb	8	Damage the minds of all targets in a 20 foot radius

Drain Energy

	Point Cost	Effect
Energy Vampire	2	Touch attack drains vigor from one target
Drain Essence	4	Touch attack drains abilities from target
Absorb Life	5	Touch attack drains wounds

Flight

	Point Cost	
Soar	1	Gain ability to fly
Improved Soar	-	Fly faster and for longer
Long Range Flight	3	Fly long distances overland

Teleportation

	Point Cost	Effect
Combat Teleport	1	Teleport within short distances
Blink	2	Enemy attacks miss half the time
Teleport	*	Longer range teleport

Empathy: Empathy powers can spy on and affect the minds of others, influencing or controlling their behavior.

- *Detect Emotions(1):* You detect the surface emotions of any creature you can see that is in the power's area. You can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived. You gain a +2 insight bonus on any interaction checks that you make in the round when you cease concentrating on this power. One activation of this mutation lasts for as long as you concentrate, up to one minute per rank in the Psychic skill and has an effective range of 30 feet. You can augment this power in one or both of the following ways:
 - For every additional power point you spend, this power's range and the radius of its area increases by 10 feet.
 - If you spend 2 additional power points, this power's maximum duration increases to 1 hour/level and you need only concentrate to gain the benefit of the power.
- *Telepathy(3):* You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. One activation of this mutation lasts for as long as you concentrate, up to one minute per rank in the Psychic skill, and has effects depending on how long you concentrate on an area as follows:
 - 1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).
 - 2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.
 - 3rd Round: Surface thoughts of any mind in the area. A target's Will save (DC equal to psychic skill check) prevents you from reading its thoughts, and you must activate telepathy again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts. Each round, you can turn to detect thoughts in a new area.
- *Dominate(3):* Your will overrides that of another target for a brief time. You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options. A target may resist this command with a Will saving throw DC equal to the user's Psychic check results. For every additional 2 PP spent activating this power, the effect lasts an additional round.
 - *Approach:* On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.
 - *Drop:* On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.
 - *Fall:* On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.
 - *Flee:* On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.
 - *Halt:* The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

Telekinesis: Telekinesis powers allow you to move or manipulate matter.

- *Mindgrab(2)*: For one round per rank in psychic skill, you can affect a foe by concentrating your mind upon its current status and the status you desire, once per round as a standard action. You can perform a bull rush, a disarm, a grapple (including a pin), or a trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your psychic skill check as your CMB for these maneuvers.
 - Alternatively you may use this power for minor telekinesis moving unattended objects of 5 pounds or less, if this alternate power is used, it costs one less power point.
- *Barrier(*)*: When you activate this power, until you deactivate it or run out of power points, whenever you would take damage, this damage is prevented, and you lose one power point for every two damage prevented in this manner.
- *Telekinetic wave(5)*: As a standard action you create a wave of mental energy in a 20 foot cone facing away from you, and all targets within that fail a reflex save DC equal to your psychic skill check are knocked back 20 feet and fall prone.
 - Alternately this power may be used to move a single object or series of related or connected objects, subject to GM approval.

Psychic Healing: These powers allow a mutant to instantly heal injuries sustained by themselves or others, altering the target at a cellular level to facilitate healing. All uses of this power are standard actions.

- *Psychic Aid(2)*: This power enhances a target's natural healing capabilities and can repair minor topical injuries such as bruises, scrapes, and bleeding. When used, make a psychic check against DC 10, for each point the DC is exceeded by, the target is healed 1 vigor.
- *Psychic Surgery(4)*: This power is more invasive than psychic aid, and can be used to perform surgery inside of a target's body, or to correct more major internal bleeding or tissue damage. When used, make a psychic check against DC 15, and for every 2 points the DC is exceeded, the target is healed 1 wound.
- *Revival(10)*: This power may be used to restore life to the immediately deceased. If a target died within the last round, and their body is in reasonably intact shape (subject to GM discretion) this power may be used to restore them to life unconscious and with a single wound point.

Psychic Attack: These offensive powers attack a target's mind directly, causing potentially lethal harm.

- *Brain Bite(1):* You attack a target's mind by projecting the sensations and feelings that accompany great physical harm, tricking the target's body into responding as if these traumas had actually been experienced. As a standard action, make a psychic check against a target within fifty feet, the target must make a will save with this result as the DC or take 2d4 wounds (halved if the save is successful). This attack bypasses vigor entirely.
 - For every additional power point you spend, this attack deals an additional 1d4 wound damage. You may spend up to one point per rank in the Psychic skill.
- *Mindgrapple(3):* You attack a target's mind, forcibly restricting their ability to control their motor functions. Make a psychic check against a target within 100 feet, for as long as you concentrate (a standard action) plus one additional round, they are stunned, and unable to take any action other than to attempt to escape this effect as a full round action. The DC for these will saves is equal to the psychic check made.
- *Psi Bomb(8):* As a standard action you unleash a terrible backlash of psychic energy in a localized area no more than 50 feet away from you, and make a psychic check. All creatures caught within the area make a Will save DC equal to the psychic check, if this save fails, the targets take 1d6 psychic wound damage for each 2 points they fail the save by, to a minimum of 5d6. This attack bypasses vigor.

Drain Energy: You have the ability to literally drain the life from others, benefiting yourself in the process.

- *Energy Vampire(2):* You make a touch attack against a target, and if successful drain 1d6 points of vigor, adding them to your own total, but not exceeding double your normal vigor.
 - When you activate this power, make a psychic check, DC 10, for every 3 points by which you exceed this check, this power drains an additional 1d6 points of vigor.
- *Drain Essence(4):* You make a touch attack against a target and if successful you drain 1d6 points of str, dex, int, wis or cha from the target. The target may make a will save DC equal to your psychic check to halve the amount drained. This bonus lasts one hour, and you may not have more than 6 points added to a single ability score in this fashion.
- *Absorb Life(5):* You literally suck the life energy from a target. Make a touch attack against a target that, if successful, drains 1d4 wounds acting as healing if you are wounded and being added to your total temporarily if you are healthy. You may not have more than 8 temporary wound points, and they wear off in one hour if not expended.
 - When you activate this power, make a psychic check, DC 15, for every 3 points by which you exceed this check, this power drains an additional 1d4 wounds.

Flight: Perhaps you have wings, perhaps you propel yourself with the power of your mind, but regardless, you are able to take flight for short periods of time. While flying, double all penalties to attack rolls from special attack actions such as Burst Fire, Double Tap, Called Shots and Power Attack.

- *Soar(1):* You take flight for as long as you concentrate, being able to fly up to 30 feet a round as a standard action. Once you stop concentrating you will continue to be able to fly as a move equivalent action while taking other standard actions for 1d6 rounds.
- *Improved Soar(-):* Your flight speed increases to 40 feet per round, and duration past concentration extends to 2d6 rounds.
- *Long Range Flight(3):* With full concentration you may fly up to six miles in one hour.

Teleportation: These abilities allow you to disappear and reappear somewhere else instantaneously.

- *Combat Teleport(1):* As a move equivalent action you instantly transfer yourself from your current location to any other unoccupied spot within 10 feet you have line of sight. You can bring along possessions that amount to as much as a medium load, including living creatures that weigh as much as 20 pounds. The use of this power does not provoke attacks of opportunity.
- *Blink(2):* When you activate this power, you begin to lose phase with reality, blinking in and out of existence several times a second. This results in all attacks against you having a 50% chance to miss, having no effect. This power lasts for one round, and is a free action to activate.
- *Teleport(*):* As per combat teleport, except you may target a space within 100 feet per power point spent to activate this power.

Mutagenics

Mutagenics are genetically tailored retroviruses that infect a living creature, altering their genetic structure and offering them new or different mutations and abilities. These mutations are at best unstable and too many radical alterations can wreak havoc with normal neurology, and changes in brain chemistry can eventually lead to changes in personality and neurological disorders.

Use: Mutagenics generally come in a sonic injector that uses vibrations to painlessly introduce the retrovirus into the system. Changes begin to manifest after only a few hours, but take a full day to come into full potency.

A character may be affected by one mutagen per point of Wisdom bonus before suffering ill effects. The stronger their state of mental health, the more easily they can bear the changes to their body and neuro-chemistry. Mutated humans are particularly resistant to the negative effects of mutagens, likely owing to their already mutant nature and may be affected by twice as many mutagens as other characters with no ill effects.

Psychic Mutagens

These mutagens were developed to enhance psychic abilities, and can confer a bonus to those with psychic mutations.

- Your offensive ranged psychic powers with a single target affects an additional target.
- Increase the Dcs to resist your psychic powers by +2.
- Double the effective range of your psychic powers. Those with a range of touch gain 10 feet.
- You gain a +2 Mutation bonus to your psychic skill checks.
- Gain 5 additional psychic points.

General Mutagens

These mutagens alter the structure of the user's body, altering both their physical as well as mental states of being.

- You gain the ability to breath water.
- You gain 5 additional vigor.
- You gain a +4 Mutation bonus to initiative checks.
- You gain a +2 mutation bonus to constitution.
- You gain a +10 mutation bonus to movement speed.
- You gain a +2 mutation bonus to reflex saves.
- You gain a +2 mutation bonus to fortitude saves.
- You gain a +1 dodge bonus to defense

Side Effects

When a character exceeds their maximum number of mutations, they begin to manifest side effects. For each mutagen in excess of their limit, they acquire the next side effect on the following list.

- **Phobia:** A phobia is an irrational fear of a (usually commonplace) object or situation. A phobic character is directly confronted by his obsession (requiring a standard action), he must make a Will save DC 14 or become frightened by the object for 1d6 rounds.
- **Paranoia:** The paranoid character is convinced that the world and all that dwell within it are out to get him. Paranoid characters are typically argumentative or introverted. A paranoid character cannot receive benefit from or attempt the Aid Another action; cannot willingly accept aid (including healing) from another creature unless he makes a Will save against DC 15.
- **Schizophrenia:** A schizophrenic character has lost his grip on reality, and can no longer tell the difference between what is real and what is not. These constant hallucinations cause the schizophrenic to appear erratic, chaotic, and unpredictable to others. Each time a schizophrenic character finds himself in a stressful situation (such as combat) he must make a Will save DC 17. Failure indicates that the character becomes confused for 1d6 rounds.
 - Roll on the following table at the beginning of each confused subject's turn each round to see what the subject does in that round.

d%	Behavior
01–25	Act normally.
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + Str modifier to self with item in hand.
76–100	Attack nearest creature.

- **Psychosis:** This complex insanity fills the victim with hate for the world. He may suppress his psychosis for a period of 1 day by making a Will save DC 20, otherwise he cannot help but plot and plan the death and destruction of his friends and enemies alike. For the most part, the impact of psychosis must be roleplayed, although not all players find entertainment in roleplaying a lunatic who's trying to do in his friends. In such cases, the GM should assume control of the character whenever his psychosis is in control.

Chapter 7 – Nanotechnology and Cybernetics

Characters that have taken the Nanite Colony feat gain the ability to control and manipulate self-replicating nanorobots that exist within their bodies.

The Nano Pool

A character with a nanite colony has a pool of Nano Points (**NP**) which are used to activate nanite related powers, equal to 4 per rank in the Nanotechnology skill. To replenish these points a character must rest at least 8 hours, which fully restores their pool of NP.

Interaction With Mutations: The bad news, depending on how you look at it, is that your colony of nanites are constantly waging a war with your mutations if you have any. A mutated character's nanites suppress any psychic powers they possess, resulting in a 50% reduction of both their Psychic Pool and Nano Pool, as the two are constantly at war with one another. All associated powers will continue to function normally beyond this loss of NP and PP.

Use

To use nanotechnology powers on a target, willing or otherwise, you must be able to physically touch it with at least one hand. This requires the user of the power to be adjacent to the target and have at least one free hand. When activating the power, a decision is made whether to augment it or not, and all NP are spent accordingly before its effects are determined.

Nanotechnology	NP Cost	Description
Nano-Repair		
Jury-Rig	2	Heal synthetics of vigor, remove broken condition from an item.
Repair	3	Heal synthetics of wounds, permanently increase item quality.
Reconstruct	10	Rebuild a 'dead' synthetic or destroyed item.
Nano-augmentation		
Enhance Weapon	2	Weapon gains a +1 bonus to attack and damage
Reinforce Armor	3	Armor reduces more damage
Enhance System	5	Increase the attributes of any one weapon, armor or device
Nano-Virus		
Jam Weapons	2	Target receives -2 attack rolls
Weaken Armor	4	Reduce target DR by 2
Systemic Failure	10	Target begins dying
Nano-Medicine		
Augment Healing	2	A target gains Fast Healing
Purge System	4	Purge toxins and radiation from a target
Reconstruct Tissue	5	Nanites heal a targets wounds
Cyber-Maintenance		
Maintenance	6	Use one additional Cybernetic Implant
Efficient Maintenance	4	Maintain an implant for less
Augment Implant	6	Double effectiveness of an implant

Nano-Repair: Your nanites are adept at repairing and refurbishing machines and technology, capable of enacting repairs to weapons and equipment even in the heat of battle. The use of this power is a standard action, and it may be augmented in the following way when targeting a synthetic: For each additional NP you spend when activating this power, you receive a +2 bonus to the relevant Nanite Control checks.

- *Jury-Rig(2):* You may use this power on a synthetic or device, your nanites enact simple, superficial repairs. Make a Nanite Control check DC 10, for each three points your check exceeds the DC (13, 16, 19, etc) you repair the targeted synthetic 1d6 points of vigor(minimum 1d6). If you targeted a weapon or device, you make a repair check to remove the broken condition and restore an item to working status, as per the skill.
- *Repair(4):* Your nanites can effect even more intricate repairs to a synthetic or device. Make a Nanite Control check, for each three points by which you exceed the DC of 15 (18,21,24) the targeted synthetic heals 1d4 wound damage(minimum 1d4). If an item is targeted instead, and you possess sufficient raw materials, you make a repair check to permanently increase the item's quality by one step, just as if using the repair skill.
- *Reconstruct(10):* Your nanites can partially reconstruct a recently destroyed synthetic or device. If the synthetic reached 0 wound points and no more than a single round has passed, you may make a DC 20 Nanite Control check, that if successful, restores the synthetic to functionality and a single wound point. This check automatically fails if the synthetic is too severely damaged to be reconstructed, and is subject to GM approval. If a device was destroyed in the last round, but enough of its components remain (subject to GM approval) it is reconstructed in the Bad condition, in working condition.

Nano-augmentation: Your nanites are programmed to augment or enhance weapons, armor and devices. Each of these powers takes a standard action to activate, and lasts for one round per rank in the nanotechnology skill, unless augmented as follows: When you activate this power, you may spend an additional NP to increase its duration to one minute per Nanite Control skill rank, or two additional NP to extend it to one hour per rank.

- *Enhance Weapon(2):* Your nanites enhance a targeted weapon, offering it a +1 Nano bonus to attack and damage rolls.
- *Reinforce Armor(3):* As a Standard action, your nanites cover a suit of armor reinforcing and strengthening it, increasing its damage reduction by one. (2/Ballistic becomes 3/ballistic, 5/- becomes 6/-, etc).
- *Enhance System(5):* As a standard action, your nanites interface with a synthetic, device or weapon of your choice.
 - A weapon enhanced in such a way deals an additional 3 damage of whatever sort it normally deals and cannot misfire for the duration of the effect.
 - An armor offers the user an additional +2 bonus to their defense and touch defense score.
 - Up to three grenades have their burst radius increased by 10' and their DCs by +2.
 - Another device has its effects roughly increased by 50%, subject to GM discretion and reason(a medical computer offers +7 bonus to heal checks instead of +5, goggles offer 180' darkvision instead of 120', etc)

Nano-Virus: Your Nanites are designed to attack enemy targets, reducing their effectiveness or otherwise impairing them. The use of this power requires the user to be able to touch the target, making a touch attack. If this attack misses, no NP are consumed and the user may make a later attempt against the same target. If the touch attack succeeds, a target has a chance to avoid infection with a reflex saving throw DC equal to 10, plus your ranks in the Nanite Control skill plus your intelligence modifier. The effect lasts until a repair check is made with the same DC.

- *Jam Weapons(2):* You infect a weapon with a virus designed to make it less effective in combat. The affected weapon penalizes its user with a -2 on all attack rolls. When used against a synthetic, this power instead grants them a -2 penalty to all attack rolls they make. The effect lasts until a repair check is made with the same DC.
 - **Augment:** For each additional NP you spend activating this power, you increase the DC by +2. Pay three times the normal power cost of this ability to affect up to one target per rank you have in Nanite Control in a 20' burst centered on you, this use requires no touch attack.
- *Weaken Armor(4):* Your nanites swarm over a suit of armor, reducing its structural integrity and impairing its ability to protect the wearer. As long as the suit of armor is so damaged, reduce its Defense bonus and Damage Reduction by -2. When this power is used against a synthetic, it reduces their defense by 2, and increases the damage they take from all attacks by 2. The effect lasts until a repair check is made with the same DC.
 - **Augment:** For each additional NP you spend activating this power, you increase the DC by +2. Pay three times the normal power cost of this ability to affect up to one target per rank you have in Nanotechnology in a 20' burst centered on you, this use requires no touch attack.
- *Systemic Failure(10):* Your nanites thoroughly infest a synthetic or device, attempting to shut it down entirely. If the target is a synthetic that fails its reflex saving throw, it must immediately make a Fortitude saving throw DC 20 or enter total shutdown mode, being effectively 'dead' until a DC 25 repair check is made to restore it to 'life'. If the target is a weapon, armor or device, and the reflex save is failed, it is immediately broken, and will not function until repaired with a DC 25 repair check.

Nano-Medicine: These powerful medical nanites have burrowed deeply into your system, infiltrating all of your organs and tissues. They are capable of phenomenally augmenting your body's natural rate of healing, and can even be coaxed into the wounds of others.

- *Augment Healing(2):* Your nanites infuse a living being's systems, assisting the body's natural healing, and exponentially increasing its rate of healing for superficial injuries, healing only vigor damage. This effect heals 2 points of vigor a round for 3 rounds +1 round per rank in Nanite Control.
 - For every additional NP you spend activating this power you may increase the amount healed by 1 point, or extend the duration of effect by three rounds.
- *Purge System(4):* Your nanites purge the system of the affected target, if they are suffering from a disease or poison, they may make a saving throw immediately, with a +10 equipment bonus, against the DC of the original effect or infection. If successful, the disease or poison is removed from the target entirely.
- *Reconstruct Tissue(5):* Your nanites infuse the target, immediately taking the place of damaged or destroyed tissue, and over the next several minutes copy nearby cells, rebuilding living tissue. This effect immediately grants the target 10 temporary wound points. These wound points also increase the target's wound threshold by a similar amount. Afterwards, every minute one temporary wound is lost and one wound point of damage, if any, is healed.
 - For every additional NP you spend activating this power, you increase the amount of this effect by 2 points, to a maximum total of four points for ever rank you have attained in the Nanite Control skill.

Cyber Maintenance Nanites: These nanites maintain and regulate cybernetic implants and prosthesis, averting danger and damage. This strain of nanites offers no inherent powers to the character that possesses them, instead serving to passively offer bonuses to characters with cybernetic implants. Each day you may choose to reallocate NP, but the bonuses or new side effects will come into immediate effect.

- *Maintenance(6):* Your nanites maintain your cybernetic implant. For each 6 NP you choose to permanently allocate, one cybernetic implant does not count towards your limit.
- *Efficient Maintenance(4):* The cost of maintaining implants is reduced to 4 NP per implant, your implants heal over time as if they were normal organs or tissues in your body.
- *Enhance Implant(6):* For each 6 NP you permanently allocate, the effective bonus of one implant is doubled.

Cybernetics

Cybernetic implants are artificial organs, limbs and devices intended to be surgically implanted onto or into the human body for the purpose of overcoming disabilities and injuries or as upgrades to normal human anatomy. Additionally, there are cybernetic upgrades designed to interface with and upgrade synthetics. Humans may not use upgrades designed for synthetics and synthetics may not use implants designed for humans.

The Following Cybernetic upgrades come in versions for synthetic or human characters.

- Prosthetic: replaces a lost or damaged limb or organ
- Ability Augmenting: +2 Cybernetic bonus to an ability score
- Optical Implant: +2 cybernetic bonus to perception, darkvision
- Nerve Wiring: +1 cybernetic bonus on all attack rolls or skill checks
- Weapon Mount: a retractable blade or energy weapon
- Nano Factory: +10 Nano Points

The following cybernetic implants are only designed for humans.

- Artificial Immune system: immunity to disease, heal at twice normal rate
- Neural Upgrade: +10 psychic points
- Subcutaneous Armor: +1 DR/-
- Synthetic Skinweave: +1 Cybernetic Bonus to Defense

The following cybernetic upgrades were designed specifically for synthetics, and may not be installed on humans.

- Armor Plating: +1 Cybernetic bonus to Defense
- Backup Memory Core: Black box that can be removed and installed in a new synthetic body
- Enhanced Solar collectors: Gain 5 power per day usable for devices
- Hardened Circuitry: Gain 10 resistance to EMP damage

A character's body can tolerate cybernetic implants only so much, and will reject implants if too many are applied. A character can tolerate one implant per point of Con Modifier (a character with 14 con may have two implants). A character that exceeds these limits faces a number of potential side effects. For each implant in excess of their limit, the character acquires the next side effect from the list below.

- Neurological disorder: -2 penalty to all skill checks
- Lack of coordination: -1 to all attack rolls
- Weakened system: reduce vigor amount by half (4 per character level, plus ½ of any bonuses)
- Cybernetic Onset Psychosis (Cychosis): Turns into insane cybernetic cannibal/killing machine

Special note: Synthetics may possess twice as many cybernetic implants without penalty (a synthetic with 16 con may possess 6 implants with no drawbacks).

Installation: Installing a cybernetic upgrade requires not only finding the upgrade in question, but also major surgery (DC 25) requiring 4d6 hours, 50 bux worth of medical supplies, a sufficiently advanced operating theater, and a healing time of no less than two weeks. Simply removing an implant requires a DC 25 Heal check from a living patient and 4d6 hours, or DC 20 and one hour from a cadaver.

Construction: Building a cybernetic upgrade requires access to advanced tools, schematics and materials. Constructing one would require at least 5,000 electronics and a DC 25 Craft Electronics check. A cybernetic implant might be worth anywhere from 500 to 1,000 or more bux on the market.

Chapter 8 – Items

This chapter details weapons, armors, gadgets, and the like, as well as details on how to repair and upgrade these items.

Economy of the new world

So you need a new gun, some more bullets, better armor, maybe just a canteen full of fresh water. Well, guess what? Little slips of green paper just won't cut it any more. If you can't scavenge it, build it, or kill someone and take it, you're gonna have to trade for it, and that means you need to have something that someone else wants. Barter is back, and fortunately for you, anyone civilized enough to trade more than gunfire with you has adopted a new system to accommodate.

Life in the wasteland requires food and water, nutritious enough to keep you alive and clean enough to not make you glow in the dark. Meet the new gold standard: **Barter Units of Credit**. One BUC (plural, Bux) is worth approximately the amount of food and water to keep a normal sized adult alive for one day. This generally agreed upon amount is used to estimate the value of goods, services, weapons, salvage, what have you.

Food, Water, and Upkeep

All characters require basic food and water to sustain them, and this is represented by upkeep. A character consumes supplies worth 1 Buc per day, and when these supplies run out begin to starve. Scavenging checks can supplement this, but is no real substitution for proper drinking water and food. One day's worth of supplies weigh 4 pounds, and includes enough basic containers to reasonably and safely store them. A large character consumes twice as many supplies, doubling their upkeep to two bux per day. A draft animal such as a horse, mule or donkey consumes 6 bux worth of supplies per day of labor.

A note on salvage components

Salvage components are handled abstractly, there are three basic types of salvage that can be used to repair, upgrade or even construct items and equipment. What exactly, for instance, 450 units of metal salvage is comprised of is left completely to player imagination and description. Suffice it to say, it takes 500 units of metal to upgrade a weapon, 1200 electronics to repair a computer gauntlet, and so forth as outlined in the rules. 500 units of metal salvage could be a nice intact stop sign, some lengths of rebar, a spool of copper wire, or even three big sacks of pennies to make scale armor with.

In favor of a more interesting game it is assumed that the characters can adapt, use, trade or just be lucky to use the salvaged components and material they find to complete their projects. It is best to look at these as generic points you can use to build gear, and try not to think about it too much. We don't have a handy system of GP and a functioning economy to work with here.

Selling Goods

By default, salvage components, relics and other equipment may be traded for half of their value. For instance a device with a material component cost of 2,500 metal could be traded for 1,250 metal (125 bux) worth of other goods or salvage components. When a character attempts to barter an opposed check is made against the other party's barter, for every point he succeeds by, he is able to receive additional value for his goods in the amount of 5% per point. Keep in mind, no matter what the result, an npc is unable to offer goods or services he does not have and regardless of the agreed upon worth of an object, only has so much to offer.

- Example: Grond has 3,000 metal he doesn't have a use for. It is of average demand locally, and he offers to trade it to a merchant. The merchant offers him 150 bux for his metal. Grond decides to barter, and gets a 17. The canny merchant manages to get only a 15. Getting the better of him in the deal, Grond receives 180 bux instead, 60% of the value instead of 50%.

Something to keep in mind as well is that certain materials or items have varying degrees of demand and scarcity in regions. A settlement in the middle of an oilfield might value chemicals and gasoline less, while a settlement in the desert might value water more highly. Finding these regions with differing demand can lead to the creation of profitable trade routes if characters are willing to invest time and resources. A quick and easy guide is that when a good is in demand, double its price, and when it is in abundance, halve its price.

Trade Goods

People want things that other people have, and sometimes violence isn't the right answer to fix the problem. A silly little thing like the end of the world isn't going to stop merchants from trying to make a profit, and hence, trade ensues. The goods listed below have inherent and often practical value, as such they are recognized in even the least civilized of settlements as valuable.

Goods	Weight	Value (bux)
Chemical Salvage (10)	1 lb.	1
Electronic Salvage (10)	1 lb.	1
Gas (1 gallon)	6 lb.	25
Livestock	varies	15-150
Luxuries	1 oz.	1-10
Metal Salvage (10)	1 lb.	1
Power (one cell)	-	25
Salt	1 lb.	5
Spice (common)	1 oz.	3
Spice (rare)	1 oz.	10
Trinkets	1 lb.	50
Water	8 lb.	2

Chemical Salvage (10): Chemical salvage represents a wide variety of chemical compounds, and typical projects using chemical salvage can range from medicines and gunpowder all the way to plastics and explosives.

Electronic Salvage (10): Electronic salvage represents salvaged electronic components and spare parts, and will see use in the repair or construction of virtually every high tech piece of equipment from radios and grav-sleds to laser rifles and powered armor.

Gas: Gasoline, whether unleaded or diesel. Humanity is hard pressed to find a more compact and efficient energy source than fossil fuels, and long after orbital arrays producing energy cells fell silent, there were still plenty of dead dinosaurs left, and at least a few refineries to put them to work.

Livestock: Simple food animals and beasts of burden have quite a bit of value, especially if they can produce live offspring, milk, eggs or carry a load. A chicken could be 15 bux, a steer worth 50, and a horse worth 150. Particularly small or less valuable livestock might be worth less than the listed amount, and “skilled labor” could be worth 250 bux or more, depending on age, health and skillset.

Luxuries: Tea, Coffee, Sugar, Alcohol, Tobacco, do we NEED these things? No, but we want them. Simply having a cup of coffee or a stiff drink is the difference between surviving, and living, and people will pay a premium for it. Crops are still cultivated, and occasionally a stash of pre-war smokes or a bottle of scotch can be found.

Metal Salvage (10): Metal salvage might be better described as Material salvage, as it is used in the physical construction of many weapons, armor and equipment. Despite the name, this category of salvage also includes wood, leather, hard plastics, bone, and the like. Sections of a polyethylene barrel, a car door, a sack of nails, and even a bundle of leather can fall into this category.

Power: This is electrical energy, enough to charge a single energy cell from empty to full. Such power could be from a solar source, generator, reactor or other source.

Salt: Salt is necessary for survival, a useful seasoning, and invaluable as a preservative. Best of all, in some places you can find big chunks of it, right in the ground where you were hiding from radiation anyway! All of this combines to make Salt a staple trade good.

Spice (common): Common spices are usually derived from plants easily grown, and add to the flavor of dishes, making even the worst food less bland (or more likely covering up terrible tastes). Commonly found spices include Oregano, Cilantro, Hot Peppers, Garlic and Onions.

Spice (rare): Rare spices are often found only in pre-war stockpiles, or in the carefully guarded hidden gardens and agri-domes of the wealthiest merchants. These opulent seasonings are the province of the wealthy and powerful, even their food tastes better than yours. Rare spices include Black Pepper, Cinnamon, Ginger, Ketchup and Barbecue Sauce.

Trinkets: Trinkets are a very broad category that sometimes blurs the line between salvage and trade good. Gold coins, jewelery, toys, pictures, dice, paper books, any small or compact item of a highly desirable nature fall into this category.

Water: Two parts hydrogen, one part oxygen, shake well, and you have the very essence of life itself. Finding a source of pure drinking water is difficult, defending it from others is even harder. Worst, it takes at least a half a gallon a day of the stuff to keep from dying, and that's assuming you're just sitting around starving to death and not actually out there doing anything.

Gear

Basic tools are indispensable to a survivor in the wastes, and the difference between life and death can be having a few more bandages, some rope or a phillip's head screwdriver.

Gear	Weight	Value (Bux)
Compass	1 lb.	10
Container	2 lb.	2
Crossbow Bolts (10)	1 lb.	1
Energy Cell	2 lb.	50
Fusion Power Cell	200 lb.	500
Gas Mask	5 lb.	10
Medical Kit	4 lb.	20
Medicine	1 oz.	50
Outfit	3 lb.	5
Pistol Ammunition(1)	1 lb.	2
Repair Kit	12 lb.	25
Rifle Ammunition(1)	1 lb.	3
Rope	10 lb.	2
Scribe's Kit	4 lb.	15
Solar still	2 lb.	5
Survivalists kit	12 lb.	15

Compass: This handy pre-war device will show the direction of true north. Interestingly enough, it will also point at the nearest and strongest forcefield.

Container: Be it a backpack, canteen, bag, box, barrel or jug, this container is available to hold, carry or store your stuff. Capacity is left to GM discretion and general logic.

Crossbow Bolts (10): These 10 finely crafted crossbow bolts are just itching to skewer your enemies. In fact, I think that one might have been an actual skewer.

Energy Cell: This device is about the size of a can of soda and is a standard high density energy storage cell. Before the war practically every piece of advanced technology in the world was designed to make use of this design. Even devices so small they cannot hold an energy cell still have a charging port designed to interface with them. The energy density of this device is quite high and it is rated at more than 10,000 charge cycles, meaning a cell can be recharged almost indefinitely. A fully charged cell contains 25 power points which may be used with any connected device. An energy cell can be recharged with access to a sufficient power source, and are typically sold fully charged. A 'dry' cell is still worth at least 25 bux, as it can be recharged eventually.

Energy cells require specialized materials typically found only in space, and given their prevalence it is counterproductive to manufacture new energy cells. Though, assuming a sufficient supply of raw materials were found, as well as schematics and a proper workshop, new cells could be produced with a Craft Electronics DC 24.

Fusion Power Cell: This 200 pound cylinder is approximately two feet long and one foot in diameter. These devices were standard high density energy storage and production devices before the fall, being used as the power core of civilian and military vehicles, household backup systems, portable equipment power sources, and many military weapon systems. Each cell is part battery, part fuel storage device, and part fusion reactor. A fusion power cell may be used to recharge energy cells, and contain four ports for standard energy cells, as well as power ports and mountings for other devices.

A cell's capacitors hold 50 units of power, and houses the reactant material to produce up to 200 more on demand, meaning a fully charged and capable cell is good for 250 energy. With access to an external power source a cell can be recharged to its capacity of 50 power. A cell can be fully refueled as well, though the reactants and parts are hard to come by.

A fusion power cell can be found “full” (fully charged and with 200 units of fuel), “Charged and empty” (50 units of stored power, no available reactants) and “dry” with no stored power and no reactants. An empty cell weighs approximately half as much as a full one.

Constructing a new fusion power cell is an incredibly technical and involved process, and requires advanced materials, facilities, knowledge and is generally beyond the capacity of any post war power. This leads fusion power cells to be highly sought after, and some entire communities exist only due to the possession of one. Assuming all of the materials, schematics and facilities were found, a Craft Electronics DC 28 check would be required.

Gas Mask: There are a lot of dangerous toxins out there, and this sturdy gas mask can help protect you from the worst of them. While worn, this mask offers a +2 equipment bonus to saves against airborne toxins, disease, and saves against radiation. Fortunately for you, the last gas masks produced were quite effective, durable, easy to maintain with no need for spare parts, and best of all, mass produced on an immense scale.

Medical Kit: This is a cross between a first aid kit and a surgeon's field bag. It contains a number of tools, such as scalpels, clamps and so forth, as well as a variety of consumables such as alcohol (don't drink this!), bandages, sutures and maybe even a few pain meds. The use of this kit is required for most if not all uses of the Heal skill.

A fully loaded MedKit comes with basic tools necessary for healing, as well as 10 charges of consumable medical supplies. Refilling a med kit requires 10 bux, and most settlements can supply the basic medical supplies necessary.

Medicines: Medicines from before the fall are a commodity in high demand, acting as virtual miracles in pill form. The listed price is given for a dose of any given medicine, as per the list at the end of this chapter. In certain areas, different medicines might be more or less expensive.

Outfit: This is a full suit of clothing, including a pair of shoes. It's probably best to assume that bullet holes are a fashion statement, and that stain is ketchup. Specialized outfits may cost 2, 3 or even 10 times as much, depending on quality and special environmental requirements.

Pistol Ammunition: Good old bullets. This category is a catch all for the caliber of ammunition commonly used in handguns, and includes everything from the lowly .22 and .25 all the way up to the big honking .50 used in a hand cannon. Ammunition is handled as an abstraction, and what ammunition you find or can adapt to your weapons is left to GM discretion and gun nut lawyering. There are a number of treatises on modern and ultramodern firearms in the d20 system and we will not attempt to rival them here.

Assuming one has the recipe for gunpowder or an ample supply, as well as some basic equipment and supplies, bullets can be manufactured. Producing 10 rounds of pistol ammunition requires a DC 14 weapon craft check, 100 units of metal and 50 units of chemical salvage.

Repair Kit: A repair kit contains a variety of useful tools, such as screwdrivers, wrenches, spanners, sockets, spare screws, and even a little duct tape if you're lucky. This kit is practically required for any and all repair attempts, and even on the simplest and crudest of repair checks, you receive a -5 circumstance penalty without one.

Rifle Ammunition: Ah, the big boys. This category is a catch all for the calibers of ammunition commonly used in rifles and other long arms. This encompasses .22lr, .223, 7.62x51, 5.56x45, 12 gauge shotgun shells, and even the mighty 12.7x108. Reference pistol ammunition above for explanations on how ammunition is handled.

Manufacturing 10 rounds of rifle ammunition requires some specialized equipment, supplies, and knowledge of gunpowder, and requires a DC 16 Craft (weapons) check, 150 units of metal and 50 of chemical salvage.

Rope: This is a handy 50' length of rope. It could be braided natural fiber, like hemp or cotton, or it could be a pre-war synthetic fiber. The more advanced a rope is, the less it weighs and the more weight it can bear.

Scribe's Kit: This is a kit containing paper and writing implements, such as pencils and pens, allowing a character to write letters, draft maps, blueprints and schematics, and the like. Less advanced than a computer and more advanced than an oral history, its mightiness in comparison to the sword is dubious but the written word never quite loses its usefulness.

Solar still: A solar still uses condensation to produce pure clean drinking water. This is basically just a large piece of synthetic sheeting, a rock, and a hole in the ground, but while the rock and hole are easy, good luck finding the tarp. Each day, make a scavenging check, if the result is 15 or higher you have gathered ½ a gallon of pure water, and if the check exceeds 20, a whole gallon is produced.

Survivalists kit: This kit contains the basic equipment necessary for using the Scavenging skill to survive in the wilderness. It contains a camp ax, flint and steel (maybe even a lighter if you're lucky), a can-opener, some fishhooks, cord for snares and the like.

Primitive Equipment

These items are manufactured or scavenged from the wastes, and lack the sophistication of ancient technology and designs. While these items are not strictly on par with medieval weapons and armor, they are close.

Primitive Weapons

Primitive weapons can run a gamut from salvaged tools and crude re-purposed weapons to originally crafted objects. These rules do not specify exactly what a weapon is, that is left to player and GM discretion and a weapon can deal Bludgeoning, Piercing or Slashing damage as appropriate (a tire iron is bludgeoning, a lawnmower blade is slashing, and an ice pick is piercing).

Primitive Weapons	damage	Crit	Type	Range	weight	Materials
Light Weapon	1d4	20 x2	P/S	-	5	250 metal
One Handed Weapon	1d6	20 x2	P/B/S	-	2	500 metal
Two Handed Weapon	1d8	20 x2	P/B/S	-	12	750 metal
Light Crossbow	1d6	20 x2	P	30	3	500 metal
Heavy Crossbow	1d10	20 x2	P	50	1	750 metal

Upgrades: A primitive weapon may have up to three upgrades chosen from the following list, and may only be chosen once per weapon unless otherwise listed. To upgrade a weapon, use the same rules for constructing one, with a material cost equal to one half of the original material amount for building it.

- **Enhanced Critical:** Expand the critical threat range by one step for this weapon. (20, 19-20, 18-20). This upgrade may be selected up to twice for melee weapons and once for ranged weapons.
- **Enhanced Damage:** This weapon has its damage die increased by one step. (1d4, 1d6, 1d8, 1d10, 1d12, 2d8). This upgrade may be selected twice for light weapons, one handed weapons and crossbows, and up to three times for two handed weapons.
- **Mastercraft:** The item receives a +1 mastercraft bonus to attack and damage rolls.
- **Powerful Critical:** Increase the critical multiplier for this weapon by one step (x2, x3, x4). This upgrade may be selected up to twice for melee weapons and once for ranged weapons.
- **Reach:** You use a reach weapon to strike opponents 10 feet away, but you can't use it against an adjacent foe. This upgrade may only be applied to two handed weapons.

Primitive weapon Descriptions

Heavy Crossbow: Crossbows are the go to ranged option of the wasteland because they are more reliable and accurate and require less practice than a bow, and are easily cobbled together out of materials commonly found. A bed post and a piece of leaf spring can turn the end of a pool cue into a deadly projectile.

Load: Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

Note: You draw a heavy crossbow back by turning a small winch. Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a –4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one handed weapons. This penalty is cumulative with the penalty for one-handed firing.

Light Crossbow: Smaller and lighter than a heavy crossbow, a light crossbow can be loaded with greater ease, though this is at the cost of reduced force, and subsequently lower range and damage.

Load: Loading a light crossbow is a move action that provokes attacks of opportunity.

Note: You draw a light crossbow back by pulling a lever. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

Light Weapon: Light weapons are typically kept as tools and holdout weapons, and hidden on their persons by characters with the stealth skill. Such a weapon may be wielded in the off hand with less penalty (see the two weapon fighting feat), and offers a character a +2 circumstance bonus to stealth checks to conceal this weapon on their body.

A light weapon may deal piercing or slashing damage, and example weapons include: Knives, Daggers, Shivs, Ice Picks, Sharpened Screwdrivers, Razors, spiked knuckles and punching daggers or katars or any other small object or weapon that is relatively small and easy to conceal.

One Handed Weapon: These weapons are typical of one handed weapons, and may be easily used with one hand, allowing an off hand to hold another or different weapon, a shield, or a device.

A one handed weapon may do piercing, bludgeoning or slashing damage, and examples may include: tire irons, clubs, machetes, lawnmower blades, swords, light spears, pickaxes, spiked baseball bats, or almost any conceivable device or object that can be wielded in one hand and used to harm others.

Two Handed Weapon: These large weapons require two hands to wield, and subsequently their users add 1½ times their users' strength bonus to damage rolls. These weapons may only be used two handed and may not be properly used if a character has a missing, wounded or crippled arm.

A two handed weapon may do piercing, bludgeoning or slashing damage, and examples may include: axes, shovels, stop signs with sharpened edges, metal poles stuck in a chunk of concrete, large spears, large swords, or almost any other large object that can conceivably be used as a weapon.

Primitive Armors

Primitive armors encompass a variety of different protective garb and equipment. This gear can be anything from heavy leathers to metal scale armor, or even armors composed of the scales of mutant animals, insect chitin, synthetic body plate or even sports safety equipment. Armor offers two forms of defense, a bonus to Melee Defense (MD) value (similar to AC) and Damage Reduction (DR) which offers protection from normal physical damage, in the case of primitive armors.

Primitive Armors	Max Dex	Check Penalty	DR	Weight	Materials
Light	+4	-1	1/BA	10	250 Metal
Medium	+3	-2	2/BA	20	500 Metal
Heavy	+2	-3	3/BA	35	1000 metal
Shield	+4	-1	-	10	500 Metal

Upgrades: Primitive armors may receive up to three upgrades, and unless otherwise specified may only be chosen once per piece of equipment. To upgrade an armor, use the same rules for constructing one, with a material cost equal to one half of the original material amount for building it.

- **Enhanced Maneuverability:** Increase the maximum dexterity bonus of this piece of equipment by one, and reduce its armor check penalty by one. This upgrade may be selected twice and may apply to either shields or armors.
- **Melee Defense:** Increase the Defense bonus of this armor or shield by +1 against melee attacks. This ability may be chosen up to twice.
- **Ranged Defense:** Increase the Defense bonus of this armor or shield by +1 against ranged attacks. This upgrade may be chosen up to twice.
- **Helmet:** Increase the base Damage Reduction of this armor by 1. This upgrade may only be chosen for armors.
- **Reinforced:** Reduce the DR of this armor by 1/BA, and increase the DR of this armor by 1/-. This upgrade may be chosen once if the armor is light, twice if medium, and up to three times if heavy.
- **Spikes:** This armor or shield is covered in vicious spikes or barbs. In the case of armor, when in a grapple you may deal 1d6 + your strength bonus when you choose to deal damage. When on a shield, you may give up its defense bonus for the round to use it as a full sized off hand weapon that deals 1d6 damage and has a 20x2 critical range, see the Two Weapon Fighting feat for details. This upgrade may be chosen twice for shields, and the second time it is chose, you may upgrade either the damage die, critical range, or multiplier as if it was a primitive weapon.

Primitive Armors Descriptions

Heavy: Heavy armor is the very utmost in post war defensive technology. Cobbled together from leather, metal plates, plastics and other composites, this suit of armor might just be able to keep you alive, however it offers little protection against ballistic or energy weapons. This armor restricts the wearer's speed by 10 feet.

Light: Light armor is often little more than leather, boiled to make it hard and stitched together. It might just be a leather jacket, but it would probably be best to make sure it has two arms.

Medium: Medium armor is composed of heavier leather, often the scaly hide of lizards or other powerful mutant beasts. Occasionally it is composed of more advanced scavenged materials, and might contain metal studs or rings, perhaps even just be leather armor lined with metal, ceramic or composite plates. This armor restricts the wearer's speed by 5 feet.

Shields: Shields are usually made of metal, occasionally made of wood or a synthetic material, and strapped to the arm to be gripped with one hand, preventing the use of that hand for any other purpose. Shields offer a shield bonus to both melee and ranged defense which is effective against ballistic and energy attacks. Shields with the spikes upgrade can even be used as a weapon.

Ancient Relics

Literally relics of a by-gone era, the following items were constructed either before the last war, or in facilities created before the fall. There are few today capable of even fully understanding this technology, much less duplicating it. Thankfully, due to the materialism of past generations, they left a lot of working equipment behind, if you know the right places to look.

Relics are found in one of four qualities, Perfect, Good, Bad and Damaged and in either Working or Broken condition. Through misuse and abuse this condition may degrade. A relic's condition has an effect on its operation as follows.

- **Perfect:** This item is in immaculate condition, perhaps even in its original packaging, there might even be a manual. All rolls made associated with this item receive a +1 bonus. On attack rolls in the case of weapons, a +1 quality bonus in the case of tools and devices, and a +1 bonus to saving throws to resist damage and being destroyed. Perfect items have a 10% chance of failure (permanently reducing quality) when abused.
- **Good:** This item is in perfectly acceptable operating condition, and has had proper maintenance performed regularly, or otherwise been expertly taken care of. An item in good condition offers no bonuses or penalties to use, functioning within the normal perimeters it was designed for. Good items have a 30% chance of failure (permanently reducing quality) when abused.
- **Bad:** This item has had little to no maintenance, suffered abuse, lost parts, and otherwise been abused. The result of this hard-worn nature is that all rolls made associated with this item receive a -1 penalty on attack rolls in the case of weapons, a -1 penalty in the case of tools and devices, and a reduction of one in its defense value and damage reduction in the case of Shields and Armors. Bad items have a 60% chance of failure (permanently reducing quality) when abused.
- **Damaged:** This item has seen the worst wear and abuse, entire components are simply missing or replaced with improper parts. Duct tape, chewing gum and bailing wire compose a substantial portion of its structure. The result of this terrible condition is that if the item is a weapon, any attacks made with the item suffer a -2 penalty on attack and damage rolls. Such weapons only score a critical hit on a natural 20 and only deal $\times 2$ damage on a confirmed critical hit. If the item is a suit of armor or a shield, the bonus it grants to Defense and Damage Reduction are halved, rounding down. Damaged armor doubles its armor check penalty on skills. Damaged items have a 90% chance of failure (permanently reducing quality) when abused.
- **Broken:** A broken item is nonfunctional. A repair check with a DC equal to an item's craft DC is required to return it to functional status. Such a check requires at least a full round, perhaps more, depending on DM discretion.

Upgrades

To be upgraded, a relic must be in perfect condition, and the character in question must have access to proper tools and facilities, as well as resources. To upgrade a weapon it must be in Perfect condition. Each weapon group has a different series of upgrades, along with their associated costs.

Melee

Powered melee weapons require energy cells to use, and each attack made with one consumes a listed amount of power from the cell, regardless of whether the attack hits or misses.

Melee Weapons	damage	critical	Type	Energy	weight	Special
Chainsword	2d8	19-20 x2	S	1	5	
Energy Cestus	2d6	20 x2	E/B	2	2	DC 15 fort or be stunned on hits
Kinetic Sledge	3d6	20 x3	B	1	12	Ignore object hardness
Laser Sword	2d8	19-20 x2	E	3	3	Deals Energy damage
Nanofilament Whip	1d20	20 x2	S	1	1	Severs Limbs
Sonic Blade	1d12	19-20 x3	S	1	2	
Stun Baton	1d12	20 x3	E	1	3	Deals only nonlethal damage

Upgrades: A weapon may have up to three upgrades chosen from the following list, and may only be chosen once per weapon unless otherwise listed. Each upgrade costs 50% of the weapon's listed build cost.

- **Enhanced Critical:** Expand the critical threat range by one step for this weapon. (20, 19-20, 18-20, 16-20). This upgrade may be selected up to twice.
- **Enhanced Damage:** This weapon has its damage die increased by one step. (1d10, 1d12, 2d8, 3d6, 4d6, 5d6). This upgrade may be selected twice, but if it is the weapon requires two hands to use properly.
- **Mastercraft:** The item receives a +1 mastercraft bonus to attack and damage rolls.
- **Powerful Critical:** Increase the critical multiplier for this weapon by one step (x2, x3, x4, x5). This upgrade may be selected up to twice.
- **Power Conservor:** This weapon uses one less energy charge per attack, to a minimum of 1.

Chainsword: This heavy two handed blade, when activated, begins to hum as hundreds of 'teeth' begin to spin around the edge of the blade like a microscale chainsaw. This weapon requires two hands to use properly.

Construction: Craft Weapon DC 18

Materials Cost, New: 3,000 Metal, 2,000 electronic

Energy Cestus: This heavy gauntlet, when activated, hums with power. Half of this weapon's damage is bludgeoning, and half is Energy. On a hit against a living being, it must make a DC 15 fort save or be stunned for 1d4+1 rounds.

Construction: Craft Weapon DC 18

Materials Cost, New: 2,000 Metal, 3,000 electronic

Kinetic Sledge: This large and heavy hammer can alter the mass of its head, making it easy to swing for the wielder, but hitting the target much harder, ignoring the hardness of objects. This weapon

requires two hands to use properly.

Construction: Craft Weapon DC 19

Materials Cost, New: 5,000 Metal, 1,000 electronic

Laser Sword: I have to call this a laser sword, you don't. This weapon deals Energy damage (bypassing normal DR) and may be used one or two handed.

Construction: Craft Weapon DC 18

Materials Cost, New: 2,000 Metal, 8,000 electronic

Nanofilament Whip: This tiny ringlike device can extend or retract a wire that is the width of a single molecule. This weapon is difficult to use, but the results can be exceptional. On a roll of a natural 20, it has severed a limb of the target. Roll 1d6:

1. Right Arm
2. Left Arm
3. Right Leg
4. Left Leg
5. Head
6. Body bisected

However, this weapon comes with its own risks. If one rolls a natural one on an attack, roll on the same table, and apply the effects to yourself. For every condition grade this weapon is below perfect, add another number to this effect, a Bad condition Nanofilament whip harms its user on a natural roll of 1, 2 and 3.

This weapon ignores damage reduction, and may not have any upgrades.

Construction: Craft Weapon DC 18

Materials Cost, New: 4,000 Metal, 1,000 electronic

Sonic Blade: A sonic blade can come in a variety of shapes and sizes, these stats assume a one handed weapon with a fairly long blade. Sonic weapons vibrate at supersonic frequencies, agitating the matter they strike. This weapon may be used one or two handed.

Construction: Craft Weapon DC 18

Materials Cost, New: 5,000 Metal, 1,000 electronic

Stun Baton: This soft, padded weapon resonates with an energy disruptive to the nervous systems of living creatures. This weapon deals nonlethal damage to the target, if it is a normal living creature and may be used one or two handed.

Construction: Craft Weapon DC 16

Materials Cost, New: 1,500 Metal, 1,500 electronic

Ballistic

Ballistic weapons are the conventional gunpowder weapons of the late twentieth and early twenty first century. Hurling metal shot with the power of chemical reactions, these weapons were produced world wide in such immense numbers that untold quantities exist through the rise of energy weapons, through the fall, and into the era after the fall. Despite many of these weapons being archaic by the time of the fall, their numbers and reliability ensured their use up to and through this chaotic period, and firearms are fairly commonplace in the new world, seeing as it is much easier to fashion gunpowder than a fusion power cell.

For simplicity's sake, this book will not go into great detail on the exact nature of ballistic weapons, that would encompass a work in and of itself, and shall instead simply provide stats for an assortment of common firearms that serve a variety of roles.

Pistols require one hand to fire and two to reload, while rifles require two hands to both fire and reload.

Construction and repair: Craft Weapon DC 14, +2 if the weapon is semiautomatic and +4 if it is capable of fully automatic fire.

Materials cost: 2,000 metal (200 bux) for pistols, 3,000 metal (300 bux) for rifles and sub-machine guns, and 5,000 metal (500 bux) for heavier weapons.

Ballistic Firearms	damage	crit	range	rate	magazine	weight
S&W M29 (.44 Magnum Revolver)	2d8	20x3	30	S	6 cyl	3 lb.
Beretta 92F (9mm autoloader)	2d6	20x3	40	S	15 box	3 lb.
Desert Eagle (.50AE autoloader)	2d8	20x3	40	s	9 box	4 lb.
AR-15 (5.56mm assault rifle)	2d8	20x3	80	S	30 box	7 lb.
Remington 700 (7.62mm hunting rifle)	2d10	20x3	80	Single	5 int	8 lb.
M16A4 (5.56mm assault rifle)	2d8	20x3	80	S, A*	30 box	8 lb.
.338 Winchester Magnum (magnum rifle)	2d12	20x3	120	S	11 box	35 lb.
Uzi (9mm submachine gun)	2d6	20x3	40	S, A	20 box	7 lb.
HK MP5K (9mm submachine gun)	2d6	20x3	40	S, A*	15 box	5 lb.
M-60 (7.62x51mm medium machinegun)	2d8	20x3	100	A**	Linked	22 lb.
Sawed-off shotgun (12-ga shotgun)	2d8	20x3	10	S	2 int	4 lb.
Mossberg (12-ga shotgun)	2d8	20x3	30	Single	6 int	7 lb.
Benelli 121 M1 (12-ga shotgun)	2d8	20x3	40	S	7 int	8 lb.

* *Three Round Burst:* This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

** *Oversized:* This weapon requires a mounting of some sort to stabilize it to fire, usually a bipod or tripod. It must be deployed as a full round action before use.

Upgrades: A ballistic weapon may have up to two upgrades chosen from the following list, and may only be chosen once per weapon unless otherwise listed. Each upgrade costs 50% of the weapon's listed build cost.

- **Enhanced Critical (Bull Barrel):** Expand the critical threat range by one step for this weapon. (20, 19-20, 18-20). This upgrade may be selected up to twice.
- **Expanded Capacity:** Increase the ammunition capacity of this weapon to twice its original number for weapons with internal storage and cylinder weapons, and three times for weapons that use a box.
- **Scope:** This halves the range penalties associated with using a ranged weapon, suffering only a -1 penalty per full range increment. This ability stacks with Far Shot, removing penalties for attacking from range.
- **Laser Sight:** This allows the user to make sneak attacks and other precision strikes (including Point Blank Shot) to a maximum range of 60 feet, instead of 30.
- **Suppressor:** This reduces the Stealth penalty for Sniping to -10. This weapon deals -1 damage per die. This upgrade may be disabled as a standard action, removing the bonus as well as the penalty. It may be re-enabled as a standard action.

Ammunition: Additionally, unlike other weapons, Ballistic Firearms may use special rounds of ammunition. Obviously, a weapon may only use one type of special ammunition per attack. Special ammunition is, well, special, and requires specialized materials to construct, resulting in an increased build cost.

Manufacturing 10 rounds of special pistol ammunition requires some specialized equipment, supplies, and knowledge of gunpowder, and a DC 18 weapon craft check, 200 units of metal and 100 units of chemical salvage and are worth 30 bux.

Manufacturing 10 rounds of special rifle ammunition requires some specialized equipment, supplies, and knowledge of gunpowder, and requires a DC 20 Craft (weapons) check, 250 units of metal and 200 of chemical salvage and are worth 45 bux.

- **Armor Piercing Rounds:** AP rounds are designed to penetrate armor, ignoring half of all DR a target possesses, as well as gaining applying a -2 penalty to the Critical Defense checks made by the targets of these attacks.
- **Overpressure Ammunition:** +P rounds have been overloaded for pressure, and as such fire faster and with more energy, gaining a +1 on attack rolls and doing a +1 damage per die.
- **Incendiary Rounds:** These rounds ignite on impact, dealing an additional 1d6 fire damage per attack.
- **Nonlethal Rounds:** Weapons firing these rounds deal nonlethal damage.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit is on a natural 20. If the threat is confirmed, a ballistic weapon deals triple damage on a critical hit (roll damage three times, as if hitting the target three times).

Damage Type: Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ballistic weapons have a maximum range of ten range increments.

Rate of Fire: Some ranged weapons have a rate of fire of Single, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allow more than one shot per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon. Reloading a weapon with a box is a move equivalent action that provokes an attack of opportunity.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. Reloading this type of weapon is a full round action that provokes an attack of opportunity.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles. Reloading this type of weapon is a full round action that provokes an attack of opportunity.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Hands: This determines if a weapon is one-handed or if it requires two hands.

Weight: This column gives the weapon's weight when fully loaded.

Energy

Near the end of the era, energy weapons became more and more commonplace, serving as the most advanced weapons of the pre-fall era. The march of years has been least kind to man's most advanced technology and while many energy weapons survived, their lack of durability compared to conventional firearms has rendered many inoperable. Most weapons rely on Energy Cells to operate, holding one cell, and with some of the heaviest weapons requiring Fusion Power Cells.

Pistols require one hand to fire and two to reload, while rifles require two hands to both fire and reload.

Energy Weapons	damage	crit	range	rate	Power	weight
Blaster Pistol	2d8	19-20 x2	30	S	2/shot	2 lb.
Blaster Rifle	2d12	19-20 x2	60	S	3/shot	5 lb.
Laser Pistol	2d6	19-20 x2	60	S, A	1/shot	2 lb.
Laser Rifle	2d10	19-20 x2	120	S, A	2/shot	5 lb.
Sonic Pistol	2d6	-	15 ft Cone	Single	4/shot	3 lb.
Sonic Rifle	2d8	-	30 ft Cone	Single	6/shot	6 lb.
Stun Pistol	2d6	20 x3	30	S	1/shot	2 lb.
Stun Rifle	2d8	20 x3	40	S, A	2/shot	5 lb.
EMP Pistol	3d8	20 x2	30	S, A	4/shot	3 lb.
EMP Rifle	3d12	20 x2	40	S, A	6/shot	7 lb.
Flamer	3d8	-	30 ft Cone	Single	special	20 lb.
Torc Rifle	3d6	20 x3	60	Single	10/shot	7 lb.

Upgrades: An energy weapon may have up to two upgrades chosen from the following list, and may only be chosen once per weapon unless otherwise listed. Each upgrade costs 50% of the weapon's listed build cost.

- **Enhanced Critical:** Expand the critical threat range by one step for this weapon. (20, 19-20, 18-20).
- **Expanded Capacity:** This weapon has a port for a secondary energy cell, allowing two to be attached and drawn from simultaneously, effectively doubling its capacity.
- **Scope:** This halves the range penalties associated with using a ranged weapon, suffering only a -1 penalty per full range increment. This ability stacks with Far Shot, removing penalties for attacking from range.
- **Fire Control:** This weapon interfaces with a HUD, granting the benefits of the Precise Shot feat.
- **Power Conserver:** This weapon uses one less energy charge per attack, to a minimum of 1.

Blaster (Pistol, Rifle): Blaster weapons emit disruptive energy discharges that can affect both living and non-living material with similar ease. Destructive at close range, they lack the long range effectiveness of lasers, but make up for it with devastating effects. Blasters deal energy damage, and deal full damage to inanimate targets. They are powered by energy cells and contain a single cell.

Construction: Craft Weapon DC 17, 3,000 metal 2,000 electronic

EMP (Pistol, Rifle): EMP weapons project electromagnetic waves towards the target, damaging electronics such as forcefields, devices and robots, but without harming living organisms. This weapon deals double damage to forcefields, full damage to synthetics, no damage to living targets, and when an attack is made against a device, it is shut down until a Repair check is made, the DC of this check is equal to the attack roll.

Construction: Craft Weapon DC 19, 2,000 metal 4,000 electronic

Flamer: A flamer is a large device with a handheld nozzle that projects a 30 foot long cone of flame, and is fed liquid chemical fuel from a backpack mounted tank. Full, a tank contains enough fuel for 12 shots before needing to be refilled. When one attacks with a flamer, make an attack roll as normal, this is the reflex saving throw DC all targets caught within must make or take the full listed damage, those that make the save take half.

Construction: Craft Weapon, Craft Guns DC 17, 4,000 metal; 500 chemical per full fueling.

Laser(Pistol, Rifle): Laser weapons project a cohesive beam of light in short metered bursts. These weapons are accurate to long ranges and limited in accuracy at long ranges primarily by the senses of the user, and refraction caused by atmosphere. Laser weapons are capable of autofire and may be used with relevant feats.

Construction: Craft Weapon DC 17, 4,000 metal 3,000 electronic

Sonic (Pistol, Rifle): Sonic weapons use projected sonic, ultrasonic, and infrasonic waves to disable or injure objects caught in their area of effect. A sonic weapon fires in a cone out from the user, and all targets caught within take the listed sonic damage.

Construction: Craft Weapon DC 17, 1,000 metal 4,000 electronic

Stun (Pistol, Rifle): Stun weapons emit energy pulses that disrupt the human nervous system, disabling but not killing the target. These weapons only affect humans and most animals, certain sufficiently different nervous systems might be immune to their effect, or behave differently. Stun Rifles are capable of autofire, and may be used with relevant feats.

Construction: Craft Weapon DC 17, 3,000 metal 2,000 electronic

Torc Rifle: Torc Rifles use projected gravitic forces to literally tear the target apart. Against living organisms this gravitic shear causes massive internal trauma, and a direct shot from a torc rifle is often lethal, requiring the target to make a fortitude save DC equal to the damage taken or lose all of their vigor and be reduced to their wound threshold, becoming wounded. In addition, this weapon disables all forcefields hit, rendering them ineffective until the device can be re-powered and restarted with a dc 20 repair check.

Construction: Craft Weapon DC 22, 2,000 metal 4,000 electronic

Grenades

Grenades are hand held devices that when tossed detonate in a square damaging targets within their blast radius. Grenades are rarely constructed in the modern era, and most are leftovers from before the fall. While it is possible to craft new grenades, this requires access to sufficient plans and knowledge.

Grenades	Burst Radius	Direct Damage	Burst Damage	DC	Special
Frag	20 ft	4d6	2d6	15	Chance for knockdown
Phosphor	20 ft	4d6	2d6	16	Sets targets on fire
Stun	20 ft	3d6	2d4	18	Deals Nonlethal Damage
Blaster	20 ft	6d6	3d6	18	Deals full damage to objects
EMP	20 ft	5d6	2d4	17	Damages only electronic targets
Torc	10 ft	3d6	2d4	18	Disables Forcefields, Can Disable Living
Disintegration	10 ft	4d6	2d6	16	Disintegrates matter

Grenades are described by a number of statistics, as shown on Table: Grenades.

Burst Radius: The burst radius is the area affected by the weapon. All creatures or objects within the burst radius take damage.

Direct Hit Damage: The primary damage dealt by the weapon. The Direct Damage column is used for a target within 5 feet of the weapon's point of detonation.

Burst Damage: The burst damage is the damage dealt to all creatures farther than 5 feet away from the point of detonation but within the burst radius.

DC: Any creature caught within the burst radius of a grenade may make a Reflex save against the DC given in this column for half damage.

Range Increment: All Grenades may be thrown, and have a range increment of 20 ft. Like all thrown weapons they may only be thrown to a maximum of five range increments.

Weight: All grenades weigh two pounds.

Frag: This grenade uses a chemical explosive to propel chunks of fragmented shrapnel at all targets within range. The damage done is slashing, and is subject to damage reduction provided by armor. In addition, when the grenade detonates, all targets within range must make a DC 15 reflex save or be knocked prone.

Construction: Craft Weapon DC 16, Materials Cost, New: 500 Metal, 250 chemical

Phosphor: Phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and catches on fire unless they succeed at a reflex save DC equal to the fire damage taken so far from this grenade. A creature on fire will continue taking 1d6 fire damage per round until it takes a full round action to extinguish the flames, requiring a reflex save DC equal to the one they initially failed when they first caught on fire.

Construction: Craft Weapon DC 17, Materials Cost, New: 250 Metal, 500 chemical

Stun: Stun grenades emit energy pulses that disrupt the human nervous system, disabling but not killing the target. These weapons only affect humans and most animals, certain sufficiently different nervous systems might be immune to their effect, or behave differently.

Construction: Craft Weapon DC 16, Materials Cost, New: 250 Metal, 500 electronic

Blast: Blast grenades emit disruptive energy discharges that can affect both living and non-living material with similar ease. Blast grenades deal energy damage, and deal full damage to inanimate targets.

Construction: Craft Weapon DC 18, Materials Cost, New: 250 Metal, 750 electronic

EMP: EMP grenades release an electromagnetic pulse when they detonate, damaging electronics such as forcefields, devices and robots, but without harming living organisms.

Construction: Craft Weapon DC 19, Materials Cost, New: 1,000 electronic

Torc: Torc grenades use projected gravitic forces to literally tear targets within range apart. Against living organisms this gravitic shear causes massive internal trauma, and a direct impact from a torc grenade is often lethal, requiring the target to make a fortitude save DC equal to the damage taken or lose all of their vigor and drop to their wound threshold, becoming wounded. In addition, this weapon disables all forcefields hit, rendering them ineffective until the device can be re-powered and restarted with a dc 20 repair check.

Construction: Craft Weapon DC 22, 750 metal 750 electronic

Disintegration: This terrifying weapon attacks the molecular bonds of matter, causing them to lose cohesion and disperse, effectively destroying whatever it hits. When fired at an inanimate objects, it disintegrates a 10ft by 10ft cube of matter. Against a living target, on a hit the being struck must make a fortitude saving throw equal to the damage dealt or be instantly disintegrated. Forcefields are immune to its effects.

Construction: Craft Weapon DC 22, 750 metal, 750 electronic

Heavy Weapons

These weapons are vastly disparate platforms, united only by their shared capacity for destruction. Heavy weapons may require a special mounting to operate, and some may be carried and fired, albeit at a penalty.

Heavy Weapons	damage	crit	range	rate	weight	Proficiency
Crowd Suppressor	3d6	20 x3	60 ft Cone	A	28	Energy
Disintegration Rifle	3d10	20 x3	30	Single	12	Energy
Minigun	2d8	20 x3	100	A	48	Ballistic
Railgun	4d8	20 x2	80 ft line	Single	24	Energy
Rocket Launcher	*	20 x3	40	Single	20	Ballistic

Crowd Suppressor: Using the same technology as stun weapons, this weapon was designed to suppress crowds and disperse riots. When fired, the user makes an attack roll as normal and targets a 60 foot cone, all targets take the listed damage with a reflex save DC equal to the attack roll made for half. This weapon requires a tripod to fire from, and takes a full round action to set up and tear down. This device can draw its power from either a fusion power cell or a normal energy cell, and consumes 10 power per shot.

Construction: Craft Weapon DC 20, 5,000 metal 5,000 electronic

Disintegration Rifle: This terrifying weapon attacks the molecular bonds of matter, causing them to lose cohesion and disperse, effectively destroying whatever it hits. When fired at an inanimate objects, it disintegrates a 10ft by 10ft cube of matter. Against a synthetic or living target on a hit the being struck must make a fortitude saving throw equal to the damage dealt or be instantly disintegrated. Forcefields are immune to its effects. This weapon requires a tripod mounting, and takes a full round action to set up or take down. This device can draw its power from either a Fusion Power Cell or a normal Energy Cell, and each shot consumes 15 power.

Construction: Craft Weapon DC 22, 3,000 metal 7,000 electronic

Minigun: This man portable multi barrel machinegun is chambered to 5.56x45 and requires both an ample supply of ammunition as well as a power source, but is able to put forth an impressive barrage of fire. This weapon requires a strength score of at least 14 to operate without a mounting stand or tripod. This weapon may take the Autofire action up to twice as a full round action. When using the Burstfire feat and action, each burst consumes 10 rounds of ammunition and deals an additional 4 dice of damage instead of the normal damage and ammunition consumption. This weapon requires linked ammunition as well as an energy cell. Each round of use consumes the listed ammunition as well as 1 unit of power.

Construction: Craft Weapon DC 20, 5,000 Metal 2000 electronic

Railgun: This weapon uses powerful magnetic fields to accelerate a metal projectile to immense velocities. When fired, make an attack roll and target a line, all targets in this line take the listed damage with a reflex save DC equal to the attack roll for half damage. This weapon requires a tripod mount and takes a full round to set up or tear down. This weapon requires a fusion power cell and each attack consumes 20 power and a single projectile.

Construction: Craft Weapon DC 22, 7,000 metal 3,000 electronic, 200 metal per projectile

Rocket Launcher: This weapon fires specially constructed missiles and rocket propelled grenades, allowing both direct and indirect fire modes to deliver a variety of ordinance to diverse targets. This weapon requires a strength of 14 to properly use, or a two man team to operate. The weapon can fire a variety of different missiles as detailed below:

- *Rocket Propelled Grenade:* This duplicates the effect of a single grenade, except using the launcher's range increment, and requires an additional 200 metal and 100 chemical salvage to construct over the material requirements of that grenade.
- *Anti-Vehicle Missile:* This missile targets a single vehicle or similar emplacement, and utilizes active avionics and tracking technology to home in on a single target within range. On impact it pierces armor to detonate within the target, inflicting massive damage to a single vehicle. This weapon ignores Damage reduction, and deals 20d6 of explosive damage to a target. A single missile requires a dc 21 craft weapons check and 1000 metal, 500 electronics, and 2500 chemicals to construct.
- *Precision Tactical Nuke:* The very utmost in man portable munitions, this weapon fires a micro-scale nuclear warhead. This warhead has a maximum operational range of half of a mile and requires a HUD to operate. When detonated, this weapon inflicts massive damage to all targets inside of a quarter mile of impact. The exact effects of this are left to GM discretion, but the chance of any survivors outside of specially designed bunkers are unlikely at best, and even at the fringe of the detonation, expect to take at least 25d6 of explosive damage. There is no practical way to construct these weapons without highly advanced and specialized facilities, and as such all of these weapons are found.

Relic Armor

Pre-fall armor was primarily produced for military and police purposes, and as such would exist in far smaller amounts if not for the rampant military conflicts typical of the final days. The following are examples of typical armors that might be found in the wastes.

Armors	Prof.	Max Dex	Check Penalty	DR	Weight	Special
Athletic Armor	Light	+8	0	3/BA	12	Reduces falling damage by 10
Kevlar Vest	Light	+6	-1	3/-	6	+5 bonus to wear armor discreetly
Ceramic Plate	Medium	+4	-2	2/-	20	Wearer has resistance 5 to energy
Body Armor	Medium	+3	-2	5/-	35	
Carapace Armor	Heavy	+3	-3	5/-	45	+2 Armor Bonus to Defense
Metal Armor	Heavy	0	-6	7/-	55	
Riot Shield	Shield	+4	-2		6	+4 Shield bonus to Defense
Pavise	Shield	+1	-6		35	Deployable Cover

Upgrades: Relic armors may receive up to three upgrades, chosen from the list below. Each upgrade requires an amount of resources equal to 50% of the build cost of the base armor or shield.

- **Enhanced Maneuverability:** Reduce the speed penalty of this armor by 5 feet, and reduce its armor check penalty by one. This upgrade may only be chosen once for medium and up to twice for heavy armors.
- **Reinforced:** Increase this armor's Damage reduction by one. This upgrade may be chosen once for light, twice for medium, and three times for heavy armor, and may not be chosen for shields.
- **Reflective Coating:** This armor gains Energy Resistance +1. This upgrade may be chosen once for light, twice for medium, three times for heavy armor, and up to twice for shields.
- **Sloped Armor:** This armor gains a +1 Armor Bonus to Defense. This upgrade may be chosen once for light, twice for medium armor, up to three times for heavy armors, and is unavailable for shields.

Athletic Armor: Intended for athletes engaged in dangerous sports, this light flexible armor protects the wearer from normal physical damage, such as falling from a motorcycle, being tackled, and being bludgeoned with clubs. Before the fall, this armor was favored by cyclists, rock climbers, and blood sport enthusiasts. This armor reduces all falling damage the wearer takes by 10.

Construction: Craft Armor DC 15, Materials Cost, New: 2,000 Metal, 1,000 chemical

Body Armor: This armor is a natural evolution of the kevlar vest, and is composed of similar materials, however it covers most of the body and can no longer be worn covertly. Additionally, its heavier construction makes it more difficult to maneuver or be as agile while wearing it. This armor is medium, and as such restricts the wearer's speed by 5 feet.

Construction: Craft Armor DC 15, Materials Cost, New: 4,000 Metal, 3,000 chemical

Carapace Armor: This advanced suit of personal armor was among the last non-powered varieties designed before the fall. Composed of advanced composite materials it is strong, light, and offers the wearer a +2 Armor bonus to Defense. This armor is heavy, and as such restricts the wearer's speed by 10 feet.

Construction: Craft Armor 20, Materials Cost, New: 6,000 Metal, 6,000 chemical

Ceramic Plate: This armor was produced after energy weapons became increasingly popular. It offers less protection against ballistic weapons, but its ceramic plates are ideally suited to dispersing energy attacks. This armor is medium, and as such restricts the wearer's speed by 5 feet. This armor provides the wearer Energy Resistance 5.

Construction: Craft Armor DC 19, Materials Cost, New: 2,000 Metal, 4,000 chemical, 1,000 electronic

Kevlar Vest: This light vest was produced to be worn covertly under clothing, protecting the wearer from small arms fire and some hand to hand weapons. It predates the use of energy weapons, but was produced in such mass quantities that many examples and models still exist into the post-fall era. This armor provides the wearer a +5 bonus to be worn discreetly.

Construction: Craft Armor DC 17, Materials Cost, New: 1,000 Metal, 3,000 chemical

Metal Armor: This armor is considered pre-fall technology only because of the material used in its construction, as it was produced after the fall. Light weight aluminum and steel alloys, titanium, high carbon steel, whatever advanced metals could be salvaged were woven together to create this hodgepodge suit. What it lacks in elegance it makes up for with impenetrable defenses. You won't win many footraces in this armor, but you can shrug off small arms fire and raider crossbow bolts. This armor is heavy, and restricts the wearer's movement by 15 feet.

Construction: Craft Armor DC 17, Materials Cost, New: 12,000 Metal

Pavise: The Pavise is a throwback to medieval warfare, and was used on the battlefield as deployable cover. This technologically advanced device collapses down partially while carried, and when deployed expands out to offer the user a fortified position to fire from, or to deploy heavy weaponry.

While carrying this shield, a character receives a -2 penalty to attacks, and may not use their shield hand for any other purpose. As a full round action, you deploy the shield. You must choose one edge of your space. That edge is treated as a solid wall for attacks targeting you only. You gain total cover for attacks that pass through this edge and no cover for attacks that do not pass through this edge.

Construction: Craft Armor DC 20, Materials Cost, New: 5,000 metal, 1,000 electronics

Riot Shield: This large shield was designed for use in crowd control, protecting the user from thrown objects, small arms fire, and melee attacks. Sometimes entirely transparent, and sometimes opaque with a view hole, these shields were produced in many different varieties, but their defensive potential were similar. This shield confers a +4 shield bonus to Defense.

Construction: Craft Armor DC 18, Materials Cost, New: 3,000 metal

Powered Armors

Powered armors were the last major technological innovation in warfare before the fall, and one man in such a suit was the equivalent of the main battle tanks of yesteryear. Powered armor requires fusion power cells to operate and each hour of normal operation drains 1 power. Powered armor functions as an energy harness, allowing all attached wirelessly powered gadgets to draw from its main power source.

These armors possess their own pool of Armor Points that must be depleted before the wearer takes any personal damage. When the armor points are gone, the suit shuts down and ejects the wearer, and has its quality permanently reduced by one.

Constructing a suit of powered armor from scratch is nearly impossible without the advanced knowledge, resources and tools of the old world, listed material and skill requirements are almost solely for the repair of found suits of powered armor.

Powered Armor	Proficiency	Defense	Max Dex	Armor	DR	Speed
Stealthsuit	Powered	+3	+8	100	5/-	50 (30 Fly)
Powered Carapace	Powered	+5	+8	150	10/-	40
Assault Armor	Powered	+6	+8	200	10/-	50

Assault Armor: The heaviest suit of armor ever produced, the Assault Armor was designed to be able to go toe to toe with main battle tanks of its era and succeed. This heavy model uses two fusion power cells, and may mount up to two heavy weapons. While in use, this sets the users strength to a minimum of 24, or offers a +6 equipment bonus to strength, whichever is superior. It also possesses a reactive plating that confers Energy Resistance of 10.

Construction: Craft Armor DC 28

Materials Cost, New: 70,000 Metal, 25,000 electronic, 5,000 chemical

Powered Carapace: Similar to normal carapace armor, this suit is augmented with advanced hydraulics and servo motors to allow the wearer to benefit from increased strength, speed and agility. While in use, this sets the users strength to a minimum of 20, or offers a +4 equipment bonus to strength, whichever is superior.

Construction: Craft Armor DC 25

Materials Cost, New: 50,000 Metal, 10,000 electronic, 5,000 chemical

Stealthsuit: Similar to a powered carapace this armor contains a built in stealth reactive camouflage cloak as well as a flight pack. While in use, this sets the users strength to a minimum of 18, or offers a +4 equipment bonus to strength, whichever is superior. Additionally, it offers the user a +1 equipment bonus to all attack rolls.

Construction: Craft Armor DC 25, Craft Electronics DC 25

Materials Cost, New: 30,000 Metal, 25,000 electronic, 5,000 chemical

Electronic Gadgets

Most of these devices were produced for a variety of civilian and military purposes before the fall, and are most commonly found in varying states of disrepair and decay. It is possible to build one of these devices from scavenged components, and the given DC for constructing one is listed. It assumes the builder has had intimate contact with a functioning example of this type of device, or has access to detailed design schematics.

Long Periods of Time: Some gadgets freely power themselves through use, others hungrily suck energy, but some have more modest power requirements. A device that lasts 'long periods of time' off of a single charge are left entirely to GM discretion as to what constitutes how long, and when the device begins to run empty. Fortunately, most have a battery gauge, and should not simply fail in the middle of combat.

Anti-Gravity Sled: This device appears to be a rectangular slab with a handle along one end. When activated, it hovers approximately three feet off of the ground, and may be pushed or pulled with little effort. There are two commonly found varieties, one smaller and the other larger. Each device is powered by a fusion power cell, and operates for a number of hours dependant upon load. Unpowered the sleds weigh two hundred and three hundred pounds.

Sleds have ports for both energy cells and fusion power cells. A large sled uses 1, 2, and 4 power points per hour of operation, depending on a light medium or heavy load, and a small sled is powered for two hours with the same power consumption.

	Load		
Anti-Gravity Sled	Light	Medium	Heavy
5x5	600lbs	1,200lbs	2,400lbs
10x10	4 tons	8 tons	16 tons

Construction: Craft Electronics DC 20(small sled), DC 25 (large sled)

Materials Cost, new light sled: 5,000 Metal, 2,500 Electronic, 1,000 Chemical. New heavy sled: 10,000 Metal, 5,000 Electronic, 2,000 Chemical

Bioscanner: This device allows the user to scan living creatures at a cellular level, offering a +5 equipment bonus to relevant knowledge checks and the ability to identify biological entities in battle as a move equivalent action if a sufficient knowledge check can be made. Each use of a bioscanner consumes 1 power from its energy cell.

Construction: Craft Electronics DC 20, Materials Cost, New: 5,000 Electronic

Breathing Apparatus: This device fits over the face, sealing firmly into place. It can detect dangerous or unbreathable environments as well as safe ones, absorbing clean breathable atmosphere, and providing one in hostile environments. This effectively allows the wearer to breathe underwater or in a hard vacuum, as well as toxic environments. A breathing apparatus consumes one power point per hour of operation from its energy cell.

Construction: Craft Electronics DC 18, Materials Cost, New: 6,000 Electronic, 4,000 Chemical

Chameleon Suit: This skintight suit is packed with advanced holographic projectors, and can project a holographic field around the wearer, allowing them to appear as any being the suit has data saved for. A DC 22 perception check is required to determine the projected image is holographic, this DC may be replaced with a single computer use check if the user has access to sufficient hardware to craft an image.

Ten minutes of operation consumes 1 power from the suit's energy cell. A chameleon suit has enough storage to hold image data for up to four medium creatures, or two large creatures. It is found with 1d4-1 images stored, chosen by the DM. To store an image it must be crafted on a computer or a person may be scanned with a bioscanner. Alternatively goggles may be used, but this results in a DC of only 18 to see through the poorly crafted image.

Construction: Craft, Electronics DC 24, Materials Cost: 12,000 Electronic, 2,000 Chemical

Communicators: These devices usually come in pairs, and are capable of communicating with each other using radio waves up to a range of 12 miles. If additional communicators are found, they may be set to operate on the same channel. These devices may operate for long periods of time off of a single fully charged energy cell.

Construction: Craft Electronics DC 14, Materials Cost: 2,500 electronics

Computer Bracer: This wrist mounted device contains advanced computer and sensor components, allowing the wearer to make computer use checks for most relevant tasks. The Computer Bracer has many hardware and software options. Which of these are present modifies the materials required to construct it. When found, this device contains at least one of the following optional modules. This device consumes power depending on use, and without the most power hungry modules can be sustained from a single energy cell for long periods of time.

1d12

- 1-2 Hacking Software Suit, offers +5 equipment bonus to computer use attempts
- 3-4 Wiki Archives, +5 equipment bonus to knowledge checks
- 5-6 Medical Interface, +5 equipment Bonus to Heal checks
- 7 Diagnostic Interface, +5 equipment bonus to all repair checks
- 8 Bioscanner
- 9 Sonic Imager
- 10 Holographic Projector
- 11 Communications Suite, including Holographic imaging cameras, and one camera drone
- 12 Roll again twice

Construction: Craft Electronics DC 25, Materials Cost, New: 15,000 electronic, plus an additional 2,500 per upgrade, to a maximum of three.

Electrolytic Powerplant: This device converts water into hydrogen, and then reacts it to produce clean energy in relatively large quantities. With a time of one week, this device can produce energy, either powering a device or system directly, or replenishing a proprietary battery pack that contains 150 power units and is shaped similarly to a fusion power cell.

Construction: Craft Electronics DC 28, Materials Cost 15,000 Electronic, 10,000 Metal, 5,000 Chemical, with an additional 2,000 electronic, 5,000 metal and 2,500 chemical per energy receptacle.

Electromagnetic Field Projector: This compact device projects a magnetic field, deflecting incoming attacks on the wearer. The device detects when the user comes under attack and activates automatically, consuming 1 unit of power and lasting for up to one minute. This device comes in a mark I and Mark II variety, each providing a +1 or +2 deflection bonus to the wearer's Defense and Touch Defense.

Construction: Craft Electronics DC 15, Materials cost, New: 2000 Electronic Mark I, 8,000 Electronic Mark II.

Emergency Medical Bracelet: This device is worn on the wrist, and contains rudimentary biometric sensors, and a reservoir for up to three doses of medications. When programmed conditions are met (contact with toxins, system shock, traumatic drop in blood pressure) the system automatically applies the appropriate medication. Additionally, the data provided by these sensors confers a +1 additional hit points per die of healing done through the use of the Heal Skill. When found, this device may contain medicines, roll 1d6 and consult the chart below.

- | | |
|-----|---|
| 1 | Painkiller |
| 2-3 | Anti-Toxin |
| 4-5 | Anti-Radiation Serum |
| 6 | Roll again twice, rerolling further sixes |

Construction: Craft Electronics, Knowledge Medicine, DC 16 and DC 14, Materials Cost, New: 2,500 Electronic

Flight Pack: This back mounted device grants the wearer the ability to fly for short durations. When activated, this gives the wearer a flight speed of 60, with average maneuverability. The device consumes 1 point of power per minute of operation from its energy cell. The device may have a fusion power cell attached for longer range flight.

Construction: Craft Electronics DC 25, Knowledge Aviation DC 18, Materials Cost, New 5,000 Metal, 10,000 Electronic, 5,000 Chemical

Goggles: This pair of goggles acts as a sophisticated sensor suite, and may contain a variety of different options. Standard features include flash protection, reactive tinting and wireless interactivity with other devices. To determine which options are present, roll 1d6 and consult the table below:

- | | |
|-----|--|
| 1-2 | Telescopic and Magnification, grants wearer a +5 Equipment bonus to Perception |
| 3 | Infrared Sensors, grants wearer Darkvision 60' |
| 4 | Aim Assist, grants +1 equipment bonus to attack rolls |
| 5 | Holographic scanner |
| 6 | Roll again twice |

A fully charged energy cell powers the device for long periods of time.

Construction: Craft Electronics DC 15, Materials Cost, New: 5,000 electronic, plus an additional 2,500 electronic per option.

Hologram Projection Plate: This circular metal disk has a diameter of about four feet, and is equipped with advanced holographic projectors. It is capable of projecting any holographic image of size large or smaller above it. It contains enough memory to store four images, and is capable of scanning any object or individual placed upon the plate, storing their image for later use. The projector's interface is limited, and so is your ability to construct sophisticated images, a task usually requiring suitable computer equipment. When found the projector may contain images or programs. Roll a die, or rely on GM's discretion.

This device is powered by an energy cell, and consumes 1 power for every ten minutes of operation.

- | | |
|-----|--|
| 1-2 | A personal message intended for the original owner of the device |
| 3-4 | An entertainment program |
| 5 | Original interactive maps of the local region |
| 6 | An interactive AI that may or may not be functioning, at GM's discretion |

Construction: Craft Electronics DC 22, Materials Cost, new: 15,000 electronic

HUD Shades: When worn, these glasses provide the wearer with an interactive heads up display. The capability of the onboard computer is limited, but the glasses are capable of the following uses: Acts as a high definition camera, offers the user lowlight vision, interacts with all compatible technology the character is carrying and using. If the user has connected a Bioscanner, Sonic Imager or Computer Bracer, the device may be used without having it out and active.

This device is charged off of an energy cell, and a fully charged energy cell powers the device for long periods of time.

Construction: Craft Electronics DC 18, Materials Cost, new: 2,000 electronic

Olympian Shoes: These shoes, while worn, offer the user greatly enhanced athletic prowess. The wearer receives a +10 equipment bonus to speed while wearing light, medium or no armor, and +5 equipment bonuses to athletics skill checks. This device is passively powered by piezoelectric power generation, and requires no external power source.

Construction: Craft Electronics DC 16, Materials cost, New: 5,000 Electronic, 3,000 Chemical

Personal Force Field Generator: This heavy belt, when worn, can generate a personal forcefield around the wearer which is capable of mitigating or even negating certain types of incoming attacks, depending on the type of device used. While active, apply the listed absorption first, then continue resolving the attack against the target's normal DR, applying damage accordingly

Mark I: DR 5/Ballistic

Mark II: DR 5/-

Mark III: Absorbs all physical damage

Mark IV: Absorbs all energy Damage

Mark V: Functions as a combination of mark III and mark IV generators.

Every point of damage prevented drains 1 power from the attached energy cell.

Construction: Craft Electronics DC 15, 17, 19, 21, 23, Materials cost, New: 5000 Electronic Mark I, 10,000 Electronic Mark II, 20,000 Electronic MK III, 20,000 Electronic MK IV, 50,000 Electronic MK V.

Power Harness: This device appears to be a skintight jumpsuit that is worn under other clothing. When worn this device projects wireless power to all compatible devices the character has in their possession. It is powered by a single energy cell, and all connected devices drain power from this cell. The power harness contains a piezoelectric power generation feature, and a full eight hours of moderate activity charges the connected energy cell by 10 points of power.

Construction: Craft Electronics DC 20, Materials cost, new: 7,000 Electronic, 8,000 chemical

Reactive Camouflage Cloak: This long cloak is composed of a reactive smart cloth that mimics the appearance of nearby terrain, granting the wearer a +5 equipment bonus to their stealth checks this feature is passively solar powered and does not require an external power source. With a greater expenditure of 5 power from an energy cell, the cloak can allow the user to become practically invisible for a short period of time, allowing them to use their stealth skill even while being observed.

Construction: Craft electronics DC 16, Materials Cost, new: 3,500 Electronic, 1,500 Chemical

Solar Cell Recharger: This device is a compact, high efficiency solar cell array, that when deployed and left in direct sunlight can charge a single attached and dry energy cell to full capacity in a single day. It requires a 5'x5' square of surface coverage to be effective.

Construction: Craft Electronics DC 17, Materials Cost, New: 2,500 electronic, 2,500 Chemical, 5,000 metal

Sonic Imager: This tablet shaped device uses sonic waves to display and interpret the internal structure of whatever object the device is aimed at. Proximity determines detail, so placing it next to a wall can display the rough basics of a room's interior, but maximum usable range is limited to 30 feet. It may also be used to examine the ground in search of objects, as well as its intended medical purpose of scanning internal organs and bones. It provides a +2 circumstance bonus when used for all relevant skill checks. (Such as Heal, Scavenging, Repair, Perception, Prospecting, etc). This device consumes 1 power point per use, up to one full minute of operation.

Construction: Craft Electronic DC 22, Materials Cost, New: 10,000 electronic

Spider Suit: When worn this brightly colored skintight suit allows the wearer to cling to virtually any surface as a spider would. At least three point contact must be maintained, allowing only one handed weapons to be used, and slowing the wearer to one half their move speed. In addition, the wearer gains a +4 bonus against being knocked down or disarmed. The device is passively powered by piezoelectricity and can store enough of a charge to function for up to ten minutes per day. Once activated, at least one minute's worth of charge is expended.

Construction: Craft Electronics DC 18, Materials Cost: 4,000 electronic, 1,000 Chemical

Medicines

Most if not all medicines found were produced and packaged before the fall, and as such no craft Dcs are listed, as their production is not realistically possible in the modern era. Assuming the information and machinery needed to produce more were found, they could be manufactured with a DC 24 Craft Chemistry check for 500 chemicals per dose.

Alertness Booster: This oval shaped pill is yellow and blue. When consumed, it offers the user a +4 medicine bonus to initiative and perception checks for four hours.

Anti-Radiation Serum: This green serum comes in a sonic syringe, and uses vibrations to painlessly deliver the serum to the system. This provides the user Radiation resistance 5 for four hours.

Anti-toxin: This pink serum comes in a sonic syringe, and uses vibrations to painlessly deliver the serum to the system. This provides the user a +10 medicine bonus on fortitude saves against poisons for one hour, in addition, the user may re-roll the last fortitude save against poison made in the last minute. The new result must be kept, regardless.

Haste Inhaler: This blue plastic tube is inserted into a nostril and shot into the lungs to activate. When making a full attack action, the user may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation.

Immune System Booster: This large brown pill comes packaged in a heavy foil packet. Once imbibed, it offers the user a +10 medicine bonus on fortitude saves against diseases for the next four hours, in addition, the user may re-roll the last fortitude save against disease made in the last minute. The new result must be kept, regardless.

Muscle Booster: This large red pill comes in a nearly opaque brown bottle, and when imbibed offers the user a +4 medicine bonus to strength for the next hour.

Painkillers: These tiny white pills come in a blister pack to be popped out and taken individually. When taken it grants a character 10 temporary maximum and current vigor for two hours.

Restoration Fluid: This dark yellow fluid comes in a sonic syringe, and uses vibrations to painlessly deliver the serum to the system. Each dose cures 1d4+1 points of ability score damage.

Super Skin: This sealed aerosol tube contains a liquid that when sprayed into a wound replaces damaged or missing tissue, healing 2d6 damage, first from wounds and then to vigor. A character may only have one dose applied per round.

Sustenance Pill: This square off-white pill comes packaged on a blister card of 30, and contains all the nutrition needed to sustain an adult human for one day. It is marked for bisection, allowing one pill to be broken in halves and quarters easily to measure the proper dose for the body mass of the user.

Chapter 9 - Combat

Combat is handled as in normal pathfinder, but with the following changes:

- Normal AC rules are changed to Armor as DR variant
 - Guns target normal defense, not touch
- Dexterity modifier is applied to ranged weapon damage once per Damage Die
- HP rules changed to Vigor/Wounds variant
- Called Shot rules variant in use

Defense

In this alternative system, a creature does not have an armor class (AC); it instead has a Defense score. Defense is similar to touch AC, but it also adds the shield bonus (including any enhancement bonus to the shield), and any enhancement bonus to armor.

Defense = 10 + shield bonus + Dexterity modifier + other modifiers (including armor upgrades and mutation bonuses)

Defense represents how easy or difficult it is to hit a creature meaningfully. The shield bonus is added because a creature is considered to be actively blocking attacks with its shield whenever it can, which is whenever it would gain its Dexterity bonus to AC and not be flat-footed.

Touch Defense = 10 + Dexterity modifier + other modifiers (not including armor upgrades and mutation bonuses)

Touch Defense represents how easy or difficult it is to physically touch a creature without having to actually penetrate their armor or able to be deflected by a shield.

Losing Dexterity Bonus to Defense: Situations or effects that would cause you to lose your Dexterity bonus to AC instead cause you to lose your Dexterity bonus to Defense. Also, whenever you lose your Dexterity bonus to Defense, you also lose any shield bonus to Defense, since when you lose your Dexterity bonus to AC, you also lose the ability to properly respond to attacks with your shield.

Flat-Footed Defense: You do not gain your Dexterity or shield bonus to your Defense if you are flat-footed or lose your Dexterity bonus to Defense; thus, your Flat-Footed Defense is equal to your Defense minus your Dexterity bonus and shield bonus. You do still gain certain bonuses to your flat-footed defense, such as gadget and armor bonuses.

Defense and Using a Shield without Proficiency: When a creature uses a shield it is not proficient with, it takes that shield's armor check penalty as a penalty to the shield bonus, along with the other penalties for using a shield without proficiency. Furthermore, it also takes this penalty to its Flat-Footed Defense, as the shield actually gets in the way instead of defending against incoming attacks.

Armor As Damage Reduction

Using Armor without Proficiency: Creatures using armor they are not proficient with do not gain the 6th level bonus to the DR, in addition to applying the armor check penalty of the armor to all attack rolls made while wearing it.

DR/BA: This type of damage reduction reduces all normal physical damage (slashing, piercing, bludgeoning) and is ignored by weapons and attacks that deal ballistic damage.

DR/- : This type of damage reduction is effective against all physical damage types including ballistic damage, but not psychic or energy damage.

Damage Reduction Stacking: Damage reduction from different sources stack in this system. A character with scales and a Kevlar vest would receive DR 1/BA from the scales mutation (a mutation bonus) as well as DR 3/- from the Kevlar vest (an armor bonus), and these bonuses would stack, meaning the character reduces the damage they take from a slashing attack by 4, and reducing the damage they take from a gunshot by 3.

Critical Hits and Defense

When a creature threatens a critical hit, it does not make a critical hit confirmation roll. Instead, the target of that critical hit makes a critical defense check instead. A critical defense check is 1d20 + a bonus equal to the creature's DR + the creature's Dexterity modifier (up to the maximum Dexterity bonus allowed by any armor worn) + the sum of any deflection and shield bonus to Defense.

Critical defense check bonus = creature's DR + Dexterity modifier + shield bonus to Defense + deflection bonus

The DC of the check is based on the die roll for the critical threat. It is further modified by the base attack bonus of the attacking creature, how many Critical Feats the attacking creature has (if any; 10 maximum), and a bonus relationship between the size of the attacking creature and the target of the critical hit, if the attacking creature is larger than the creature it attacked.

Critical defense DC = critical hit roll + 1/2 attacker's base attack bonus + 1 for each size category larger attacker is than target

For instance, if a Medium creature is hit with a gun fired by a Medium character with BaB +6 using +P ammunition, and the critical threat attack roll is a 19, the target of the potential critical hit makes a critical defense check with a DC of 24 to reduce the critical hit to a normal hit. If the target is wearing athletic armor, has a Dexterity of 18, and is using a shield with a +2 bonus, that target would have a +9 bonus on the critical defense check to reduce the critical hit to a normal hit. On a roll of 15 or higher, the critical hit is reduced to a normal hit, and the target takes normal damage for the hit (which is reduced by its DR). If the creature firing the gun had rolled a 20, the target of the critical hit would need to roll a 16 or higher on its critical defense check to reduce the impact of the critical hit, making it a normal hit.

On a failed critical defense check, the target of the critical hit takes the damage for the critical hit. That damage is still reduced by the target of the critical hit's DR if appropriate.

Wounds and Vigor

Just as armor class is an abstraction, so are hit points —after all, just because a dagger does 1d4 points of damage doesn't mean a high-level character is somehow immune to having his throat slit. This alternate system attempts to better represent the differences between injuries and impeded performance.

When a character gains a level, his body does not suddenly become more resistant to damage. A gunshot does not suddenly do proportionately less damage. Rather, hit points suggest that the character has undergone more training, and while he may have improved his ability to deal with wounds to a small degree, the hit points gained at higher levels reflect less his capacity for physical punishment and more his skill at avoiding hits, his ability to dodge and twist and turn. Each loss of hit points, in this case, suggests that he is becoming progressively less nimble over the course of combat —in other words, that the decreasing hit points are a marker for his overall endurance and condition. It's not quite as satisfying, however, to roll a critical hit and then tell a player that his opponent ducked out of the way, but that the sword's slash made the enemy a little less lucky.

This variant system for tracking wounds and vigor should help to remedy that.

Determining Wound Points and Vigor Points

Instead of hit points, creatures using this system have a number of wound points and vigor points. These two replacement scores are kept track of separately, and represent different ways a character handles the damage inflicted on him. The following are descriptions of these scores and how they work within the variant system of damage tracking.

Wound Points: Typically a creature has a number of wound points equal to twice its Constitution score. It also has a wound threshold equal to its Constitution score. Wound points represent the amount of physical punishment a creature can take before it dies. When a creature's wound points drop to or below its wound threshold, that creature becomes wounded. When a creature is wounded, it gains the staggered condition until it is no longer wounded. Furthermore, when a creature is wounded, if that creature takes any standard or move action on its turn, its remaining wound points are reduced by 1 and it must make a DC 10 Constitution check. If the creature fails that check, it falls unconscious.

When a creature reaches 0 or fewer wound points, it is dead.

Wound Points and Constitution Damage, Drain, and Penalties: A creature's wound points and Constitution score are intrinsically linked. For each point of Constitution damage a creature takes, it loses 2 wound points, but this damage does not affect the creature's wound threshold. When a creature takes a penalty to its Constitution score or its Constitution is drained, it loses 1 wound point per point of drain or per penalty for the duration of the penalty or drain. A penalty to Constitution or Constitution drain has no effect on the creature's wound threshold.

Vigor Points

Vigor represents a creature's ability to avoid the majority of actual physical damage it might take from an attack. When a creature takes damage, the damage typically reduces its vigor points first. Some special attacks either deal wound point damage directly or deal both vigor and wound point damage (see Critical Hits).

Creatures with one or more full Hit Dice or levels gain vigor points. With each level gained or each Hit Die a creature has, it gains a number of vigor points based on its Hit Die type. Use the creature's Hit Dice to generate its vigor points, just like you would hit points, but without adding the creature's Constitution modifier. A creature gains maximum vigor points on its first Hit Die if it comes from a character class level. Creatures whose first full Hit Die comes from an NPC class or from their race roll their Hit Dice to determine their starting vigor points. A creature with less than one Hit Die has no vigor points; it only has wound points.

When a creature no longer has any vigor points, any additional damage it takes reduces its wound point total.

Regaining Wound Points and Vigor Points

A creature can regain wound and vigor points in a number of ways, but in general it is easier to regain vigor points.

Various healing effects, such as the Psychic Healing mutations, Heal skill and Medical Nanite colony can restore vigor or wounds depending on the exact power used. These effects detail exactly how much is healed, and how to handle the relevant checks.

Rest: When a creature has a full night's rest (8 hours of sleep or more), that creature regains all its vigor points and 1 wound point. If there is a significant interruption during a rest, the creature regains neither wound points nor vigor points. If a creature undergoes complete bed rest for an entire day, it regains half its level in wound points and all its vigor points.

Restoration and Similar Effects: When a creature regains Constitution points by way of a restoration effect, that creature regains 2 wound points for every Constitution point regained. Relieving a Constitution penalty or Constitution drain regains any wound points that were lost from that penalty or drain.

Attacks That Deal Wound Point Damage

Some attacks can be used to deal wound points damage directly.

Critical Hits: When a creature is subject to a critical hit, the critical hit deals the damage normally, reducing vigor points first, and then reducing wound points when vigor points are gone. It also deals an amount of wound point damage equal to its critical multiplier (for example, 3 wound points for a weapon with a $\times 3$ modifier), on top of any wound point damage the creature might take from the critical hit.

Nonlethal Damage: When a creature takes nonlethal damage, it takes that damage in vigor points only, even if the attack deals more damage than the creature has vigor points. If the creature has no vigor points (and no temporary vigor points), each time that creature takes damage from an attack that deals nonlethal damage, it takes this much Stun damage. If a character's stun damage is ever equal to their current wounds, the character falls unconscious as if they had reached their wound threshold and failed a saving throw.

Called Shots

The normal combat rules deal with attacks and hits in an abstract way, subtracting hit points and leaving the details of where the sword strikes up to the GM's description. This system places more control in the individual's hands, allowing characters to target specific areas of an opponent, with corresponding results.

Making Called Shots

A called shot is an attack aimed at a particular part of the body, in the hope of gaining some extra effect from the attack. The smaller or better guarded the area, the more difficult the called shot. A called shot is a single attack made as a full-round action, and thus can't be combined with a charge, feats like Vital Strike, or multiple attacks with a full-attack action.

Called shots are divided into three basic difficulty groups: easy, tricky, and challenging. Easy called shots represent large areas of the body, and are made at a –2 penalty. They have relatively minor effects unless a critical hit is scored or massive damage is dealt. Tricky called shots represent either smaller areas, like a hand, or areas a creature protects well, like its head. Tricky shots receive a –5 penalty, and inflict more serious consequences. Challenging called shots represent very small areas like eyes, fingers, or creatures' necks. They receive a –10 penalty, and successful hits cause significant short-term impairment. Beyond these challenging ratings lie almost impossible called shots that receive a –20 penalty. For called shots against non-humanoid creatures, use common sense and the categories above as guidelines. For example, a flying creature's wings are treated as arms.

Range and Reach: Called shots work best at close range. Melee called shots are at a –2 penalty if the target isn't adjacent to its attacker. For called shots made at range, all range penalties due to range increment are doubled, with a minimum penalty of –2 for any called shot against a target that's not within 30 feet.

Critical Hits and Critical Threats: A called shot has the normal chance for a critical hit, and inflicts an extra effect if one is confirmed. The exact effects of a successful critical hit depend on where the target was hit, and are described under Called Shot Effects.

Cover: Cover other than soft cover interferes with a called shot even more than with a normal shot. Double any AC bonuses provided by cover that isn't soft cover. In addition, cover may make certain called shots impossible.

Concealment: The miss chance for a called shot against a creature with concealment increases to 50%.

It's not possible to make a called shot against a creature with total concealment. For effects that function like concealment, such as blink and displacement, a miss chance of 50% or more prevents called shots, a miss chance of 20% increases to 50%, and miss chances of other values are doubled.

Damage Reduction: If damage reduction completely negates the damage from a called shot, the called shot has no effect. If hit point damage does get through, the called shot has normal effects. Damage reduction does not reduce any ability damage, ability drain, penalties, or bleed damage caused by the called shot.

Immunity: Immunity to critical hits protects against the extra effects of called shots.

Saving Throws: If a saving throw is allowed on a called shot, the DC is equal to the result of the attack roll that made it.

Stacking: Unless otherwise stated, penalties for multiple called shots do not stack, even if they are to different areas of the body. Ability damage and drain caused by called shots always stacks.

Touch Attacks: Touch attacks and ranged touch attacks made as called shots must target Defense rather than touch Defense. This represents the care it takes to target such strikes.

Called Shot Effects

The consequences of a successful called shot vary depending on whether the hit is a normal hit, a critical hit, or a debilitating blow (a hit for 25 points of damage or more). When more than one limb or organ can be affected by a called shot, the attacker can choose the target if desired; otherwise, it should be determined randomly.

Called Shot: An attack aimed at a body part that deals fewer than 25 points of damage results in a normal called shot. Called shots inflict either minor penalties or temporary inconveniences.

Critical Called Shot: When a called shot is confirmed as a critical hit but deals fewer than half the creature's wound points of damage (minimum 25), a critical called shot results. Critical called shots can cause ability damage, bleeding, and other serious effects.

Debilitating Blow: A called shot that deals half the creature's wound points of damage (minimum 25) or more (whether a critical hit or not) results in a debilitating blow that has extra effects. A debilitating blow inflicts major consequences and potentially permanent consequences.

Healing Called Shot Effects: Some called shot effects render a given location useless until healed. Remedying this condition requires the victim be healed for as many hit points of damage as the called shot caused. If the victim is suffering from multiple wounds of this sort, divide healing equally between them.

Called Shot Locations

Location	Type	Penalty
Head	Tricky	-5
- Ear	Challenging	-10
- Eye	Challenging	-10
- Neck	Challenging	-10
Chest	Easy	-2
- Heart	Challenging	-10
Vitals	Tricky	-5
Arm	Easy	-2
- Hand	Tricky	-5
Leg	Easy	-2

Arm

Arms are the manipulating limbs of a creature, including tentacles. Wings are also considered to be arms for purposes of a called shot. Called shots to the arm are easy (–2 penalty).

Called Shot: A called shot to an arm deals no additional damage, but for 1d4 rounds, any attack rolls, ability checks, or skill checks made using the wounded arm take a –2 penalty. A flying creature shot in the wing must make a Fly check to avoid descending involuntarily.

Critical Called Shot: A critical hit to the arm deals 1d4 points of Dexterity damage and 1d4 points of Strength damage. A successful Fortitude saving throw halves the ability damage (minimum 1 point to each attribute). The target also suffers the effects of a called shot to the arm for 1d4 minutes.

Debilitating Blow: A debilitating blow deals 1d6 points of Dexterity damage and 1d6 points of Strength damage. The blow renders the arm useless until healed unless the target succeeds at a Fortitude saving throw. If the saving throw fails by 5 or more, the arm is severed or otherwise mangled such that only cybernetic replacements and grafted limbs can repair it. The target also suffers the effects of a called shot to the arm (if the arm remains usable) for 2d6 minutes.

Chest

Called shots to the chest are aimed at the well-protected center of mass of a creature. Called shots to the chest are easy (–2 penalty).

Called Shot: A called shot to the chest deals no additional damage, but any skill checks caused by the hit (such as an Acrobatics check while balancing or a Climb check while climbing) take a –2 penalty.

Critical Called Shot: A critical hit to the chest deals 1d4 points of Constitution damage and fatigues the target. A successful Fortitude saving throw (made after the Constitution damage is applied) negates the fatigue. The creature also suffers the effects of a called shot to the chest.

Debilitating Blow: A debilitating blow to the chest deals 2d4 points of Constitution damage and exhausts the target. A successful Fortitude saving throw (made after the Constitution damage is applied) reduces the exhaustion to fatigue. If the saving throw fails by 5 or more, the creature's internal injuries deal 1 point of Constitution damage in any round the creature takes a standard action. The internal injuries can be healed by either a DC 25 Heal check or by healing as many hit points as the debilitating blow dealt, whether by magical or natural means. The creature also suffers the effects of a called shot to the chest.

Ear

Ears are the organs used to hear. Creatures without visible ears generally aren't susceptible to called shots to that location. Called shots to the ear are challenging (–10 penalty).

Called Shot: A called shot to the ear deafens that ear for 1 round, and imposes a –2 penalty on Perception checks.

Critical Called Shot: A critical hit to the ear deafens that ear for 2d6 minutes and leaves the target staggered for 1 round. The target also suffers the effects of a called shot to the ear for that duration.

Debilitating Blow: A debilitating blow to the ear destroys that ear and stuns the target for 1 round, then leaves it staggered for 1d4 rounds, and deafened until complicated surgery can be performed. A successful Fortitude saving throw deafens the creature only permanently deafens the creature, as above.

Eye

Eyes include whatever organs a creature uses to see. At the Gamemaster's discretion, a called shot to the eye can also target sensory organs such as antennae, potentially negating abilities like blindsense. Generally, a creature can't be blinded until it has lost all vision in all of its eyes. Creatures with five or more eyes take no penalties from called shots to their eyes until they're blinded in enough eyes to bring them down a single functional eye, but can still be blinded in that eye by a critical hit or debilitating blow. Called shots to the eye are challenging (–10 penalty).

Called Shot: A called shot to the eye gives all of the target's foes concealment against its attacks for 1 round and gives it a –2 penalty on Perception checks. If the creature only has one functional eye prior to the called shot, it is blinded for 1 round instead.

Critical Called Shot: A critical hit to the eye costs the target sight in that eye for 1d4 minutes. The target also suffers the effects of a called shot to the eye for that duration.

Debilitating Blow: A debilitating blow to the eye destroys that eye, causes blindness until a replacement is implanted, and deals 1d6 points of bleed damage. A successful Reflex saving throw reduces this to 1d4 hours of loss of sight in that eye and eliminates the bleeding. The target also suffers the effects of a called shot to the eye for 2d6 minutes.

Hand

Hands include most extremities used for fine manipulation. Called shots to the hand are tricky (–5 penalty).

Called Shot: For 1d4 rounds, any attack rolls, damage rolls, ability checks, or skill checks made using the wounded hand take a –2 penalty, including attack and damage rolls with two-handed weapons. In addition, the target takes a –4 penalty to its CMD to resist disarm attempts, and drops its weapon (if any) on an attack roll result of a natural 1.

Critical Called Shot: A critical hit to the hand deals 1d4 points of Dexterity damage. In addition, the target drops anything it is holding in that hand unless it succeeds at a Reflex saving throw. Items held in two hands aren't dropped, but the target still loses its grip with the injured hand. The target also suffers the effects of a called shot to the hand for 1d4 minutes.

Debilitating Blow: A debilitating blow deals 1d6 points of Dexterity damage. The blow renders the hand useless until healed unless the target succeeds at a Reflex saving throw. If the saving throw fails by 5 or more, the hand is severed or otherwise mangled such that only a replacement is a solution. Regardless of the result of the saving throw, anything held in the wounded hand is automatically dropped, even items held in two or more hands. The target also suffers the effects of a called shot to the hand (if the hand remains usable) for 2d6 minutes.

Head

Called shots to the head are tricky (–5 penalty), as most creatures show some skill at dodging attacks aimed at their faces. Some creatures lack a proper head altogether. Creatures with multiple heads must be hit by called shots to all their heads in a single round to suffer ill effects, and even then, only suffer the least effect that is inflicted on any single head (so for example, a mutant with an extra head would need to take critical hits to both heads to receive the effects of a critical called shot to the head).

Called Shot: A called shot to the head leaves the target sickened for 1d4 rounds.

Critical Called Shot: A critical hit to the head deals 1d6 points of Intelligence, Wisdom, or Charisma damage (randomly determine which) and staggers the target for 1d4 rounds. A successful Fortitude saving throw prevents the target from being staggered. The target also suffers the effects of a called shot to the head for 1d4 minutes.

Debilitating Blow: A debilitating blow to the head deals 1d6 points of Intelligence, Wisdom, and Charisma damage (roll separately for each), and knocks the target unconscious for 1d10 rounds. A successful Fortitude saving throw prevents the target from being knocked unconscious, but leaves it staggered for 1d10 rounds instead. If the saving throw fails by 5 or more, the target is rendered senseless by severe brain trauma*. The target also suffers the effects of a called shot to the head for 2d6 minutes.

*Target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them).

Heart

A called shot to the heart represents an attempt at a killing blow. If the hit isn't either a critical hit or a debilitating blow, the attempt fails and is just a normal hit. A called shot to the heart can be used for any small, likely fatal location on a creature, such as power core on a synthetic. Called shots to the heart are challenging (–10 penalty).

Called Shot: A called shot to the heart is just a normal hit with no extra effect.

Critical Called Shot: A critical hit to the heart pierces the organ, causing exhaustion and 1d4 points of Constitution bleed damage. A successful Fortitude save reduces this to fatigue and 1 point of Constitution bleed damage. In either case, stopping the bleeding requires either emergency surgery or healing that heals as many wound points of damage (from one or more sources) as the original blow dealt.

Debilitating Blow: A debilitating blow to the heart destroys it, instantly killing any creature that relies on its heart to survive. Creatures that succeed at a Fortitude save suffer exhaustion and take 1d6 points of Constitution damage and 1d4 points of Constitution bleed damage, as do creatures that can survive without a heart.

Leg

Legs are the ambulatory limbs of a creature, including feet. Called shots to the leg have no special effect on creatures with five or more legs. Called shots to the leg are easy (–2 penalty).

Called Shot: A called shot to a leg lowers the target creature's speed by 10 feet for 1d4 rounds if it has two or fewer legs, and by 5 feet if it has three or four legs. In either case, the creature's speed cannot be reduced below 5 feet per round. Called shots to the leg have no effect on creatures with five or more legs. Hitting the same leg more than once has no extra effect, but the speed penalty for hits on different legs stack. Additionally, any skill or ability checks involving movement (such as Athletics checks) take a –2 penalty for 1d4 rounds.

Critical Called Shot: A critical hit to the leg deals 1d4 points of Dexterity damage and knocks the target prone. A successful Fortitude save keeps the creature from falling prone. The creature also suffers the effects of a called shot to the leg for 1d4 minutes.

Debilitating Blow: A debilitating blow to the leg knocks the creature prone. The blow renders the leg entirely useless until healed unless the target succeeds at a Fortitude saving throw. If the saving throw fails by 5 or more, the leg is severed or otherwise mangled such that only a replacement or prosthetic limb can help. If the save succeeds, the target is instead lamed and moves at half speed until the leg is healed, or until it receives major surgery. A creature with a useless or severed leg moves at half speed if it still has more than half of its legs usable; otherwise, it cannot stand up and must crawl to move. The target also suffers the effects of a called shot to the leg (if the leg remains usable) for 2d6 minutes.

Neck

The neck makes for a difficult but rewarding target. Injuries to the neck keep a creature from speaking easily, and if blood vessels or the windpipe are damaged, such injuries rapidly lead to death. Creatures that lack vulnerable heads generally can't be attacked in the neck either. Called shots to the neck are challenging (–10 penalty).

Called Shot: A called shot to the neck makes speaking above a hoarse whisper impossible for 1 round.

Critical Called Shot: A critical hit to the neck deals 1d6 points of bleed damage. In addition, the target must succeed at a Fortitude saving throw or suffer a crushed windpipe and be unable to breathe or speak, possibly suffocating. A crushed windpipe can be repaired by healing (from one or more sources) that heals as many wound points of damage as the original hit dealt, or by a DC 25 Heal check to open up a hole into the windpipe. The latter check deals 2d6 hit points of damage, and leaves the creature still unable to speak. If target makes its saving throw, it still suffers the effects of a called shot to the neck for 1d4 minutes.

Debilitating Blow: A debilitating blow to the neck leaves the target unable to speak or breathe and deals 1d4 points of Constitution bleed damage. A successful Fortitude saving throw reduces this to 2d6 points of regular (hit point) bleed damage, and the target is only unable to speak and breathe for

1d4 minutes. The Constitution bleed damage caused by a debilitating blow to the neck can only be stopped by healing (from one or more sources) that heals as many points of damage as the original blow dealt, or surgery with a DC 20 Heal check that takes 1d4 rounds to complete.

Vitals

The vitals correspond to the abdomen on a humanoid: critical organs not well-protected by bone. Attacks on the vitals can also include dastardly “low blows.” Vitals for non-humanoid creatures can include nearly any location that is relatively hard to hit, poorly protected, and debilitating if struck. Called shots to the vitals are tricky (–5 penalty).

Called Shot: A called shot to the vitals leaves the target sickened for 1d4 rounds. A successful Fortitude save reduces this duration to 1 round. While sickened from the blow, the target cannot run or charge.

Critical Called Shot: A critical hit deals 1d4 points of Constitution damage. In addition, the target is nauseated for 1d4 rounds and sickened for 1d6 minutes. A successful Fortitude saving throw negates the nauseated condition. While the target is sickened from the blow, it cannot run or charge.

Debilitating Blow: A debilitating blow to the vitals deals 1d6 points of Constitution drain, nauseates the target for 1d4 rounds, and sickens it for 2d6 minutes. A successful Fortitude save reduces the drain to damage and the nausea to 1 round. If the save fails by 5 or more, the target is disemboweled or otherwise horrifically wounded, and takes 1 point of Constitution bleed damage. The Constitution bleed damage caused by a debilitating blow to the vitals can only be stopped by healing that heals as many wound points of damage (from one or more sources) as the original blow dealt, or a DC 20 Heal check that takes 1d4 rounds to complete.

Chapter 10 – Game Mastery

This section will contain general rules and guidelines for basic exploration and adventure in the wasteland, including survival and looting.

Loot

The following is a basic loot table. At the end of relevant encounters or scenarios, it is generally acceptable to roll once for each member of the party.

Loot		Salvage #	Avg Amt	Scavenge DC	Relic		
1-30	Metal Salvage	1-20	4d6x10	150	Dc 5	1-10	Armor
31-50	Electronic Salvage	21-60	5d6x20	350	Dc 10	11-20	Melee Weapon
51-60	Chemical Salvage	61-80	4d6x100	1500	Dc 15	21-40	Ballistic Weapon
61-80	Goods	81-95	6d6x100	2000	Dc 20	41-50	Energy Weapon
81-95	Ancient Relic	96-100	36d6x20	2500	Dc 25	51-60	Electronic Gadget
96-100	Roll Twice More					61-70	Medicine
						71-90	Ammunition
						91-100	Grenades

Ballistic Firearms		Energy Weapons		Grenades	
1-7	S&W M29 (.44 Magnum Revolver)	1-10	Blaster Pistol	1-40	Frag (1d8)
8-14	Beretta (9mm autoloader)	11-20	Blaster Rifle	41-60	Phosphor (1d6)
15-21	Desert Eagle (.50AE autoloader)	21-30	Laser Pistol	61-70	Stun (1d6)
22-28	AR-15 (5.56mm assault rifle)	31-40	Laser Rifle	71-80	Blaster (1d4)
29-35	Remington 700 (7.62mm hunting rifle)	41-45	Sonic Pistol	81-85	EMP (1d4)
36-42	M16A4 (5.56mm assault rifle)	46-50	Sonic Rifle	86-90	Torc (1d3)
43-49	Magnum Rifle (.338 sniper rifle)	51-60	Stun Pistol	91-93	Disintegration (1d3)
50-56	Uzi (9mm submachine gun)	61-70	Stun Rifle	94-100	Reroll and double quantity
57-63	HK MP5K (9mm submachine gun)	71-75	EMP Pistol		
64-70	M-60 (7.62x51mm medium machinegun)	76-80	EMP Rifle		
71-77	Sawed-off shotgun (12-ga shotgun)	81-90	Flamer		
78-84	Mossberg (12-ga shotgun)	91-93	Torc Rifle		
85-91	Benelli 121 M1 (12-ga shotgun)	94-96	Weapon has upgrade and reroll		
92-96	Weapon has upgrade and reroll	97-100	Increase weapon quality and reroll		
97-100	Increase weapon quality and reroll				

Melee Weapons		Armors		Relic	
1-25	Chainsword	1-20	Athletic Armor	1-15	Armor
26-35	Energy Cestus	21-35	Kevlar Vest	16-30	Melee Weapon
36-55	Kinetic Sledge	36-45	Ceramic Plate	31-45	Ballistic Weapon
56-60	Laser Sword	46-60	Body Armor	45-60	Energy Weapon
61-65	Monofilament Whip	61-70	Carapace Armor	61-70	Electronic Gadget
66-75	Sonic Blade	71-80	Metal Armor	71-80	Medicine
76-96	Stun Baton	81-88	Riot Shield	81-90	Ammunition
97-100	Increase weapon quality and reroll	89-93	Pavise	91-100	Grenades
		94	Stealthsuit		
		95	Powered Carapace		
		96	Assault Armor		
		97-100	Increase armor quality and reroll		

Electronic Gadgets		Medical Supplies (1d6)		Ammunition	
1-4	Bioscanner	1-9	Alertness Booster	1-40	Bullets(5d6)
5-9	Breathing Apparatus	10-15	Anti-Radiation Serum	41-60	Energy Cells (1d4)
10-14	Chameleon Suit	16-23	Anti-toxin	61-70	Fusion Power Cell (1)
15-19	Communicators	24-31	Haste Inhaler	71-80	Flamer Fuel (1d10)
20-24	Computer Bracer	32-39	Immune System Booster	81-90	Reroll and x2 amount
25-27	Electrolytic Powerplant	40-48	Muscle Booster	91-95	Reroll and x3 quantity
28-32	Electromagnetic Field Projector	49-57	Painkillers	96-100	Reroll and x4 Amount
33-40	Emergency Medical Bracelet	58-66	Restoration Fluid		
41-44	Flight Pack	67-81	Super Skin		
45-49	Goggles	82-96	Sustenance Pill		
50-54	Gravity Sled	97-100	Reroll and double quantity	1-15	Gas
55-59	Hologram Projection Plate			16-30	Livestock
60-64	HUD Shades			31-50	Luxuries
65-69	Olympian Shoes			51-60	Salt
70-75	Power Harness			61-70	Spice (common)
76-79	Personal Forcefield Projector			71-76	Spice (rare)
80-84	Reactive camouflage cloak			76-80	Trinkets
85-87	Solar Cell Recharger			81-100	Water
88-92	Sonic Imager				
93-97	Spider Suit				
98-100	Increase quality and roll again				

Chapter 11 – Wasteland's Most Wanted

This section will contain a variety of enemies and allies populating the wasteland.

humans:

√heavy ranged	raider
√heavy melee	savage
√heavy mixed	scavenger
√glass cannon mixed	slayer
√glass cannon range	sniper
√glass cannon melee	flayer
√psychics	thinker
√nanite users	botter

mutants:

√insect gang	greys
furry pack	wolfpack
scaly hunters	crocigators
freakshow	ohgodwhy!

synthetics:

security bots	mallcops
military bots	terminators
crazy bots	realdollno!
robot cannibals	partshunter

Monsters:

hermit crab
free car
conglomerate
raveners (zombies)

Name (tier)

XP #

Init: +# Senses: Perception +#

Defenses

Defense # , # touch , # flat-footed (+# armor, +# Dex)

DR # (#/-, #/Ballistic)

CMD: # **CrDef:** +#

Vigor #, **Wounds** # (# threshold)

Fort +#, **Ref** +#, **Will** +#

Offense

Speed: #ft

Melee

(1hd)attack +# (#d#+#/20x2) or

(2hd)attack +# (#d#+#/20x2)

Ranged

(1hd)attack +# (#d#+#/20x2) or

(2hd)attack +# (#d#+#/20x2)

Statistics

Str #, **Dex** #, **Con** #, **Int** #, **Wis** #, **Cha** #

Base Atk +#; **CMB** +#

Feats: feats

Skills: Skills

Gear: gear

Random Loot:

1-4: Ammunition (1d6)

5-8: Supplies (1d10 bux)

9-11: Booze (3d6 bux)

12: Loot table roll

Raiders

Raiders are heavy ranged combat specialists. Durable and skilled with firearms, they fill an encounter role as mid range artillery, decent to mix with other types, and well enough suited to run and gun tactics.

Raider (Basic)
XP 135

Init: +2

Senses: Perception -1

Defenses

Defense 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

DR 1 (1/Ballistic)

CMD: 14 **CrDef:** +3

Vigor 4, **Wounds** 22 (11 threshold)

Fort +0, **Ref** +3, **Will** -1

Offense

Speed: 30 ft

Melee

(1hd)club +2 (1d6+1/20x2) or

(2hd)spear +2 (1d8+1/20x2)

Ranged

(2hd)crossbow +3 (1d6+2/20x2)

(1hd)pistol +3 (2d6+4/20x3)

(2hd)rifle +3 (2d8+4/20x3)

Statistics

Str 13, **Dex** 14, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

Base Atk +1; **CMB** +2

Feats: Point Blank Shot, Precise Shot

Skills: Athletics +5, Pilot +6, Stealth +2

Gear: Light armor, weapons

Random Loot:

1-4: Ammunition (1d6)

5-8: Supplies (1d10 bux)

9-11: Booze (3d6 bux)

12: Loot table roll

Raider (Advanced)

XP 400

Init: +3 Senses: Perception -1

Defenses

Defense 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 Dodge)

DR 2 (2/Ballistic)

CMD: 17 **CrDef:** +4

Vigor 22, **Wounds** 20 (10 threshold)

Fort +1, **Ref** +3, **Will** 0

Offense

Speed: 30 ft

Melee

(1hd)club +5 (1d6+2/19-20x2) or

(2hd)spear +5(1d8+3/20x3)

Ranged

(2hd)crossbow +5 (1d8+2/18-20x2)

(1hd)pistol +5 (2d6+4/20x3)*

(2hd)rifle +5 (2d8+4/20x3)*

***Doubletap:** -2 atk, +1 die +2 dmg

Statistics

Str 14, **Dex** 14, **Con** 10, **Int** 10, **Wis** 8, **Cha** 9

Base Atk +3; **CMB** +5

Feats: Point Blank Shot, Precise Shot, Doubletap, Dodge,

Skills: Athletics +8, Pilot +8, Stealth +2

Gear: Light armor, weapons, painkillers

Random Loot:

1-4: Ammunition (2d6)

5-8: Supplies (3d10 bux)

9-11: Painkillers (1d6)

12: Loot table roll

Raider (Elite)

XP 800

Init: +4 Senses: Perception +2

Defenses

Defense 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 Dodge)

DR 5 (2/-, 3/Ballistic)

CMD: 20 **CrDef:** +8

Vigor 40, **Wounds** 20 (10 threshold)

Fort +1, **Ref** +4, **Will** +1

Offense

Speed: 30 ft

Melee

(1hd)club +7 (1d6+2/19-20x2) or

(2hd)spear +7(1d8+3/20x3)

Ranged

(2hd)crossbow +8 (1d8+3/18-20x2)

(1hd)pistol +8 (2d6+6/20x3)*

(2hd)rifle +8 (2d8+6/20x3)*

(2hd)SMG +8 (2d6+6/20x3)**

***Doubletap:** -2 atk, +1 die +3 dmg

****Burstfire:** -4 atk, +2 dice +6 dmg

Statistics

Str 14, **Dex** 16, **Con** 10, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +5; **CMB** +7

Feats: Point Blank Shot, Precise Shot, Doubletap, Dodge, Burst Fire, Hard to Kill

Skills: Athletics +8, Pilot +8, Stealth +2

Gear: Light Armor, weapons, painkillers

Random Loot:

1-4: Ammunition (3d6)

5-7: Supplies (5d8 bux)

8-11: Painkillers (1d6)

12: Loot table roll

Savages

Savages are heavy melee specialists, virtually living tanks, these rage fueled monsters excel at close quarters combat and are exceedingly durable as well as deadly.

Savage (Basic)

XP 135

Init: +1 **Senses:** Perception +4

Defenses

Defense 10, touch 9, flat-footed 9 (+1 armor, +1 Dex, -2 Rage)

DR 3 (2/-, 1/Ballistic)

CMD: 16 **CrDef:** +4

Vigor 4, **Wounds** 32 (32 threshold)

Fort +3, **Ref** +1, **Will** +2

Offense

Speed: 35ft

Melee

(1hd)Club +5 (1d6+4/20x2)* or

(2hd)Spear +5 (1d8+6/20x2)*

***Power Attack:** -1 atk, +2 dmg (+3 on 2hd weapons)

Ranged

Thrown Weapon +2 (1d4+4/20x2)

Statistics

Str 18, **Dex** 12, **Con** 16, **Int** 6, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +5

Feats: Power Attack, Rage

Skills: Perception +4

Gear: Light Armor, Weapons

Random Loot:

1-4: Shiny Trash (1d6 bux)

5-8: Supplies (1d10 bux)

9-11: Mushrooms (2d6 bux)

12: Loot table roll

Savage (Advanced)

XP 400

Init: +1 Senses: Perception +5

Defenses

Defense 11, touch 9, flat-footed 10 (+2 armor, +1 Dex, -2 Rage)

DR 5 (2/-, 3/Ballistic)

CMD: 18 **CrDef:** +6

Vigor 18, **Wounds** 36 (36 threshold)

Fort +5, **Ref** +2, **Will** +3

Offense

Speed: 30ft

Melee

(1hd)Club+7 (1d6+4/20x2)* or

(2hd)Hammer +7 (1d10+6/20x2)*

***Power Attack:** -1 atk, +2 dmg (+3 on 2hd weapons)

Ranged

Thrown Weapon +4 (1d6+4/20x2)

Statistics

Str 18, **Dex** 12, **Con** 18, **Int** 6, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +7

Feats: Power Attack, Rage, Medium Armor Proficiency, Hard to Kill

Skills: Perception +5, Athletics +8

Gear: Medium Armor, Weapons

Random Loot:

1-4: Shiny Trash (2d6 bux)

5-8: Supplies (2d10 bux)

9-11: Mushrooms (5d6 bux)

12: Loot table roll

Savage (Elite)

XP 800

Init: +1 Senses: Perception +6

Defenses

Defense 12, touch 11, flat-footed 11 (+3 armor, +1 Dex, -2 Rage)

DR 7 (2/-, 5/Ballistic)

CMD: 20 **CrDef:** +8

Vigor 30, **Wounds** 40 (40 threshold)

Fort +6, **Ref** +2, **Will** +3

Offense

Speed: 25ft

Melee

(1hd)Club +5 (1d8+4/20x2)* or

(2hd)Hammer +9 (1d10+6/20x3)*

***Power Attack:** -2 atk, +4 dmg (+6 on 2hd weapons)

Ranged

Thrown Weapon +6 (1d8+4/20x2)

Statistics

Str 18, **Dex** 12, **Con** 20, **Int** 6, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +9

Feats: Power Attack, Rage, Cleave, Medium Armor Proficiency, Heavy Armor Proficiency, Hard to Kill,

Skills: Perception +6, Athletics +8, Scavenging +4

Gear: Heavy Armor, Weapons

Random Loot:

1-4: Captive (40? bux)

5-8: Supplies (3d10 bux)

9-11: Mushrooms (5d10 bux)

12: Loot table roll

Scavengers

Scavengers are well equipped and armored, and prepared to face combat from a variety of distances. In encounter building they fill many roles and can serve as a general all-rounder to fill out numbers.

Scavenger (Basic)

XP 135

Init: +2 **Senses:** Perception +4

Defenses

Defense 15 , 13 touch , 12 flat-footed (+2 armor, +2 Dex, +1 Dodge)

DR 2 (1/-, 1/Ballistic)

CMD: 15 **CrDef:** +4

Vigor 4, **Wounds** 26 (13 threshold)

Fort +2, **Ref** +3, **Will** +1

Offense

Speed: 25ft

Melee

(1hd)Tool +3 (1d8+2/20x2) or

(2hd)Shovel +3 (1d10+3/20x2)

Ranged

(1hd)Pistol +3 (2d6+4/20x3) or

(2hd)Rifle +3 (2d8+4/20x3)

(2hd)Crossbow +3 (1d10+2/20x2)

Statistics

Str 14, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +3

Feats: Dodge, Medium Armor

Skills: Scavenging +4, Stealth +6(+4 w/ armor), Perception +4

Gear: Medium Armor, Weapons

Random Loot:

1-4: Ammunition (1d6)

5-6: Supplies (1d10 bux)

7-9: Salvage (4d6x10)

10-12: Loot table roll

Scavenger (Advanced)

XP 400

Init: +2 Senses: Perception +4

Defenses

Defense 15 , 13 touch , 12 flat-footed (+2 armor, +2 Dex, +1 Dodge)

DR 2 (1/-, 1/Ballistic)

CMD: 15 **CrDef:** +4

Vigor 18, **Wounds** 28 (14 threshold)

Fort +4, **Ref** +4, **Will** +2

Offense

Speed: 25ft

Melee

(1hd)Tool +5 (1d8+2/19-20x2) or

(2hd)Shovel +5 (1d10+3/20x3)

Ranged

(1hd)Pistol +5 (2d6+6/20x3) or

(2hd)Rifle +5 (3d8+6/20x3)

(2hd)Crossbow +5 (1d12+2/19-20x2)

Statistics

Str 14, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +5

Feats: Dodge, Medium Armor, Hard to Kill, Mobility

Skills: Scavenging +6, Stealth +8(+6 w/ armor), Perception +6

Gear: Medium Armor, Weapons,

Random Loot:

1-4: Ammunition (2d6)

5-6: Supplies (1d10 bux)

7-9: Salvage (4d6x10)

10-12: Loot table roll

Scavenger (Elite)

XP 800

Init: +# Senses: Perception +#

Defenses

Defense 16 , 13 touch , 13 flat-footed (+3 armor, +2 Dex, +1 Dodge)

DR 3 (3/-)

CMD: 17 **CrDef:** +5

Vigor 30, **Wounds** 28 (14 threshold)

Fort +5, **Ref** +5, **Will** +3

Offense

Speed: 30ft

Melee

(1hd)Tool +8/+8 (1d8+2/19-20x2) or

(2hd)Shovel +8/+8 (1d10+3/20x3)

Ranged

(1hd)Pistol +8/+8 (2d6+6/20x3) or

(2hd)Rifle +8/+8 (3d8+6/20x3)

(2hd)Crossbow +8 (1d12+2/19-20x2)

Statistics

Str 14, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +7

Feats: Dodge, Medium Armor, Hard to Kill, Mobility, Point Blank Shot, Shot on the Run, Spring Attack

Skills: Scavenging +8, Stealth +10(+8 w/ armor), Perception +8

Gear: Medium Armor, Weapons, Haste Inhaler

Random Loot:

1-4: Ammunition (3d6)

5-8: Supplies (1d10 bux)

9-11: Haste Inhaler (1d4 doses)

12: Loot table roll

Slayers

Slayers are mixed melee and ranged specialists that focus on damage output at the expense of defense. A bit squishier, but a bit scarier, slayers can beef up the line from any distance. Keep in mind that to make the most of their two weapon fighting they cannot take more than a five foot step in a round.

Slayer (Basic)

XP 135

Init: +2 Senses: Perception +4

Defenses

Defense 13 , 12 touch , 11 flat-footed (+1 armor, +2 Dex)

DR 1 (1/Ballistic)

CMD: 16 **CrDef:** +3

Vigor 4, **Wounds** 20 (10 threshold)

Fort +2, **Ref** +2, **Will** +0

Offense

Speed: 30ft

Melee

(1hd)Blade +5 (1d8+4/19-20x2)* or

(2hd)Axe +5 (1d12+5/20x3)*

***Power Attack:** -1 atk, +2 dmg (+3 on 2hd weapons)

Ranged

(1hd)Pistol +4 (2d6+4/20x3) or

(2hd)Rifle +4 (2d8+6/20x3)

Statistics

Str 16, **Dex** 14, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4

Feats: Power Attack, Point Blank Shot

Skills: Perception +4

Gear: Light Armor, Weapons

Random Loot:

1-4: Ammunition (1d6)

5-8: Supplies (1d10 bux)

9-11: Trinkets (2d6 bux)

12: Loot table roll

Slayer (Advanced)

XP 400

Init: +2 Senses: Perception +6

Defenses

Defense 14 , 12 touch , 12 flat-footed (+2 armor, +2 Dex)

DR 1 (1/-)

CMD: 18 **CrDef:** +3

Vigor 12, **Wounds** 20 (10 threshold)

Fort +3, **Ref** +3, **Will** +1

Offense

Speed: 30ft

Melee

(1hd)Blade +5 (1d8+6/19-20x2)*

***Power Attack:** -1 atk, +2 dmg (+3 on 2hd weapons)

Ranged

(1hd)Pistol +4 (2d8+4/20x3)

Statistics

Str 16, **Dex** 15, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +6

Feats: Power Attack, Point Blank Shot, Precise Shot, Two Weapon Fighting, Ambidexterity

Skills: Perception +6

Gear: Light Armor, Weapons

Random Loot:

1-4: Ammunition (2d6)

5-8: Supplies (1d10 bux)

9-11: Trinkets (5d6 bux)

12: Loot table roll

Slayer (Elite)

XP 800

Init: +7 Senses: Perception +10

Defenses

Defense 15, 13 touch , 12 flat-footed (+2 armor, +3 Dex)

DR 1 (1/-)

CMD: 20 **CrDef:** +4

Vigor 20, **Wounds** 20 (10 threshold)

Fort +4, **Ref** +6, **Will** +2

Offense

Speed: 30ft

Melee

(1hd)Blade +7 (2d6+6/19-20x3)*

***Power Attack:** -2 atk, +4 dmg (+6 on 2hd weapons)

Ranged

(1hd)Pistol +7 (2d8+6/19-20x3)**

****Doubletap:** -2 atk, +1 die +3 dmg

Statistics

Str 16, **Dex** 16, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +6

Feats: Power Attack, Point Blank Shot, Precise Shot, Two Weapon Fighting, Ambidexterity, Doubletap, Cleave

Skills: Perception +8

Gear: Light Armor, Weapons, Alertness Booster

Random Loot:

1-4: Ammunition (2d6)

5-8: Supplies (1d10 bux)

9-11: Alertness Booster (1d4 doses)

12: Loot table roll

Snipers

Ranged combat specialists, snipers fill the role of long range artillery and target suppression.

Anything that can touch a sniper can probably kill it, so they excel at staying hidden and fighting from a distance.

Sniper (Basic)

XP 135

Init: +3 Senses: Perception +4

Defenses

Defense 14 , 13 touch , 11 flat-footed (+1 armor, +3 Dex)

DR 1 (1/Ballistic)

CMD: 14 **CrDef:** +4

Vigor 4, **Wounds** 20 (10 threshold)

Fort +2, **Ref** +3, **Will** +0

Offense

Speed: 30ft

Melee

(1hd)Knife +1 (1d6/20x2) or

(2hd)Stick +1 (1d8/20x2)

Ranged

(1hd)Pistol +4 (2d6+6/20x3) or

(2hd)Rifle +4 (2d8+6/20x3) or

(2hd)Crossbow +4 (1d10+3/20x2)

Statistics

Str 10, **Dex** 17, **Con** 10, **Int** 12, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +1

Feats: Point Blank Shot, Far Shot

Skills: Perception +4, Stealth +7

Gear: Light Armor, Weapons

Random Loot:

1-4: Ammunition (2d6)

5-8: Supplies (2d10 bux)

9-11: Luxuries (3d6 bux)

12: Loot table roll

Sniper (Advanced)

XP 400

Init: +4 Senses: Perception +6

Defenses

Defense 15 , 14 touch , 11 flat-footed (+1 armor, +4 Dex)

DR 1 (1/-)

CMD: 17 **CrDef:** +5

Vigor 12, **Wounds** 20 (10 threshold)

Fort +3, **Ref** +5, **Will** +1

Offense

Speed: 30ft

Melee

(1hd)Knife +3 (1d6/20x2) or

(2hd)Stick +3 (1d8/20x2)

Ranged

(1hd)Pistol +8 (2d6+8/19-20x3)* or

(2hd)Rifle +8 (2d8+8/19-20x3)* or

(2hd)Crossbow +8 (1d12+4/20x3)

***Doubletap:** -2 atk, +1 die +4 dmg

Statistics

Str 10, **Dex** 18, **Con** 10, **Int** 12, **Wis** 8, **Cha** 6

Base Atk +3; **CMB** +3

Feats: Point Blank Shot, Far Shot, Precise Shot, Double Tap

Skills: Perception +6, Stealth +10

Gear: Light Armor, Weapons

Random Loot:

1-4: Ammunition (4d6)

5-8: Supplies (3d10 bux)

9-11: Luxuries (5d6 bux)

12: Loot table roll

Sniper (Elite)

XP 800

Init: +4 Senses: Perception +8

Defenses

Defense 15 , 14 touch , 11 flat-footed (+1 armor, +4 Dex)

DR 1 (1/-)

CMD: 19 **CrDef:** +5

Vigor 20, **Wounds** 20 (10 threshold)

Fort +4, **Ref** +6, **Will** +2

Offense

Speed: 30ft

Melee

(1hd)Knife +5 (1d6/20x2) or

(2hd)Stick +5 (1d8/20x2)

Ranged

(1hd)Pistol +10 (2d6+8/19-20x3)* or

(2hd)Rifle +10 (2d8+8/19-20x3)*† or

(2hd)Crossbow +10(1d12+4/20x3)

***Doubletap:** -2 atk, +1 die +4 dmg

†**Burstfire:** -4 atk, +2 dice +8 dmg

Statistics

Str 10, **Dex** 18, **Con** 10, **Int** 13, **Wis** 8, **Cha** 6

Base Atk +5; **CMB** +5

Feats: Point Blank Shot, Far Shot, Precise Shot, Double Tap, Improved Called Shot, Burst Fire

Skills: Perception +8, Stealth +12

Gear: Light Armor, Weapons

Random Loot:

1-4: Ammunition (8d6)

5-8: Supplies (4d10 bux)

9-11: Luxuries (8d6 bux)

12: Loot table roll

Flayers

Flayers are melee damage specialists, seeking to do as much damage as possible in close quarters combat by dual wielding and leveraging sneak attacks. Relatively squishy, flayers attempt to overwhelm enemies before they can fight back.

Flayer (Basic)

XP 135

Init: +2 **Senses:** Perception +2

Defenses

Defense 13 , 12 touch , 11 flat-footed (+1 armor, +2 Dex)

DR 1 (1/Ballistic)

CMD: 16 **CrDef:** +3

Vigor 4, **Wounds** 20 (10 threshold)

Fort +2, **Ref** +2, **Will** -2

Offense

Speed: 40ft

Melee

(1hd)Cleaver +4 (1d6+3/19-20x2)* or

(2hd)Cleavers +2/+2 (1d6+3/ 19-20x2)*

***Power Attack:** -1 atk, +2 dmg

Ranged

(1hd)Knife +3 (1d6+3/20x2) or

(2hd)Knives +1/+1 (1d6+3/20x2)

Statistics

Str 16, **Dex** 15, **Con** 10, **Int** 10, **Wis** 6, **Cha** 6

Base Atk +1; **CMB** +4

Feats: Two Weapon Fighting, Ambidexterity

Skills: Stealth +6, Perception +2

Gear: Light Armor, Weapons

Random Loot:

1-4: Throwing Weapons (1d6)

5-8: Supplies (1d10 bux)

9-11: Trophies (3d6 bux)

12: Loot table roll

Flayer (Advanced)

XP 400

Init: +3 Senses: Perception +4

Defenses

Defense 13 , 12 touch , 11 flat-footed (+1 armor, +2 Dex)

DR 1 (1/Ballistic)

CMD: 21 **CrDef:** +3

Vigor 12, **Wounds** 20 (10 threshold)

Fort +3, **Ref** +4, **Will** -1

Offense

Speed: 40ft

Melee

(1hd)Cleaver +9 (1d8+6/19-20x2)* or

(2hd)Cleavers +7/+7 (1d8+6/ 19-20x2)*

***Power Attack:** -1 atk, +2 dmg

Sneak Attack: Flanking and surprise add 1d6 damage per attack.

Ranged

(1hd)Knife +6 (1d6+5/20x2) or

(2hd)Knives +4/+4 (1d6+5/20x2)

Statistics

Str 20, **Dex** 16, **Con** 10, **Int** 10, **Wis** 6, **Cha** 6

Base Atk +3; **CMB** +8

Feats: Two Weapon Fighting, Ambidexterity, Power Attack, Sneak Attack

Skills: Stealth +9, Perception +4

Gear: Light Armor, Weapons, Muscle Booster

Random Loot:

1-4: Throwing Weapons (2d6)

5-8: Supplies (1d10 bux)

9-11: Muscle Boost (1d4 doses)

12: Loot table roll

Flayer (Elite)

XP 800

Init: +3 Senses: Perception +6

Defenses

Defense 13 , 12 touch , 11 flat-footed (+1 armor, +2 Dex)

DR 1 (1/Ballistic)

CMD: 23 **CrDef:** +3

Vigor 20, **Wounds** 20 (10 threshold)

Fort +4, **Ref** +5, **Will** +0

Offense

Speed: 40ft

Melee

(1hd)Cleaver +11 (1d8+6/18-20x2)* or

(2hd)Cleavers +9/+9 (1d8+6/ 18-20x2)*

***Power Attack:** -2 atk, +4 dmg

Sneak Attack: Flanking and surprise add 3d6 damage per attack.

Ranged

(1hd)Knife +8 (1d6+5/20x2) or

(2hd)Knives +6/+6 (1d6+5/20x2)

Statistics

Str 20, **Dex** 16, **Con** 10, **Int** 10, **Wis** 6, **Cha** 6

Base Atk +5; **CMB** +4

Feats: Two Weapon Fighting, Ambidexterity, Power Attack, Sneak Attack(3d6),

Skills: Stealth +11, Perception +6

Gear: Light Armor, Weapons, Muscle Booster

Random Loot:

1-4: Throwing Weapons (3d6)

5-8: Supplies (1d10 bux)

9-11: Muscle Boost (1d4 doses)

12: Loot table roll

Thinkers

As attack specialized psychics, Thinkers exist to control the battlefield with power usage, or target and neutralize specific threats. Since psychic defenses are hard to come by, multiple thinkers can be overwhelming.

Thinker (Basic)

XP 135

Init: +1 **Senses:** Perception +1

Defenses

Defense 12 , 11 touch , 11 flat-footed (+1 armor, +1 Dex)

DR 1 (1/Ballistic)

CMD: 10 **CrDef:** +2

Vigor 4, **Wounds** 24 (12 threshold)

Fort +1, **Ref** +1, **Will** +3

Offense

Speed: 30ft

Melee

(1hd)Club -1 (1d6-1/20x2) or

(2hd)Stick -1 (1d8-1/20x2)

Ranged

(1hd)Pistol +1 (2d6+2/20x3) or

(2hd)Rifle +1 (2d8+2/20x3)

Powers

This creature manifests psychic powers using a +7 skill, has 5 total PP, and access to any two of the following first tier powers:

Mindgrab (2), Psychic Attack (1), Drain Energy (2)

Statistics

Str 8, **Dex** 12, **Con** 12, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +0; **CMB** -1

Feats: Psychic Proficiency, Energy Reserves

Skills: Psychic +7, Stealth +5

Gear: Light Armor, Weapons

Random Loot:

1-4: Ammunition (1d6)

5-8: Supplies (1d10 bux)

9-11: Trinkets (3d6 bux)

12: Loot table roll

Thinker (Advanced)

XP 400

Init: +1 Senses: Perception +2

Defenses

Defense 12, 11 touch, 11 flat-footed (+1 armor, +1 Dex)

DR 1 (1/-)

CMD: 12 **CrDef:** +2

Vigor 12, **Wounds** 24 (12 threshold)

Fort +2, **Ref** +2, **Will** +5

Offense

Speed: 30ft

Melee

(1hd)Club +1 (1d6-1/20x2) or

(2hd)Stick +1 (1d8-1/20x2)

Ranged

(1hd)Pistol +3 (2d6+2/20x3) or

(2hd)Rifle +3 (2d8+2/20x3)

Powers

This creature manifests psychic powers using a +12 skill, has 15 total PP, and access to any two of the following powers of each tier:

1st- Mindgrab (2), Psychic Attack (1), Drain Energy (2)

2nd- Barrier (*), Mindgrapple (3), Drain Essence (4)

Statistics

Str 8, **Dex** 12, **Con** 12, **Int** 10, **Wis** 14, **Cha** 17

Base Atk +2; **CMB** +1

Feats: Psychic Proficiency, Energy Reserves, Psychic Specialist, Skill Focus (Psychic)

Skills: Psychic +12, Stealth +7

Gear: Light Armor, Weapons

Random Loot:

1-4: Ammunition (1d6)

5-8: Supplies (1d10 bux)

9-11: Trinkets (5d6 bux)

12: Loot table roll

Thinker (Elite)

XP 800

Init: +1 Senses: Perception +2

Defenses

Defense 12, 11 touch, 11 flat-footed (+1 armor, +1 Dex)

DR 1 (1/-)

CMD: 12 **CrDef:** +2

Vigor 12, **Wounds** 24 (12 threshold)

Fort +3, **Ref** +3, **Will** +6

Offense

Speed: 30ft

Melee

(1hd)Club +2 (1d6-1/20x2) or

(2hd)Stick +2 (1d8-1/20x2)

Ranged

(1hd)Pistol +5 (2d6+3/20x3) or

(2hd)Rifle +5 (2d8+3/20x3)

Powers

This creature manifests psychic powers using a +12 skill, has 30 total PP, and access to any two of the following powers of each tier:

1st- Mindgrab (2), Psychic Attack (1), Drain Energy (2)

2nd- Barrier (*), Mindgrapple (3), Drain Essence (4)

3rd- Telekinetic Wave (5), Psi Bomb (8), Absorb Life(5)

Statistics

Str 8, **Dex** 12, **Con** 12, **Int** 10, **Wis** 14, **Cha** 18

Base Atk +3; **CMB** +2

Feats: Psychic Proficiency, Energy Reserves, Psychic Specialist, Skill Focus (Psychic), Psychic Mastery, Hard to Kill

Skills: Psychic +15, Stealth +9

Gear: Light Armor, Weapons

Random Loot:

1-4: Ammunition (1d6)

5-8: Supplies (1d10 bux)

9-11: Trinkets (8d6 bux)

12: Loot table roll

Botters

Botters are dedicated support characters, ideally standing behind other more combat capable persons or things and supporting with healing, repairs and buffs. Their technological expertise makes botters likely to have working technology.

Botter (Basic)

XP 135

Init: +2 Senses: Perception +4

Defenses

Defense 14 , 12 touch , 12 flat-footed (+3 armor, +2 Dex)

DR 2 (2/Ballistic)

CMD: 12 **CrDef:** +4

Vigor 4, **Wounds** 28 (14 threshold)

Fort +3, **Ref** +3, **Will** +0

Offense

Speed: 30ft

Melee

(1hd)Spanner +0 (1d6/20x2) or
(2hd)Flail +0 (1d8/20x2)

Ranged

(1hd)Pistol +3 (2d6+6/20x3) or
(2hd)Rifle +3 (2d8+6/20x3)

Powers

This creature manifests nanite powers using a +7 skill bonus and has 4 NP to power their abilities, choosing two of each tier below.

1st- Jury Rig(2), Enhance Weapon(2),
Augment Healing (2)

Statistics

Str 10, **Dex** 14, **Con** 14, **Int** 16, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +1

Feats: Nanite Colony, Point Blank Shot

Skills: Nanite Control +7, Perception +4, Stealth +6

Gear: Light Armor, Weapons, Nano Paste (1d6 np)

Random Loot:

1-4: Ammunition (1d6)

5-8: Supplies (1d10 bux)

9-11: Nano Paste (1d6 NP)

12: Loot table roll

Botter (Advanced)

XP 400

Init: +2 Senses: Perception +6

Defenses

Defense 15 , 12 touch , 13 flat-footed (+3 armor, +2 Dex)

DR 3 (3/Ballistic)

CMD: 14 **CrDef:** +5

Vigor 12, **Wounds** 28 (14 threshold)

Fort +4, **Ref** +4, **Will** +1

Offense

Speed: 30ft

Melee

(1hd)Spanner +2 (1d6/20x2) or
(2hd)Flail +2 (1d8/20x2)

Ranged

(1hd)Pistol +5 (2d6+6/20x3) or
(2hd)Rifle +5 (2d8+6/20x3)

Powers

This creature manifests nanite powers using a +9 skill bonus and has 12 NP to power their abilities, choosing two of each tier below.

1st- Jury Rig(2), Enhance Weapon(2),
Augment Healing (2)

2nd- Repair (4), Enhance Armor (3), Purge
System (4)

Statistics

Str 10, **Dex** 15, **Con** 14, **Int** 16, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +2

Feats: Nanite Colony, Point Blank Shot, Precise
Shot, Improved Nanite Colony

Skills: Nanite Control +9, Perception +6, Stealth +8 +11

Gear: Light Armor, Weapons, Nano Paste (2d6 np)

Random Loot:

1-4: Ammunition (2d6)

5-8: Supplies (1d10 bux)

9-11: Nano Paste (2d6 NP)

12: Loot table roll

Botter (Elite)

XP 800

Init: +2 Senses: Perception +8

Defenses

Defense 15 , 12 touch , 13 flat-footed (+3 armor, +2 Dex)

DR 3 (3/Ballistic)

CMD: 14 **CrDef:** +5

Vigor 12, **Wounds** 28 (14 threshold)

Fort +4, **Ref** +4, **Will** +1

Offense

Speed: 30ft

Melee

(1hd)Spanner +3 (1d6/20x2) or
(2hd)Flail +3 (1d8/20x2)

Ranged

(1hd)Pistol +7 (2d6+8/20x3)* or
(2hd)Rifle +7 (2d8+8/20x3)*

***Burstfire:** -4 atk, +2 dice +8 dmg

Powers

This creature manifests nanite powers using a +9 skill bonus and has 20 NP to power their abilities, choosing two of each tier below.

1st- Jury Rig(2), Enhance Weapon(2),
Augment Healing (2)

2nd- Repair (4), Enhance Armor (3), Purge
System (4)

3rd- Reconstruct(10), Enhance System(5),
Reconstruct Tissue (5)

Statistics

Str 10, **Dex** 16, **Con** 14, **Int** 16, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +3

Feats: Nanite Colony, Point Blank Shot, Precise
Shot, Improved Nanite Colony, Burstfire, Advanced
Nanite Colony

Skills: Nano Control +11, Perception +8, Stealth

Gear: Light Armor, Weapons, Nano Paste (3d6 np)

Random Loot:

1-4: Ammunition (2d6)

5-8: Supplies (1d10 bux)

9-11: Nano Paste (2d6 NP)

12: Loot table roll

The 'Sects

Known locally as the grays, this gang of human sized cockroaches have made a reputation for expansionism, violence, and the complete inability to determine color. They wear bandannas and possess other gang markings which they say is the color gray. This leads to all manner of turf disputes and infighting when they catch rival gang members or random wanderers wearing what they purport to be Sect gang colors.

Gray Turf Warrior

XP 135d

Init: +0 Senses: Perception +4

Defenses

Defense 13 , 10 touch , 13 flat-footed (+1 armor, +2 Mutation)

DR 2 (1/-, 1/Ballistic)

CMD: 13 **CrDef:** +2

Vigor 6, **Wounds** 40 (20 threshold)

Fort +5, **Ref** +2, **Will** +0

Offense

Speed: 30ft, Climb 5ft

Melee

(1hd)pipe +3 (1d6+2/20x2) or

(2hd)roadsign +3 (1d8+3/20x2)

Ranged

(1hd)Pistol +1 (2d6/20x2) or

(2hd)Crossbow +1 (1d10/20x2) or

(2hd)Rifle +1 (2d8/20x2)

Statistics

Str 15, **Dex** 11, **Con** 20, **Int** 6, **Wis** 10, **Cha** 6

Base Atk +1; **CMB** +3

Feats: Power Attack, Hard to Kill

Skills: Perception +4

Gear: gear

Random Loot:

1-4: Trinkets (1d6 bux)

5-8: Supplies (1d10 bux)

9-11: Luxuries (3d6 bux)

12: Loot table roll

Gray Slasher

XP 400

Init: +2 Senses: Perception +6

Defenses

Defense 16 , 12 touch , 13 flat-footed (+2 Dexterity, +1 armor, +1 shield, +2 Mutation)

DR 2 (1/-, 1/Ballistic)

CMD: 17 **CrDef:** +4

Vigor 18, **Wounds** 36 (18 threshold)

Fort +5, **Ref** +3, **Will** +1

Offense

Speed: 30ft, Climb 5ft

Melee

(1hd)razor +6 (1d6+2/20x2)* or

(4hd) razors +4/+4/+4/+4 (1d6+2/20x2)*

***Power Attack:** -1 atk, +2 dmg

Ranged

(1hd)Pistol +5 (2d6+4/20x3) or

(4hd)Pistols +3/+3/+3/+3 (2d6+4/20x3)

Statistics

Str 14, **Dex** 15, **Con** 18, **Int** 6, **Wis** 10, **Cha** 6

Base Atk +3; **CMB** +5

Feats: Two Weapon Fighting, Two Weapon Defense, Power Attack, Ambidexterity

Skills: Perception +6

Gear: gear

Random Loot:

1-4: Trinkets (2d6 bux)

5-8: Supplies (1d10 bux)

9-11: Luxuries (5d6 bux)

12: Loot table roll

Gray Dumpster King

XP 800

Init: +2 Senses: Perception +8

Defenses

Defense 19 , 13 touch , 16 flat-footed (+2 Dexterity, +2 armor, +2 Shield, +2 Mutation, +1 Dodge)

DR 5(1/-, 4/Ballistic)

CMD: 19 **CrDef:** +7

Vigor 30, **Wounds** 45 (20 threshold)

Fort +7, **Ref** +6, **Will** +2

Offense

Speed: 20ft, Climb 5ft

Melee

(1hd)razorbat +9 (1d8+3/19-20x2)*

***Power Attack:** -2 atk, +4 dmg

Ranged

(1hd)Pistol +8 (2d6+4/20x3)

Statistics

Str 16, **Dex** 14, **Con** 20, **Int** 6, **Wis** 10, **Cha** 6

Base Atk +5; **CMB** +8

Feats: Medium Armor Proficiency, Heavy Armor Proficiency, Shield Proficiency, Hard to Kill (x2), Dodge

Skills: Perception +8

Gear: Heavy Armor, Shield, Weapons

Random Loot:

1-4: Metal Salvage (2d6x100 units)

5-8: Supplies (2d10 bux)

9-11: Candy (5d6x10 bux)

12: Loot table roll

The Pack

This group of canine descendent Furies lay claim to a fairly large swath of territory and defend it savagely, preying upon anyone that wanders in.

Packling

XP 135

Init: +2 Senses: Perception +4

Defenses

Defense 15, 13 touch, 12 flat-footed, 19 Mobile
(+1 armor, +2 Dex, +1 Dodge, +1 Mutation)

DR 1 (1/Ballistic)

CMD: 15 **CrDef:** +3

Vigor 4, **Wounds** 30 (15 threshold)

Fort +3, **Ref** +3, **Will** +0

Offense

Speed: 40ft

Melee

(1hd)pipe +3 (1d8+2/20x2) or

(2hd)ax +3 (1d10+2/20x2)

Ranged

(1hd)Pistol +3 (2d6+4/20x3) or

(2hd)Rifle +3 (2d8+4/20x3) or

(2hd)Crossbow +3 (1d12+2/20x2)

Statistics

Str 14, **Dex** 15, **Con** 15, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +3

Feats: Dodge, Mobility

Skills: Perception +4, Stealth +6

Gear: Weapons, Light Armor

Random Loot:

1-4: Ammunition (1d6)

5-8: Supplies (1d10 bux)

9-11: Booze (3d6 bux)

12: Loot table roll

Hunter

XP 400

Init: +2 Senses: Perception +4

Defenses

Defense 15, 13 touch, 12 flat-footed, 19 Mobile
(+1 armor, +2 Dex, +1 Dodge, +1 Mutation)

DR 1 (1/Ballistic)

CMD: 15 **CrDef:** +3

Vigor 4, **Wounds** 30 (15 threshold)

Fort +3, **Ref** +3, **Will** +0

Offense

Speed: 40ft

Melee

(1hd)pipe +3 (1d8+2/20x2) or

(2hd)ax +3 (1d10+2/20x2)

Ranged

(1hd)Pistol +3 (2d6+4/20x3) or

(2hd)Rifle +3 (2d8+4/20x3) or

(2hd)Crossbow +3 (1d12+2/20x2)

Statistics

Str 14, **Dex** 16, **Con** 15, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +3

Feats: Dodge, Mobility

Skills: Perception +6, Stealth +9

Gear: Weapons, Light Armor

Random Loot:

1-4: Ammunition (1d6)

5-8: Supplies (1d10 bux)

9-11: Booze (3d6 bux)

12: Loot table roll

Notes: Break called shot feats into three feats. 1: +2 on called shot attacks, 2: additional +2 on called shot attacks, reduce called shot debilitating blow amount to 20, 3: multiple called shots per round.

Improved Critical feat, +4 DC on critical defense checks from attacks you make.