

OGL
Modern
Apocalypse

Exodus

POST APOCALYPTIC ROLEPLAYING

SOUTHWEST
Wasteland
GUIDE

GLUTTON
CREEPER
GAMES



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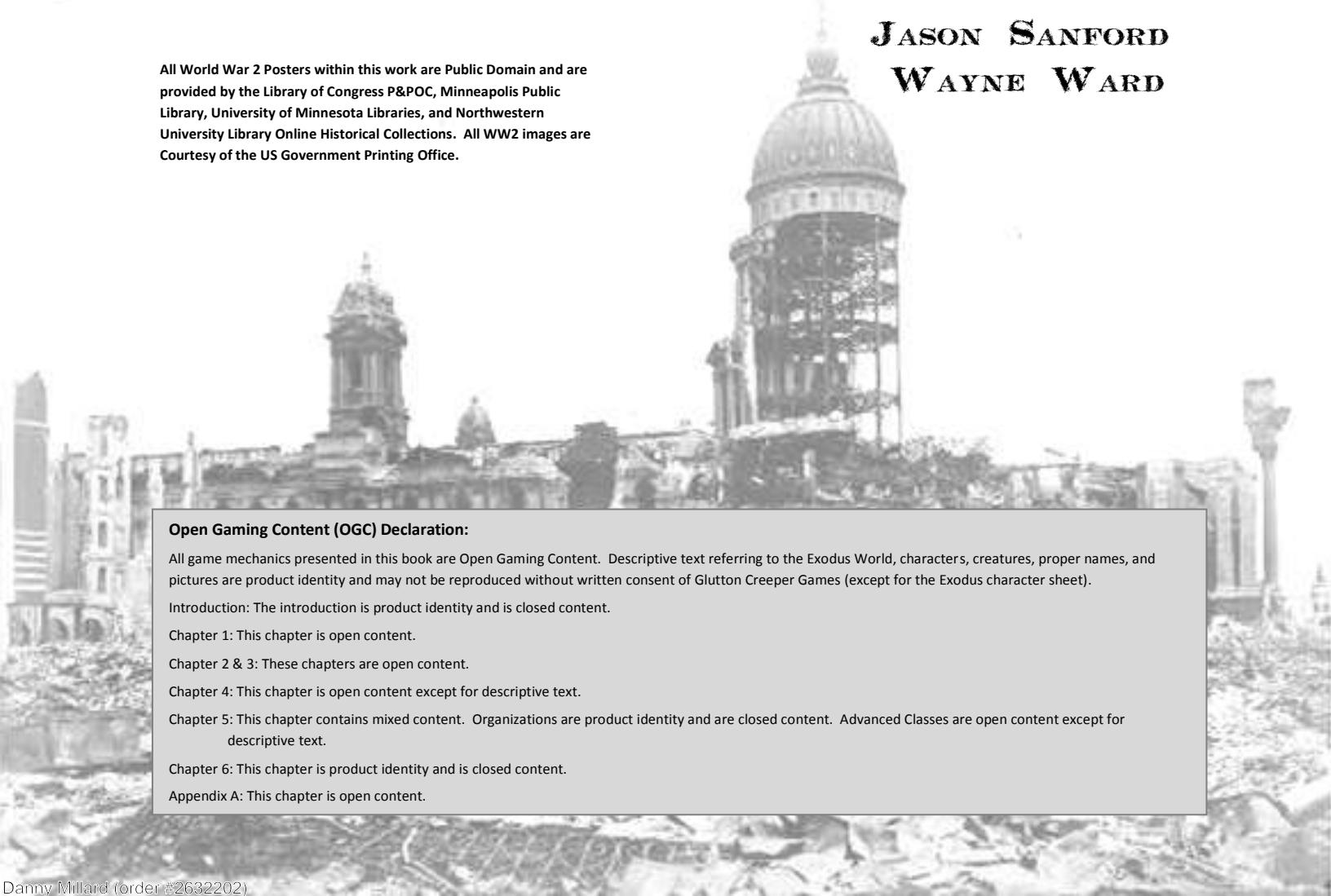
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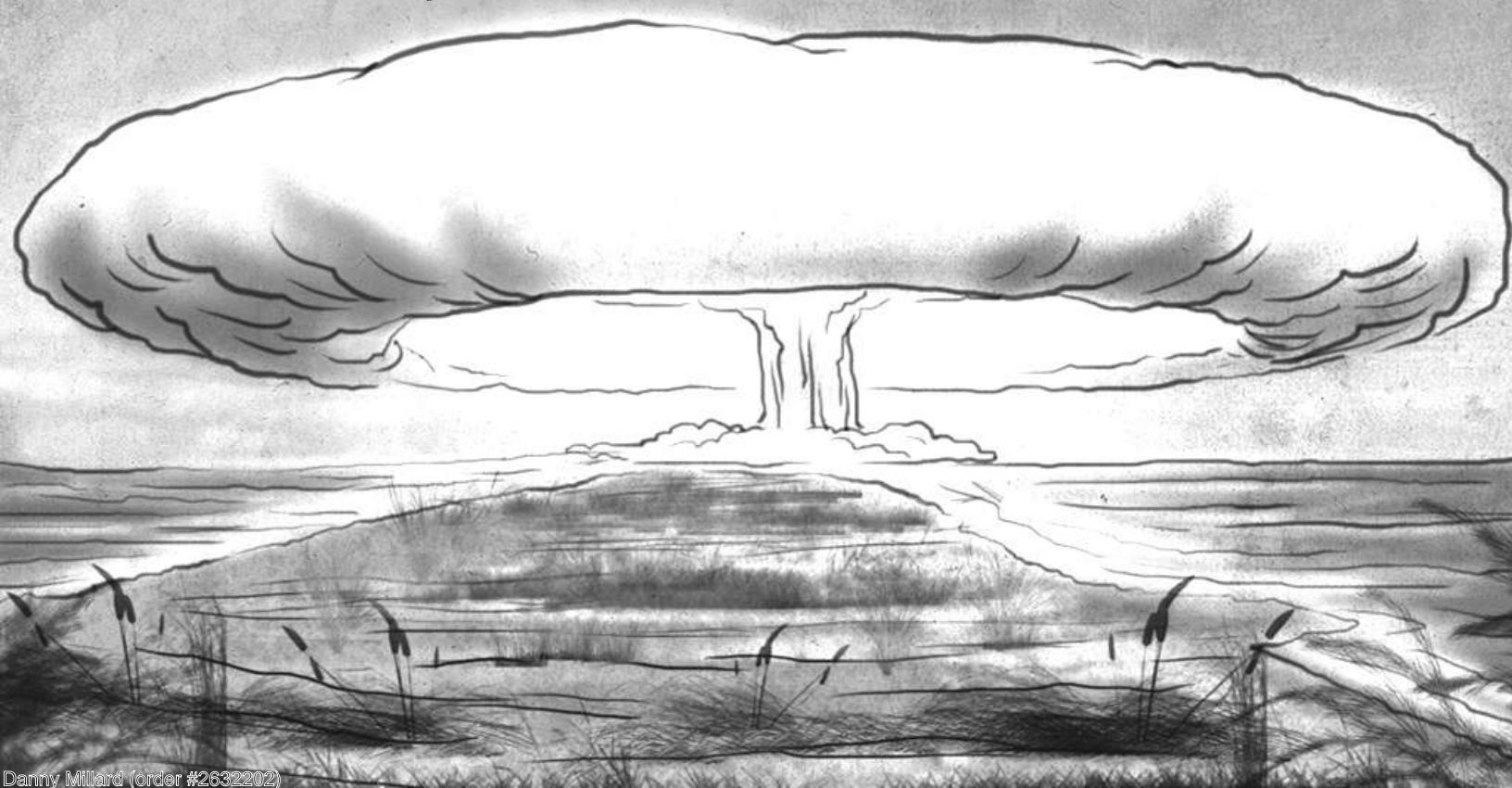
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Introduction MK II

It is Man's nature to destroy, whether it is eradicating an animal species, cutting down the rainforest, or killing his fellow man. One thing remains clear: War never changes. On December 21, 2012, the end came to Man as the War on Terror escalated to nuclear proportions and left the planet in ash. This date was foreseen in doomsday prophecies ranging from the Mayans to Revelations of the *New Testament*.

Taking a look back to what led up to the Exodus of man from the technical age of the 21st century, it is apparent that it all began in 1938. In the year 1938, the Nazis were rumored to be developing an atomic bomb. The United States initiated its own program under the Army Corps of Engineers in June 1942. America needed to build the atomic weapon before Germany or Japan did—thus sparked the Manhattan Project.

The Beginning of the End

The path toward humankind's destruction began on August 6, 1945; the day that an American warplane called Enola Gay dropped the atomic bomb on an army depot in Hiroshima, Japan. Three days later a similar weapon was dropped on the Japanese port city of Nagasaki. Both bombs utterly destroyed their target cities and caused unimaginable suffering amongst the civilian population. Hundreds of thousands of innocent people were killed. Many more were injured or subjected to cancer and radiation sickness.

Though Japan had been subjected to brutal firebombing for months, the scale of the destruction that could be wrought by a single bomb shocked the world. It was clear to everyone that a new and horrific age of warfare had begun. After witnessing the most destructive conflict in human history, the world would soon discover that the worst was yet to come. Pandora's Box had been opened and there was no way to close it again. As more and more countries began stockpiling nuclear weapons of their own, a very real fear emerged that any international incident might snowball toward all out war and nuclear holocaust. Generations of people would grow up under the shadow of atomic annihilation. For nearly seven decades the world slowly edged closer to the precipice of total destruction.

The atomic nightmare finally came on December 21, 2012. Four days before Christmas, a salvo of nuclear missiles was launched into space. This provocative act triggered a worldwide crisis as war after war broke out across the globe. Many people became convinced that the world was going to end. For most of the seven billion people living on planet Earth, it did.

The Manhattan Project

The development of the atomic bomb took place under a top secret international project dubbed the "Manhattan Engineer District." The Manhattan Project, as it was later called, was started in response to the news that Nazi Germany was close to developing their own atomic weapon. This monumental scientific effort represented the pinnacle of contemporary technological achievement. The scientists and engineers of the Manhattan Project succeeded in their task, delivering the weapon that would bludgeon Imperial Japan into surrender.

The race to obtain the bomb led to a multitude of spinoff projects, including the so-called "super soldier" experiments. The Nazis had also delved into this ethically perverse line of research and both the Americans and Soviets had followed suit. While the Soviet line of research focused on the development of anabolic steroids and artificial hormones, the American project was based on the ability of radiation to alter genes. Research conducted after the Hiroshima and Nagasaki explosions alerted scientists to the terrifying medical affects that come after exposure to radiation. American nuclear labs that had been associated with the Manhattan Project were secretly tasked with studying the properties of radiation and the ways it affects human biology. In the 1950's breakthroughs in the understanding of radiation and the burgeoning field of genetic research allowed scientists to use radiation to directly manipulate DNA for the first time.

What would become known as the Trans-Genetic Warrior Project was an attempt by the United States to breed soldiers with phenomenal strength and endurance; walking tanks that could survive a battlefield that was contaminated by radiation. While many scientists had serious concerns about the moral implications of this research, it was deemed a necessary evil by those who were frightened by the prospect of the Soviet Union obtaining this technology first. It was clear that the Soviets had no moral qualms about using their soldiers as test subjects and a nightmare scenario soon emerged; Soviet military might combined with a new breed of chemically enhanced warriors that could keep fighting even after being subjected to an American nuclear attack. Deterrence would be lost if the Soviets thought that their army could roll into Western Europe without fear of an atomic counterstrike. To balance against this threat, vast sums of money were directed toward the development of American super soldiers.

Trans-Genetics and the Dregs

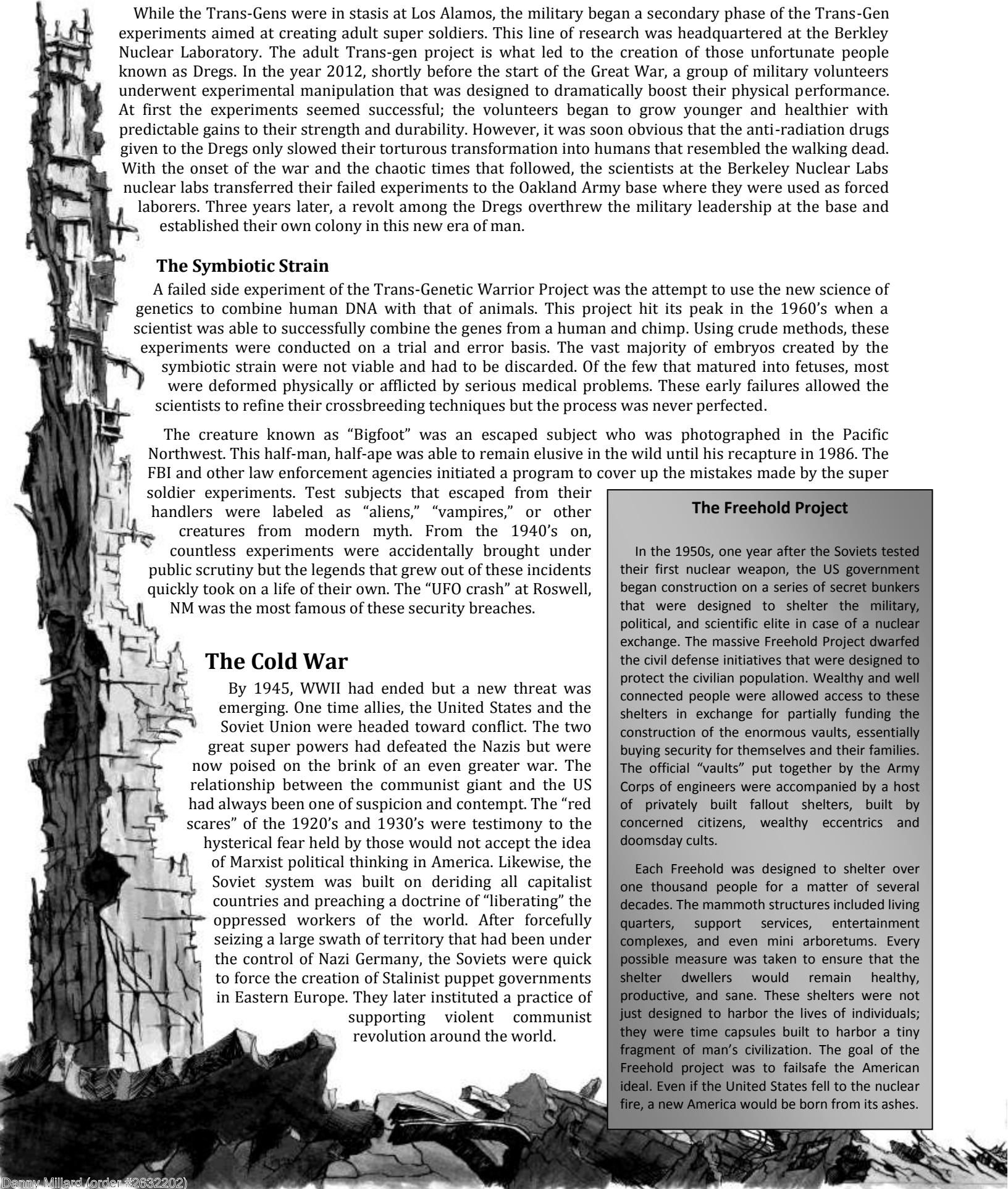
The Trans-Genetics project was initially deemed a colossal failure and a waste of Defense Department resources. With the end of the cold war, this secret project was one of the first programs to be cut from the military's "shadow budget." The super soldier program languished in storage for more than a decade before being unexpectedly resurrected in the year 2002. Two years earlier, an international team of scientists had released a draft version of the decoded human genome. The stalwart defenders of the Trans-Genetic Warrior Project recognized the benefits of having a completely decoded human genome and worked to get the program reinstated. The Soviet threat was gone but military commanders envisioned using the Trans-Gens as a top secret commando force. They were looking to create fearless, unthinking weapons that would obey any

order and keep fighting even when faced with vastly superior forces. The tactical and psychological advantages that could be gained from using these weapons outweighed any outdated "ethical" qualms about human experimentation.

The primary phase of the Trans-Genetic Warrior Project began when orphaned children were relocated to a secret base beneath the Los Alamos nuclear research facility. The children were then placed into stasis chambers and succumbed to an artificially induced coma. Over the next ten years, the slumbering children were exposed to radiation and other DNA manipulation techniques. When they emerged from stasis, the teenaged Trans-Gens were drafted into a strict military training program that was designed to move them quickly into the combat theatre. The war ended before any of the mutant super soldiers were shipped to the front lines. After the Exodus, the scientists at Los Alamos decided to keep their super soldiers around as a private security force and continued their military training. However these people began to slowly die out as their bodies were ravaged by radioactive fallout. Left to their own devices, the Trans-Genetic experiments formed the foundation of what would become known as the Mutant Army.



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While the Trans-Gens were in stasis at Los Alamos, the military began a secondary phase of the Trans-Gen experiments aimed at creating adult super soldiers. This line of research was headquartered at the Berkley Nuclear Laboratory. The adult Trans-gen project is what led to the creation of those unfortunate people known as Dregs. In the year 2012, shortly before the start of the Great War, a group of military volunteers underwent experimental manipulation that was designed to dramatically boost their physical performance. At first the experiments seemed successful; the volunteers began to grow younger and healthier with predictable gains to their strength and durability. However, it was soon obvious that the anti-radiation drugs given to the Dregs only slowed their torturous transformation into humans that resembled the walking dead. With the onset of the war and the chaotic times that followed, the scientists at the Berkeley Nuclear Labs nuclear labs transferred their failed experiments to the Oakland Army base where they were used as forced laborers. Three years later, a revolt among the Dregs overthrew the military leadership at the base and established their own colony in this new era of man.

The Symbiotic Strain

A failed side experiment of the Trans-Genetic Warrior Project was the attempt to use the new science of genetics to combine human DNA with that of animals. This project hit its peak in the 1960's when a scientist was able to successfully combine the genes from a human and chimp. Using crude methods, these experiments were conducted on a trial and error basis. The vast majority of embryos created by the symbiotic strain were not viable and had to be discarded. Of the few that matured into fetuses, most were deformed physically or afflicted by serious medical problems. These early failures allowed the scientists to refine their crossbreeding techniques but the process was never perfected.

The creature known as "Bigfoot" was an escaped subject who was photographed in the Pacific Northwest. This half-man, half-ape was able to remain elusive in the wild until his recapture in 1986. The FBI and other law enforcement agencies initiated a program to cover up the mistakes made by the super soldier experiments. Test subjects that escaped from their handlers were labeled as "aliens," "vampires," or other creatures from modern myth. From the 1940's on, countless experiments were accidentally brought under public scrutiny but the legends that grew out of these incidents quickly took on a life of their own. The "UFO crash" at Roswell, NM was the most famous of these security breaches.

The Cold War

By 1945, WWII had ended but a new threat was emerging. One time allies, the United States and the Soviet Union were headed toward conflict. The two great super powers had defeated the Nazis but were now poised on the brink of an even greater war. The relationship between the communist giant and the US had always been one of suspicion and contempt. The "red scares" of the 1920's and 1930's were testimony to the hysterical fear held by those would not accept the idea of Marxist political thinking in America. Likewise, the Soviet system was built on deriding all capitalist countries and preaching a doctrine of "liberating" the oppressed workers of the world. After forcefully seizing a large swath of territory that had been under the control of Nazi Germany, the Soviets were quick to force the creation of Stalinist puppet governments in Eastern Europe. They later instituted a practice of supporting violent communist revolution around the world.

The Freehold Project

In the 1950s, one year after the Soviets tested their first nuclear weapon, the US government began construction on a series of secret bunkers that were designed to shelter the military, political, and scientific elite in case of a nuclear exchange. The massive Freehold Project dwarfed the civil defense initiatives that were designed to protect the civilian population. Wealthy and well connected people were allowed access to these shelters in exchange for partially funding the construction of the enormous vaults, essentially buying security for themselves and their families. The official "vaults" put together by the Army Corps of engineers were accompanied by a host of privately built fallout shelters, built by concerned citizens, wealthy eccentrics and doomsday cults.

Each Freehold was designed to shelter over one thousand people for a matter of several decades. The mammoth structures included living quarters, support services, entertainment complexes, and even mini arboreums. Every possible measure was taken to ensure that the shelter dwellers would remain healthy, productive, and sane. These shelters were not just designed to harbor the lives of individuals; they were time capsules built to harbor a tiny fragment of man's civilization. The goal of the Freehold project was to failsafe the American ideal. Even if the United States fell to the nuclear fire, a new America would be born from its ashes.

On August 29, 1949 the Soviet Union detonated its first atomic bomb, as a public test and show of power. The already tense relationship between the totalitarian giant and the US began a terrifying new phase. Many people already believed that the two countries were on a path to war, it was now feared that this war would be fought with nuclear arms. For the next fifty years, both countries continued to build and ready their nuclear arsenals in preparation for a catastrophic war.

The Cold War was a psychological standoff between the nuclear armed superpowers. The term "cold" referred to the fact that the Americans and Soviets were on a perpetual war footing despite the fact that no shots had been fired. The conflict between east and west would never involve direct confrontation between the American and Russian militaries. There were a number of particularly tense standoffs, such as the Cuban Missile Crisis (1962). However, the "hot" episodes of the Cold War were fought by means of proxy conflicts. The first such proxy war was the Korean Conflict of 1950-1953, a war that matched the US and its United Nations allies against the forces of North Korea, which were heavily supported by the Russians and Chinese. These same foes fought another proxy war against the US by supporting the communist regime in North Vietnam. The United States used similar tactics by arming and funding rebel warlords and mujahedeen in Afghanistan (1978-1989).

Across the globe the American and Soviet intelligence agencies played a constant game of one-upsmanship. Both sides provided support and funding for revolutionaries operating in the territories of their allies. Vast spy networks were developed so that the two superpowers could keep tabs on each other. Manipulating third world governments and interfering with international politics was the standard operating procedure as the major powers sought to find proxies to turn against their foes and gain leverage with independent governments.

The United States would quickly have to get used to the idea that it did not have a monopoly on atomic weapons. After the Soviet Union entered the nuclear arms race, they were quickly followed by Britain, France, and the People's Republic of China. Eventually India, Pakistan, Israel, and North Korea would develop nuclear arsenals of their own. The theocratic nation of Iran would be the last world power to enter into the atomic weapons race.



The New Century

With the collapse of the Soviet Union, many people hoped that the threat of atomic holocaust would fade from the world and an era of peace would begin. However, people were still alert to the danger that regional conflicts could quickly grow out of hand, especially if one or more sides was equipped with nuclear devices and the means to deliver them. Perpetual enemies India and Pakistan eventually acquired both of these prerequisites for disaster. China and North Korea were other unpredictable elements in a supposedly peaceful world.

Another frightening, but unlikely, possibility was the chance that a rogue military faction or non-state group would acquire an atomic bomb and use it in a terrorist strike. This fear drove a movement toward securing nuclear materials from former Soviet states and deterring the development of nuclear weapons by third world countries. Still, all in all, people assumed that the world was headed for a new era of peace and prosperity. Few could predict the turmoil that was to come.

The period of time between the collapse of the Soviet empire and the dawn of the 21st century was a politically uncertain time that saw the complete transformation of the old networks of power. The globe went from domination by two opposing superpowers to a state of hegemony with Washington, DC as its power center. Eventually the world's only superpower would find its power threatened by the emergence of regional powers that tilted the international landscape toward a system of fractured, constantly competing factions. These would-be empires, combined with the reemergence of Russia, challenged the legitimacy of the over confident American leadership.

The War on Terror

On the day of September 11, 2001 a group of religious fanatics hijacked four airliners in an attempt to crash them into targets in U.S. cities. Three of these aircraft struck their targets, destroying the World Trade Center and severely damaging the Pentagon. Nearly 3,000 people were killed, from more than ninety nations. The military response against the terrorists and their allies was the launching pad for a broader War on Terror that included attacks on a wide range of nations. Over the next decade, the US and its western allies became embroiled in a series of conflicts throughout the Middle East and Central Asia.

On Oct. 7, 2001 the United States and a long list of allies entered into a prolonged invasion and occupation of Afghanistan, the headquarters for the terrorist network responsible for the 9/11 attacks. On March 20, 2003 the US launched a second invasion aimed at violently exporting democracy to the autocratic nation of Iraq. This occupation proved to be even more difficult and bloody and the conflict helped stoke anti-American passions around the world. Military operations of a smaller scale were conducted all over the globe in an effort to disable the vast multitude of Islamic terrorist networks that were springing up faster than the intelligence community could track them.

The American war was waged on a number of fronts, against a host of nations, including some that had secretly developed plans to strike back against the United States in the advent of a full out invasion. The fighting spread quickly and before long the world was on the edge of another World War. Long standing national disputes

Prophecy and Signs

An ancient Mayan prophecy had predicted that the end of time would come in the year 2012. Many other doomsday prophets also adopted this date, basing their assumptions on a specific reading of the New Testament or the prophecies of Nostradamus. With conflict breaking out across the globe and the great multitudes of problems faced by the civilian population, a type of end-times hysteria broke out among the populace at large. Mass religious movement broke out across the world. Firebrand preachers shouted, "Death to the Unbeliever!" from churches and mosques across the world. Many world leaders feared that the doomsday prophets would revolt and overthrow their secular governments. In many nations these fatalistic sects found sympathizers in their national institutions as well. One cannot help but wonder if these signs of the last days did not become a self fulfilling prophecy. World leaders had no incentive to strive for peace if they had already become convinced that war was inevitable.

boiled over into a series of violent conflicts that seem to ignite out of nowhere. By the year 2012 much of the world lived in fear of American military power and a number of close U.S. allies were becoming increasingly hostile. A newly belligerent Russia flexed its muscle at neighbors like Europe and China. The threat of invasion by the world's military powers hung over the heads of the weaker nations.

In the year 2012, the outgoing president of the United States issued a unilateral ban on all nuclear weapons. All non-NATO countries were ordered to dismantle their stockpiles, leaving the US and its allies in complete control of the world's most dangerous weapons. This edict was ignored by world leaders, who believed that the depleted US military had neither the resources nor the resolve to enforce such an order.

On December 12 of that same year, the People's Republic of China and their ally, North Korea, launched a series of tactical nuclear strikes that were designed to disable American communication and military satellites in space. Both countries then proceeded to launch an unprovoked invasion of South Korea and Japan respectively. This provocative act nearly triggered an American nuclear strike against military facilities in both countries. Instead Russia saw an opportunity and launched a surprise ground invasion against parts of China. The United States decided to take advantage of the Russian distraction and gathered up its forces for a conventional war with China. Iran took this perceived American inaction for weakness. Taking advantage of the fact that all eyes were on China, Iran launched a surprised nuclear attack on Israel, destroying Tel Aviv. On January 5, 2012 Israel launched a massive counter attack, littering the Islamic Republic with nuclear warheads. Iran, facing imminent destruction, launched a response salvo that also targeted England, France, Turkey, and the Eastern United States.

Faced with war against Russia and a gathering host of new foes, China launched a full out tactical barrage against Russia, Australia, Europe, and the Western United States. Both Russia and the United States responded with a fearsome barrage of ballistic missiles that sought to devastate the massive Asian country. As the nuclear exchanges continued, the US military decided to expand their use of nuclear weapons to cities throughout the Middle East. Jihadists and newly sympathetic governments were massing legions of troops from Algeria to Pakistan. After suffering two nuclear barrages of its own, the United States could not win a conventional war against the swelling ranks of Islamic Jihadists. Faulty targeting systems, lack of satellite targeting, and other effects of atomic warfare caused the last wave of nukes to fall short and detonate randomly over the European continent.



The Last War

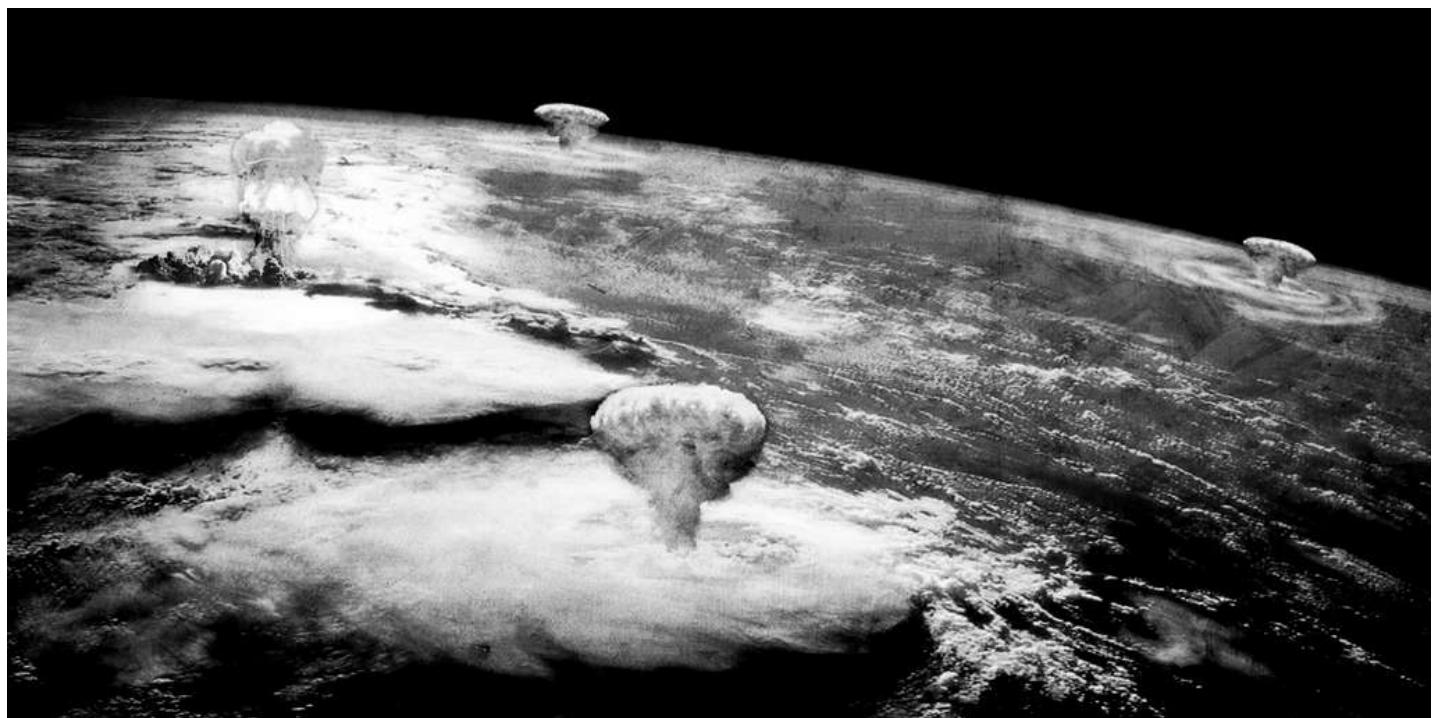
Albert Einstein was once asked what kind of weapons would be used in the third world war. He responded by saying, "I do not know how the Third World War will be fought, but I can tell you what they will use in the Fourth—rocks!" The esteemed scientist was nearly correct. Indeed, in the years after the Exodus, many of the survivors "up top" experienced a harsh and swift return to a more primitive time. Those people who had their modern technology taken away from them (or abandoned it) became hunters and farmers, living deep within the remaining wilderness. These living anachronisms became the ancestors of the people known as Tribals.

The Great War and the Exodus that followed was a trying time for the human race. It was a war with no winners and few survivors. None of the governments involved in the fighting survived the first nuclear exchanges. Once the bombs began falling the common people were too involved with personal survival to care what Washington or Moscow wanted. Sequestered in fallout shelters, the politicians and generals were in no position to issue orders to anyone.

The world's conventional armies, cut off and confused, continued fighting each other under the last set of orders they were given. It was not immediately clear to these soldiers that they no longer had homes to defend. The first few months of 2013 saw great armies swarming across the globe like maggots on a rotted corpse. Desperate for supplies and dealing with impossibly low morale, many of these armed forces dissolved or split into rival factions. Most took to "scrounging" for supplies in civilian areas, forming the first raider gangs. Facing radiation poisoning, starvation, and hopelessness, some military units turned on each other as their officers squabbled endlessly over the right course of action. Still others continued the fight to the end, annihilating each other in wave after wave of pointless and brutal combat.

The Exodus

There were a lucky few who had a spot waiting for them down in the shelters. The Exodus, as it came to be known, was a massive migration from the surface to the shelters below. The cavernous government bunkers provided shelter and sustenance to more than thirteen thousand people. The survivors were moved below ground in order of priority. First to evacuate were the serving politicians, career bureaucrats, and their family members. Next came the nation's top military officers and their immediate kin. Then the caretakers of the Exodus evacuated every Nobel Prize winner living in the United States. After these priority personnel were safely underground the caretakers sent for the wealthy investors and political insiders who had managed to get a spot in the shelters as payment for a donation or a favor from Washington. The rest of the slots were filled by people who possessed talents that were deemed to be useful, especially as the shelters would someday open to reclaim the world: a random cross section of enlisted military personnel, police officers, farmers and college students.



There was no pattern to it all. The evacuation was an emergency procedure conducted with the utmost urgency. Evacuees were sent to the shelter that was closest to their current location. Families were split apart; strangers were thrown randomly together into enclosed locations. Once the shelter doors were sealed, you were in for good. The evacuees were left to spend the rest of their lives underground. A sizeable percentage of the people in the shelter were aged forty or older. They were past the normal age for bearing children and only a few would live long enough to see the surface again. Twenty years in a shelter, no matter how big or lavish, is like a prison sentence.

The first few years saw an optimistically high number of pregnancies; so many that many shelters had to start putting birth control drugs in the water supply. But as life in the shelters ground into its yearly grind, fewer people became interested in starting families. Most of the births occurred among the people who had been in their teens and twenties when the Exodus had whisked them away from the world above. As these shelter dwellers reached their thirties and forties, it was clear that they did not wish to have any more children. Most were eager to return to the world above, and when the twenty year mark approached many people, including whole families, simply packed up their gear and headed up. The "surface fever" spread like wildfire and the shelters had plenty of people who were volunteering for reconnaissance missions. The most affected were the sixteen to twenty year old kids who were born in the vaults and had never seen the wider world. A few shelters emptied out entirely in massive migrations to fertile lands nearby. Others became locked in paranoia and fear of the surface after making contact with slavers, raiders, or curious Tribals. A few shelters have yet to even open their doors, stalling for time as their leaders scheme for a plan to reclaim America.

Hell on Earth

While the sons and daughters of privilege were safely ensconced in their subterranean cocoons, the world above became a living hell too horrible to imagine. More than a billion people died from the bomb blasts or the hideous burns caused by atomic explosions. Billions more would perish in the following years from the twin plagues of cancer and radiation sickness. The breakdown of society led to an environment of kill or be killed and violence took even more lives. The next generation born after the Great War was small in number, for sterility had become a major problem for those who were trying to have children. Many people refused to breed in the first place, considering it cruel to bring a child into this world of misery and pain.

Starvation and disease ran rampant through the Third World as the global economic collapse paralyzed their local governments and international aid became a distant memory. After global communications broke down, the western world had no way to keep track of events occurring elsewhere in the world. Sub-Saharan Africa was spared the horrors of the Great War but one can only speculate about how these countries have fared in isolation. South America remains likewise untouched by the atomic horror but again, with the exception of Mexico, there is little known about how the people of these regions have fared for the past years.

Europe and the Middle East are entirely gone, uninhabited death zones populated by nothing except a scattered handful of *Ghūls*. The cradle of western civilization has been turned into a barren dust bowl that stretches for a more than a thousand miles. From Tehran to London there is nothing but desolation and death. The great cities of the ancient world don't even have ruins to be remembered by.

Rural China was spared the onslaught of incoming nukes and the regions of Nepal and Mongolia have likely been unscathed. The heavily populated urban corner of China has been reduced to ruin. The American counterstrike rained fire upon the Chinese heartland and blasted through the biggest cities in a clumsy attempt to forever cripple the Chinese giant. Nothing is known about the fate of those that Chinese survived the war or whether or not they had a failsafe project of their own. The Korean Peninsula is part of the lifeless zone and much of Asia has most likely been depopulated by the radioactive fallout.

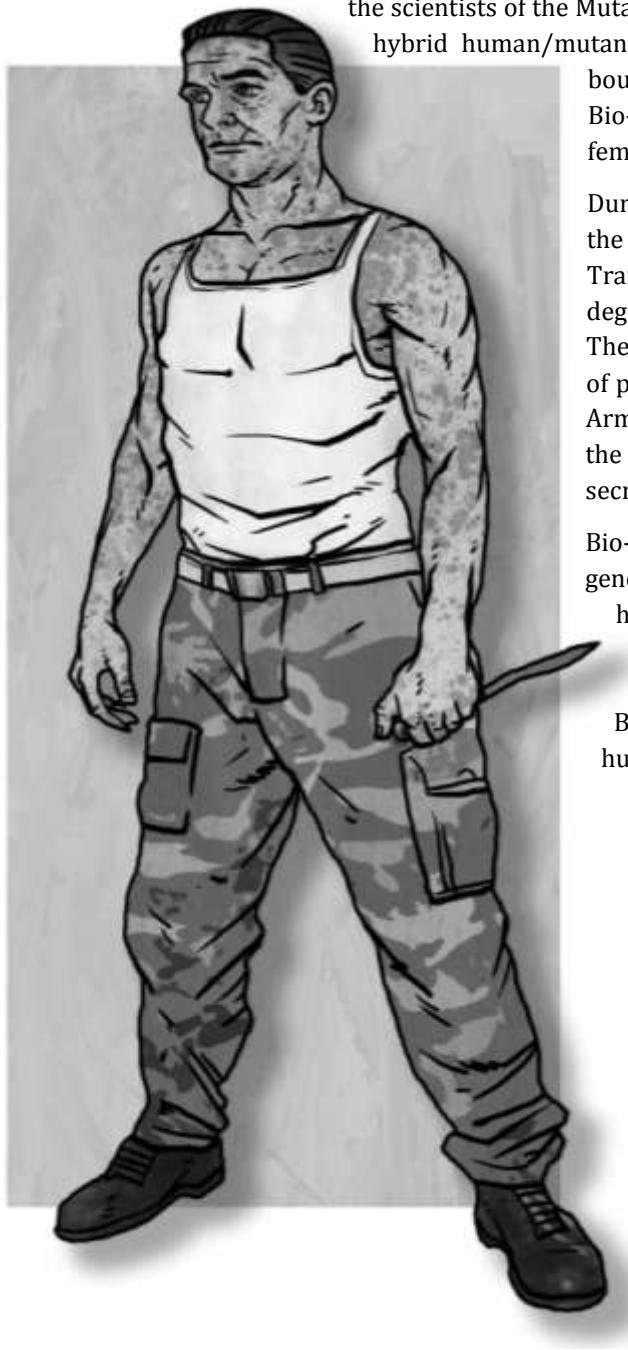
Australia's three largest cities were hit by Chinese warheads. An optimistic person might conclude that the country's isolation paired with the relatively low damage would mean that Australia has fared better than most people in terms of retaining a civilized society and coherent government. In any case, there is no way to know for sure. In the course of day to day survival, few people care about these things anyway, because, war never changes.

Chapter 1

Section 1: Races

BIOGENETIC MUTANTS

Bio-Genetic Mutants (Bio-Gens or Half-Mutants) are the offspring of a male Trans-Genetic Mutant and a Human Female through the Genesis Project. The Genesis Project is a hybrid mutant program implemented by the scientists of the Mutant Army in 2024 to swell the ranks of the Mutant Army with hybrid human/mutants by 2040. As part of the project, human females were bought from slavers or captured in settlement raids to host the Bio-Gen births, of which 90% resulted in the fatality of the female.



During 2042, several of the Genesis Project scientists noted that the Bio-Genetic Mutants displayed greater intelligence than the Trans-Genetics and were capable of breeding without degradation of intellect in the second generation of Bio-Gens. The Trans-Gens scientists created a distraction through the use of potential defectors by overloading the security of the Mutant Army compound in Los Alamos and escaped with nearly all of the Bio-Genetic Mutants and related projects to an undisclosed secret Military Base in the northern Utah region.

Bio-Genetic Mutants share common DNA with their parents, generally taking physical appearance characteristics from the human, and body structure of the Trans-Genetic Mutant. Most Bio-Gens have yellow-tinted or ash-grey colored skin covering a large, lean or muscular body and tall frame. Beyond the skin discoloration, a Bio-Gen looks like a tall human.

Physical Stats				
Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	66 in.	+2d10 in.	135 lb.	x2d4 lb.
Female	60 in.	+2d10 in.	100 lb.	x2d4 lb.
Average Height			Average Weight	
Male	77 in. (6' 5")		190 lb.	
Female	71 in. (5' 11")		155 lb.	

Traits

Size: Medium

Ability Modifiers

+2 Strength, -2 (Wisdom or Charisma).

Base Speed

30 feet (6 squares)

Saving Throw Bonuses

Bio-Genetic Mutants receive a +2 racial bonus to Fortitude saving throws against disease and radiation effects.

Combat Bonuses

Bio-Genetic Mutants' skin, much like their fathers are thick, granting them 1 points of physical damage reduction (PDR 1).

Feats

Bio-Genetic Mutants receive two Feats at first level (one to start with and one for first level). One of these feats must be of a military nature, from the list below: Alertness, Athletic, Blind-Fight, Brawl, Combat Reflexes, Defensive Martial Arts, Dodge, Endurance, Quick Recovery, Run, Strong Back, Stonewall, or Toughness.

Human Nature

Bio-Genetic Mutants are an oddity amongst humanity, since their skin color and size denotes them more different than a normal human, which stirs up racism from humans. Bio-Gens are used to living under a military rule of thumb in a large compound and don't know how to live among humans in the open Wasteland. They tend to remain reclusive while in human society or in human settlements throughout the Wastelands.

Bio-Genetic Mutants in general are not hostile to humans, as they are acclimating themselves to human society. *Ghūls* are neutral towards Bio-Gens, seeing a part of themselves in them. Trans-Genetic Mutants, however, are a dangerous threat to Bio-Gens, as the mutants seek to return them to the Mutant Army as substandard slaves to fill the ranks.

SYMBIOTIC MUTANTS

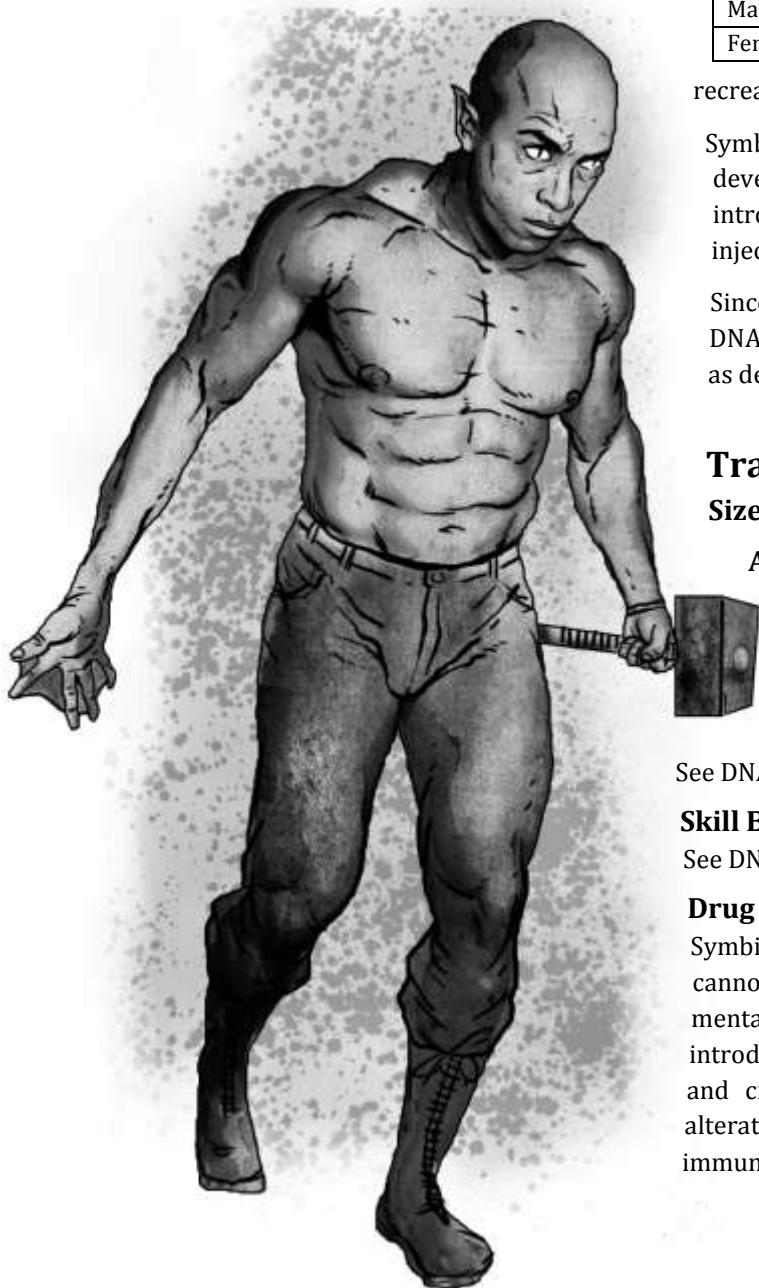
During the Manhattan Project in the 1940, the United States Government started several “Super Soldiers” Projects throughout the United States to combat the Nazi’s occult and super soldier programs. The Symbiotic Strain drug was created and produced many failed experiments through splicing animal DNA into human hosts, which resulted in unique uncontrollable beasts; the most notable of these beasts was known as Bigfoot or Sasquatch which escaped into the wilderness in the early 1960. The Strain was perfected just after the turn of the century, when the human genome was decoded and was used during the War on Terror through elite military squads. The Symbiotic Strain was lost during the Exodus but resurfaced 30 years later after explorers found a cache of the drug in a military facility in Northern California and sold it to merchants in Reno that in turn sold it as a

Physical Stats				
Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	60 in.	+2d10 in.	120 lb.	x2d4 lb.
Female	55 in.	+2d10 in.	85 lb.	x2d4 lb.
Average Height			Average Weight	
Male	71 in. (5' 11")		175 lb.	
Female	66 in. (5' 6")		140 lb.	

recreational drug not knowing the drug’s effects.

Symbiotic Mutants retain their human appearance, but develop an animalistic feature based on the DNA introduced into their system within weeks of the injection. Luckily this is the only known side-effect.

Since most Symbiotic Mutants can pass as humans (see DNA Traits below), they are treated as the human race as detailed in the Exodus Survivor’s Guide.



Traits

Size: Medium

Ability Modifiers

See DNA Traits below.

Base Speed

30 feet (6 squares)

Saving Throw Bonuses

See DNA Traits below.

Skill Bonus

See DNA Traits below.

Drug Immunity

Symbiotic Mutants are immune to recreational Drugs and cannot benefit from any drugs that alter physical or mental ability statistics. The Symbiotic Strain once introduced into a human host combines with their DNA and creates an elite defense that prevents additional alteration or mutation of the Strain type creating the immunity.

Feats

Symbiotic Mutants receive two Feats at first level (one to start with and one for first level).

Human Nature

Symbiotic Mutants for the most part appear human, and can pass for human. They encounter the same problem that the normal human character does, as detailed in the EXS.

DNA Traits

The Symbiotic Strain determines the bonuses the character receives to his Abilities, Saving Throws, and Skill modifiers, as well as additional special abilities. Each type of strain is based on a particular type of animal DNA and grants the benefits listed for that DNA type. Characters receive two DNA Traits as denoted on the chart below and one DNA splicing side-effect.

Animal DNA Traits (Choose 2)

Blindsight ¹ : The character can emit as a free action on his turn a high pitch frequency to locate creatures within 30 feet.
Climber : The character is a natural climber and can climb objects at a rate of his normal speed instead of $\frac{1}{2}$ speed. Additionally the character does not lose his Dexterity bonus while climbing.
Damage Reduction ² : The character may choose either PDR/2 or EDR/2 as a form of damage reduction. This is natural DR and stacks with the DR Talent Tree abilities.
Darkvision : The character can see in complete darkness up to 60 feet away.
Fast Healing : The character gains the Faster Healer feat as a racial bonus.
Ferocity : The character gains the Die Hard feat as a racial bonus, even if he does not meet the requirements. If the character already has the Die Hard feat or later acquires the feat, he gains the Improved Diehard feat.
Gills : The character has developed gills and is able to convert water into oxygen allowing him to breathe underwater.
Improved Mental Stat ² : The character may add +1 to one of his mental ability scores (INT, WIS, or CHA).
Improved Physical Stat ² : The character may add +1 to one of his physical ability scores (STR, DEX, or CON).
Increased Speed : The character gains +10 speed (2 squares) to his movement.
Leaper : The character is a natural jumper and gains a multiplier bonus of x2 to the numeric effects of the Jump skill to determine distance and height.
Low-Light Vision : The character can see twice as far as a normal person in poorly lit conditions.
Natural Armor : The character has thicker skin than a normal Human and gain a +2 Natural Armor bonus to Defense.
Natural Attack (bite) : The character gains a natural bite attack that deals $1d4 + \frac{1}{2} STR$ damage.
Powerful Build : The character has the powerful build trait as describe under the Trans-Genetic Mutant Race in the EXS.
Racial Immunity ² : The character has a strong immunity and gains a +4 Fortitude Saving Throw to one of the following effects: Disease, Drug Addiction, Poison, or Radiation.
Scent ¹ : The character can smell opponents within 30 feet.
Skill Bonus ² : The character receives a +8 racial bonus to one of the following skills: Balance, Climb, Hide, Jump, Listen, Move Silently, Spot, Survival, or Swim.
Sprint : Once per hour, the character can move up to five times his speed when charging or running.

¹ See the description in the d20 Modern Core Rulebook (under Special Qualities) for more details on this ability.

² This may be chosen a second time with a different choice than the first.

DNA Splicing Side Effects (Choose 1)

Cat Eyes: The character received slightly too much Feline DNA, causing his eyes to change and resemble that of a cat. This feature causes social interaction penalties with others unless concealed with shades. The character takes a -2 penalty to Barter, Bluff, Diplomacy, Gather Information, and Perform skill checks unless his eyes are disguised or concealed.

Elongated Arms: Both arms of the character have become elongated, much like a gorilla. This is largely ignored by the public and suffers no social penalties. However, the character can no longer benefit from the Quick Draw feat, or drawing an item or weapon as part of a move action, he must spend a move action in order to accomplish these actions.

Elongated Legs: Both legs of the character have narrowed and become elongated, much like an elk. This is largely ignored by the public and suffers no social penalties, unless the character is running around naked. The character suffers a -5 (-1 square) speed penalty to his base movement.

Facial Deformity: The character's face has slightly deformed, showing an animalistic feature. The most common features are enlargement of the teeth causing a predominant overbite, pointed ears, a protruding chin, nose and jaw, or sloping brow. The character suffers a -1 penalty to his Charisma ability score.

Fur: The character's skin is covered in a light soft fur of a solid or multi-patterned color. The character takes +1 point of damage per die from any fire-based effects. Also, the character takes a -1 penalty to Barter, Bluff, Diplomacy, Gather Information, and Perform skill checks unless he shaves or conceals the fur covered area. If shaved, every three days the fur grows back.

Translucent Skin: The character skin is slightly translucent and grey in texture, allowing a close up view of his veins closest to the surface of the skin. The character takes a -2 penalty to Barter, Bluff, Disguise, Diplomacy, Gather Information, and Perform skill checks unless his exposed skin is disguised or concealed.

Webbed Skin: The character has grown webbed skin between his upper arms and ribcage beneath the armpits, as well as between his fingers and toes. This extra skin is easily concealed beneath clothing except for the hands. This extra skin does get in the way of precise actions unless it is cut away, dealing 1d6 points of damage to the character. The skin grows back every three days. If the skin is not cut away from the hands, the character suffers a -2 penalty to Dexterity-based check checks requiring the use of one or both hands. Additionally, if the character does not conceal his webbed features, he takes a -2 penalty to Barter, Bluff, Diplomacy, Gather Information, and Perform skill checks.

DREG

Much like the other walking corpses that wander the Wasteland, the Project Trinity *Ghūls*, known as Dregs, are the failed scientific experiments of the United States Military. Project Trinity, a part of the Manhattan Project, was an isolated project in the first stages of the Manhattan Project located at several military facilities throughout the United States, most notably at the Berkley Research Facility and the Oakland Military Base. These failed experiments were soldiers of the US Military that volunteered for Project Trinity.

The Project Trinity Ghūls are in fact otherwise normal humans who have been exposed to massive amounts of different types of radiation before the Great War from the United States military. The survivors of Trinity, horribly disfigured or deformed, many resembling dried up jerky from the effects of the radiation, were dubbed by the scientists "Dregs", a common word of the time for "failure". The Dregs became nothing more than research slaves to the military until the Exodus and their liberation from the US military in 2015.

Dregs are the same size as normal humans. They have discolored shriveled skin that clings tightly to their bones, creating a gaunt appearance. What little hair they have left, if any, is wiry and wild. Despite their physical deformities, Dregs' minds are intact.

Most human communities view Dregs as Ghūls and do not tolerate them due to their terrifying appearance, which has led many to simply shoot them on sight. The Dregs that are not located in a Project Trinity military site, such as the Oakland Military Facility usually lead communities of Wasteland Ghūls.

The radiation that has deformed Dregs has also prolonged their lives—in fact, they are almost all survivors from before the War. Dregs are soldiers first, but many are also skilled doctors, engineers, mechanics, and scientists. While there are many opportunities open to those with these skills in the Wasteland, many Dregs do not feel the need to wander the Wastes and instead remain content to live out their days in the communities they have carved, training others in the art of war and survival skills.

Dregs tend to be suspicious of humans, especially doctors and scientists, due to their past history with Project Trinity. They have a natural hatred for the Chi, since nearly all Chi attempt to gun them down.

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The *Ghūl* race presented in the EXS is the standard *Ghūls* found throughout the wasteland. Most of these *Ghūls* are created by high doses of radiation from the nuclear fallout from the Exodus. Some of these *Ghūls* are military staff (doctors and scientists) that volunteered or were accidentally infected (maintenance workers) through the Manhattan Project. These individuals lack the military fighting training of the soldier volunteers of Project Trinity. The *Ghūl* race entry listed here details the Dregs, which are the soldier volunteers of Project Trinity. Dregs can also refer to soldiers that have been transformed into *Ghūls* by high doses of radiation out in the wasteland and have the same military training as the Trinity *Ghūls*.

Traits

Size: Medium

Ability Modifiers

+2 Wisdom, -2 Dexterity, -2 Charisma

Base Speed

Due to their weakened bodies Dregs have a base speed of 20 feet.

Saving Throw Bonuses

Dregs are particularly hardy and receive a natural +2 racial bonus to all Fortitude saves. Because of their great age they also gain a +2 racial bonus to their Will saves.

Skill Bonus

Dregs gain one of the following skills as a bonus class skill: Computer Use, Craft (Electronic, Mechanical, or Structural), Knowledge (Engineering, History, Technology), or Repair.

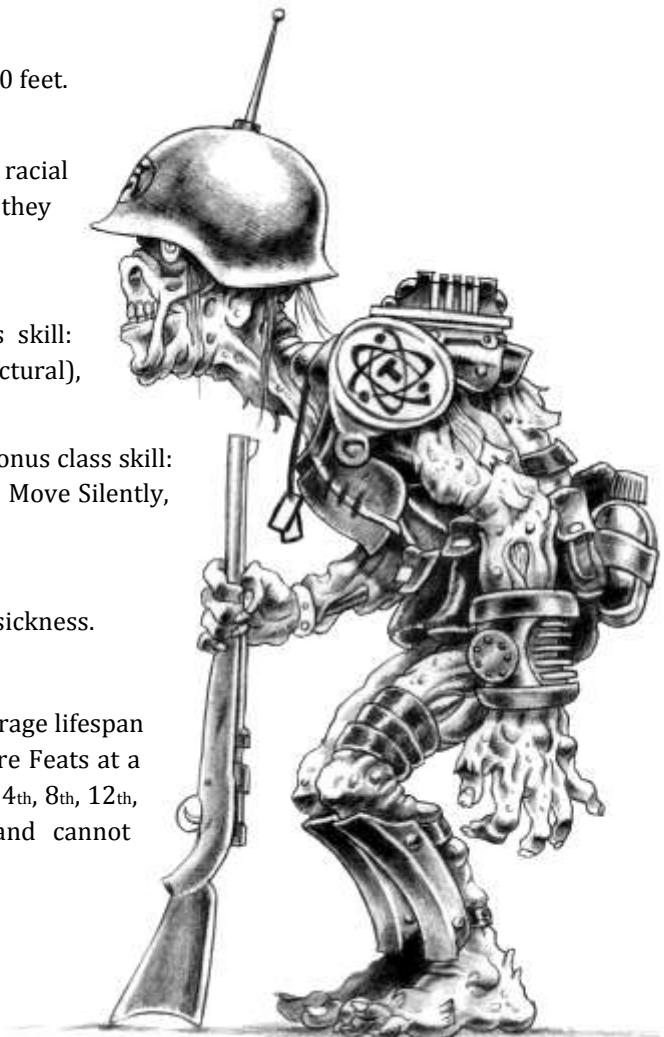
Additionally, Dregs gain one of the following skills as a bonus class skill: Climb, Demolitions, Hide, Intimidate, Knowledge (Tactics), Move Silently, Navigate, Spot, Survival, and Swim.

Immune to Radiation

Dregs are immune to the effects of radiation and radiation sickness.

Timeless

Due to the massive dose of radiation they received, the average lifespan of a Dreg is extended to 300 years. However, Dregs acquire Feats at a slower rate than other races. Acquired Feats are gained at 4th, 8th, 12th, 16th, and 20th levels. Additionally, Dregs are sterile and cannot reproduce.



Feats

Dregs receive two Feats at first level (one to start with and one for first level), since at one time in their lives they were human. The Dreg's starting feat must be selected from the following to reflect their military training: Brawl, Combat Martial Arts, Armor Proficiency (light), or Personal Firearms Proficiency.

Human Nature

Dregs attempt to remain in solitude, or at least, on the outskirts of human settlements in the Wastelands. They are seen as zombies and are feared in general by humans. This makes their survival a difficult task, but due to their military training, they are better off than normal Ghūls.

Dregs in general are not hostile, unless someone comes gunning for them or there are Chi in their midst.

The Mutant Army however, is a dangerous threat to Dregs as the mutants seek to either eradicate them or make them slaves like the Wasteland Ghūls. It is a rare case to see a Dreg working together with any non-Ghūl.

EXPERIENCE

Experience (EXP) is what gauges a character's overall power. All characters start at 0 experience (level 1) and must learn life lessons through experiencing the world. Experience is earned through a variety of life lessons from Combat, Role-Playing, and Situational Encounters as well as bonuses for Story Completion. Each type of encounter handles EXP differently. Combat Experience is detailed in the Exodus Bestiary while the other forms of Experience are detailed in the Overseers Guide (Winter 2009).

All character races require a goal number (as denoted on the experience table below) to obtain the next level of experience. Once achieving the required amount of experience the player updates his character to that level achievement. The player may advance his current character class level by one, or add another base class or advance class at its lowest class level to his Experience Level. Characters with multiple class levels may select what class to advance in level upon acquiring his goal, and only gains the numeric adjustments and abilities from that class level. See Multi-Class in Chapter 1, Section 3 of the Exodus Survivor's Guide.

Experience Table				
EXP Level	Bio-Mutants	Dregs/Ghuls	Symbiotic Mutants	Acquired Ability
1	0	0	0	Feat Talent
2	1200	1300	1150	—
3	3600	3900	3450	Feat
4	7200	7800	6900	Stat Increase +1
5	12000	13000	11500	Talent
6	18000	19500	17250	Feat
7	25200	27300	24150	—
8	33600	36400	32200	Stat Increase +1
9	42200	46800	41400	Feat
10	54000	58500	51750	Talent
11	66000	71500	63250	—
12	79200	85800	75900	Stat Increase +1 Feat
13	93600	101400	89700	—
14	109200	118300	104650	—
15	126000	136500	120750	Feat Talent
16	144000	156000	138000	Stat Increase +1
17	163200	176800	156400	—
18	183600	198900	175950	Feat
19	205200	222300	196650	—
20	228000	247000	218500	Stat Increase +1 Feat

Acquired Abilities

At certain levels of Experience a character gains an acquired ability that enhances the character's overall abilities. Acquired abilities are broken up into three field as denoted below:

Feat

A character gains an acquired feat at first level and every level divisible by 3 thereafter. The character may select any feat that he meets the requirements for.

Stat Increase

A character gains a +1 Ability Point statistic increase every level divisible by 4. This is a bonus increase and does not count toward any ability generation or character build. The character may add the +1 Stat Increase to any Ability Score of his choosing.

Talent

A character gains an acquired talent at first level and every level divisible by 5. The character may select any talent that he meets the requirements for.



Section 2: Backgrounds

Backgrounds represent the wide variety of societal influences a character might have encountered in his upbringing. While an Occupation is what the character does for a living, a Background is the way the character was raised or the experiences the character has had that served as the primary development factor for the character.

All characters must start with a Background and may only have one background (unless they take the Diverse Background Trait). If your character were a Survivalist Tribal you would have to decide which one of those Backgrounds most influenced your character's development and select it; the other Background option would represent a role-playing opportunity.

Unless indicated by a racial prerequisite (such as Ghūl only or a Mutant type only), all backgrounds are available to all races.

Cultist (revised and expanded)

The Cultist background from the EXS has been revised and expanded as detailed below. These entries replace the original Cultist Background.

Children of the Apocalypse

"Those who want to live, let them fight, and those who do not want to fight in this world of eternal struggle do not deserve to live."

(Adolf Hitler)

The Children of the Apocalypse are a deluded and psychotic cult that is obsessed with death and destruction. They believe

that the Great War was a test of mankind's worthiness and that the destruction of the world was a good thing. You've agreed with this mantra and have joined the cult. Your life mission is to continue this process of purification in order to make the world whole again and promote the doctrine of the Holy Fire that cleansed the world and made it pure again under the rule of the Children of the Apocalypse.

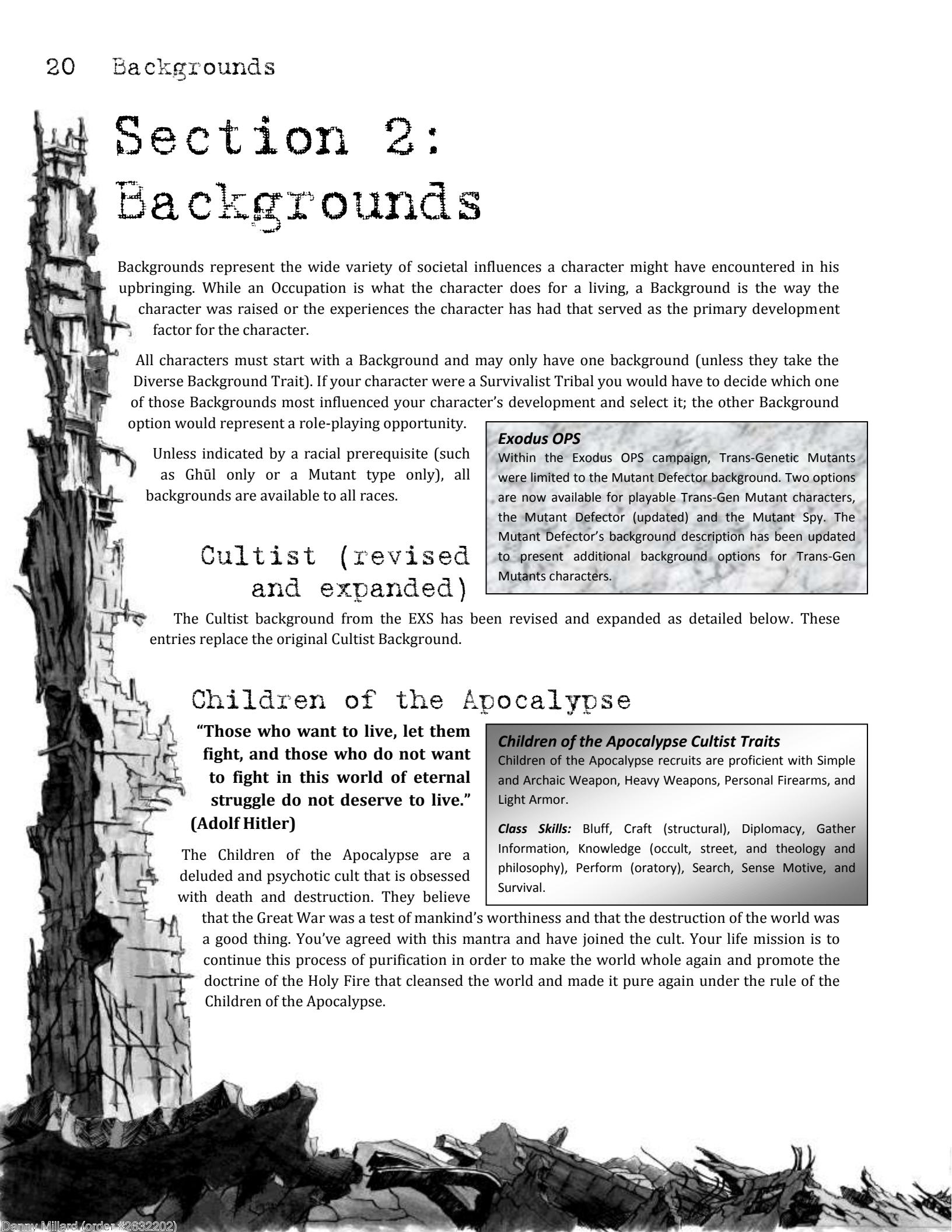
Exodus OPS

Within the Exodus OPS campaign, Trans-Genetic Mutants were limited to the Mutant Defector background. Two options are now available for playable Trans-Gen Mutant characters, the Mutant Defector (updated) and the Mutant Spy. The Mutant Defector's background description has been updated to present additional background options for Trans-Gen Mutants characters.

Children of the Apocalypse Cultist Traits

Children of the Apocalypse recruits are proficient with Simple and Archaic Weapon, Heavy Weapons, Personal Firearms, and Light Armor.

Class Skills: Bluff, Craft (structural), Diplomacy, Gather Information, Knowledge (occult, street, and theology and philosophy), Perform (oratory), Search, Sense Motive, and Survival.



Savior's Army

"Religion that God our Father accepts as pure and faultless is this: to look after orphans and widows in their distress and to keep oneself from being polluted by the world." (James 1:27)

The Savior's Army is a pacifist group with purely humanitarian goals that provides medical aid to those in need. The Savior's Army is motivated by their religious faith to help those in need, ministering aid to the poor and the outcasts of Wasteland "society" for very little in exchange. This creed is what has directed your life to join Savior's Army as a recruit.

Savior's Army Cultist Traits

Savior's Army recruits are proficient with Simple and Archaic Weapons.

Medical Knowledge: Savior's Army recruits are taught the basic knowledge of medical treatment. They gain the feat Medic as a bonus feat, even if they fail to meet the requirements of the feat.

Free Equipment: Savior's Army recruits start with two first aid kits when leaving the order, going forth into the wasteland.

Class Skills: Barter, Concentration, Craft (chemical), Knowledge (medicine, nature, science, and theology and philosophy), Profession (medic), Sense Motive, Spot, and Treat Injury.

Techno-Reapers

"One machine can do the work of fifty ordinary men. No machine can do the work of one extraordinary man." (Elbert Hubbard)

The Techno-Reapers are an organization fanatically dedicated to the cause of preserving and recreating the knowledge of pre-war civilization. The Reapers focus the majority of their efforts on recovering and restoring technological artifacts from salvage sites and old ruins. The dogma of the Techno-Reapers is based upon a charter to restore the world by preserving knowledge from the past. The Techno-Reapers are driven by the goal of mastering as much prewar technology as possible, thereby guaranteeing man's survival.

Techno-Reaper Cultist Traits

Techno-Reapers recruits are proficient with Simple and Archaic Weapons, Personal Firearms, and Light and Medium Armor.

Technical Knowledge: Techno-Reaper recruits are taught the basics of crafting. They gain the feat Builder (with the bonus applying to Electrical and Mechanical fields) as a bonus feat.

Free Equipment: Techno-Reaper recruits are given a roll of duct tape and a multipurpose tool after completing initiation.

Class Skills: Craft (chemical, electrical, mechanical, salvage, and structural), Demolitions, Disable Device, Investigate, Knowledge (civics, engineering, science, and technology), Research, Search, and Spot.

Unity

"Unity can only be manifested by the Binary. Unity itself and the idea of Unity are already two." (Prince Gautama Siddharta)

The Unity faith welcomes outcasts, orphans, and people who are without friends into their community of self awareness. The Union members connect with other people, to break down the walls of separation and teach that the idea of individuality is an illusion through the teachings of transcendence of the Six Degrees of Separation. The goal of an enlightened mind is to purpose the connection to the Unity, not dwell in the false comfort of separation. This dogma has attracted you to undertake a pilgrimage to Tahoe City to partake in the indoctrination of the Union.

Unity Cultist Traits

Unity Pilgrims are proficient with Simple and Archaic Weapons.

Harmless: Unity Pilgrims gain the Harmless feat as a bonus feat, even if they do not meet the requirements.

Class Skills: Bluff, Diplomacy, Gather Information, Knowledge (civics, occult, street, and theology and philosophy), Listen, Perform (acting and oratory), Sense Motive, and Sleight of Hand.

Gypsy

Some call you a vagabond, others a carnie, but you are Gypsy. You were born or raised into a small band of Wasteland gypsies that have traveled the known Wastelands, setting up merchant shops on the outskirts of civilization and on traveling routes.

Gypsies are flamboyant men and women that dress in flowing clothing of bright colors, adorning flashy jewelry to compliment the outfit.

The way of the Gypsy is a mystery to most, but attracts the freaks and free-spirited people into the camp to view shows of oratory wonder and exotic dance, unique merchandise and jewelry, and the prophecy of the Roma (the spiritual leader of the band).

Gypsy Traits

Gypsies are proficient with Simple and Archaic Weapons, and Personal Firearms.

Fate: Gypsies are extremely lucky and receive 3 Karma Points plus all of his or her levels upon attaining a new level. This replaces the initial ruling of 3 Karma Points + ½ character level.

Bonus Feat: Gypsies know how to survive in the wilderness and how to get from town to town and gain a bonus feat to start with. The feat can be selected from: Acrobat, Confident, Creative (perform), Dodge, Endurance, Low Profile, Nimble, Pickpocket, Quick Pockets, Stealthy, or Track.

Class Skills: Barter, Bluff, Gamble, Gather Information, Knowledge (geography and street), Navigate, Perform (dance and oratory), Sense Motive, Sleight of Hand, and Survival.

Mutant Defector

After several years of military training with your Mutant squadron in Los Alamos, you have walked away from your militant brethren to find your own path in the Wastelands. Like other Mutant Defectors before you, you have sought the human controlled realms. One day your decision to leave the Mutant Army may come back to bite you in the ass, but such is life in the Wasteland.

The Mutant Defector background has been expanded from the original listing in the EXS. This is to reflect the time that a Mutant has spent in the Wasteland learning or living an alternate lifestyle that differs from their Military background. The character benefits from both the Mutant Defector background and the Expanded Background choice.

Mutant Spy

The Mutant Army has sent out several spies into the Wasteland communities, under the guise of Mutant Defectors. You are one of these spies that observe the activities of the human and Ghūls factions and settlements, reporting back to your superiors at the Mutant Army compound through a network of Mutants and Slavers contacts.

Mutant Defector Traits

Race Requirement: Trans-Genetic Mutant

Mutant Defectors are proficient with Simple and Archaic Weapons, Heavy Weapons, Personal Firearms, and Mutant Armor.

Mutant Defectors are Marked for Death by the Mutant Army. Whenever encountered by the Mutant Army, he or she will be the first preferred target for destruction by the Mutant Army.

Free Outfit: Fatigues (mutant-sized)

Expanded Background: Mutant Defector benefits from one of the following backgrounds to reflect their options of lifestyle after leaving the Mutant Army: Cultist (Children of the Apocalypse, Savors Army, or Unity), Freed Slave, Steel Disciple, Survivalist, or Wanderer.

Orphan

The world has abandoned you at a young age to fend for yourself on the streets of a Wasteland community or in a boarding house where you were abused. You have learned to survive without the attention of parental units or other adult supervision.

Mutant Spy Traits

Race Requirement: Trans-Genetic Mutant

Mutant Spies are proficient with Simple and Archaic Weapons, Heavy Weapons, Personal Firearms, and Mutant Armor.

Free Outfit: Fatigues (mutant-sized)

Bonus Feat: Mutant Spies receive a bonus feat from the following list: Alertness, Deceptive, Endurance, Explorer, Ghost, Stealthy, Toughness, Track, or Trustworthy. The character must still meet the requirement of the feat in order to take it.

Class Skills: Bluff, Climb, Hide, Intimidate, Jump, Knowledge (geography, street, tactics, and underworld), Listen, Navigate, Search, Sense Motive, Spot, and Survival.

Orphan Traits

Orphans are proficient with Simple Weapons.

An Orphan gains a +1 to Strength and Wisdom. However, he lacks mental development, suffering a -2 penalty to Intelligence. He is illiterate and must spend twice the normal amount of skill points to learn to speak a language and triple the skill points to learn to read/write a language.

Class Skills: Balance, Bluff, Climb, Hide, Intimidate, Jump, Knowledge (street), Listen, Move Silently, Search, Spot, and Survival.

Section 3: Character Class Options

Rather than offering several classes that reflect the possible roles that a character can take on, Exodus uses a Custom Class option, which allows a player to build his character from the root up and is presented in Appendix A of the EXS. For Players who do not want to use the Custom Class build, there are two “template” classes (Aggressive and Defensive), which serve as available choices for their Exodus characters, also presented in the EXS. A third “template” class (Cautious) is presented below. As the character progresses, he may gain certain specialized training or join one of many Wasteland organizations. These further specializations and affiliations are reflected in the various advanced classes, detailed here in Chapter 5 and in Chapter 6 of the EXS.

Cautious

A Cautious Class character is someone that does not take risks unless he knows that he can succeed in the tasks set before him. He will weigh decisions on the risk factor involved before making a set decision. Cautious characters are the medium of both the Aggressive and Defensive class templates.

Cautious Class

Hit Dice: d8

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

Cautious Class (HD d8)

Class Level	Base Attack Bonus	Save 1	Save 2	Save 3	Class Features	Defense Bonus
1 st	+0	+0	+1	+1	Talent	+1
2 nd	+1	+0	+2	+2	Bonus feat	+2
3 rd	+2	+1	+2	+2	Talent	+2
4 th	+3	+1	+2	+2	Bonus feat	+3
5 th	+3	+1	+3	+3	Talent	+3
6 th	+4	+2	+3	+3	Bonus feat	+3
7 th	+5	+2	+4	+4	Talent	+4
8 th	+6/+1	+2	+4	+4	Bonus feat	+4
9 th	+6/+1	+3	+4	+4	Talent	+5
10 th	+7/+2	+3	+5	+5	Bonus feat	+5

Section 4: Traits

Angry: You were born pissed off and are quick to anger in just about any given situation. You gain a +1 bonus to Strength from all of the physical encounters you have participated in as a child, but suffer a -2 penalty to Barter, Bluff, Diplomacy, Gather Information, and Sense Motive skill checks since your mouth tends to overload before your brain catches up.

Butt Ugly: Whether you fell from an ugly tree at a young age hitting every branch on the way down or were just a genetic mistake like Betty, you're butt ugly. You gain a +1 bonus to Strength and Intelligence, but suffer a -2 penalty to Charisma. Additionally, your Charisma can never exceed a score of 8. Characters with this trait cannot take the Beautiful or Super Model trait.

Diverse Background: The character comes from a Diverse Background and may choose two backgrounds benefiting from them both. However, the character does not benefit from Skill competence bonuses from his Backgrounds, Occupation, or TAG skills.

Normal: A character's Background or Occupation may provide him with additional class skills or starting skill points at creation. If a character gains a class skill more than once through Background or Occupation, that skill gains a +1 Competence bonus each time the character gains the class skill.

Dwarf Mutation: Your parents made sweet love in a highly radiated locale, resulting in a child suffering from Dwarfism. The character gains the attributes in the adjoining sidebar.

Energetic: You are like a bolt of lightning, full of energy and zest. When undertaking a task, it takes you one-half of the time required to complete a physical skill check. This also applies to movement during a skill, the character can move normally. Most people, however, find your energetic nature annoying, choosing not to aid you in completing the task. An Energetic character cannot benefit from Aid attempts to skill checks from other characters or NPCs.

Obese: Some call you Jabba, others Big Boy, but you know you're just Festively Pump. Do to your large size, you are easier to hit, suffering a -1 penalty to Defense and -5 foot (1 square) penalty to speed. However you have learned to carry your weight, literally, and gain a +2 bonus to Strength. To determine height and weight add +2 to the number dice rolled under the physical stat chart of a particular Race type.

Prophet: You have been gifted with a glimpse into the future through dream and nightmare. Once per day the character may re-roll a single d20 roll, taking the second result regardless of the first result. If the re-roll results in a critical success (a natural 20 on the die roll), you gain the foresight to use this ability a second time during the duration of the day. Should the re-roll result in a critical failure (a natural 1 on the die roll), you lose one Karma Point.

Dwarf Mutation Attributes

Dwarf characters gain the following attributes:

- Small: As Small creatures, dwarves gain a +1 Attack and Defense bonus and a +4 bonus to Hide skill checks. Additionally the character suffers a -4 penalty to Strength checks when using firearms of medium size or larger. Lastly to determine the character's height and weight use the human physical stats chart in the EXS and subtract the modifiers from the base numbers.
- Speed: 20 feet (4 squares).
- +4 dodge bonus to Defense against Large creatures. Any time a creature loses its Dexterity bonus (if any) to Defense, such as when it's caught flat-footed, it loses its dodge bonus, too.
- Range: A dwarf has a range of 5 and can be tossed up to a maximum of 5 range increments.

Super Model: Adonis has gifted you with a hot body and now you can strut your stuff on the catwalk like a model. Being an extremely attractive person, you gain +3 Charisma. There is envy, however, from the ugly people, causing extreme hatred. Any NPC with a Charisma less than yours is threatened by your beauty and will react in an unfriendly manner. NPCs with a Charisma score of 9 or under will act hostile toward you (meaning they will not cooperate, be rude, or even possibly attack). Additionally, Slavers prize people with your looks and will attempt to capture you for your beauty at any given chance to put you in a brothel or on the slaver market. Good part, you will survive an encounter with Slavers; Bad part, Slavers target you first.

Section 5: Occupations

The Post-Apocalyptic world revolves around occupations. If occupations did not exist in the Wasteland, society would fail to continue onward, and towns would succumb to ruin. Someone must do the job, and the listings below are additional occupations of Wasteland inhabitants. (See the Exodus Survivor's Guide, Chapter 1, Section 5 for more Occupation listings).

An occupation offers the character a chance to choose two extra class skills from a given occupation and determines the character's starting wealth in steel coins.

Farm Hand

Farm Hands make their living off of working for a farmer or rancher. Farm Hands generally work the land planting crops, tilling the fields, or tending to the various animals on the farm, from milking bovine to shoveling pig crap.

Prerequisite: None

Class Skills (choose two): Handle Animal, Intimidate, Knowledge (nature), Listen, Profession (farmer), Sense Motive, Spot, and Treat injury.

Starting Wealth: 100 coins

Fisherman

Fishermen tend the rivers and oceans fishing for edible three-eyed fish and searching for low-radiated kelp beds to sell to caravans that supply food to various Wasteland settlements and outposts.

Prerequisite: None

Class Skills (choose two): Barter, Craft (Structural), Knowledge (nature), Navigate, Profession (fisher), Search, Spot, and Survival.

Starting Wealth: 250 coins

Laborer

Rebuilding the Wasteland one brick at a time is the job of the Laborer. Laborers work in any given environment within the Wasteland, from settlements to labor camps, building what need to be built.

Prerequisite: None

Class Skills (choose two): Balance, Craft (Structural), Climb, Knowledge (engineering), Listen, Profession (laborer), Repair, and Spot.

Starting Wealth: 100 coins

Postal Rider

You work for the Postal Order of the Wastelands (POW). Postal Riders deliver messages and small packages by beast of burden to Wasteland outposts and settlements.

Prerequisite: Human or Symbiotic

Class Skills (choose two): Barter, Craft (Structural), Drive, Handle Animal, Navigate, Ride, Spot, and Survival.

Starting Wealth: 300 coins

Section 6: Talents

The talent trees presented below are not class-linked and any character can choose a particular talent as long as he meets the requirements of the talent. For more Talents listings, consult the EXS.

Deception

It is man's nature to deceive. The best way to get your point across is generally in the back, but the spleen works also.

Goad

As a move action, you can attempt to goad your opponent to attack you with comments and gestures. The goaded target must be able to understand you or the gestures. Goaded requires the target to make a Will saving throw DC ($10 + \frac{1}{2}$ Character level + Charisma modifier). Failure results in the goaded losing his Dexterity bonus and targeting the character with his attacks for a number of rounds equal to the character's Charisma modifier. A target may only be goaded once per encounter.

Sneak Attack

If an opponent is unable to defend himself effectively from your attack, such as being denied his Dexterity, caught flat-footed, or is helpless, you can strike a vital spot for extra damage. This attack deals extra damage any time the target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when flanking the target. This extra damage is 1d6, and it increases by 1d6 every time this Talent is taken to a maximum of 3d6. Sneak Attack abilities (not Bonus Talents) from Advanced Classes stack with this talent and can increase a character's Sneak Attack damage to a combined maximum of 5d6. Should a critical hit with a sneak attack be scored, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a light blunt object or an unarmed strike, a sneak attack 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.

Sneak attack only effects living creatures with discernible anatomies — constructs and plants lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. 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 or striking the limbs of a creature whose vitals are beyond reach.

Snipe (Requirement: Sneak Attack)

This type of Sneak Attack allows the character to target opponents with ranged firearms and archaic weapons at further distances and still deal Sneak Attack bonus damage. Each time a character takes the Snipe talent, his ranged Sneak Attack increases by 30 feet to a maximum of 120 feet. This talent stacks with Advanced Class abilities that increase the range of Sneak Attacks, but cannot exceed the 120 feet range limitation.

Military

Serving in the Order of Eight (or other Wasteland army) has enlighten you towards military practices and prepared you for combat.

Battlefield Awareness (Requirement: Combat Focus)

When in combat, you can survey the battlefield combatants as a standard action. Battlefield Awareness allows you to discern the strength (Class Levels or Hit Die) and health (Hit Points) of a number of opponents equal to your Character level.

Battlefield Inspiration (Requirement: Combat Focus)

As a standard action you can inspire courage in your allies. Each ally must be within 30 feet of you and must be able to hear and see you. Allies that benefit from your inspiration gain a +1 circumstance bonus to Attack Rolls and Will saving throws for a number of rounds equal to your character level plus your Charisma bonus.

Combat Focus

Combat does not rattle your nerves and you are battle ready for any situation. By spending a Karma Point you can man up, gaining a +1 morale bonus to Attack rolls and Will saves for each Military Talent you possess. This morale bonus lasts a number of rounds equal to your Character level plus Wisdom modifier. This ability can only be used once per encounter.

Tag Team

Whenever an ally and you threaten an opponent in melee combat, you (not your ally) gain the bonus of flanking, even if you are not in a flanking position. Should you enter into a flanking position, you gain an additional +1 tactical bonus (+3 total) to your attack rolls. Should multiple allies possessing this talent engage in melee combat against a single target, the Tag Team ability stacks with each character, granting an additional +1 tactical bonus for each qualifying character involve in the combat.

Weapon Mastery

From the time that man first used bone, rock, and twig as weapons, he found ways to better use them against his opponents.

Signature Weapon (Requirement: Weapon Proficiency)

You have a favorite weapon and it has been with you for a very long time. A signature weapon is a non-disposable weapon that the character denotes as his favorite weapon. The character can only have one signature weapon and must have had and used the weapon as his primary weapon for at least one month prior to denoting it as his favorite weapon. When the signature weapon is used in combat, the character gains a +1 morale bonus to both attack and damage rolls.

Unarmed strike cannot be chosen as a signature weapon.

Specialization (Requirement: Weapon Proficiency)

You have trained in a single type of weapon for several years becoming a specialist with it in combat. The character must choose a weapon type from the adjoining sidebar to specialize in. When using this weapon type, the character deals an additional +2 points of damage.

Mastery

(Requirement: Weapon Proficiency, Specialization)
You have trained in a single type of weapon for several years mastering it in combat. In the hands of the character this specialized weapon deals an additional +2 point of damage. This damage stacks with specialization for a total of +4 points of damage.

Specialization¹

Archaic Weapon (Melee)	Heavy Weapons ²
Archaic Weapon (Ranged)	Rifles
Energy Weapon (Melee)	Simple Weapon (Melee)
Energy Pistols	Simple Weapon (Ranged)
Energy Rifles	Sub Machine Guns
Handguns	Shotguns

¹ All weapons types above constitute a category type. Picking a specialization of a category allow the character to specialize in all weapons listed under its type.

² Heavy Weapons do not constitute a category and must be picked individually for Specialization (except for the Minigun).



Chapter 2

Skills

This chapter expands on new options for skills for Exodus characters to use.

Computer Use

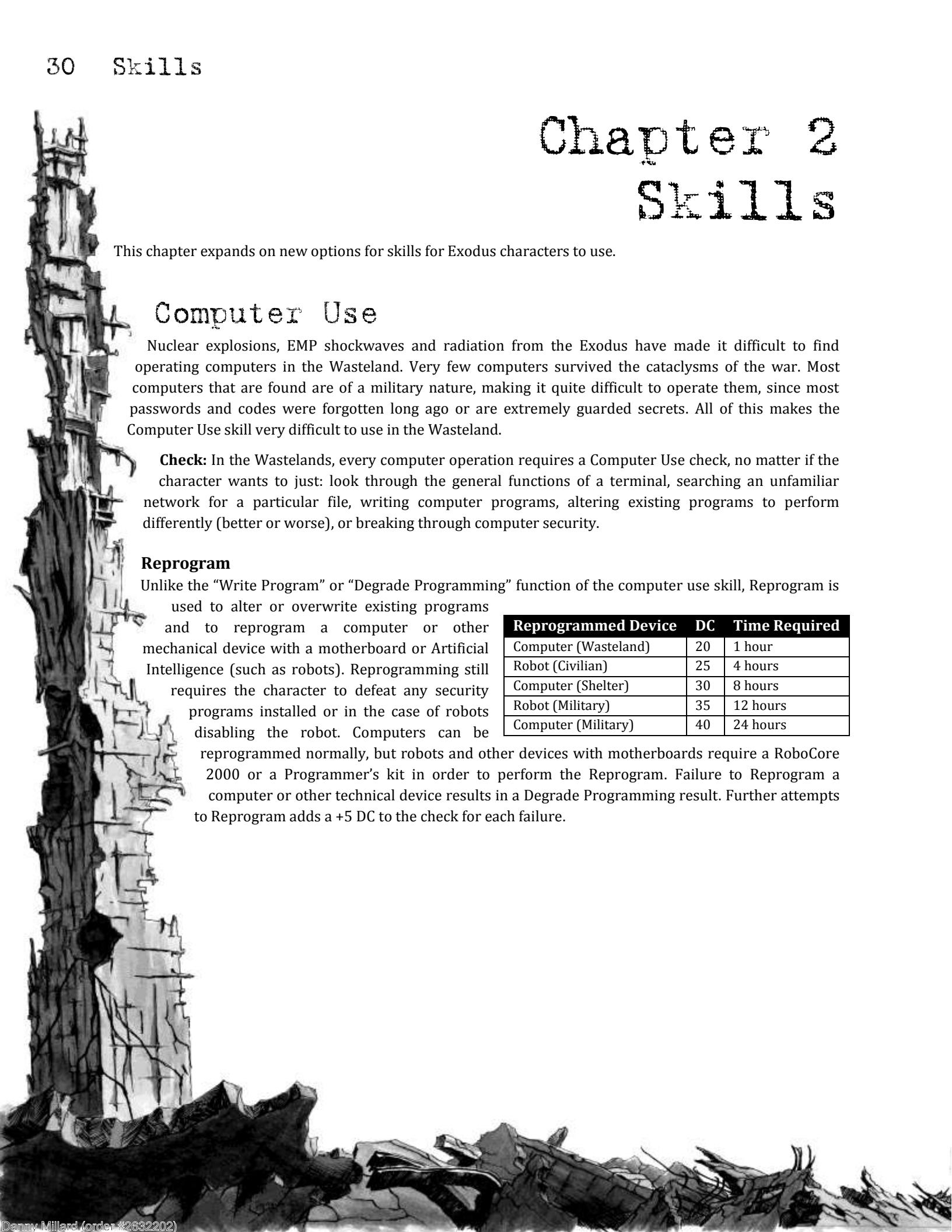
Nuclear explosions, EMP shockwaves and radiation from the Exodus have made it difficult to find operating computers in the Wasteland. Very few computers survived the cataclysms of the war. Most computers that are found are of a military nature, making it quite difficult to operate them, since most passwords and codes were forgotten long ago or are extremely guarded secrets. All of this makes the Computer Use skill very difficult to use in the Wasteland.

Check: In the Wastelands, every computer operation requires a Computer Use check, no matter if the character wants to just: look through the general functions of a terminal, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), or breaking through computer security.

Reprogram

Unlike the "Write Program" or "Degrade Programming" function of the computer use skill, Reprogram is used to alter or overwrite existing programs and to reprogram a computer or other mechanical device with a motherboard or Artificial Intelligence (such as robots). Reprogramming still requires the character to defeat any security programs installed or in the case of robots disabling the robot. Computers can be reprogrammed normally, but robots and other devices with motherboards require a RoboCore 2000 or a Programmer's kit in order to perform the Reprogram. Failure to Reprogram a computer or other technical device results in a Degrade Programming result. Further attempts to Reprogram adds a +5 DC to the check for each failure.

Reprogrammed Device	DC	Time Required
Computer (Wasteland)	20	1 hour
Robot (Civilian)	25	4 hours
Computer (Shelter)	30	8 hours
Robot (Military)	35	12 hours
Computer (Military)	40	24 hours



Craft (Int)

The Wasteland is a skeleton, with many vultures picking the bones clean. The world after the Exodus is a devastated one. Once proud cities of the world now resemble forgotten cemeteries with twisted metal tombstones reaching towards the heavens with tons of broken concrete and timber anchoring these testaments of life before the Great War.

The Craft skill is difficult to use in the Exodus world since good material is hard to find and rarely newly created. Use of the craft skill requires several different supporting skills (see sidebar) in order to start the crafting process.

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools.

To use Craft, first decide what the character is trying to make and consult the category Descriptions below. The character must acquire the raw materials through purchase or by scavenging.

Generally, a character can take 10 when using a Craft skill to construct an object, but cannot take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any raw materials.

Craft (Fabricate) (Int)

Trained Only

This skill allows a character to turn simple raw materials into usable parts for other crafting skills.

Special: Craft (fabricate) requires a forge and/or workshop and a Snapper Super Toolkit. If the character does not have the appropriate tools for the Craft, he cannot fabricate the desired item.

Crafting 101

To help clarify the crafting rules for material objects in Exodus, we have expanded the craft skill to encompass the steps needed to properly craft items and structures.

Step 1: Fabricate, purchase or scavenge and salvage the raw materials needed to build the item or structure.

Fabricating the raw materials requires the base type of material to craft. Examples of material type are listed under the Craft (salvage) skill table in the EXS. Fabrication is detailed below.

Purchasing the raw materials costs $\frac{1}{4}$ of the full purchase price of the item. For structural items consult the Craft (salvage) skill table in the EXS.

Scavenge rules are covered in the EXS under the Search skill. Salvage rules are covered in the EXS under the Craft (salvage) skill.

Step 2: Craft the item using the appropriate crafting skills. Some items may have several different aspects requiring multiple craft skills.

Example: An Energy Pistol would require both a Craft (electrical) and Craft (mechanical) skill check of the same caliber to build, since it shares multiple components of each craft.

Fabricate	Example	Craft DC	Time
Simple Small items	Bullets, Nails, Hammers, Horseshoes	15	1 hr
Simple Large items	Baseball Bat, Pipe	20	3 hrs
Moderate Small items	Bullet Casing, Gun Barrel, Knife Blade	25	6 hrs
Moderate Large items	Metal Armor Breast Plate	30	12 hrs
Complex Small items	Circuit Board, Computer Chip	35	24 hrs
Complex Large items	Laser Servo	40	48 hrs

Handle Animal

A man's best friend is his Animal Companion. Handle Animal is the training of a befriended animal to perform specific tasks or tricks.

Check: The time required to get an effect and the DC depend on what the character is trying to do.

Train an Animal

Rather than teaching an animal individual tricks, the character can train an animal for a general purpose. Essentially, an animal's purpose represents a pre-selected set of known tricks that fit into a common scheme. An animal can be trained for one general purpose only, though if the animal is capable of learning additional tricks (above and beyond those included in its general purpose) it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks. Presented in the sidebar is a new form of Animal Training. For a full list of Animal Training, refer to the EXS.

Salvaging (DC 25, 8 weeks):

An animal trained for salvaging knows the following tricks: Come, Guard, Fetch, Seek, and Work.

Try Again?: Yes.

Special: A character can take 10 or take 20 when handling animals.

An untrained character uses Charisma checks to handle and push animals, but he cannot teach or train animals.

A character with the Animal Affinity feat and at least 1 rank in this skill gets a +2 bonus on all Handle Animal checks.

Time: See Animal Handling in the EXS. Teaching or training an animal takes a number of days. The character does not have to spend the entire time training the animal; 3 hours per day is enough. (Spending more than 3 hours per day does not reduce the number of days required.) The character cannot spread the days out; if the character does not complete the training during a period of consecutive days, the effort is wasted.



Chapter 3

Feats

Feats are special talents or abilities that a character learns during his transition through life. A character gains Feats based on several factors of character creation. All characters begin with two Feats as denoted in the character class Description (one for class and one for first level) and may gain a bonus Feat through a background, occupation, or trait option. At third level the character gains acquired Feats. Acquired Feats are earned every third level (or fourth level if a Ghūl or has the Gifted Trait) and multiple thereof. Additionally, class features provide a character with bonus Feats, sometimes from a specific list. So needless to say, an Exodus character will have many Feats to choose from in the list below as they progress in levels.

Some Feats have a requirement that must be met in order to obtain that Feat. These requirements range from minimum ability score requirements, skill ranks, another Feat, a minimum Base Attack Bonus or a combination of any of these requirements. Some advanced classes allow a character to take a Feat without meeting the requirements—this will be denoted in the class feature or bonus feat Description.

Body Over Mind

After reading the Guide to Meditation by Dr. Spock, you have learned methods of applied manipulation to your body through the use of trance.

Prerequisites: Force of Will, Iron Will, Mind Over Body

Benefit: Through the use of meditation, the character ignores one-half of any Mental Ability (INT, WIS, or CHA) damage with a successful Concentration (DC 10 + ability damage) skill check.

Connected

You are well known and have inside connections with a specific organization.

Prerequisites: 10% fame with a Wasteland faction, organization, or town.

Benefit: The character must choose a Wasteland faction, organization, or town. With his choice, he gains a +4 circumstance bonus on Barter, Bluff, Diplomacy, Gather Information, Knowledge (street), and Sense Motive skill checks while interacting with the choice.

Special: This feat may be taken multiple times with a different Wasteland faction, organization, or town.

This has been corrected in the 1.5 version of the Exodus Survival Guide.

Fast Shot

You know how to empty your guns far faster than a normal shooter.

Prerequisites: Dexterity 13, Improved Initiative, Personal Firearm Proficiency, and Quick Draw.

Benefit: The character gains one additional attack at his highest Base Attack Bonus with guns when using the full-round attack action. Because the character shoots faster, he scores less critical hits, taking a -4 penalty to the d20 roll to confirm the critical.

Special: A character cannot benefit from Finesse when using Fast Shot.

Fearless

Confidence exudes from your pores. An angel is watching your back, according to that blind sage sitting in that mud hut in the Tribal Nation.

Prerequisites: Karmatic Destiny

Benefit: By spending a Karma Point, any damage or effect that would result in death instead leaves you in stable condition at -9 hit points or 1 hit point away from death.

Normal: A character reaching -10 hit points is dead.

Special: A Ghūl with the "Fear the Reaper" trait is reduced to 1 hit point, and remains conscious, but is knocked prone and stunned for 1 round.

Finesse

Your attacks show style and flare even if they are sometimes impractical. (This trait cannot be taken with the Fast Shot trait)

Prerequisites: Dexterity 15

Benefit: The character gains a +4 bonus to confirm critical hits, but deals -1 damage on all attacks.

The "Fast Shot Feat" replaces the "Fast Shot Trait" listed in the Survivor Guide. We have changed Fast Shot from a trait because it is a combat bonus and not a personality quirk.

The "Finesse Feat" replaces the "Finesse Trait" listed in the Survivor Guide. We have changed Finesse from a trait because it is a combat bonus and not a personality quirk.

Force of Will

Your will is so strong that you can break the bonds of bodily limits.

Prerequisites: Iron Will

Benefit: The duration of Daze, Paralyzed, and Stunned condition effects are reduced by half for the character.

Grenadier

Tossing exploding potatoes as a young lad has given you the precision to target your mark in a more deadly way.

Benefit: When using grenades or other burst-effect thrown weapons in combat, you deal +1 die of damage to the area of effect and increase the Reflex saving throw by +2. If the weapon's effect has splash damage, this damage is increased by 1 point.

This has been corrected in the 1.5 version of the Exodus Survival Guide.

Improved Mutate!

Swimming in raw sewerage has adapted you to the Wasteland environment by granting you additional mutations!

Prerequisites: Mutate

Benefit: The character gains an additional Trait (for a maximum of three Traits total).

Normal: A character may choose up to two traits at character creation.

Insight

After a bout of constipation, when attempting to pass that strange fruit, you have gathered more than just flies.

Prerequisites: Comprehension

Benefit: Having more than 5 ranks in a synergistic skill now provides you with a +3 synergy bonus.

Normal: 5 ranks in a synergistic skill provides a +2 synergy bonus.

Karmatic Destiny

There is an air of destiny about you. Perhaps God has placed you in this world to part the Great Salt Lake, like Moses parted the Red Sea.

Benefit: When spending a Karma Point you add +2d4 to one d20 roll.

Normal: A Karma Point adds +1d6 to one d20 roll.

Linguist

Traveling the caravan carnival circuit has taught you many different cultural languages of the Wasteland.

Prerequisites: Speak one language

Benefit: The character may learn to speak additional languages at the cost of 1 skill point per language.

Normal: Learning to speak an additional language cost 3 skill points.

Literary

A monkey writing his memoires on a typewriter has taught you the secret arts of the Literary. Now no knowledge is beyond your primitive brain to grasp.

Prerequisites: Comprehension, Educated

Benefit: All Knowledge skills become class skills for the character and in addition they all can be used untrained to make skill checks.

Normal: All Knowledge skills are Trained-Only skills (except street).

Mind Over Body

After reading the Guide to Meditation by Dr. Spock, you have learned methods of applied manipulation of your mind through the use of trance.

Prerequisites: Force of Will, Iron Will

Benefit: Through the use of meditation, the character ignores one-half of any Physical Ability (STR, DEX, or CON) damage with a successful Concentration (DC 10 + ability damage) skill check.

Resourceful Barterer

The Merchants bring out all of their hidden store stock when you're around.

Prerequisites: Barter 6 ranks

Benefit: The scarcity of goods that a merchant has on display for sell is increased by one step for the character (Common to Uncommon to Infrequent to Rare). The Steel value of the scarcity that is available also increases by +1000 Steel for each step.

Saboteur

You are quick to rig explosives to create havoc upon unexpecting foes.

Prerequisites: Cautious, Demolitions 8 ranks

Benefit: A Saboteur gains several bonuses to the Demolitions skill. First, rigging an explosive with a detonator takes a move action. Second, when placing the explosive, it takes half of the normal required time. Lastly, all explosives set by the Saboteur deal +1 dice of damage.

Normal: Setting up an explosive with a detonator takes a full-round action. Placing an explosive device takes 1 minute or more.

Sheltered Life

After spending years in a containment bubble building up your immunities, you are now free to go swimming in raw sewerage.

Prerequisites: Karmatic Destiny

Benefit: By spending a Karma Point, you may reroll a failed Fortitude saving throw that results in ability damage.

Sidestep Charge

Growing up on a farm tormenting the bison bulls has its benefits, ole! You are a master of sidestepping charging beasts.

Prerequisites: Dodge, Mobility

Benefit: Once per round, when an opponent charges you, and you're not denied your Dexterity or flat-footed, you are allowed a Reflex save equal to his attack roll to avoid (sidestep) the charge into an unoccupied square within 5-feet of your location. If the Reflex save is successful, you make a 5-foot adjustment and your opponent misses his attack ending his turn in the former square you occupied. If there is no unoccupied square within 5 feet of the character, this feat cannot be used.

Stop Charge

Grabbing the bull by its horns has a new definition for you, so does shooting it between the eyes. You know how to stop charging opponents dead in their tracks.

Prerequisites: Dodge, Mobility

Benefit: Once per round, when an opponent charges you, and you're not denied your Dexterity or flat-footed, and armed, you are allowed an attack roll against the opponent. If the attack roll succeeds, the opponent must make a Strength check versus the damage dealt or his movement stops and he loses the rest of his action for the round and is not able to complete the charge.

Tag!

When it comes to a task, you skills are superior.

Benefit: The character gains an additional Tag skill as detailed in the EXS.

Normal: A character begins with three Tag skills at character creation.

Special: A character can take this skill multiple times applying it to a non-Tag skill.



Chapter 4

Equipment

Since man first walked upright, bone, stick, and rock became his friends in both construction and war. Violence in the Wasteland is a part of life, and if you do not have the proper equipment you may be taking a dirt nap. As a character travels through the Wasteland he will need the right equipment. The Exodus Survival Guide lists the optimal weapons, survival equipment, medical supplies, and other items considered essential to surviving in the aftermath of an atomic war; but, in the Wasteland a survivor has to learn to scrounge and to make the best use out of what can be found hidden in a ruined building or bunker; taken off the body of a hostile traveler; or stolen from the inattentive and unwary. This chapter expands the weapons, armor, and miscellaneous equipment that can be found in the Wasteland.

Weapons

Weapons are abundant in the Wastelands. Before the Exodus, guns and combat melee weapons were manufactured on a massive level for the military and for US citizens (for the right to bear arms). Now weapons of all type are sold from Wasteland merchants, pilfered from corpses, or found in the lost ruins of civilization.

Whether you are killing things with a sharpened wooden stick or with a pistol, you need to know about implements of destruction if you want to be able to defend yourself in the Wasteland (where the best defense is often of a preemptive and anticipatory nature).

Explosives

These weapons explode or burst, dealing damage to creatures or objects within a localized area. Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons.

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or various devices to set them off.

Explosives require nothing special to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the -4 non-proficiency penalty.

Explosives and Grenades	DMG ¹	CRIT	TYPE	RNG	RADIUS	REF	SIZE	WT	SCRC	COST
Grenade, Chemical	Special	—	X	5	15	15	Tiny	1	R	Special
Grenade, Flash	Special	—	X	5	15	18	Tiny	1	I	350
Grenade, Smoke	Special	—	X	5	40	—	Tiny	1	I	350

¹ See item Descriptions or Combat Rules for special information on this weapon.

Grenade, Chemical

Chemical grenades hold deadly chemicals or airborne toxins that are released in gas form delivering a chemical attack upon anyone within the burst radius. Chemical grenades come in a variety of types as denoted on the sidebar.

Chemical	Cost	Fort	Effects
Knockout Gas	1000	18	1d3DEX /Unconsciousness for 1d3 hours
Mustard Gas	750	17	1d4/2d4 CON
Nerve Gas	2500	22	Paralyzed/1d6 CON
Tear Gas	500	15	Nauseated 1d6 rounds

Grenade, Flash

Flash grenades explode in a bright explosion of light blinding anyone in the burst area that fail to make a Reflex save DC 18. Targets that fail their Reflex save are blinded for 1d6 rounds. Targets that are wearing sunglasses or other headgear that shade or protect the eyes gain a +2 equipment bonus to their Reflex save.

Grenade, Smoke

A smoke grenade expels a burst of smoke that covers a 40-foot radius obscuring all vision in and through the area. The smoke obscures all sight, beyond 5 feet. Targets more than 5 feet away from their opponent have one-half concealment (a 20% miss chance). Targets farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). The smoke disperses after 10 rounds, unless there is a moderate wind (11+ mph) which disperses the fog in 5 rounds or a strong wind (21+ mph) which disperses the fog in 1 round.

Melee

Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon; some are considered simple weapons (covered by the Simple Weapons Proficiency feat); others are archaic (Archaic Weapons Proficiency) or exotic (Exotic Melee Weapon Proficiency).

A character's Strength modifier is always added to a melee weapon's attack roll and damage roll.

Melee Weapons	DMG	CRIT	SIZE	WT	PROF	SCRC	COST
Hockey Stick	1d8	20	Large	4	archaic	I	230
Lacrosse Stick	1d6	20	Med	4	archaic	R	450

Hockey Stick

Hockey was a very popular sport before the Exodus, with local and National teams across the United States. A Hockey Stick can be used as a slashing or blunt weapon that can also be used to disarm or trip an opponent on a successful attack. If used as part of a disarm or trip attack, the attacker gains a +2 equipment bonus to the opposed roll.

Lacrosse Stick

Lacrosse was a sport played at many elite Colleges and prep schools. A Lacrosse Stick can be used as a club, but is designed to catch and project a ball or similar object no bigger than a soft ball using the attached basket. If a character has a Lacrosse stick in hand, he may attempt to catch a thrown projectile by succeeding a Reflex save equal to the attacker's attack roll, or a DC 20 for burst items. If the character succeeds the save by 5 or more, he can immediately use the Lacrosse Stick to throw the projectile away or at a target by making a Ranged attack roll.

40 Equipment

ARMOR

All sort of Wasteland dwellers wear armor to better protect themselves from the hazards of the Wastes, such as beasties, mutants, and of course the evils of man. Armor increases the wearer's Defense bonus by the listed amount on the charts below if the wearer has the armor proficiency feat to wear the armor correctly.

Three feats cover proficiency in the use of armor: Armor Proficiency (light), Armor Proficiency (medium), and Armor Proficiency (heavy). Non-Proficient wearers suffer double the armor check penalties to skills and receive a decreased Defense bonus: Light Armor -1, Medium Armor -2, and Heavy Armor -4.

Light Armor	Defense	PDR	EDR	LDR	XDR	Dex	AP	SPD	WT	SCRC	Cost
Athletic Sports Pads	+2	1	0	0	0	+5	-1	30	10	I	150
Bicycle Helmet	—	—	—	—	—	—	—	—	1	I	250
Hockey Mask	—	—	—	—	—	—	—	—	1	R	500
Motorcycle Helmet	—	—	—	—	—	—	—	—	3	I	325

Athletic Sports Pads

Before the Exodus, several sports reigned as the king of entertainment. Athletes from football and hockey leagues wore Athletic Sport Pads to protect themselves from impact injuries. Athletic Pads range from Football shoulder pads to Hockey goalies or players pads.

Bicycle Helmet

With the popularity of Bicycle racing in the 1990's and 2000's, plastic helmets to protect the head of the cyclist where made in great abundance. These helmets protect the head against impact damage. A character wearing a bicycle helmet gains +5 speed when operating a bicycle and +3 PDR to Targeted "Head" attacks.

Hockey Mask

A Hockey Mask is part of a goalie's pads to protect the face and head from damage. These masks protect the head against impact damage granting a +5 PDR to Targeted "Head and Eye" attacks.

Motorcycle Helmet

Several States across the U.S. required bikers to wear helmets when riding. Motorcycle helmets come in a variety of sizes and styles. These helmets protect the head against impact damage. A character wearing a motorcycle helmet receives +5 PDR to Targeted "Head and Eye" attacks.

Field Gear

When someone says "equipment" you probably think of guns and knives. Weapons, however, cannot rebuild a motor, carry your water or supplies, warn you about radiation in the area, or compromise a security system. It is your field gear that takes care of you and keeps you warm at night.

Item	Use	WT	SCRC	Cost
Fusion Battery	Battery for Fusion-based devices	1/20	I	100
Fusion Generator	Small Nuclear Reactor	80	R	5000
Ham Radio	Short-range broadcasting radio	4	I	400
Radio, Portable	Small radio that can be carried	2	C	175
Radio, Portable (w/Flash Port)	Small radio with a flash crystal port	2	I	425

Fusion Battery

With the creation of the Fusion Cell by Mr. Fusion International in 2002, Fusion Batteries soon followed. Fusion Batteries are small Fusion Cells that resemble the old style of acid-based batteries and were made universal to fit into any Fusion Battery-based device. A Fusion Battery has 1,000 hours of continual use before the fusion power is expended.

Fusion Generator

This nuclear device created in 2010 by Mr. Fusion International replaced the oil and natural gas based generators. A Fusion Generator is a miniature nuclear reactor contained in a small-sized carbon container and is fitted with a fail-safe emergency shutdown should the container be breached during activity. A Fusion Generator creates enough energy to power a single 2,500 sq. ft. building.

Ham Radio

Ham Radios have been around and in use since the early 20th century. In the late 20th century, Ham Radio's were a novelty used by over 6 million people in the United States mostly as a hobby to communicate with a network of hobbyists. Ham Radios use AM/FM short-range frequencies ranging between 20 to 60 miles of broadcasting area.

Radio, Portable

Portable Radios were common in the household of the 20th century using standard acid-based batteries. In 2004 most Portable Radios sold to the pre-Exodus populace were of Fusion Battery design. Portable Radios were manufactured by a variety of manufactures and come in a variety of shapes and sizes. Some Portable Radio's include a Flash Crystal port for audio files.



Animals

An animal is a man's best friend in the Wasteland, just a leather jacket and some Jerk-Links meat jerky and you're ready to train. Several domesticated animals survived the Exodus and serve the purposes of man, whether it is for protection, transport, or just for traveling. All of the following animals are detailed fully in the Exodus Wasteland Bestiary. See Appendix A for animal statistics.

Animal	SCRC	Cost
Bovine	UN	1500
Camel	I	900
Dog, Trained	I	600
Donkey	UN	500
Horse, Trained	R	5000

Bovine

Bovines are the work force of the Wasteland. Their main job is to pull haulers through the Wastes. Some are used for other purposes, such as farming or for heavy labor. Bovines include all large herd animals, bison, buffalo, domestic cattle, and ox.

Camel

Much like Bovines, Camels are another part of the work force of the Wasteland. Due to their Wasteland durability, their main job is to pull haulers over very long distances through the Wastes. Camels are very valuable to merchant caravans and Wasteland scavengers.

Dog, Trained

Dogs are a man's best friend and come in a variety of breeds. Dogs are stout learners and can be easily trained for a number of tasks. Trained Dogs include Wasteland breeds such as Collies, Dobermans, German Sheppard's, Pitt Bulls, and Rottweiler's.

Donkey

The preverbal pack animal of the Wastes, Donkeys serve man to carry their gear.

Horse

Horses are a prized commodity in the Wasteland offering the quickest mode of travel next to an operational fusion vehicle. The Chi Dynasty owns the largest stables of horses in the Southwest Wasteland. Horses come in a variety of breeds from stout ponies to mustang to stallions.



Clothes

Most people of the Wasteland (except some Tribals who wear animal bikinis and loincloths) wear clothing outfits from the pre-war era.

A suit of clothing weighs nothing when worn—the weight listed is when the outfit is carried as luggage. The items described here represent special clothing types, or unusual outfits that a character might need to purchase.

For the most part, clothing choice is based on character concept. It is generally assumed that a character owns a reasonable wardrobe of the sort of clothes that fit his lifestyle. Sometimes, however, a character might need something out of the ordinary. When that is the case, he will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks, and one on Sleight of Hand checks.

First, clothing is part of a disguise. See the Disguise skill Description for more on how appropriate dress affects Disguise checks.

Clothes also help to hide firearms, body armor, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus.

Outfits

An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

Athletic Uniform

An Athletic Uniform covers a variety of pre-Exodus sports apparel. An athletic uniform could be a pre-Exodus baseball or football team uniform, or a bowling shirt or hockey jersey with casual pants.

Outfit	SCRC	Cost
Athletic Uniform	I	200
Janitor's Jumpsuit	I	150
Motorcycle Jumpsuit	R	600

Janitor's Jumpsuit

This one-piece jumpsuit is a handyman's best friend, containing a variety of pockets and equipment loops. The standard Janitor's Jumpsuit comes in a variety of blue colors; however a few rarer colors, such as green and tan, have been found in the Wastes.

Motorcycle Jumpsuit

This one-piece body-hugging jumpsuit was designed to be a protective skin for crotch-rocket bikers. These jumpsuits come in a variety of solid colors or designs specific towards a pre-Exodus sponsor.

44 Equipment

Chemicals

In the late 20th century, recreational drugs were the fad. Several designer drugs and other additive sources survived the Exodus.

Chemicals (Drugs)	Benefits	After Effects ²	Addiction ³	WT	SCRC	Cost
Cocaine	+4 Con, Remain Conscious, and Alertness for 1 hour.	Fatigued	20%	0	R	500
Humpback Cigarettes (20 pack)	None, but the cool kids are doing it.	Surgeon's General Warning	15%	1	I	25
Liquid Energy	Removes Fatigue and Exhaustion status for 1 hour	Status Returns	10%	1	I	50
Marijuana	+2 Wisdom, +2 Will Save against Fear and Intimidate	Munchies	15%	0	R	300
Meth Cube	+2 Wisdom, +5 Speed, +2 Reflex; limited vision	Hallucinations	40%	0	I	200
Morphine	MAS x2; -2 Dexterity, Intelligence, Wisdom	-2 Dexterity, Intelligence, Wisdom	30%	0	I	450

¹ Drug benefits and after effects do not stack by taking multiple doses of one type of drug unless denoted below; however, taking different type of drugs with similar effects do stack.

² Character can delay the after effects by consuming a continuous regiment of a chemical at the end of its beneficial period.

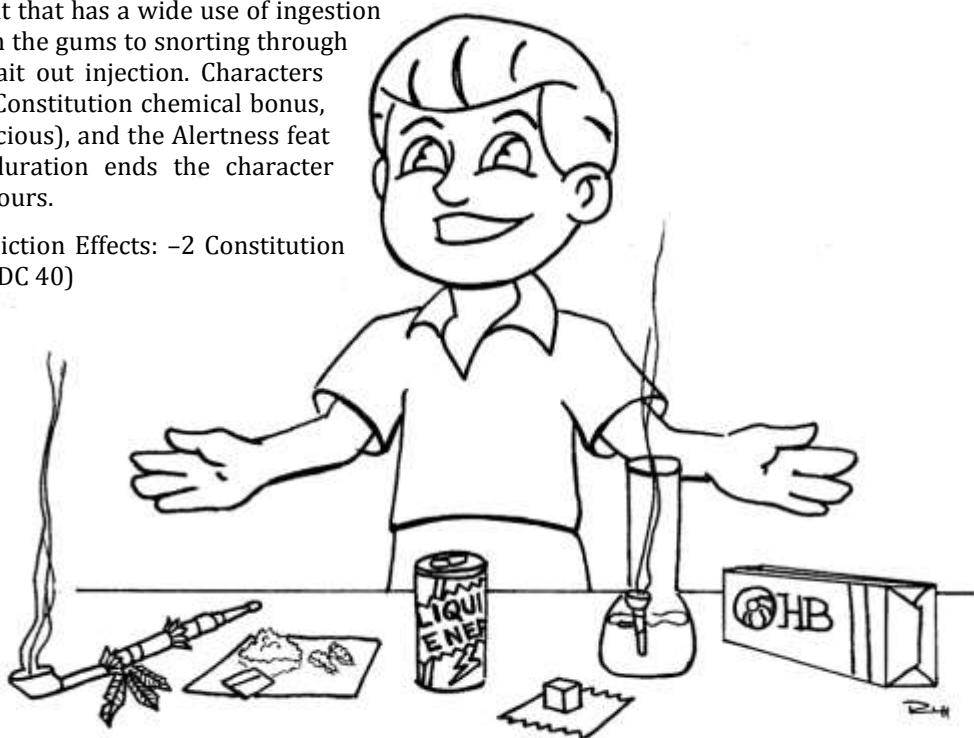
³ Addiction effects and recovery is detailed in Chapter 5.

Cocaine

"Say hello to my little friend." Cocaine, derived from the Coca leaf, has been used in the early 1900s as a medical remedy to cure a range of ailments. However, this white powder became extremely popular in the 1980s, replacing Marijuana as the drug of choice for famous and wealthy people throughout the world. Millions of pounds of Cocaine were smuggled every year into the United States, mostly from Cuba and Columbia, through boats and planes.

Cocaine is a stimulant that has a wide use of ingestion methods from rubbing on the gums to snorting through the nasal passage to strait out injection. Characters using Cocaine gain a +4 Constitution chemical bonus, the Talent (Remain Conscious), and the Alertness feat for 1 hour. After the duration ends the character becomes Fatigued for 4 hours.

Addiction: 20%; Addiction Effects: -2 Constitution and Exhausted (Fort DC 40)



Humpback Cigarettes

Made from the finest tobacco grown on Humpback Mountain, these packs of cigarettes survived the Exodus due to their expert packaging and preservatives.

Warning: The Surgeon General warns that smoking Humpback Cigarettes may be hazardous to your health and may cause black lung, cancers, delay pregnancy, respiratory disease, and a strong attraction to the same sex.

Liquid Energy

Lightning in a bottle, Liquid Energy is a 10oz. drink that contains a large amount of electrolytes and caffeine. Drinkers of Liquid Energy gain a refreshing charge for a brief period. Liquid Energy removes the status effects of Fatigue and Exhausted for 1 hour. After an hour, the status effect returns.

Addiction: 10%; Addiction Effects: -2 Dexterity and Exhausted (Fort DC 35)

Marijuana

Marijuana was made popular in the 1960s during the Love and Peace movement by the Hippies. The Marijuana plant has endured the Exodus and can be found growing wild through the Wasteland. When dried and smoked, Marijuana bestows clarity and a relaxed feeling granting the smoker a +2 Wisdom bonus and +2 Will save bonus against Fear-based effects and Intimidation checks.

Addiction: 15%; Addiction Effects: Fatigued (Fort DC 30)

Meth Cube

Resembling a Sugar Cube, the Meth Cube is a drug that is added to a drink creating a euphoric reaction. When this drug dissolves and is drunk it bestows increased awareness, speed, and reflexes. The user gains +2 Wisdom, +5 Speed, and a +2 Reflex Save for 2 hours, but suffers from tunnel vision. The character only has line of sight vision in a single direction that is 15 foot wide. Anything outside of the 15 foot range is blurred beyond comprehension granting targets full cover from the user. After the drug wears off the character suffers from Hallucinations for 2 hours.

Addiction: 40%; Addiction Effects: Hallucinations (Fort DC 45)

Morphine

Morphine comes in medical vials scavenged from Military Facilities and Hospitals after the Exodus. Morphine is a pain-reducing drug that numbs the brain, reducing the pain reception of the body. When Morphine is injected into the blood stream, it allows the user to ignore pain for 2 hours, doubling his Massive Damage Threshold. The user however suffers a -2 Dexterity, Intelligence, and Wisdom penalty due to the mind-numbing effects of the drug.

If used during a surgery upon a character, the doctor gains a +4 bonus to his Treat Injury (Surgery) skill check and doubles the amount of Hit Points regained from the Surgery if successful. However the treated character gains and suffers the use effect above.

Addiction: 30%; Addiction Effects: -2 Dexterity, Intelligence, and Wisdom (Fort DC 40)

Manuals of the Wastelands

Through a large distribution before the Exodus, several manuals and tomes survived and can be found in the Wasteland. Educational books from Rad-Tek as well as recreation magazines survived the fallout, and have seen circulation through the Wastelands. Of course the circulation of these books is mostly used for toilet paper, so they still are hard to come by.

Books can be used to help aid in particular skills when referenced (as described below in the item's Description). Using a book to gain a benefit on a skill takes time and the user must be literate in the language the book is written (most books are written in English unless otherwise stated by the Overseer). The amount of time required to gain the skill bonus is listed in the Description of the item below.

Emerald's Book of Survival Recipes

This book, written in the late 20th century, is a Wasteland survivor's dream. Emerald's book of recipes details frontier living, from skinning to the preparation of meat. Some favorite recipes are the deep-fry rat, possum stew, and seagull pie. Consulting Emerald's book of recipes, grants the cook a +4 competence bonus to Profession (cook) and a +4 competence bonus to Survival (finding food and water) skill checks.

Time Required: 30 minutes

Manuals of the Waste	SCRC	Cost
Book of Survival Recipes	R	3500
Guide to Dumpster Diving	R	2500

Stroud's Guide to Dumpster Diving

Lesman Stroud was an expert scavenger and survivor from the 20st century. His book details how to become a millionaire by turning scavenged garbage and junk into money. By consulting the Guide to Dumpster Diving, a character receives a +4 competence bonus to Search (scavenge) skill checks.

Time Required: 10 minutes



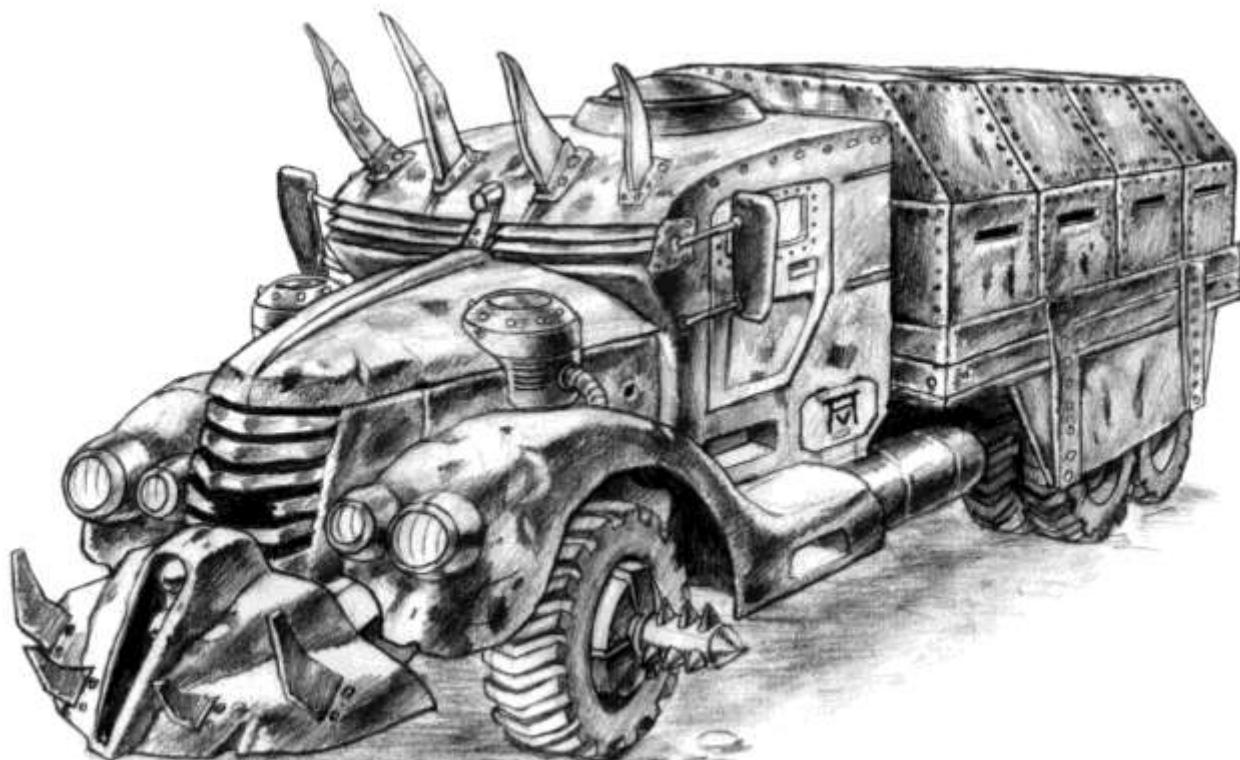
Vehicles

In the Wasteland mobility is king. Those who possess vehicles can prey on those who do not and escape safely beyond the reach of someone who has to travel by foot; but, to keep a vehicle moving the owner must constantly search for fuel. Due to the oil shortages of the pre-war years, cars and military vehicles were produced with fusion power cells instead of internal combustion engines. These power cells can be recharged with portable energy batteries like fusion cells. Vehicles found in the ruins will generally be in poor repair, if they run at all, and will require a skilled mechanic for ongoing maintenance.

Vehicle	Crew	Pass	Cargo	Init	Man	Speed	DEF	Hard	HP	Size	SCRC	Cost
Army Transport	1	11	1000	-4	-4	180 (18)	8	10	400	Huge	VR	500000
Bicycle	1	1	5	0	+2	40 (4)	11	2	15	Small	I	350
Dirtbike	1	0	0	+1	+1	220 (22)	10	5	80	Medium	R	17500
Haul Cart	0	1	250	-1	-1	—	10	2	25	Medium	UN	800
Hauler	0	2	400 ¹	-2	-4	—	9	5	80	Large	I	12000
Jetski	1	1	10	+2	+2	—	11	5	60	Small	R	35000
Jeep	1	3	350	+1	+1	220 (22)	9	10	150	Large	R	25000
Never Flat Tires	—	—	—	—	—	—	10	45	Various	I	400	
Ninja Catapult	1	0	0	+2	+2	400 (40)	10	10	100	Medium	VR	90000
Powerboat	1	5	400	+1	+1	270 (27)	8	5	150	Huge	VR	125000
Rowboat	1	2	250	-4	-4	30 (3)	10	2	20	Medium	I	1500
Semi-Truck	1	1	100	-4	-4	110 (11)	9	10	220	Large	VR	250000
Wasteland Wagon	0	4	1000	-2	-4	—	9	2	25	Large	UN	2500
Yacht, Sailing	2	14	4000	0	-4	80 (8)	7	10	500	Gargantuan	VR	350000
Yacht, Power	4	36	25000	-2	-2	120 (12)	6	10	500	Colossal	VR	500000

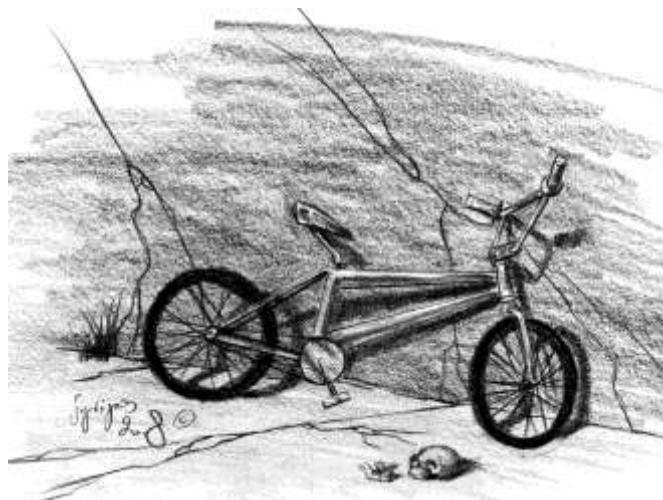
Army Transport

This large army truck was designed by the military as a transport vehicle for both transporting cargo and military personnel. The Truck has a separate cab from a canvassed flatbed.



Bicycle

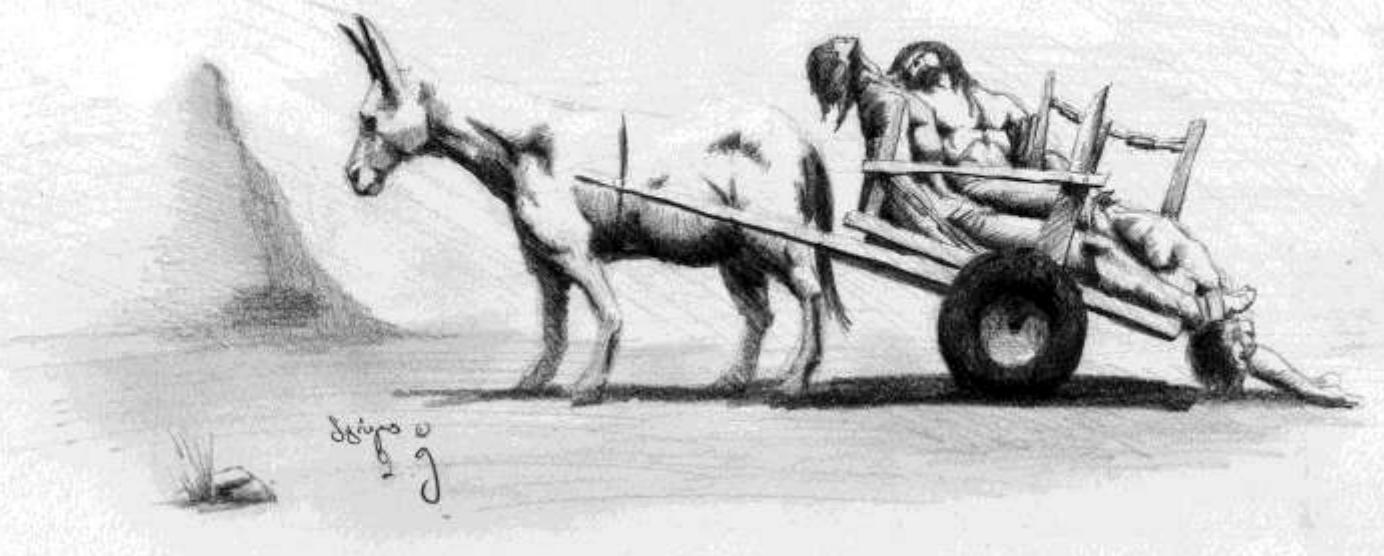
Before the Exodus, Bicycles were made mostly for children, but popular Cyclist Lance Armstrom inspired a generation of adults to use bicycles for exercise, launching an influx of all terrain bicycles. Bicycles come in a variety of shapes and sizes.

**Dirt Bike**

The Motor Storm Dirt Bike is a light off-road motorcycle. It was popular as a desert and mountain terrain recreational vehicle.

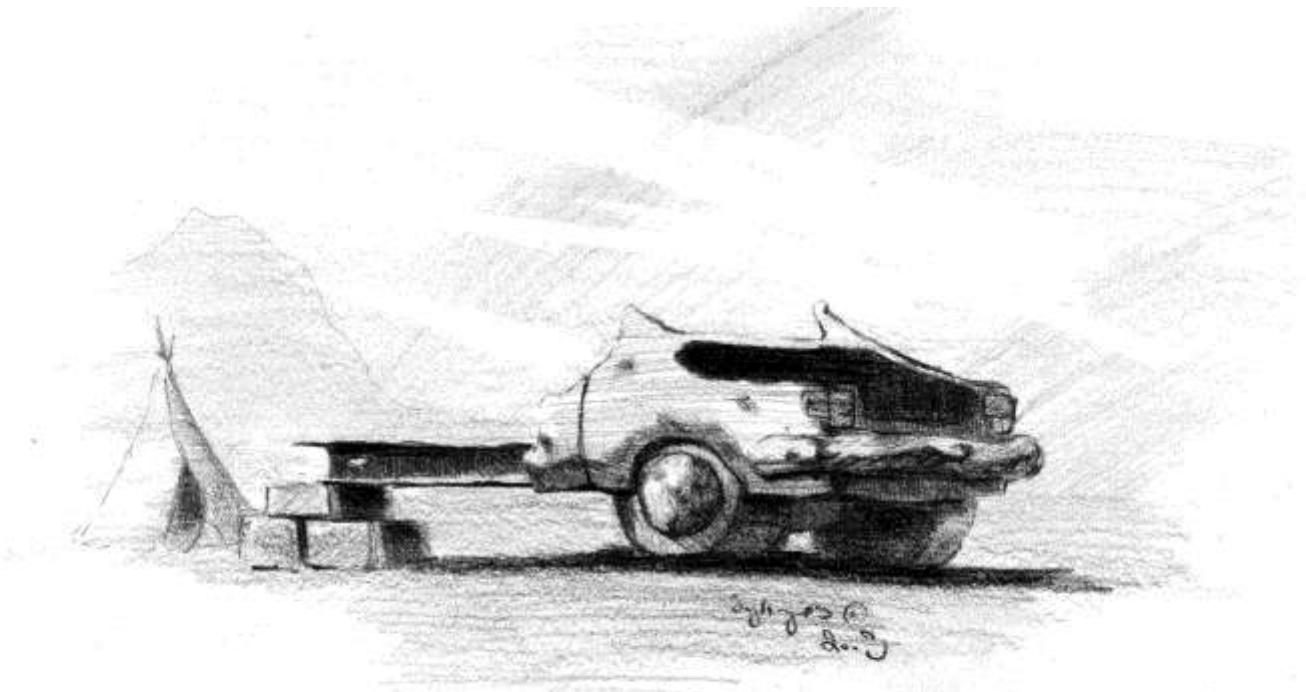
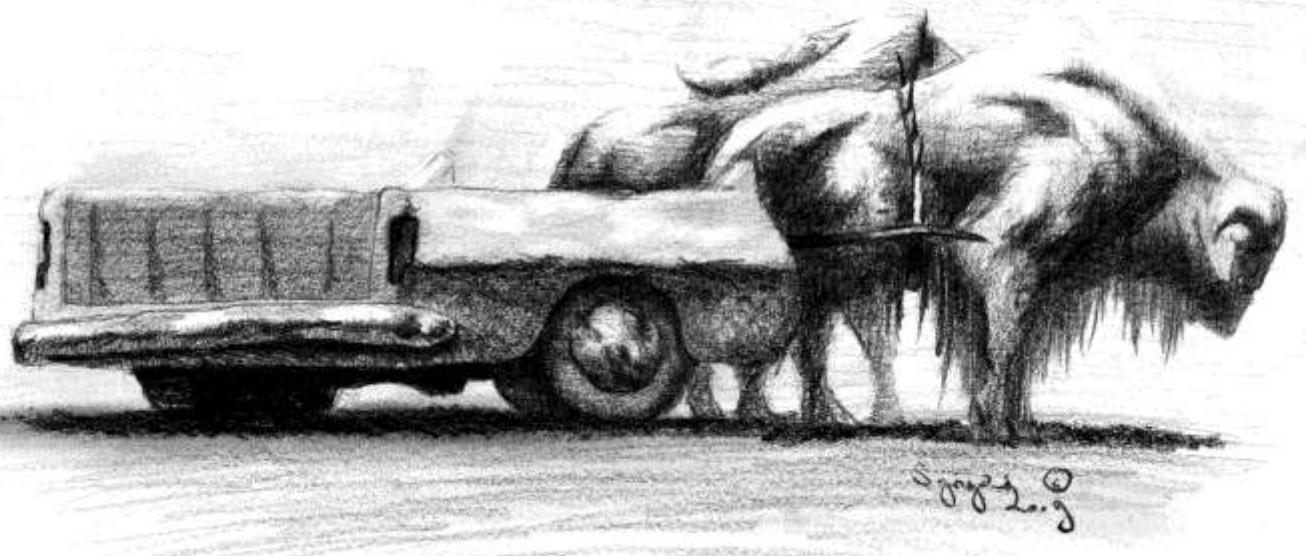
Haul Cart

A haul cart is a medium-sized cart designed to be hauled by a single animal and is generally made from scavenged materials (wood and metal) and a single axle from a vehicle with never-flat tires. The haul cart is harnessed to both sides of a haul animal (Bison or Camel) by two adjustable lengths of wood or metal that strap down to the beast with leather straps. It takes 1 minute (10 rounds) to hook up a haul cart to an animal. The standard dimensions of a haul cart are 5ft. long by 3ft. wide with 3ft. depth and can hold 45cu. ft. of material within the cart.



Hauler

Millions of civilian vehicles survived the nuclear fallout of the Exodus. With no new fusion cells to power these vehicles, the above ground survivors abandoned these in the first few years after the Exodus. Most of these vehicles rusted to time becoming useless. The vehicles that survived time became used as post-war wagons, with the engines and excess weight removed, and the vehicle cut down to just storage space with the back wheels and fitted to be pulled by Bovine. Haulers come in all shapes and sizes depending on the salvable of the original vehicle.

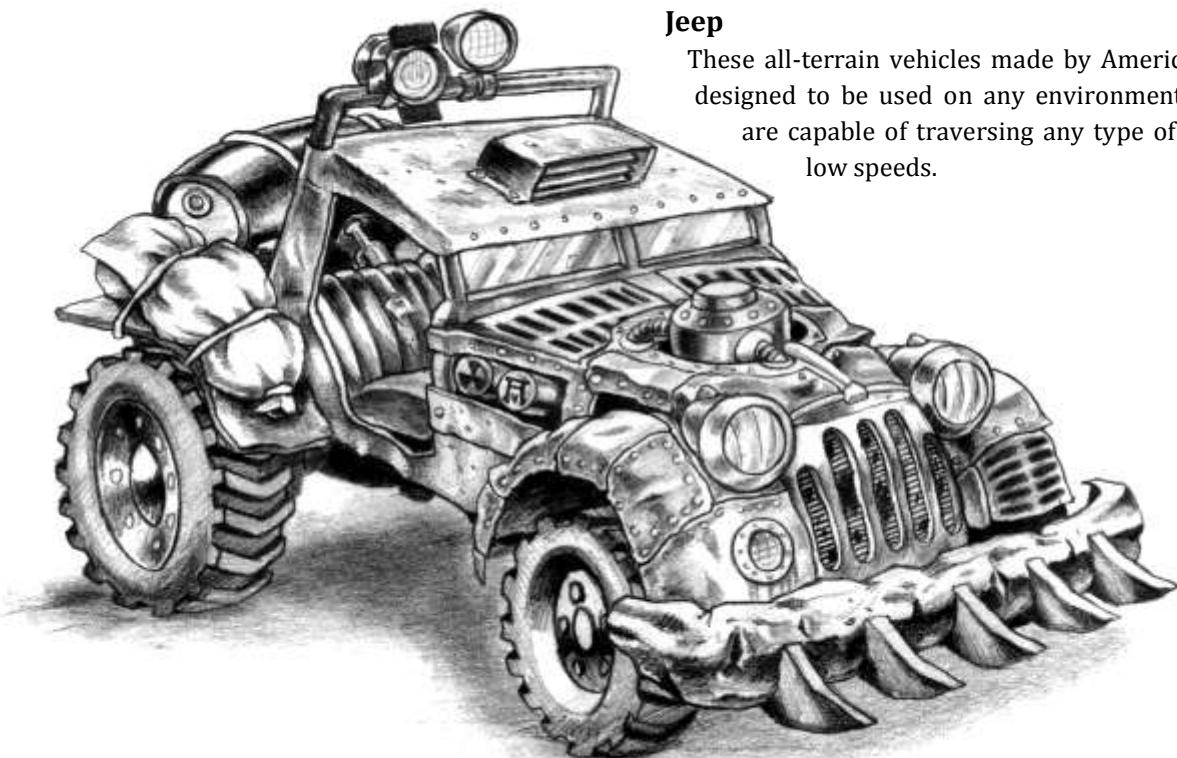


Jetski

This one-man watercraft was used as a recreational vehicles on small bodies of waters. Most Jet-Skis were made by Yamahonda.

**Jeep**

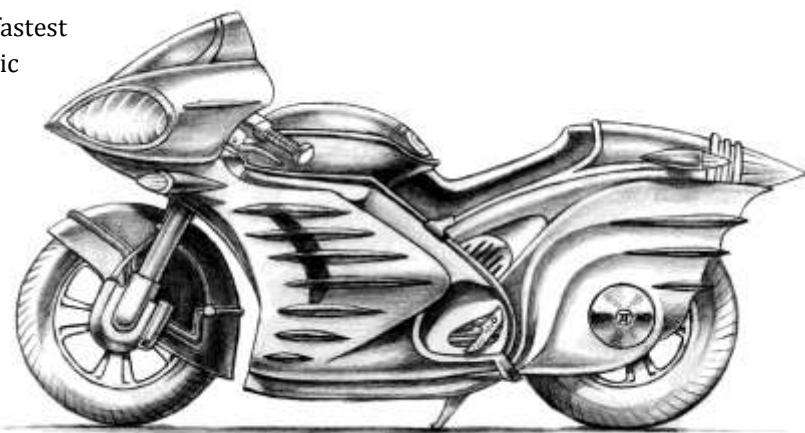
These all-terrain vehicles made by American Vintage were designed to be used on any environmental surface. Jeeps are capable of traversing any type of rough terrain at low speeds.

**Never Flat Tires**

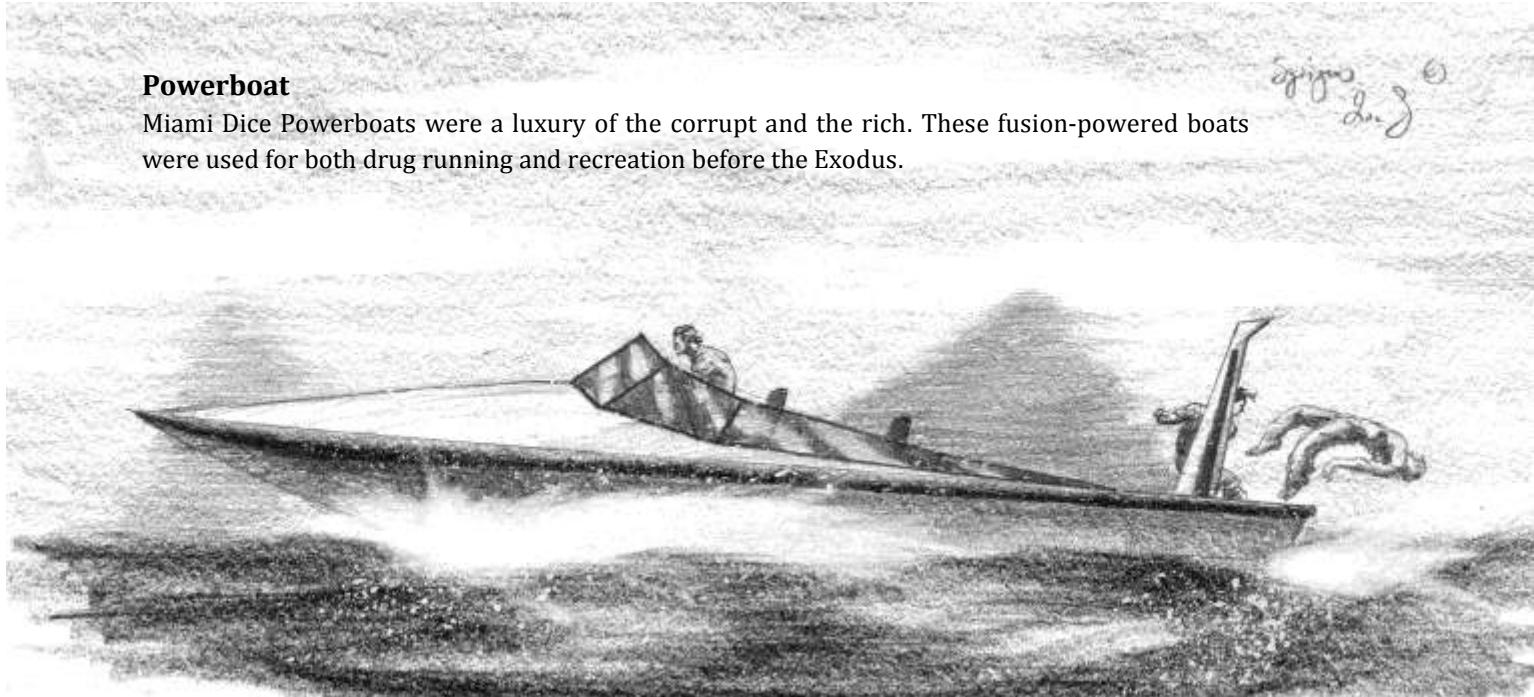
Never Flats are a caravan master's best friend. These tires are made of corked rubber and are very durable, being able to roll over the sharpest of surfaces and withstand just about any puncture (explosive damage not covered in 1,000,000 mile warranty).

Ninja Catapult

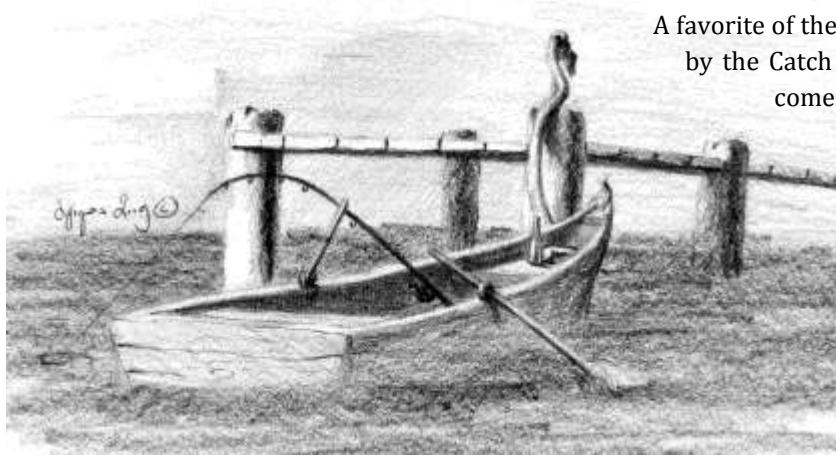
The Yamahonda Ninja Catapult was the fastest motorcycle made by man. This aerodynamic crotch-rocket excelled from 0mph to 300mph in 6 seconds flat.

**Powerboat**

Miami Dice Powerboats were a luxury of the corrupt and the rich. These fusion-powered boats were used for both drug running and recreation before the Exodus.

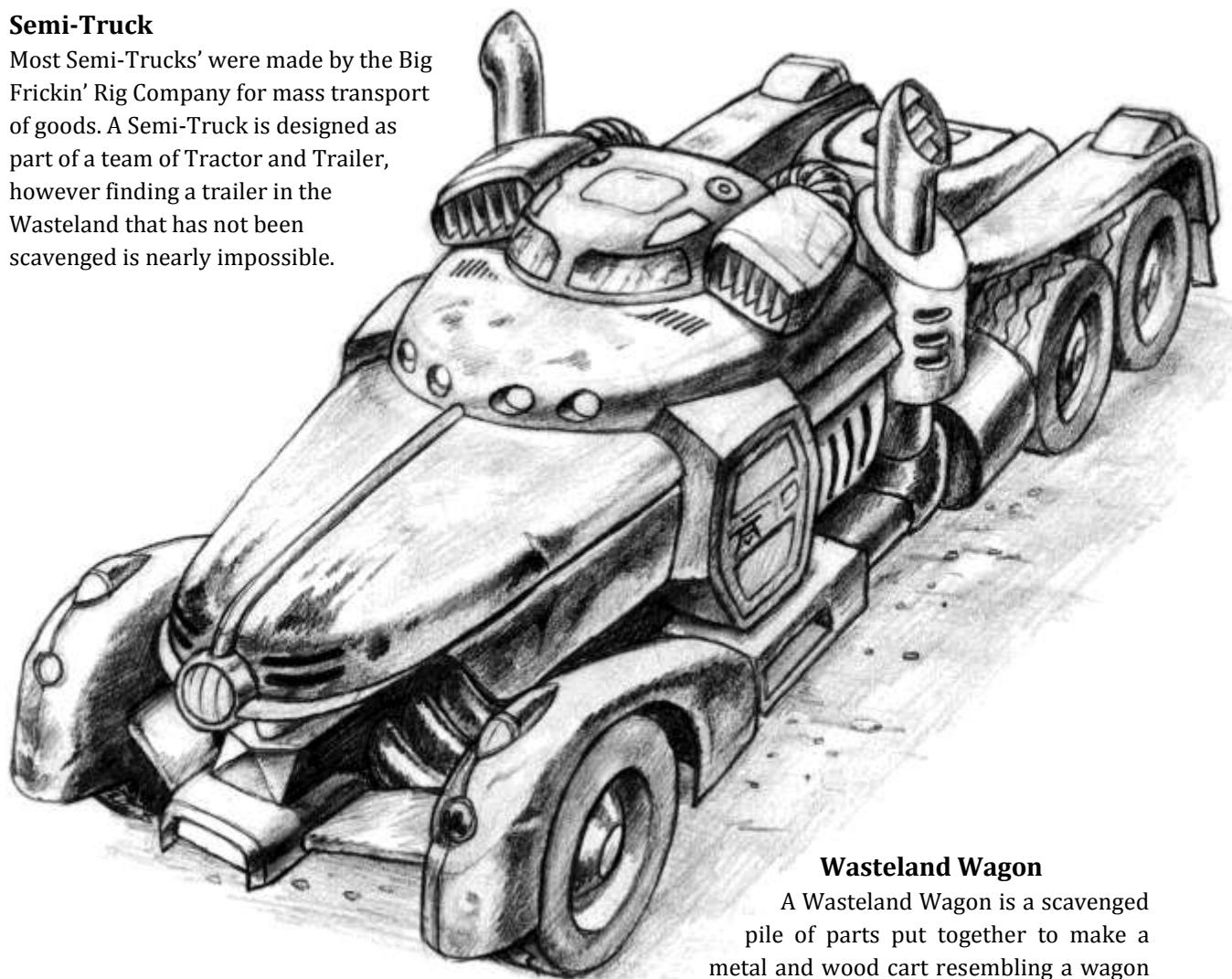
**Rowboat**

A favorite of the fisherman, these small rowboat were made by the Catch and Release Redneck Company. The CRRC comes in aluminum, fiberglass, or wood.

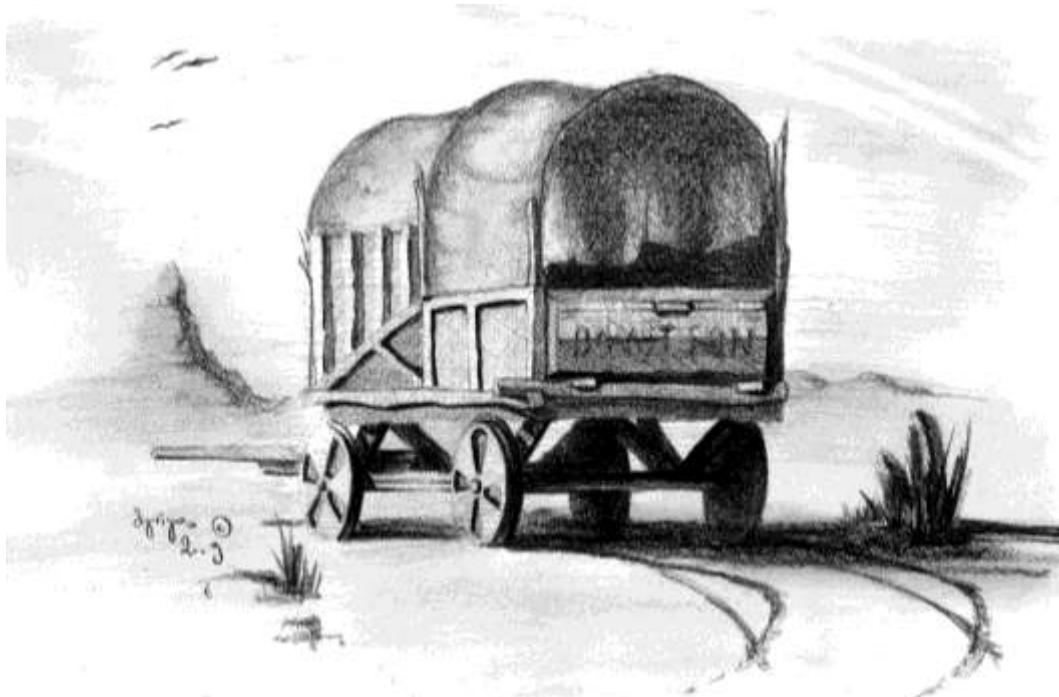


Semi-Truck

Most Semi-Trucks' were made by the Big Frickin' Rig Company for mass transport of goods. A Semi-Truck is designed as part of a team of Tractor and Trailer, however finding a trailer in the Wasteland that has not been scavenged is nearly impossible.

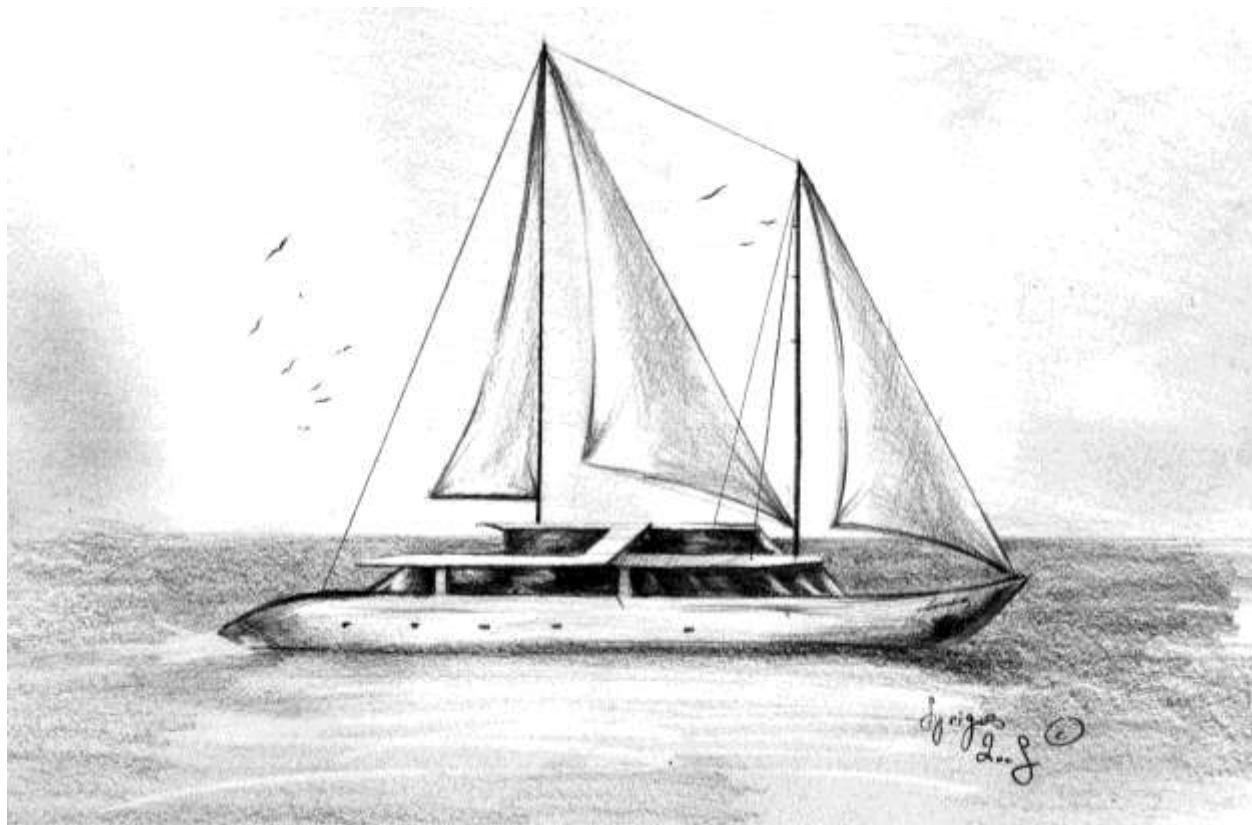
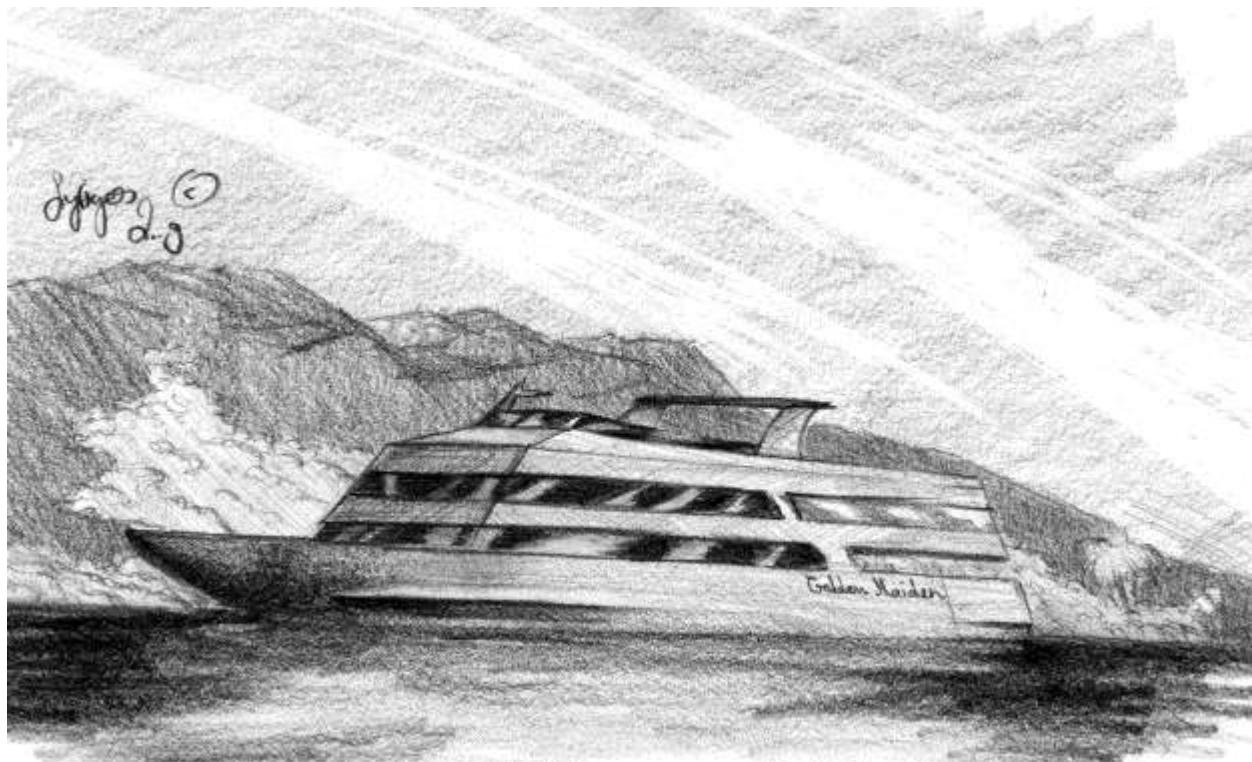
**Wasteland Wagon**

A Wasteland Wagon is a scavenged pile of parts put together to make a metal and wood cart resembling a wagon from the horse and buggy days.



Yachts

Yachts were a luxury craft of the rich and powerful mostly used for entertainment purposes or family vacations. Yachts can be found in either fusion-powered or sailing form.



Chapter 5

Factions

Chi Dynasty



Secure in their hilltop fortresses, the aristocrats of the Chi Dynasty have an excellent view of their domain. The word of the great patriarchs is law from Alcatraz Island and the San Francisco Bay to the docks of Oakland and beyond. These autocrats serve as judges and arbitrators for all Chi in the bay area. The descendants of Wu Lung and his most trusted disciples are revered and respected within the Chi community. The rule of the patriarchs is orderly and fair but their laws are harshly enforced. Highest above all is the *di* or "emperor." The current ruler is Wang Shu; the Emperor of the Chi Dynasty. The emperor is served by groups of Shi (gentlemen) who act as his retainers and warriors. The High Lord Wang Shu is the undisputed master of the San Francisco peninsula, answerable only to the various councils of the patriarch families. All of the Chi settlements built around the ruined city of San Francisco are protected and administered by the Shi who are in turn appointed by the emperor.

Four powerful feudal lords control the southern domain of the Chi, a semi-fertile land where much of the food is grown. Hand tool agriculture is extremely labor intensive and the horrid environmental conditions do not make it any easier. Everything from corn and mushrooms to chickens, cats, and assorted other livestock is raised in these southern lands. The lords who rule over this region are in constant need of more workers and many crimes are punishable by deportation to the south.

Often a wronged party has the right to demand several years of free labor for offenses such as stealing or destruction of property. Murderers and trespassing outsiders are usually sentenced to a lifetime of service on one of the emperor's many southern estates.

The traders that run Barter Town do a lot of business with drifters and traveling caravans but they have also set up established trading deals with the merchants who are getting fat off of the pilgrim route to Lake Tahoe. Representatives of the Barter Town bosses can be found all over the California territories and they become increasingly common the closer to get to the bay area. The Chi sometimes buy scavenged materials from traders who make their way up north from the Junkyard (Los Angeles) but prefer to gather these supplies themselves.

The History of the Chi

The Honorable Wu Lung is often referred to by his posthumous name, Benevolent Emperor, or by his temple name, Great Forefather. Those who count themselves among his relatives are given special status in Chi society and many believe that they have the gift of prophecy. This is nonsense, of course, but it is nonsense the patriarch families are not likely to dispute. The truth of the matter is that Wu Lung did not have to be a fortune teller to see which direction the world was taking before the Exodus. Using his fortune to build

a massive shelter beneath San Francisco's Chinatown district was simply a matter of common sense for the wise old businessman.

Wu Lung's apocalyptic predictions must have seemed prophetic to the people who survived the fall of civilization thanks to his foresight. As time went on, Wu Lung kept his people's hopes up by preaching to them about the great destiny that lay ahead of them and the glorious kingdom they would build when they took back the surface. Many of the Chinese who took refuge beneath the city blamed the leaders of the "foreigners" for causing the great wars that sparked off the Exodus. Wu Lung shared this view and supported it publicly. Wu Lung often infused his sermons with xenophobic rants, especially in his declining years. He even ordered his followers to forcibly drive all "outsiders" from the region after the doors to the shelter were opened.

After retaking the region around the San Francisco peninsula, the Chi began constructing settlements and outposts along the edges of the ruined city. Distrust of the outsiders continued long after Wu Lung's death. Eventually the desire for trade drove certain Chi merchants to contact outsiders against the wishes of the new emperor and his retainers. Passions raged on both sides of the argument, leading to dissension amongst the tightly knit Chi communities. Eventually the patriarchs and judges intervened, establishing the compromise that led to the construction of Barter Town, the heavily fortified fortress city where outsiders could do business without the risk of corrupting Chi culture.

Organization and Leadership

The Chi is lead by the Emperor Wang Shu, with his various retainers and appointees serving as regional administrators and bureaucrats. The great patriarchs act as informal advisors to the High Lord in addition to their primary duty as judges and keepers of the peace. This society has heavy feudalistic overtones and there is a clear social distinction between commoner and nobleman. The great patriarchs own most of the land within the Chi domain. A handful of lesser nobles have each been granted a piece of this land which they administer and cultivate. The nobility shows their allegiance to the great families with annual payments and pledges of military service. The emperor is lord above all and has the right to recruit his own force of warriors from the ranks of the Shi, or lesser nobles.

A separate stratum of Chi society manifests itself in the form of the merchants and trade bosses who run Barter Town. These wealthy individuals are legally considered peasants and do not hold any special status in Chi society. However, the merchant bosses of Barter Town wield great economic power as well as considerable political influence. The city of Barter Town is officially governed by a cohort of Shi retainers in service to the emperor. In reality the question of power in Barter Town is much more complex. The traders and noblemen are linked by a complicated web of bribery and extortion. The nexus of influence can shift very rapidly in favor of either faction. Many Barter Town merchants have begun secretly hiring mercenaries as a way of augmenting their personal wealth with the power of armed soldiers. These mercenary forces camp out in the Wastes surrounding barter town in order to keep their presence hidden from the emperor and those loyal to him.

Territory

The Chi control the San Francisco peninsula, parts of West Oakland, and a large swath of land directly south of the bay area. Barter town rests on the southernmost end of the Chi domain. This formidable walled city is as far as most outsiders get when traveling to Chi territory. The largest settlement on the peninsula is centered on the ruins of old Chinatown, lying directly above the bomb shelter that protected the original host of Chi survivors. This area serves as the Chi center of government as well as a commercial hub. Most of the Chi population lives in small villages built around the outskirts of the city.

A good portion of the Bay Area Rapid Transit (BART) system is still intact and surprisingly useful. Small handcarts have been constructed to make use of the elevated train tracks and old trolley rails. A portion of the BART system connects to the surviving pieces of the Cal Train system, providing a quick and easy way to move goods back and forth between Barter Town and downtown San Francisco. In addition, the trans-bay tunnel is still stable and useable. This massive underground passageway connects the eastern edge of old San Francisco to West Oakland. The tunnel leads under the bay, providing the Chi with a secret and secure route to Oakland. However, travelling through the bay tunnel on foot takes a very long time and the darkened channel can be extremely hard on a person's nerves. Many people cannot deal with the claustrophobia or the knowledge that a million tons of water is pressing down over their heads. In addition, the tunnel has become a haven for underground creatures, mutant beasts and the patrols of the Dreg Command.

Alcatraz Island has been converted into a fishery and a base of operations for the many small boats that ply the waters around old San Francisco. The island and the ancient prison that sits atop it provide emergency shelter for fishermen who get caught in the frequent storms that plague the bay area. Alcatraz is also a convenient place to store supplies and unload catches. Workers on the island itself spend their days salting fish and harvesting seaweed. It has been widely rumored that the emperor has turned the bowels of the old prison into a secret fortress. Whether this is true or not is a matter of great debate among the Chi. Some speculate that this fortress is meant as an emergency redoubt to protect the patriarch families in the event of some great disaster. Other Chi believe that the prison has been turned into a vault to protect some great treasure. Of course there are still others who feel that these stories are the product of nothing more than the imagination of drunken fishermen and housewives with too much time on their hands.

Martial Capabilities

The Chi relies heavily on foot patrols consisting of lightly armed warriors. Groups of commoners armed with swords and bows are lead by a Shi who serves as the unit's officer. Though the Shi do have access to modern weaponry, most of their military efforts are focused on the acquisition of heavy weapons and cannons. This heavy firepower is kept in secure bunkers near the center of old San Francisco. Warriors armed with primitive weapons are a sufficient deterrent against most incursions by bandits, the Dreg Command, or other perceived threats. With a total population of about one thousand, the Chi are thinly spread around the bay area. Individual citizens train in a wide variety of martial arts styles in order to protect themselves. The emperor's soldiers cannot be everywhere at once and the commoners have learned to be somewhat self reliant. Martial competition is a common form of recreation among the Chi and rivalries between various schools can become quite intense.

In a time of emergency, almost the entire Chi population can be conscripted and mobilized within a very short period of time. Men and women, young and old, all Chi are expected to know how to fight in service to their emperor. Only the youngest children and a handful of adolescent girls will remain behind during such a military crisis. The combined might of the emperor's professional soldiers, hundreds of trained peasants, and a small reserve of artillery should be sufficient to turn back even the most dedicated of attackers.

Economics

The Pacific Ocean and the San Francisco Bay provide the Chi with abundant access to fishing grounds. While navigating the waters is dangerous in this post-apocalyptic world, the sea provides the local population with a great deal of their food supply. The fields south of the bay area contain the primary growing areas where much of the domestic crops are grown. Most households also keep a small vegetable garden to supplement their diet of grain and seafood. Salvage and scavenging are necessary activities in order to keep the community stocked with building supplies and critical machine parts.

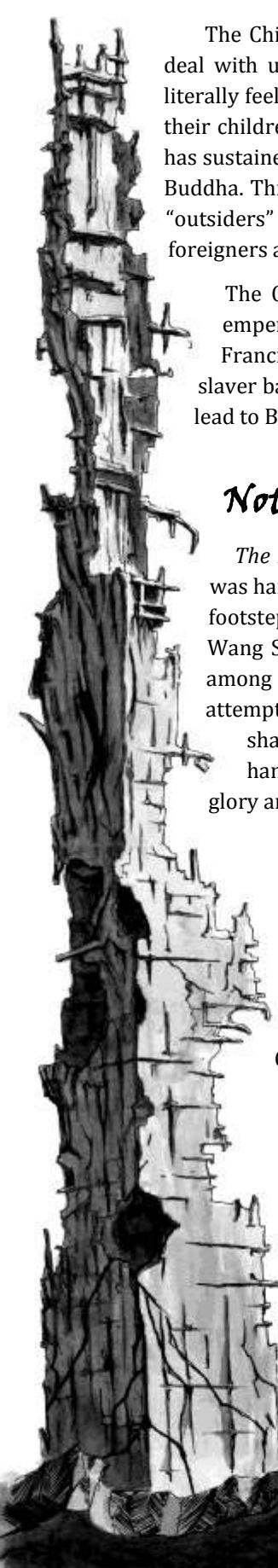
Items that cannot be scavenged from the Wastes are obtained through trade. Barter Town is the sole site for trade between outsiders and Chi. This fortified city is a frequent stopping point for Wasteland traders and wandering survivors. Barter Town is a great place to find basic supplies as food and fresh water are always available here. Almost anything can be traded within the walls of Barter Town. Outsiders bring in an eclectic assortment of items that they have gleaned from the ruins of the old world. Things that are needed by the Chi are sent north to the markets of old Chinatown, anything else is kept as trading stock inside Barter Town itself. Medicine, for example, would be sold inside the Chi community. On the other hand, intoxicating drugs and other "unwholesome" materials cannot be sold to anyone except outsiders. The noble Shi and the trade bosses all make a habit of skimming certain valuable items from the payments that are rightfully sent to the emperor.

Relationships with Outsiders

The Chi will quite often send raiding parties south in order to scavenge for supplies and building materials in Los Angeles. These raids are generally conducted through stealth and guile rather than brute force. The Children of the Apocalypse see Chi scavengers as a threat to their business monopoly. Consequently, the Chi are sometimes forced into conflict with fighters guarding the northern perimeter of Los Angeles. Inside the city itself the Chi will search for specific items and then retreat back north.

The Chi have a contentious relationship with the Jiang Shi (*Ghuls*) who have taken up residence in neighboring Berkeley. The Chi fought against the *Ghuls* during the great uprising that lead to the creation of the *Ghūl* haven in Berkeley in the first place. Having failed to drive the *Ghuls* from their borders, the Chi have adopted a policy of constant vigilance. The area between Oakland and Berkeley is heavily patrolled and watchtowers have been erected on the ruins of the bay area's many bridges and lighthouses. The entire purpose of the Chi presence in Oakland is to monitor the *Ghuls*. Occasionally Chi warriors will slip across the bay in small boats to spy on the *Ghuls* directly and gauge their fighting capabilities. These incursions lead to occasional skirmishes but thus far there has not been a resumption of large scale hostilities.

58 Chi Dynasty



The Chi does not tolerate “foreigners” on their land. The Chi is extremely xenophobic and reluctant to deal with unfamiliar people. The entire community seems to suffer from an in-group mentality. The Chi literally feels that it is them against the world. Wu Lung promised them a great tomorrow built by the Chi for their children and grand children. This dream of founding a new civilization and restoring order to the land has sustained the Chi for generations. Wu Lung is revered by the Chi as a great teacher like Confucius or even Buddha. This quasi-religious faith in the teachings of their great patriarch has convinced the people that the “outsiders” had caused the fall of mankind. Many Chi fear that their dream of a great kingdom will be ruined if foreigners are allowed to mix in with their orderly society.

The Chi does not practice slavery as they find the practice to be both undignified and crude. The emperor has done his best to keep slave traders from operating within the immediate vicinity of San Francisco and the bay area. More than once have the swords and bows of the Chi dug into the flesh of slaver bands. The skulls of slavers and other scum are used as road markers on the broken highways that lead to Barter Town.

Notable Personalities

The High Lord, Emperor Wang Shu: The *di* is a man of great personal charisma and quiet dignity. He was handpicked by Wu Lung to rule after his death. Wang Shu has done his best to carry on in Wu Lung's footsteps but he often finds himself at odds with the traditionalists who dominate the patriarch families. Wang Shu is very quick to suggest using military force to solve problems, much to the alarm of many among the judges and councilors. The patriarchs have secretly expressed concern that Wang Shu is attempting to distance himself from Wu Lung. By trying to come out from underneath the old man's shadow, Wang Shu is expressing a desire to establish a reputation for himself. Being Wu Lung's handpicked successor may no longer be enough for the emperor. Many fear that it is a desire for glory and fame that drives the High Lord's militaristic attitude.

Chi Dynasty Advanced Classes

The following advanced classes are designed specifically for Chi characters. All of these classes have a prerequisite that requires a character to have a Chi Background in order to be eligible for the class. The ancient fighting arts practiced by the Chinese are a jealously guarded secret. One who is not born and raised among the Chi Dynasty will never be trained in these methods.

Chi Horse Lord

The Horse Master is an expert at mounted combat who traverses the vast Wastelands in service to the Dynasty. Horses are very rare in this post-apocalyptic world and the Horse Master knows that he has been entrusted with a precious gift.

Select this class if you want your character to be able to fight and shoot while mounted on horseback. This class is good for characters that spend a lot of time traversing the Wastes as well as those who want to stay mobile in combat.

Requirements

To qualify to become a Horse Lord, a character must fulfill the following criteria:

Background: Chi Descendant or Chi Noble.

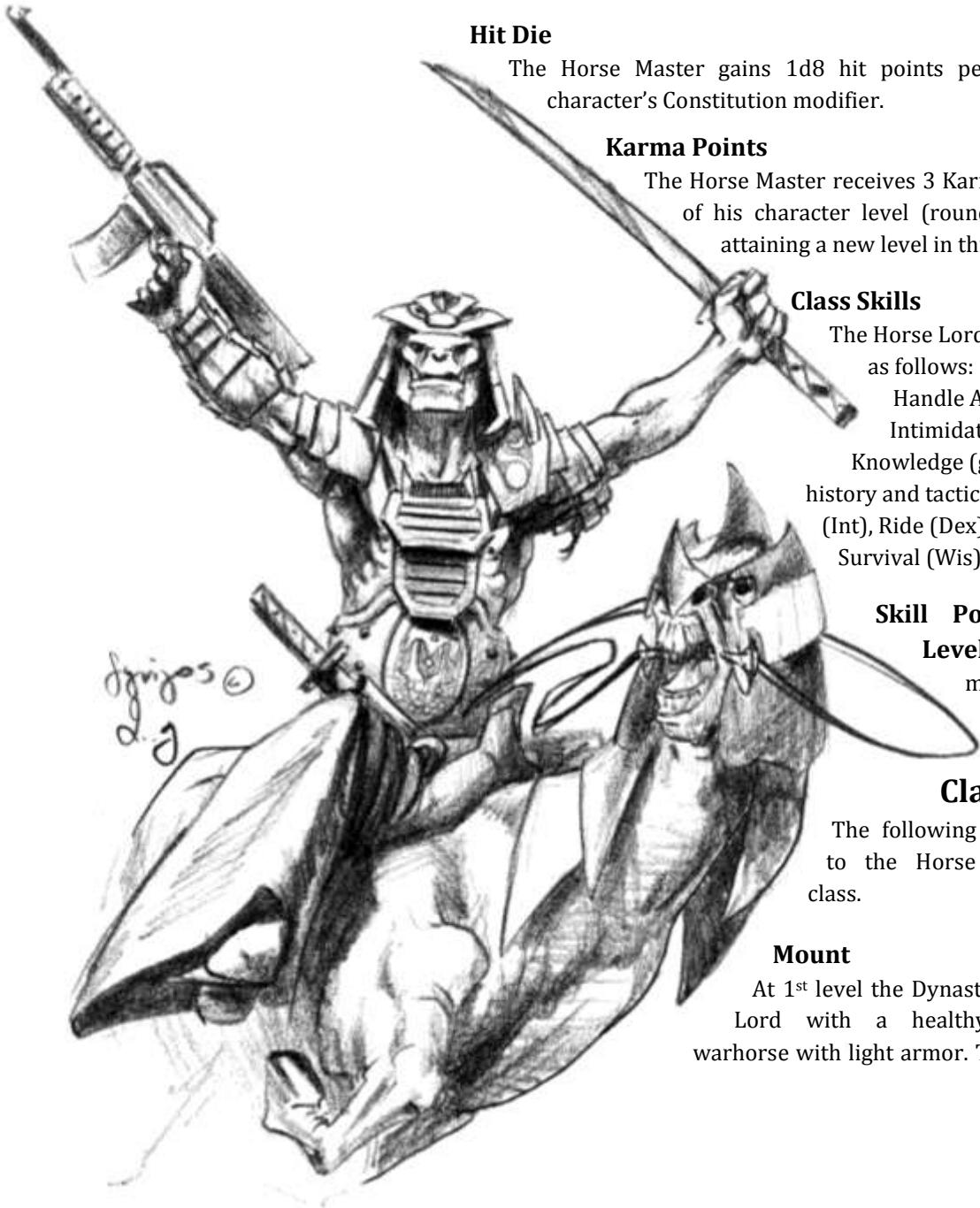
Base Attack Bonus: +3

Skill: Handle Animal 6 ranks, Navigate 6 ranks, Ride 6 ranks.

Chi Horse Lord						Defense Bonus	Special
Level	BAB	Fort	Ref	Will			
1st	+0	+1	+1	+0	+1	+1	Mount
2nd	+1	+2	+2	+1	+2	+2	Mounted Ride by Attack, Trample Attack
3rd	+2	+2	+2	+1	+2	+2	Mounted Shot on the Run
4th	+3	+2	+2	+2	+3	+3	Mounted Defense, Spirited Offense
5th	+3	+3	+3	+2	+4	+4	Mounted Survival

Class Information

The following information pertains to the Horse Lord advanced class.



Hit Die

The Horse Master gains 1d8 hit points per level plus the character's Constitution modifier.

Karma Points

The Horse Master receives 3 Karma Points plus $\frac{1}{2}$ of his character level (rounded down) upon attaining a new level in this class.

Class Skills

The Horse Lord's class skills are as follows: Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography, history and tactics) (Int), Navigate (Int), Ride (Dex), Spot (Wis), and Survival (Wis).

Skill Points at Each

Level: 4 + Int modifier.

Class Features

The following features pertain to the Horse Lord advanced class.

Mount

At 1st level the Dynasty equips a Horse Lord with a healthy, well trained warhorse with light armor. This animal is the

Horse Lord's sacred charge and he faces dishonor if the horse befalls any harm. A Horse Lord is trained to fight along with his mount in battle and can command his mount as a free action. Additionally the Horse Lord receives a bonus equal to his Horse Lord levels on all Ride skill checks.

Mounted Ride by Attack

At 2nd level, when the Horse Lord is mounted and uses the charge action, he may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Trample Attack

At 3rd level, when you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make a trample attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets. A successful attack deal 2d6+6 points of damage.

Mounted Shot on the Run

At 3rd level, when the Horse Lord is mounted and using an attack action with a ranged weapon, the character can command the mount to move both before and after the attack, provided that the character's total distance moved is not greater than his mount's speed.

Mounted Defense

At 4th level the Horse Lord gains a +4 competence bonus to his Defense when mounted on a trained mount, trained in "Combat Riding".

Spirited Offense

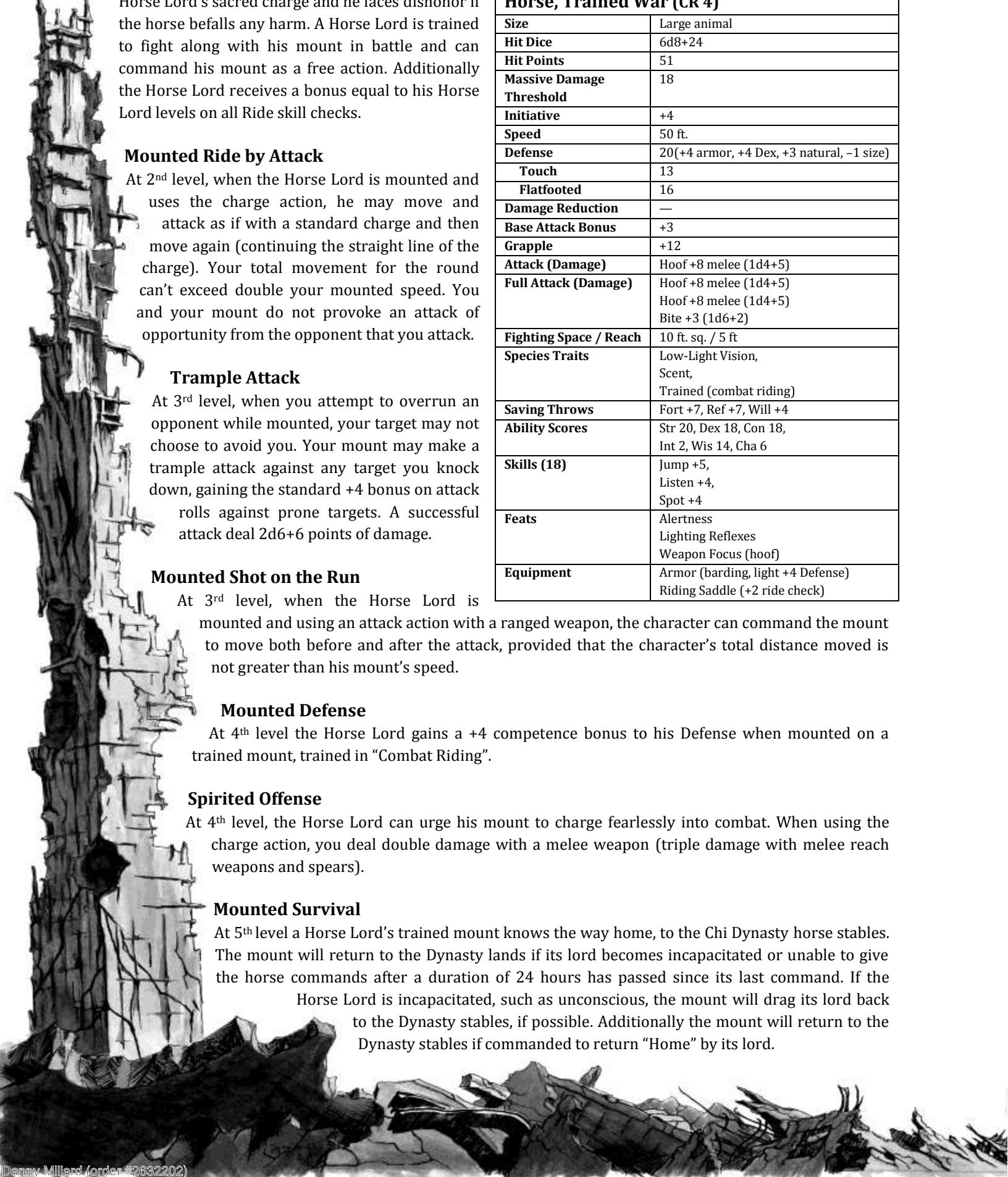
At 4th level, the Horse Lord can urge his mount to charge fearlessly into combat. When using the charge action, you deal double damage with a melee weapon (triple damage with melee reach weapons and spears).

Mounted Survival

At 5th level a Horse Lord's trained mount knows the way home, to the Chi Dynasty horse stables. The mount will return to the Dynasty lands if its lord becomes incapacitated or unable to give the horse commands after a duration of 24 hours has passed since its last command. If the Horse Lord is incapacitated, such as unconscious, the mount will drag its lord back to the Dynasty stables, if possible. Additionally the mount will return to the Dynasty stables if commanded to return "Home" by its lord.

Horse, Trained War (CR 4)

Size	Large animal
Hit Dice	6d8+24
Hit Points	51
Massive Damage Threshold	18
Initiative	+4
Speed	50 ft.
Defense	20(+4 armor, +4 Dex, +3 natural, -1 size)
Touch	13
Flatfooted	16
Damage Reduction	—
Base Attack Bonus	+3
Grapple	+12
Attack (Damage)	Hoof +8 melee (1d4+5)
Full Attack (Damage)	Hoof +8 melee (1d4+5) Hoof +8 melee (1d4+5) Bite +3 (1d6+2)
Fighting Space / Reach	10 ft. sq. / 5 ft
Species Traits	Low-Light Vision, Scent, Trained (combat riding)
Saving Throws	Fort +7, Ref +7, Will +4
Ability Scores	Str 20, Dex 18, Con 18, Int 2, Wis 14, Cha 6
Skills (18)	Jump +5, Listen +4, Spot +4
Feats	Alertness Lightning Reflexes Weapon Focus (hoof)
Equipment	Armor (barding, light +4 Defense) Riding Saddle (+2 ride check)



Dynasty Bowman

The Dynasty Bowman is a loyal soldier of the Chi Dynasty. He has spent his entire life training in the art of archery. The Dynasty Bowman is elite among the Chi fighting forces and often entrusted with important stealth missions.

Select this class if you want your character to be a master archer. This class is good for characters that favor ranged attacks and archaic weapons.

Requirements

To qualify to become a Dynasty Bowman, a character must fulfill the following criteria.

Background: Chi Descendant or Chi Noble.

Base Attack Bonus: +2

Feats: Archaic Weapons Proficiency, Point Blank Shot, Precise Shot, Weapon Focus (bows).

Class Information

The following information pertains to the Dynasty Bowman advanced class.

Hit Die

The Dynasty Bowman gains 1d6 hit points per level plus the character's Constitution modifier.

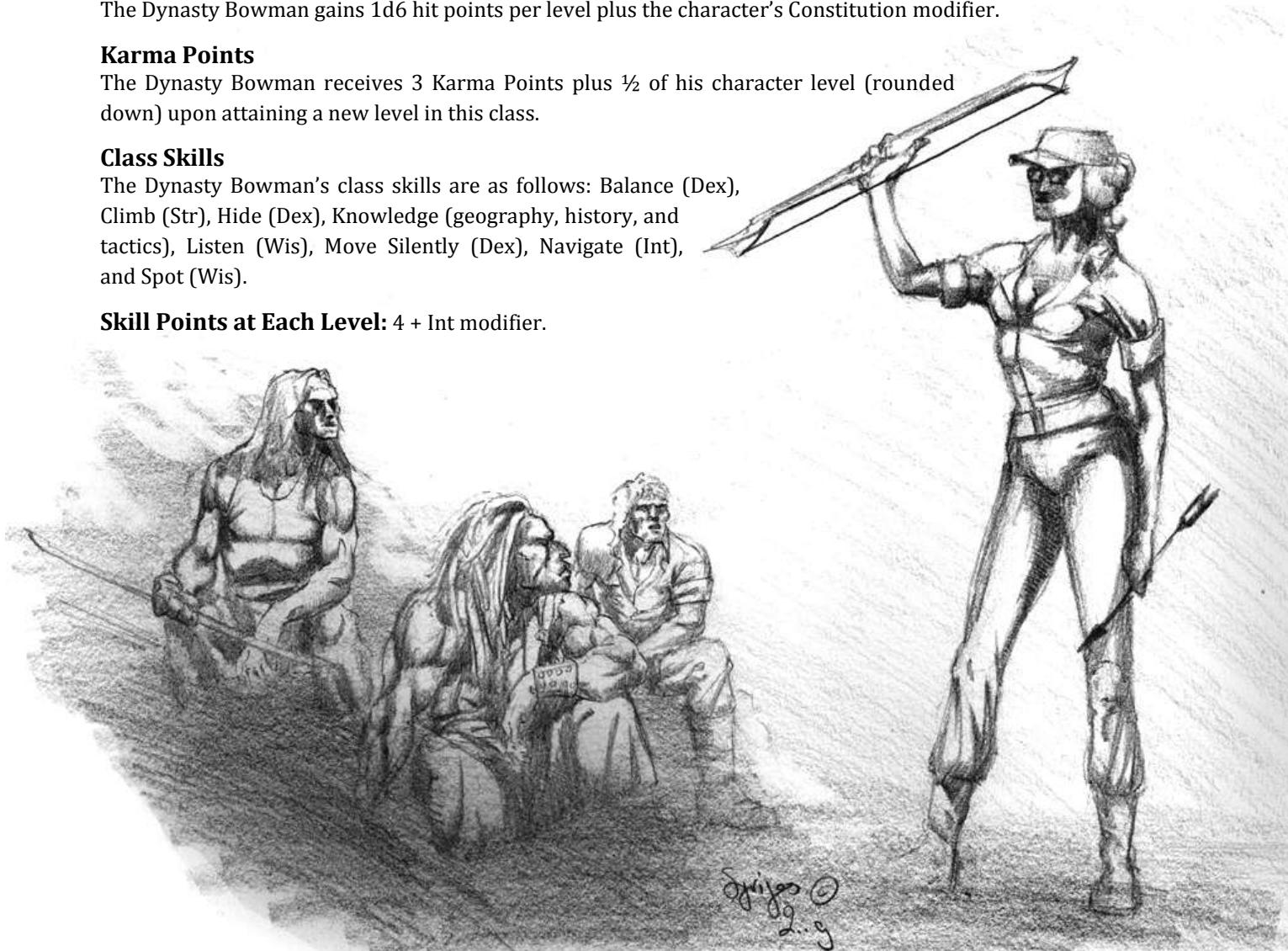
Karma Points

The Dynasty Bowman receives 3 Karma Points plus $\frac{1}{2}$ of his character level (rounded down) upon attaining a new level in this class.

Class Skills

The Dynasty Bowman's class skills are as follows: Balance (Dex), Climb (Str), Hide (Dex), Knowledge (geography, history, and tactics), Listen (Wis), Move Silently (Dex), Navigate (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.



Spikes
2.9

Class Features

The following features pertain to the Dynasty Bowman advanced class.

Archery Master

At 1st level, the Dynasty Bowman gains an attack bonus equal to his Dynasty Bowman level whenever he uses a bow.

Rapid Archery

At 1st level, the Dynasty Bowman may take one extra attack per round with a bow as part of a full-round action. This attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty.

Close Combat

At 2nd level, a Dynasty Bowman with his bow in hand is considered armed for purposes of taking attacks of opportunity, and may strike the provoking target with the bow itself, dealing 1d4 points of damage on a success attack. Additionally, the Bowman may shoot adjacent opponents without provoking an attack of opportunity.

Bow Specialization

At 3rd level, the Dynasty Bowman gains Weapon Specialization (Bow) as a bonus talent.

Far Shot

At 3rd level, the Dynasty Bowman gains Far Shot as a bonus feat.

Deadly Accuracy

At 4th level, the Dynasty Bowman has learned to pinpoint a particular body part from a ranged distance and strike with deadly force. When using a targeted attack, the character gains a +4 bonus with his bow to strike a chosen body part, or a creature's or robot's anatomy.

Bow Mastery

At 5th level, the Dynasty Bowman gains Weapon Mastery (Bow) as a bonus talent.

Master Bowman

At 5th level, the Dynasty Bowman becomes a master at archery being able to ignore cover and fire a rapid assault upon one target. First your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. In addition, when you shoot into a grapple, you automatically strike the opponent.

Second, as a full-round attack action, the Bowman may rapidly shoot five arrows at a single opponent. All arrows use the same attack roll to determine success, and deal damage normally. For each arrow fired there is a cumulative -2 penalty to the attack roll (for a total penalty of -4 for two arrows, -6 for three arrows, -8 for four arrows, -10 for five arrows). Regardless of the number of arrows you fire, you apply precision-based damage only once (such as sneak attack damage). If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

Dynasty Bowman						Special
Level	BAB	Fort	Ref	Will	Defense Bonus	
1st	+0	+0	+1	+1	+2	Archery Master, Rapid Archery
2nd	+1	+0	+2	+2	+3	Close Combat
3rd	+2	+1	+2	+2	+3	Bow Specialization, Far Shot
4th	+3	+1	+2	+2	+4	Deadly Accuracy
5th	+3	+1	+3	+3	+4	Bow Mastery, Master Bowman

Dynasty Warrior

The Dynasty Warrior is a loyal soldier of the Dynasty. He has spent his entire life training in the art of swordplay. The Dynasty Warrior is elite among the Chi fighting forces and often entrusted with important missions.

Select this class if you want your character to be a master swordsman. This class is good for characters that favor melee combat.

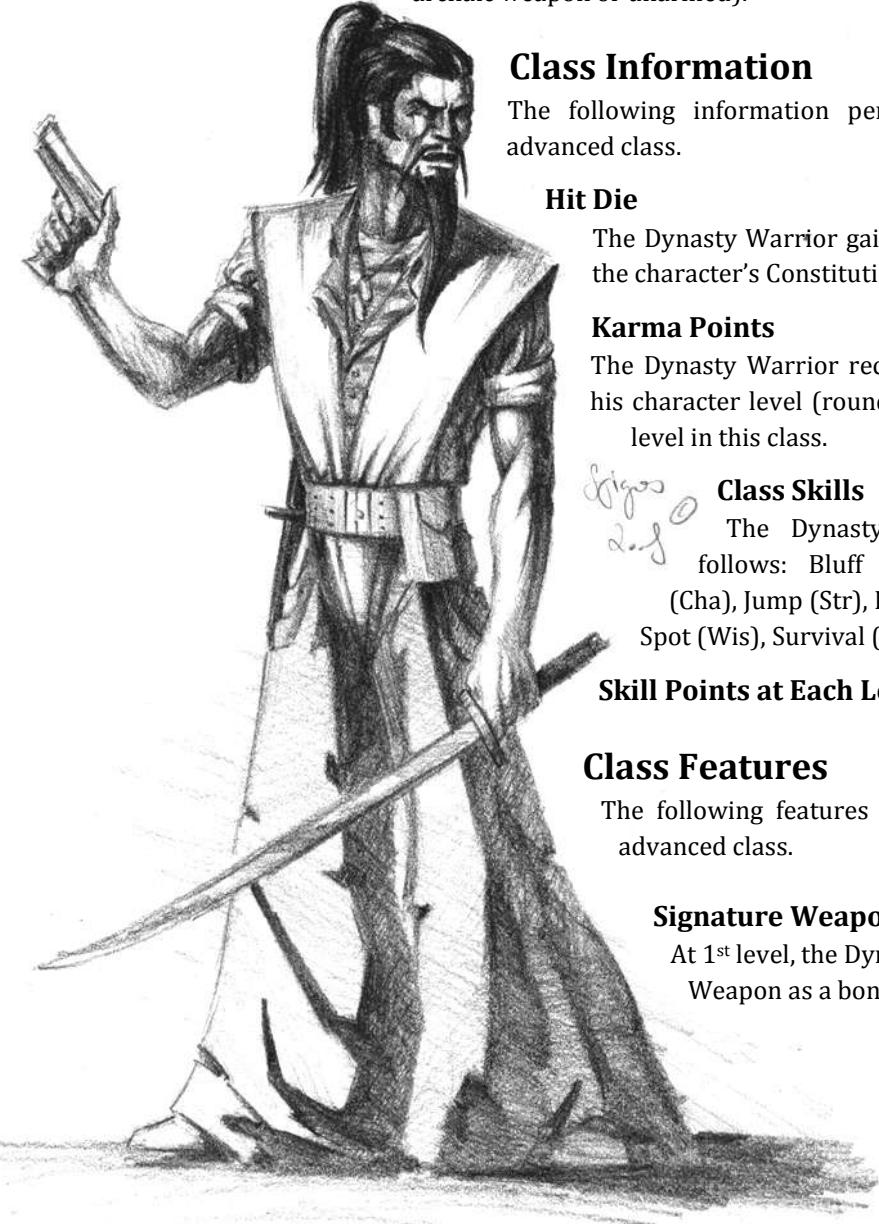
Requirements

To qualify to become a Dynasty Warrior, a character must fulfill the following criteria.

Background: Chi Descendant or Chi Noble.

Base Attack Bonus: +2

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Power Attack, Weapon Focus (any type of archaic weapon or unarmed).



Class Information

The following information pertains to the Dynasty Warrior advanced class.

Hit Die

The Dynasty Warrior gains 1d10 hit points per level plus the character's Constitution modifier.

Karma Points

The Dynasty Warrior receives 3 Karma Points plus $\frac{1}{2}$ of his character level (rounded down) upon attaining a new level in this class.

Class Skills

Siglos 2.80
The Dynasty Warrior class skills are as follows: Bluff (Cha), Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (tactics), Listen (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following features pertain to the Dynasty Warrior advanced class.

Signature Weapon

At 1st level, the Dynasty Warrior gains Signature Weapon as a bonus Talent.

Dynasty Warrior						
Level	BAB	Fort	Ref	Will	Defense Bonus	Special
1st	+1	+1	+1	+0	+1	Signature Weapon, Superior Defense
2nd	+2	+2	+2	+0	+2	Bonus Feat, Deflect Projectile
3rd	+3	+2	+2	+1	+2	Bonus Feat, Weapon Specialization
4th	+4	+2	+2	+1	+3	Bonus Feat, Melee Deflection
5th	+5	+3	+3	+1	+3	Finishing Blow, Weapon Mastery

Dynasty Warrior Bonus Feats

Acrobatic, Advanced Combat Martial Arts, Armor Proficiency (medium), Athletic, Cleave, Combat Martial Arts, Combat Reflexes, Dodge, Dodger, Great Cleave, Improved Combat Martial Arts, Improved Disarm, Improved Two-Weapon Fighting, Iron Will, Mobility, Quick Draw, Spring Attack, Toughness, Track, Two-Weapon Fighting.

order to use this ability the Warrior must spend a Karma Point and have a melee weapon in hand. This ability can be used as often as the Warrior needs, as long as he has Karma points remaining. Area of effect projectiles cannot be deflected as they do not target the Warrior. All deflected projectiles fall to the Warrior's feet.

Weapon Specialization

At 3rd level, the Dynasty Warrior gains Weapon Specialization (any type of archaic weapon or unarmed) as a bonus talent.

Melee Deflection

At 4th level, the Dynasty Warrior can deflect a melee attack or grapple attempt as a readied move action. Once per round the Dynasty Swordsman can attempt to deflect his attacker's melee attack with a melee weapon or unarmed by using a readied move action to deflect an opponent's attack or grapple. To deflect the melee attack or grapple, the Warrior must make an opposed attack roll against the opponent's attack or grapple roll, if the Warrior's opposed roll beats his opponent's attack or grapple roll, the melee attack is deflected dealing no damage or preventing the grapple attempt.

Skirmisher

At 5th level, the Dynasty Warrior becomes a master at hand to hand battles and knows where to strike his opponents for optimal damage. The Warrior deals an extra +1d6 points of damage on all successful melee attacks. If the Warrior is using his Signature Weapon, this damage increases to +2d6 points of damage.

Weapon Mastery

At 5th level, the Dynasty Warrior gains Weapon Mastery (in the weapon that is specialized) as a bonus talent.

Superior Defense

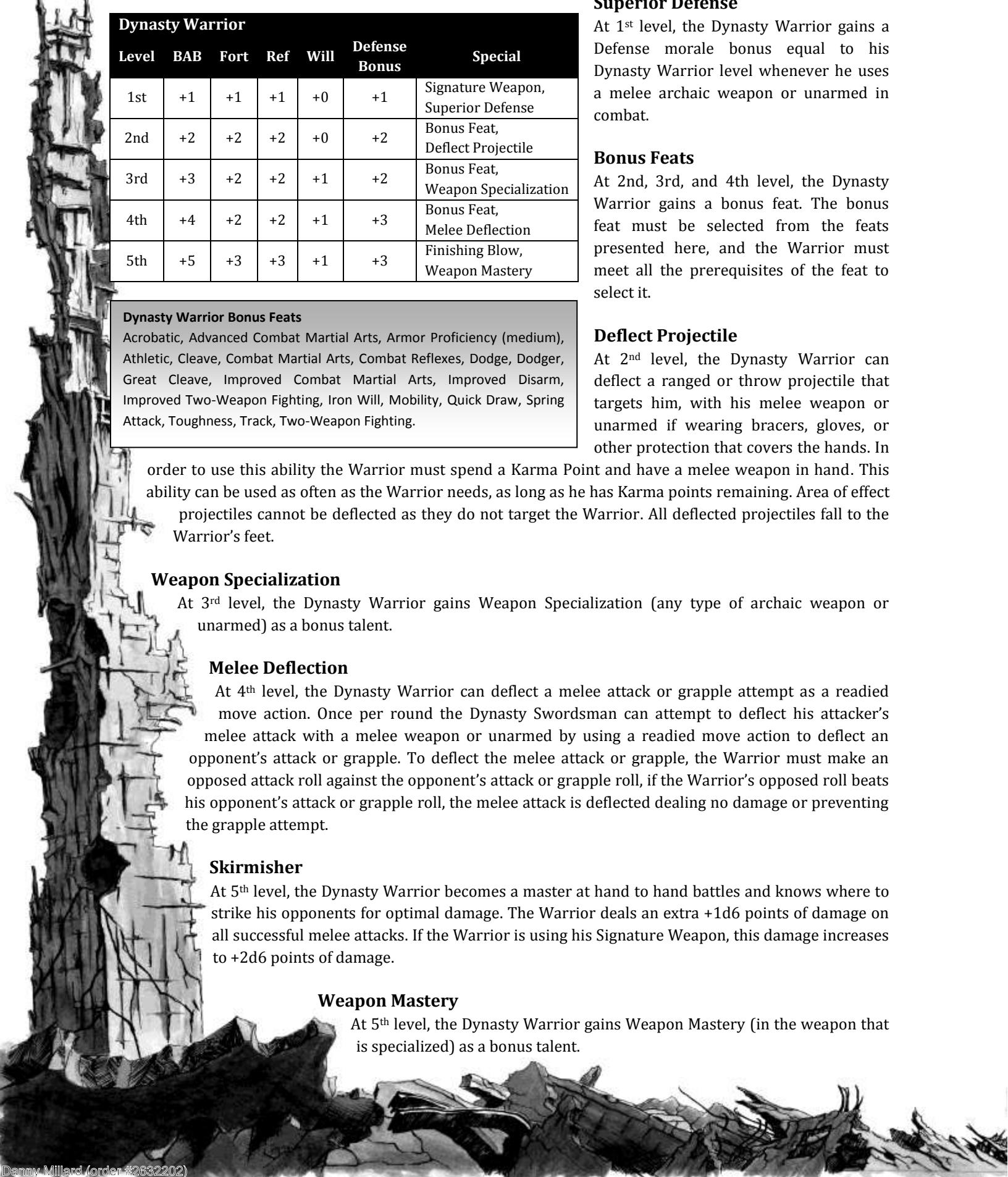
At 1st level, the Dynasty Warrior gains a Defense morale bonus equal to his Dynasty Warrior level whenever he uses a melee archaic weapon or unarmed in combat.

Bonus Feats

At 2nd, 3rd, and 4th level, the Dynasty Warrior gains a bonus feat. The bonus feat must be selected from the feats presented here, and the Warrior must meet all the prerequisites of the feat to select it.

Deflect Projectile

At 2nd level, the Dynasty Warrior can deflect a ranged or throw projectile that targets him, with his melee weapon or unarmed if wearing bracers, gloves, or other protection that covers the hands. In



Kung Fu Master

The Kung Fu Master is a student of classical Chinese martial arts. Many among the Chi practice the fighting arts as a form of exercise and a defense against foreign bandits. Rivalries between disparate fighting styles can be quite intense, and martial tournaments have become a way for these schools to settle their disputes without doing serious harm to each other. These tournaments also provide entertainment for the population.

The Kung Fu Master is a dedicated student of the martial arts and a veteran of many competitions between schools. This individual has devoted his life to mastering a particular style of Kung Fu. Through constant practice and physical training, the Kung Fu Master shapes his body into a living weapon.

Select this class if you want your character to be a master of melee combat. This class is good for characters that eschew modern weapons in favor of intensive physical training.

Requirements

To qualify to become a Kung Fu Master, a character must fulfill the following criteria.

Ability: Strength 15+ or Dexterity 15+

Background: Chi Descendant or Chi Noble.

Base Attack Bonus: +2

Skills: Two of the following skills at 5 ranks (Balance, Climb, Hide, Jump, Move Silently), Sense Motive 4 ranks, Tumble 6 ranks.

Feat: Combat Martial Arts, Defensive Martial Arts.

Class Information

The following information pertains to the Kung Fu Master advanced class.

Hit Die

The Kung Fu Master gains 1d8 hit points per level plus the character's Constitution modifier.

Karma Points

The Kung Fu Master receives 3 Karma Points plus $\frac{1}{2}$ of his character level (rounded down) upon attaining a new level in this class.

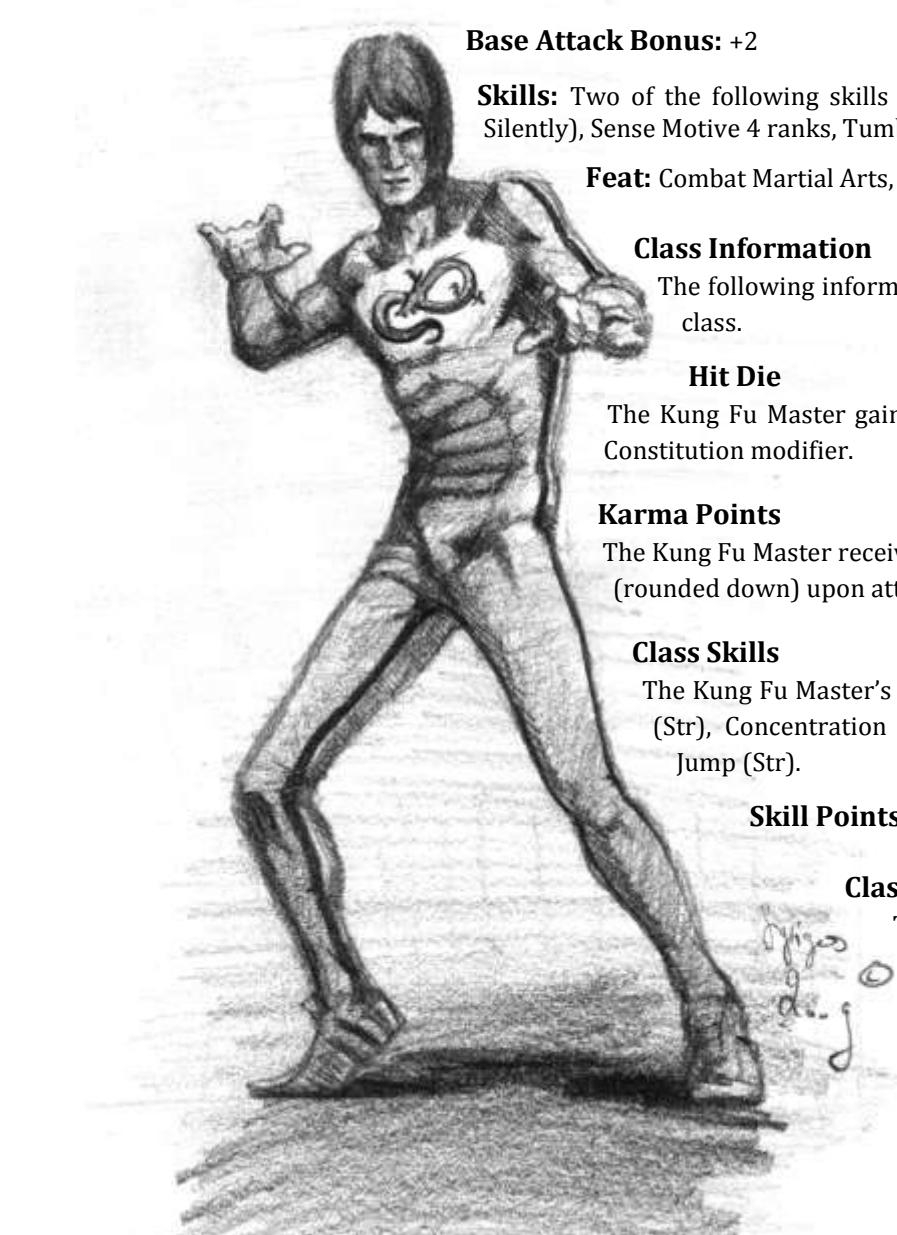
Class Skills

The Kung Fu Master's class skills are as follows: Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Intimidate (Cha), Jump (Str).

Skill Points at Each Level: 3 + Int modifier.

Class Features

The following features pertain to the Kung Fu Master Advanced Class.



Living Weapon

The Kung Fu Master attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Master may even make unarmed strikes when his or her hands are full, and there is no such thing as an off-hand attack for a Martial Artist striking unarmed.

The Kung Fu Master also deals more damage with unarmed strikes. At 1st level, the Kung Fu Master deals 1d6 points of damage with an unarmed strike. At 4th level, damage increases to 1d8. At 8th level, it increases to 1d10. This is an increase to Combat Martial Arts damage; this has no effect on Brawl.

This ability stacks with the Martial Arts Talent (Karate) increasing the damage die by the Talent rank from 1d6 to 2d4, 1d8 to 2d6, and 1d10 to 2d8.

Kung Fu Discipline / Disciple Power

At 1st level the Kung Fu fighter must choose a Discipline to master from the styles below. The fighter may only know one discipline until it is mastered, at which point they can begin this advanced class over again using a different discipline. Starting at 2nd level the Kung Fu Master selects a Disciple Power from his Kung Fu Discipline. He gains an additional Disciple Power as denoted on the Kung Fu Fighter chart above until reaching Master at 10th level.

• Brass Monkey Style •

This Kung Fu style is rooted in solid strikes, agile defense, and old school beats. Brass Monkey Kung Fu is a well balanced martial art.

Brassnastics

You are swift and agile, able to fight while balancing, climbing, or hanging upside down. You never take an attack penalty for fighting under these unusual circumstances.

Charging Dropkick of Brass Feet

Your charging attacks are devastating. You may charge an opponent in order to deliver a dropkick attack that deals 1d12 points of damage with a critical threat range x3. This attack leaves you in a prone position. Additionally your opponent is subject to knockdown rules as detailed under ammunition in the EXS.

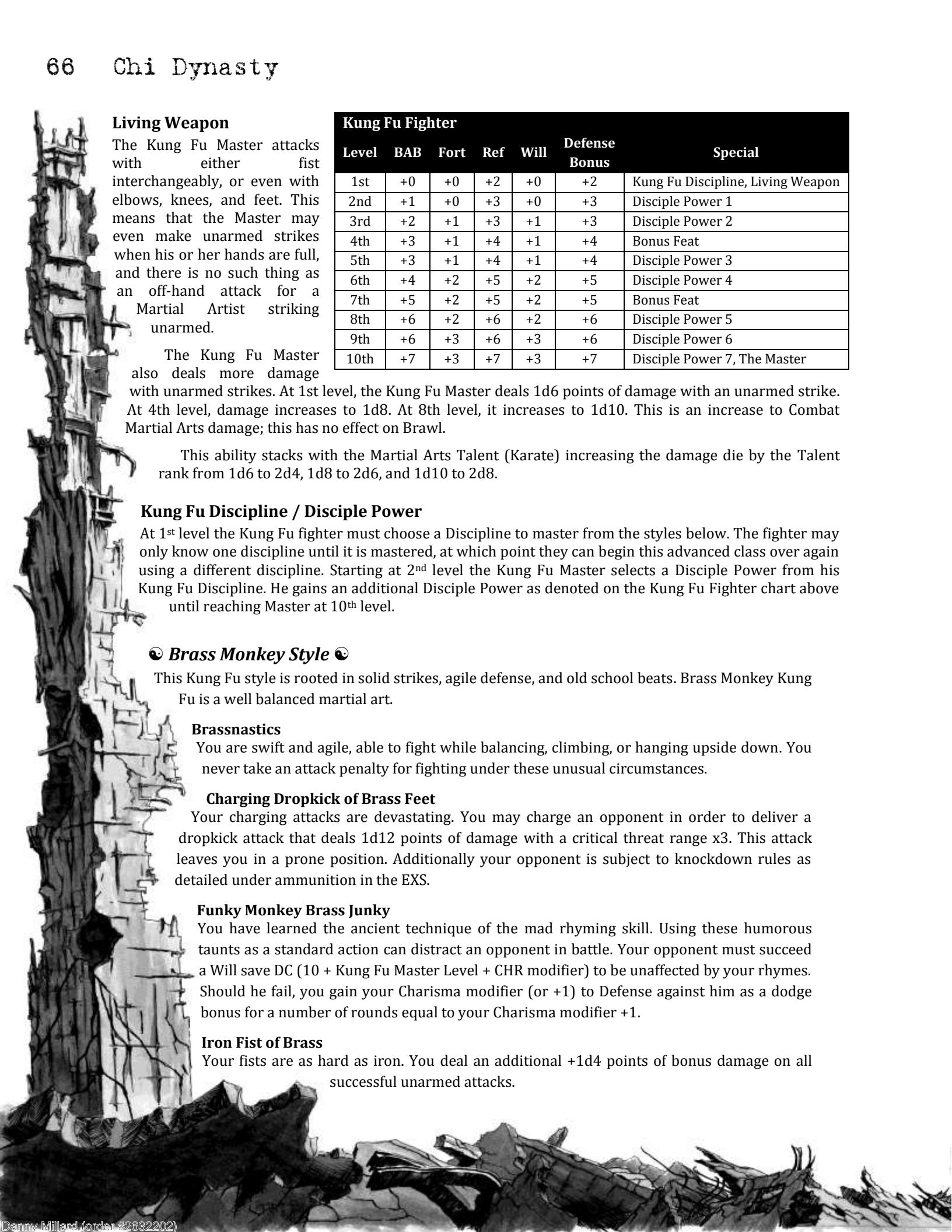
Funky Monkey Brass Junky

You have learned the ancient technique of the mad rhyming skill. Using these humorous taunts as a standard action can distract an opponent in battle. Your opponent must succeed a Will save DC (10 + Kung Fu Master Level + CHR modifier) to be unaffected by your rhymes. Should he fail, you gain your Charisma modifier (or +1) to Defense against him as a dodge bonus for a number of rounds equal to your Charisma modifier +1.

Iron Fist of Brass

Your fists are as hard as iron. You deal an additional +1d4 points of bonus damage on all successful unarmed attacks.

Kung Fu Fighter						
Level	BAB	Fort	Ref	Will	Defense Bonus	Special
1st	+0	+0	+2	+0	+2	Kung Fu Discipline, Living Weapon
2nd	+1	+0	+3	+0	+3	Disciple Power 1
3rd	+2	+1	+3	+1	+3	Disciple Power 2
4th	+3	+1	+4	+1	+4	Bonus Feat
5th	+3	+1	+4	+1	+4	Disciple Power 3
6th	+4	+2	+5	+2	+5	Disciple Power 4
7th	+5	+2	+5	+2	+5	Bonus Feat
8th	+6	+2	+6	+2	+6	Disciple Power 5
9th	+6	+3	+6	+3	+6	Disciple Power 6
10th	+7	+3	+7	+3	+7	Disciple Power 7, The Master



Sharpened Claws of Brass

Your fingers resemble claws, shredding anything they come into contact with. Your unarmed critical threat range increases by 1 point. This ability stacks with Feats or Talents that also increase your critical threat range.

Shock the Brass Monkey

You have learned to channel static electricity and deliver powerful unarmed attacks. By spending a Karma point you can channel electricity through your unarmed attacks for a number of rounds equal to your Kung Fu Master level. Each unarmed attack deals an additional +1d8 points of energy (electrical) damage.

Sparkling Gleam of the Brass Eye

You can study an opponent to find his weakness. If you spend a single round in melee combat on the defensive, without attacking, you can attempt to discern a flaw in your opponent's fighting style. Knowing this secret flaw gives you the edge and you gain a bonus to your attack and damage rolls equal to your Wisdom modifier for the rest of the combat against the studied opponent.

⌚ Chicken Style ⌚

Yes, they come to snuff the rooster. This martial art style is inspired by cockfighting, a popular pastime among the Chinese.

Ain't Found a Way to Kill Me Yet

No you're not going to die, well not until you luck runs out. By spending a Karma Point, you can stave off the Grim Reaper. Whenever an attack would drop you to -10 hit points or below killing you, you can expend a Karma Point to remain alive, instead being reduced to 1 hit point.

Cackling Crow

As a standard action, once per encounter, you can make a loud and very unsettling cackling crow in an attempt to distract or disturb your opponents. All opponents within a range of 120 feet of you must succeed a Will save (DC 10 + Kung Fu Master Levels + CHR modifier) or become shaken for a number of rounds equal to one-half of your Kung Fu Master levels.

Chicken Scratch Stomp

By watching the movements of chickens, you have mastered a powerful stomp attack. A stomp attack targets the foot or feet of an opponent, at no penalty, and deals your normal unarmed damage but reduces your opponent's speed by one-half if he fails a Dexterity check (DC = damage dealt). This speed penalty lasts a number of rounds equal to one-half of your Kung Fu Master Levels + STR modifier.

Cluck and Peck

You circle around your opponent, darting in and out with quick blows. By spending a Karma Point, you can unleash a furious barrage of strikes, making a number of attacks equal to your Dexterity modifier in addition to your normal attacks. These bonus attacks are made at your highest base attack value.

Dance of the Dueling Cocks

You have become one with the rooster. You can flawlessly imitate the brutality and lighting speed of a fighting cock. As part of a full round attack action you may make an additional unarmed attack at your highest attack value.

Feathers Fly

You revel in fast and furious combat. For every consecutive round that you do nothing but a full-round attack action, you receive a +1 cumulative attack bonus (to a maximum of +10) on all or your unarmed attacks.

The Colonel's Recipe

Following the Colonel's lifestyle blend of secret herbs and spices has made you a master of stealth and deception. You receive a +3 competence bonus to Balance, Bluff, Hide, Move Silently, and Tumble skill checks.

• Iron Butterfly Style •

This Kung Fu style is based on swift, agile movements and strong defensive stances. Iron Butterfly Kung Fu is a very graceful fighting style.

Float like a Butterfly

You weave and dance in melee combat, becoming very hard to hit. While engaged in melee combat you gain a bonus to your Defense equal to your Wisdom modifier. This ability only works when you are not denied your Dexterity, and unarmored or wearing light armor and not encumbered.

Sting like a Bee

Your lightning fast strikes can stun an opponent. A number of times per day equal to your Kung Fu Master level, you may make a stunning attack against an opponent. This attack is a normal unarmed standard attack action and it must be declared before the attack roll is determined. If the stunning attack misses, the energy is lost. However if the attack succeeds, the target of this attack must make a Fortitude save (DC 10 + Kung Fu Master Level + CON modifier) in order to avoid being stunned. A stunned character loses his next round of actions.

The Graceful Art of Stomping Someone's Guts Out

They say you should never kick a man while he's down. Teachings of the Butterfly, however, tell you that there is no better time to kick someone. When an opponent falls prone in an adjacent space within your reach, you may make an attack of opportunity with an additional +4 bonus to attack (+8 total to the attack).

Dance of the Monarch

You are an elusive and frustrating target to hit. By spending 1 Karma Point, you gain a +5 Dodge bonus to Defense against all attacks for a number of rounds equal to one-half your Kung Fu Master levels.

Shimmering Gossamer Wings of Death

When charging, you can make a flying leap attack at a target. You gain an attack bonus equal to the number of squares that you charge through to reach your target, in addition to the normal charge bonus +2. Upon a successful hit you deal $1d8 + \text{Kung Fu Master levels}$ in points of damage to the target.

Iron Cocoon Stance

By assuming the Iron Cocoon Stance as a move equivalent action, you gain a Defense bonus equal to your Constitution modifier plus one-half of your Kung Fu Master levels. This bonus lasts until you move from your stance position.

Inagodadavida Baby!

This unpronounceable mantra helps a warrior focus his energies before or during combat. By attempting to pronounce "That Which Cannot Be Said", you can clear your mind of troubling thoughts. Chanting the mantra as a full-round action grants a +4 insight bonus to attack and defense for a number of rounds equal to one-half your Kung Fu Master levels. This ability may only be used once per day.

Bonus Feats

At 4th and 7th level, the Kung Fu Master gains a bonus feat. The bonus feat must be selected from the feats presented here and the Kung Fu Master must meet all prerequisites of the feat in order to select it.

The Master

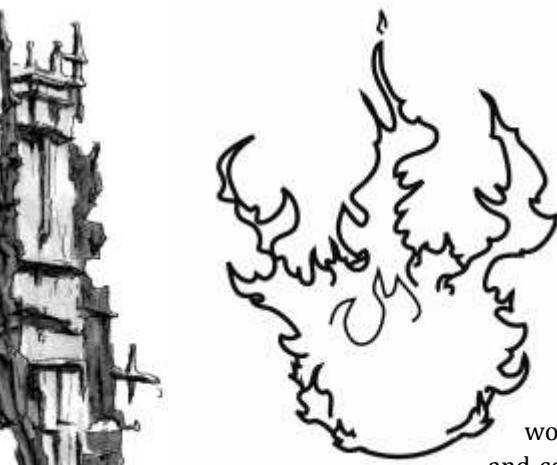
Who's the Master? At 10th level, the Kung Fu Master gains the glow and masters his chosen Discipline. All of his Disciple powers with static numeric effects double; base save DC's increase from 10 to 12; and the Master gain +2 points of damage to all attacks.

Kung Fu Master Bonus Feats:

Acrobatic, Adrenaline Rush, Advanced Combat Martial Arts, Archaic Weapons Proficiency, Combat Reflexes, Combat Throw, Dodge, Dodger, Earlier Sequence, Elusive Target, Exotic Melee Weapon Proficiency, Improved Combat Throw, Improved Combat Martial Arts, Improved Initiate, Karma Beacon, Presence, Quick Recovery, Stunt Man, Stonewall, Unbalance Opponent.



Children of the Apocalypse



The Children of the Apocalypse are a deluded and psychotic cult that is obsessed with death and destruction. They control the area known as the Junkyard, the ruined city of Los Angeles that has become a scrap dealer's goldmine. The Children believe that the destruction of the world was a good thing. Their creed holds that man's civilization was evil and corrupt. The Children teach a religion based upon worshipping the Holy

Fire that cleansed the world and made it pure again. The Children of the Apocalypse believe that it is their mission to continue this process of purification in order to make the world whole again.

"Peace forged through war and hardship." That is the mantra of the Children of the Apocalypse. They believe that the Great War was a test of mankind's worthiness. The Children believe that it is their duty to build a great utopia, where the pure and obedient will live forever in harmony. To achieve this goal, the cult preaches a doctrine of annihilation. Those who will not convert to the cult must eventually be purified. A major part of this doctrine is the Children's obsessive quest for nuclear warheads and other dangerous weapons. The Children have a simple philosophy when it comes to arms control; they wish to control all of the arms. This secret arms race compels the cult to infiltrate other organizations in order to steal or detonate any WMDs that they find. They also scour the Wastes for hidden military facilities and weapons depots.

History of the Children of the Apocalypse

Some prophecies have a way of making themselves come true. Many people saw the horrors that mankind was about to unleash upon itself in the time before the Exodus and turned to religion for comfort. Most fanatical were the followers of those Great Prophets that had preached the message of doomsday and judgment upon this wicked world. When the end of civilization came,

those people who had proclaimed a spiritual connection to man's self destruction were seen as great sages with the ability to see the future. In the aftermath of the great tribulation, various mad prophets and doomsday cultists converged on the remains of Los Angeles. The wicked and sinful city had been purged by Holy Fire and the land was now clean. After Los Angeles was cleansed with Holy Fire, the wrecked city became a Mecca for the messengers of the word. Cultists, prophets, and mad preachers converged on the ruined city as if called to it. Along the way these speakers of the word gathered up with them a flock. These people were outcasts, feral children, orphans and lost souls with nowhere else to go. A great many other people descended upon the Junkyard in order to scavenge for supplies. In the ruins, these survivors became rich in raw materials and salvageable technology.

The Children of the Apocalypse welcomed these newcomers with open arms. This large cult had survived the destruction of Los Angeles by hiding out in a series of primitive bunkers. Upon returning to the world, the Children saw the great masses that had converged on the city and knew it was their destiny to join with them and lead them. The Children of the Apocalypse were the single largest and most organized group out of all

the cultists and scavengers who converged on the ruins of Los Angeles. By virtue of their cohesion and numbers, the Children were able to successfully integrate these various prophets and factions into a united church. At the same time, the cult was able to forcibly convert or drive out anyone who came to Los Angeles with a non-religious agenda.

Organization and Leadership

The High Priest, His Holiness of the Purifying Flame, First Amongst the Children. These are the many titles bestowed upon the spiritual and military leader of the Children of the Apocalypse. He is a swaggering blowhard, an uneducated, drug addled, and irrational tyrant. His Holiness spends most of his time ensconced in a vast underground bunker enjoying the perks of his office. When roused to actually make a decision or issue a command, there is always the chance that the High Priest will have someone shot for incompetence or tortured for no reason.

Overseeing the daily operations of the cult is the cult's second in command, known as the Arch Bishop. A host of lesser priests and laymen serve at the whim of the High Priest and his proxy, the Arch Bishop. Outside of the cult's inner circle the organizational structure breaks down. Individual cultists are more or less left to their own devices. The commoners are not bothered as long as they pay their tithes and refrain from blasphemy.

The more militant minded cult members (and there are many) are known as warrior saints. These fanatics group together in small units with the unit leader reporting directly to the Arch Bishop or one of his underlings. To be a true Child of the Apocalypse is to be a fighter and a great number of the faithful choose to serve the church through military service. Basic training is mandatory for all cult members, however, this instruction deals more with religious dogma than useful combat skills. Those who wish to continue military training work their way up through various training programs, inevitably becoming immersed in one of the many sub-factions and splinter groups that form the cult's martial branch.

Territory

The Children roam unchecked through most of Los Angeles County and the surrounding area. However, they are incapable of holding such a vast expanse of territory without substantial military support from NEMO and the Vegas Mafia. Both of these entities need access to the Junkyard and its many treasures. Cooperating on equal terms is good business for all involved. The Children maintain their primary strongholds in the remains of old Hollywood. Los Angeles itself is a constant battleground, as the Children and their allies patrol the area for the Chi raiders, rogue salvage teams and Slavers who roam the Junkyard for booty.

Conversion parties regularly head into densely populated areas of the Wasteland in order to preach the word and gather more recruits into the flock. These missionaries also serve as scouts and spies, secretly gauging the military strengths of the settlements that they come across. The more hardcore Children, the Infiltrators and Seekers of the Holy Fire, venture far out into the Wasteland in search of weapons of mass destruction, as well as heavy weapons, military vehicles and anything else that piques their interest. This secret quest to build their already monstrous weapons stockpile would no doubt upset their allies in Las Vegas and Phoenix, if it were ever found out.

Martial Capabilities

The Children's warrior saints are fanatical and deadly. While the cult is lacking in raw numbers, the training, discipline and superior firepower of the Children's forces make them a force to be reckoned with. Supporting units from NEMO and the Vegas Mafia ensure that the Children maintain enough troops to withstand any full scale invasion of the Junkyard. The Children also maintain a strong defensive garrison to the north of the city. This fortified line was erected to keep out Chi raiders who infiltrate the Junkyard from San Francisco. The northern perimeter is the most heavily patrolled area of the city and a large number of artificial barricades form a broken barrier to deter raiders and scavenging parties.

With a vast territory to patrol and defend, the warriors serving the Children of the Apocalypse are often spread thin, operating in small groups or individual scouts. These religious fanatics possess no fear of death and will not retreat even when cornered or outnumbered. Warrior saints fight to the death, only repositioning themselves in order to draw the enemy into an ambush or link up with reinforcements. The Children are taught that death in battle is the only honor worth attaining and that the faithful who fall this way will receive their reward in the afterlife.

The Children of the Apocalypse rarely engage in open conflict. Their strategy is a patient and meticulous one. They prefer to make alliances with other factions in order to keep the peace without expending precious resources. The cult desires to slowly build up their arsenal by raiding military bases. At the same time, conversion parties provide them with a steady supply of fresh recruits.

Economics

The Children control the Junkyard. That fact alone forms the basis of their economic system. Military control of this region keeps them stocked with whatever they need. They are expert scroungers who feed on the corpse of the ruined city like maggots. The Children allow scavenging parties to enter their domain in exchange for a set fee. Weapons and ammunition are the cult's primary interest and they value these items above all other barter. The Children have established trading camps to the south and east of the city proper. Caravans and salvage crews come to these outposts to buy whatever they need from the Children or the scavengers who live under the "protection" of the cult. The scrap trade fuels the economy of the entire region. The Children's monopoly over the majority of the prime salvage sites keeps them on top.

Most of the people living in this region pay lip service to the Children, the religion of Holy Fire and the High Priest, which includes titheing. The cult's coffers are overflowing with steel coin and barter. The Children have free reign to squeeze extra tithes from anyone that they come across. Travelers within the cult's domain may expect random shake downs from the cult members they come across.

The Children of the Apocalypse produce nothing on their own. Their entire existence is based upon trading scrap from the Junkyard. The Children do not engage in agriculture, nor do they possess the desire or skills for such activity. Likewise, the Children do not build anything and have a hard time keeping their technology in good repair. If it were not for the bits and pieces of old equipment that the Children recover from the Junkyard, they would soon have no technology at all. The only thing that keeps the cultists from starving to death is the constant influx of caravans and travelling merchants who barter food and medicine for building materials.

Relationships with Outsiders

The Children are allied with both the Vegas Mafia and the bandits of NEMO, an arrangement that has more to do with economic necessity than mutual respect. The troops sent to reinforce the Junkyard are not on the best terms with their cult counterparts. However, a significant number of these bandits and mercenaries have secretly converted to the cult of Holy Fire and are now regarded as Children of the Apocalypse. Neither NEMO nor the Vegas Mafia would approve of the cult's obsessive desire to seize control of the most dangerous weapons that they can find. Both groups are already uneasy over their close ties to this group of religious fanatics, knowing the full extent of the cult's plans would do little to ease this concern. This desire to keep their allies happy is one reason why the Children keep their stockpiling activities a secret.

The Chi Dynasty is the Children of the Apocalypse's sworn enemy. The lords of New China fearlessly raid the Junkyard and take away loads of priceless salvage. The two factions also compete over weapons caches at old military bases in California. The animosity towards the Chi is at such levels that many priests and warrior saints have advocated destroying the Chi outright.

The Children of the Apocalypse will kill any member of the Techno-Reaper cult on sight. These people are dangerous heretics and do not deserve to live. It was the scientists and intellectuals like these that brought the great judgment upon the world. The Children often compete with Techno Reapers over weapons caches and valuable salvage sites in the Waste. Mercenaries employed by the Reapers regularly make incursions into the Junkyard, violating the Holy Land for their disgusting masters.

Notable Personalities

His Holiness of the Purifying Flame: His Holiness is more of a figurehead than a true leader and is rarely seen by anyone but the Arch Bishop, making his true identity unknown to the cult. While his religious rank endows him with absolute power, the High Priest rarely invokes this authority. More often than not, His Holiness uses the power at his disposal to avenge perceived insults and blasphemy. As long as his luxurious lifestyle is maintained, the High Priest sees no need to become involved in the affairs of the other cultists.

The Arch Bishop Lucian: The de facto leader of the cult is Arch Bishop Lucian. While His Holiness enjoys the privilege of unlimited power and unquestioned obedience, the Arch Bishop holds the true reins of power. The Arch Bishop's primary job is to oversee the conversion of infidels and to keep the Children's allies happy. However, in the absence of any direction coming from the church's head, it falls upon Lucian to make the majority of decisions and run the cult's day to day affairs.

Children of the Apocalypse

Advanced Classes

The following advanced classes are designed specifically for characters who are members of the Children of the Apocalypse. All of these classes have a prerequisite that requires a character to have the Cultist (Children of the Apocalypse) background in order to be eligible for this class. Additionally, the Infiltrator and Street Warrior Advanced Classes from the EXS also fit within the doctrine of the Children.

Seeker of the Holy Fire

The Seeker of Holy Fire has devoted his or her life to cleansing the world of impurity. To this end, the seeker traverses the Wastes in search of weapons of mass destruction. Along the way he serves as an infiltrator and spy who informs his cult about the military strengths of other factions and settlements.

The Children of the Apocalypse desire to control all of the world's most powerful weapons. Anything that cannot be added to their stockpile must be destroyed to keep it out of the hands of the unworthy. If a Seeker cannot successfully retrieve a powerful weapon, such as a nuclear warhead, then he is under orders to detonate it instead. A Seeker of Holy Fire will complete this mission even at the expense of his own life.

Select this class if you want your character to be obsessed with weapons of mass destruction.

Requirements

To qualify to become a Seeker of Holy Fire, a character must fulfill the following criteria.

Background: Cultist (Children of the Apocalypse)

Base Attack Bonus: +2

Talent: Evasion

Skills: Bluff 6 ranks, Demolitions 6 ranks, and Disable Device 6 ranks

Class Information

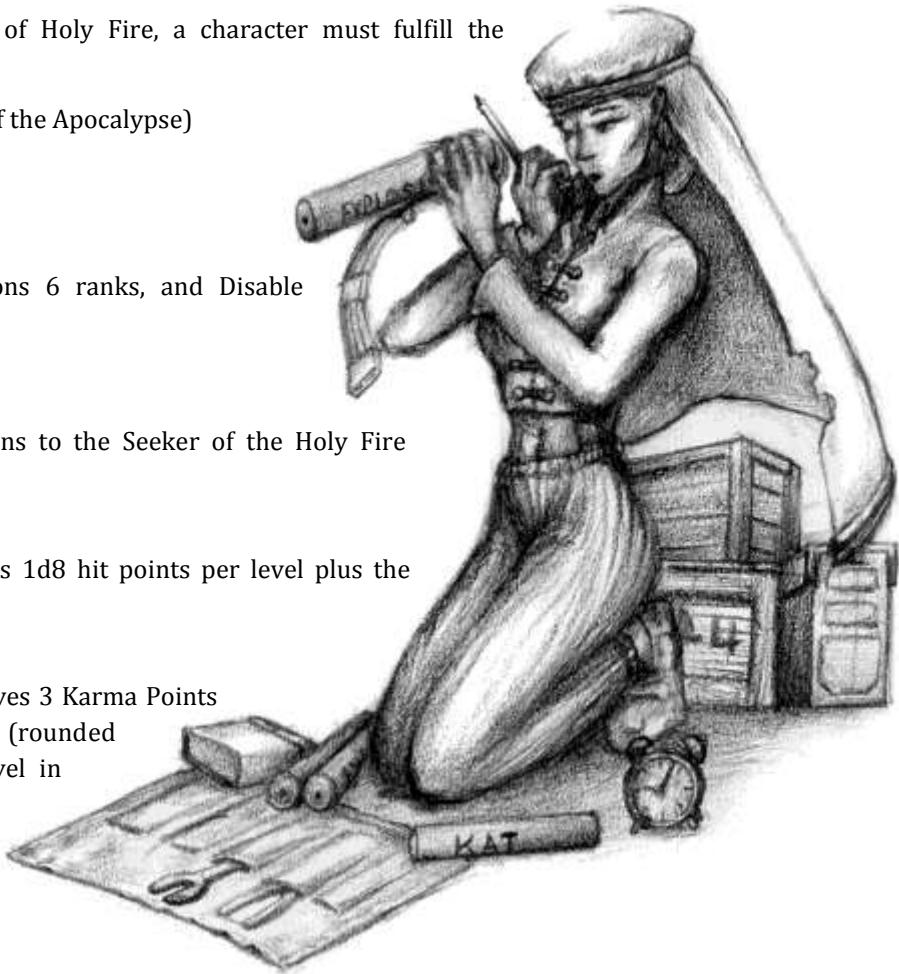
The following information pertains to the Seeker of the Holy Fire advanced class.

Hit Die

The Seeker of the Holy Fire gains 1d8 hit points per level plus the character's Constitution modifier.

Karma Points

The Seeker of the Holy Fire receives 3 Karma Points plus $\frac{1}{2}$ of his character level (rounded down) upon attaining a new level in this class.



Class Skills

The Seeker of the Holy Fire's class skills are as follows: Bluff (Cha), Climb (Str), Demolitions (Int), Disable Device (Int), Gather Information (Cha), Knowledge (street, technology, and theology/philosophy) (Int), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following features pertain to the Seeker of the Holy Fire advanced class.

Fanatic's Zeal

At 1st level, Seekers are not afraid to die. They fight in hopes of gaining rewards in the next life. They love death the way most people love life. The character becomes immune to intimidation and fear based effects.

Seeker of the Holy Fire						
Level	BAB	Fort	Ref	Will	Defense Bonus	Special
1st	+0	+0	+2	+0	+1	Fanatic Zeal, Infiltration
2nd	+1	+0	+3	+0	+2	Demolitions Expert, Lay of the Land
3rd	+2	+1	+3	+1	+2	Improved Demolitions, Light Step
4th	+3	+1	+4	+1	+3	Improved Evasion
5th	+3	+1	+4	+1	+3	Advanced Demolitions, Atom Akbar

Infiltration

At 1st level, The Seeker is a master of fitting into a community or group of individuals. If the Seeker spends one day in an area surveying the customs and dress of the community or group, he gains a competence bonus equal to his Seeker of the Holy Fire levels on all Bluff, Disguise, and Gather Information skill checks for the duration of his stay within the community or group.

Demolitions Expert

At 2nd level, the Seeker gains Demolitions Expert as a bonus feat.

Lay of the Land

At 2nd level, A Seeker knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Seeker. The Seeker can use this bonus at the start of an encounter. Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Improved Demolitions

At 3rd level, the Seeker's demolitions skill becomes deadly in his hands. First, any explosive or incendiary device set by the Seeker has its Reflex DC increased by 3. Second the Seeker may "take 10" even if stress and distractions would normally prevent him or her from so doing.

Light Step

At 3rd level, the Seeker gains Light Step as a bonus feat, even if he does not meet the requirements of the feat.

Improved Evasion

At 4th level, the Seeker gains Improved Evasion as a bonus talent.

Advanced Demolitions

At 5th level, the Seeker's demolitions skill becomes extremely deadly. First, any explosive or incendiary device set by the Seeker has its Reflex DC increased by an additional +2 (+5 total bonus with Improved Demolitions). Second the Seeker may "take 20" even if stress and distractions would normally prevent him or her from so doing.

Atom Akbar

At 5th level, the Seeker is one with the doctrine of the Children of the Apocalypse and is prepared to gain his rewards in the afterlife. The Seeker is granted a mini-nuclear device by his Holiness of the Purifying Flame. This mini-nuke is capable of destroying up to two pre-exodus city blocks. Most seekers use these devices through stealth, planting it near weapons of mass destruction caches that they cannot acquire, or at an enemy's stronghold, and denoting the nuke remotely. However some Seekers have strapped their nuke unto the body and exploded themselves in an area that damages their enemies the most, such as a gathering. Each Mini-Nuke has a key and detonation code program that is given to the seeker.

Atom Akbar	DMG	CRIT	TYPE	RNG	RADIUS	REF	SIZE	WT	SCRC	COST
Mini Nuke	30d10	—	X	—	500	45	Tiny	15	VR	priceless

Should the Seeker use this device remotely, he may request another mini-nuke after six months has passed. If the Mini-Nuke is captured or lost, the Seeker is expected to destroy the key and code, and if possible the device. By losing the nuke, the Seeker loses favor with his Holiness, and may only request another mini-nuke after two-years have expired from the reported loss date.

Warrior Saint

The Warrior Saint is a devoted defender of his faith and a fanatical crusader against the heathens. These men and women are the elite of the church's fighting forces. Warrior Saints have no fear of death and do not retreat even if faced with overwhelming odds. The job of a Warrior Saint is to lead a group of fighters and rally their courage in battle. The saint is one part spiritual advisor, one part drill instructor.

Select this class if you want your character to be a fearless zealot who is unwavering in battle.

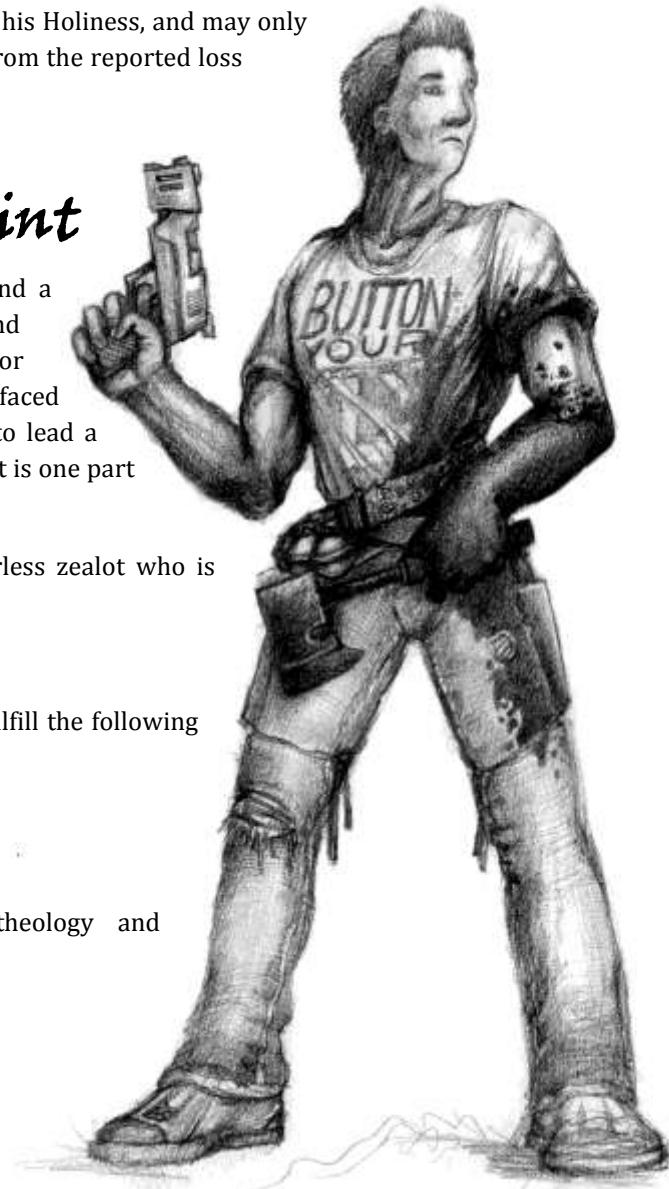
Requirements

To qualify to become a Warrior Saint, a character must fulfill the following criteria.

Background: Cultist (Children of the Apocalypse)

Base Attack Bonus: +2

Skills: Knowledge (occult) 4 ranks, Knowledge (theology and philosophy) 4 ranks



Class Information

The following information pertains to the Warrior Saint advanced class.

Hit Die

The Warrior Saint gains 1d10 hit points per level plus the character's Constitution modifier.

Karma Points

The Warrior Saint receives 3 Karma Points plus his Warrior Saint levels and $\frac{1}{2}$ of his other character levels (round down) upon attaining a new level in this class.

Class Skills

The Warrior Saint class skills are as follows: Climb (Str), Demolition (Int), Jump (Str), Intimidate (Cha), Knowledge (theology and philosophy) (Cha), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following features pertain to the Warrior Saint advanced class.

Fanatic's Zeal

Warrior Saints are not afraid to die. They fight in hopes of gaining rewards in the next life. They love death the way most people love life. The character becomes immune to intimidation and fear based effects.

Rally the Faithful

At 2nd level, the Saint learns to inspire other members of the cult in battle as a standard action. Any like-minded cultist within range of this character's voice (120ft. radius) gains a +1 moral bonus on all attack and damage rolls.

Bonus Feats

At 2nd, 3rd, and 4th level, the Saint gains a bonus feat. The bonus feat must be selected from the feats presented here and the Warrior Saint must meet all prerequisites of the feat in order to select it.

Death to the Unbeliever

At 3rd level, the Saint gains the Sneak Attack talent dealing an extra +1d6 points of damage to targets that are caught flat-footed, denied their Dexterity, or flanked with melee attacks only. At 5th level the damage increases to +2d6.

Warrior Saint						
Level	BAB	Fort	Ref	Will	Defense Bonus	Special
1st	+1	+1	+0	+1	+1	Fanatic's Zeal, Rally the Faithful
2nd	+2	+2	+0	+2	+2	Bonus Feat, Death to the Unbeliever
3rd	+3	+2	+1	+2	+2	Bonus Feat, Improved Reaction
4th	+4	+2	+1	+2	+3	Bonus Feat Death to the Unbeliever
5th	+5	+3	+1	+3	+3	Critical Strike, Religious Fever

Warrior Saint Bonus Feats:

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (Light), Armor Proficiency (medium), Cleave, Combat Martial Arts, Combat Reflexes, Elusive Target, Endurance, Fleet of Foot, Great Cleave, HtH Fighter, Improved Brawl, Personal Firearms Proficiency, Power Attack, Toughness, Weapon Finesse, Weapon Focus.

Improved Reaction

At 3rd level, the Saint gains a +2 competence bonus on Initiative checks.

Critical Strike

At 5th level, the Saint can spend a Karma Point to automatically confirm a threat as a critical hit when attacking with the weapon, eliminating the need to make a roll to confirm the critical hit.

Religious Fever

At 5th level, a Saint can call upon his religious belief to aid him in battle. He enters into a religious fever and receives a temporary +4 morale bonus to STR and CON, and +2 to Will saves, for the number of rounds equal to his Warrior Saint level plus his newly modified Constitution modifier. The Saint becomes fatigued for one-hour after the effects of the religious fever ends. This ability can be used only once per day. However the Saint can also harness his religious fever by spending a Karma Point to gain additional uses per day.



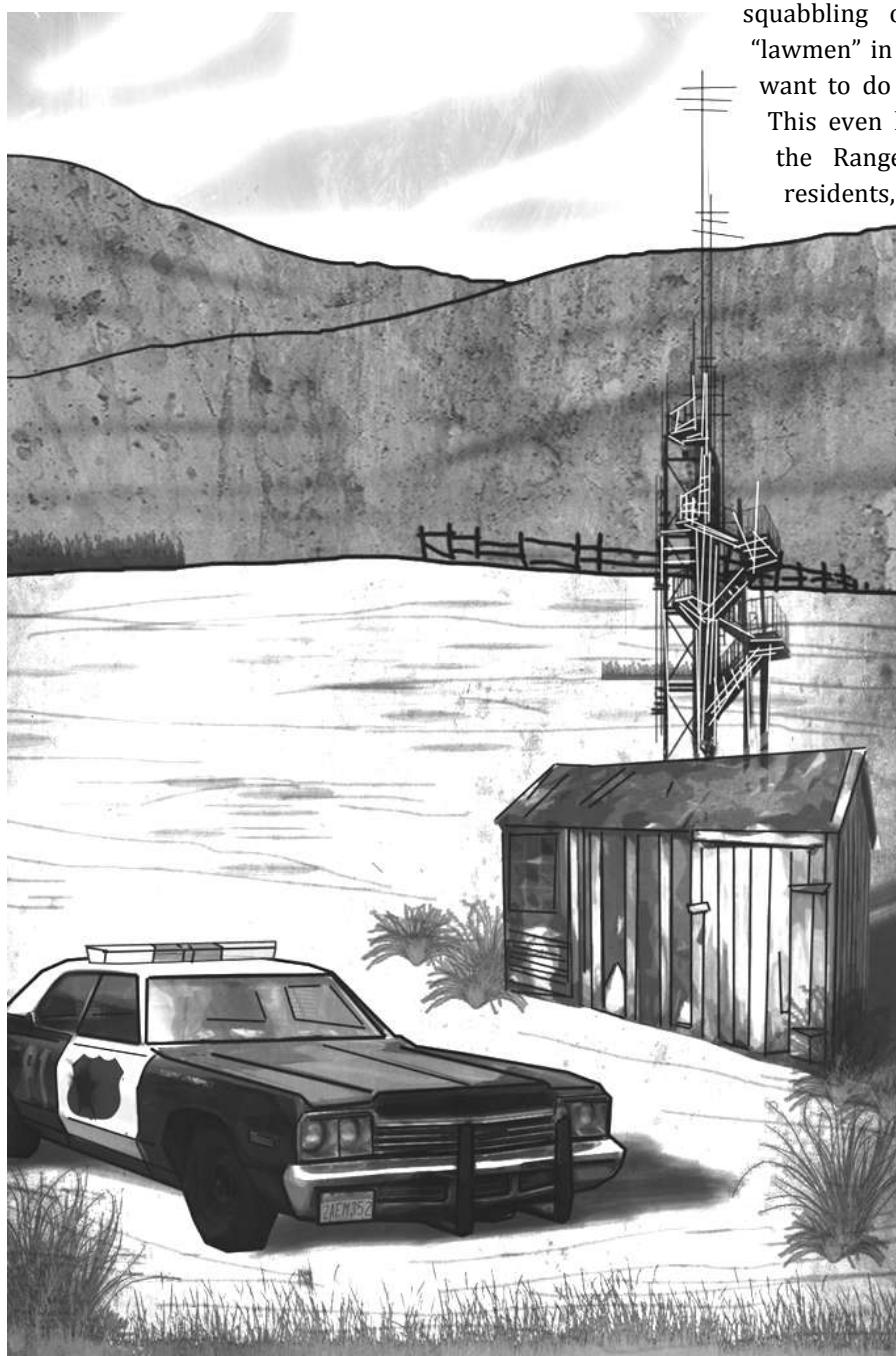
U. S. ARMY

The Desert Rangers

The Desert Rangers are the last remnants of true law enforcement in the Southwest. The rangers have a reputation for being master survivalists and dangerous opponents. These solitary lawmen patrol the Wasteland in a lonely quest to rid the world of the most despicable criminals. The Desert Rangers are a loose knit group of volunteers whose sworn duty is to help Wasteland travelers and others in need. Only the elite may hope to join the ranks of the Desert Rangers, a prestigious group that is respected by friend and foe alike. The code of the rangers is a simple one. Their law is easy to understand. "Do unto others." Those who would do harm will receive harm. Everyone else is treated with kindness and respect. In the code of the Desert Rangers, there is no such thing as a victimless crime. If there is no victim then there is no crime. The Rangers aren't altar boys and they aren't much for rulebooks. Murderers, bandits, thieves and the like are brought to swift justice. Slavers are the favorite target of Ranger patrols. The Rangers aren't about to waste time

squabbling over details. Unlike other so-called "lawmen" in the Wastes, the last thing the Rangers want to do is to impose upon anyone's freedom. This even handed and fair approach has earned the Rangers the respect of the Wasteland's residents, even more so than their formidable skills.

The primary mission of the Rangers is keeping order in small towns and other vulnerable groups. They also have a keen desire to inflict damage upon the enemies of humanity, particularly Slavers. They keep tabs on all of the communities within their reach. When their intelligence suggests a problem in a specific area, a ranger will be assigned to observe the situation and root out any criminals that they find. Since many areas are controlled by criminal gangs or tyrannical local governments, the Rangers have to tread carefully. They work mainly in secret, responding to the needs of the people rather than the desires of a local gang boss or politician.



The History of the Desert Rangers

The Desert Rangers were founded by a small band of people who roamed the Wastes after the Great War. These kind hearted people were comprised of rescue workers, federal rangers and other people whose job it was to keep people safe in remote wildernesses. In the time after the Exodus, these wild areas and national reserves were largely untouched by the ravages of war. The original Rangers strode through the Wastes, collecting a great number of people who wished to join their group. The Desert Rangers were formed as the original band of survivors began instructing these people in the realms of survival and combat. In time this group gained a reputation for compassion that matched their martial prowess. The original band of Rangers never intended for their small group to save the world. However, with every kind act they performed and every bandit that was driven off, the legend of the Desert Rangers grew. This group did not even choose this name for themselves; it was simply the name that people gave them when recalling the stories of their exploits. Many of the brave at heart journeyed across the Wastes in search of the Rangers so that they could join the "cause." By the time the Desert Rangers were officially organized into a group, the original Rangers had either died off or disappeared. Those who were left took on the most skilled newcomers and set out on their mission to help needy travelers, protect the innocent, and fight against cruelty.

Organization and Leadership

The Desert Rangers have no formal leadership. A council of senior Rangers convenes on a regular basis in order to manage the long term problems of the group. However the council's functions are hampered by the fact that its members are all engaged in their own activities in the Wastelands. Most Desert Rangers operate autonomously. These free agents vary widely in their individual approaches and outlooks but all are sworn to uphold peace and justice.

Certain people have acquired so much respect and admiration within the ranks of the Desert Rangers that other members will flock to their call whenever summoned. Leadership based on charisma and personal authority is not as effective as a more formal structure. However, the scattered and diverse membership of the Desert Rangers precludes a top heavy command structure. There is no rank system within the Rangers. Less experienced members tend to defer to their more respected counterparts but one Ranger cannot order another around.

Desert Rangers are free to recruit anyone they like into the ranks. Generally an initiation quest or a series of tests is required before a person is considered for membership. Recruits are measured by fighting skills and their ability to survive in the Wastelands. There are no oaths to recite and no creeds to adhere to; a person simply has to have the necessary skills. While Rangers seek out brave and good hearted people as potential recruits, they do not discriminate against those people who have troubled pasts.

Territory

The Rangers roam over a vast swath of territory without defined borders. They maintain outposts and rescue stations throughout the Wastelands, mainly near civilized areas. A few towns have invited Rangers to stay as the local law and these places serve as gathering areas for other Desert Rangers. For the most part, the Rangers do not control anything; they see themselves as servants of humanity.

Martial Capabilities

The Desert Rangers operate as individuals and small patrols, occasionally organizing into large groups for short periods of time. Usually a large group of Rangers will be summoned together to take out a Slaver group or a particularly troublesome gang of raiders. The Rangers work with likeminded people wherever they find them and receive a lot of reinforcement from people they've helped, such as town militias and certain groups of Wasteland Tribals outside of the Tribal Nation. The Ranger's style of warfare is based around quick and fast strikes that deal great harm to the enemy without risking their own personnel. Desert Rangers are masters of stealth and survival. They emerge from the deep Wastes, strike hard and disappear back into the Wastelands without fear of being followed.

Economics

Generous souls, grateful travelers and many honest merchants provide gifts to individual Desert Rangers when they have a little something extra. The Rangers don't demand payment or collect taxes but they manage to keep going with what they have. As such they have no formal economic system and survive as individuals much like other Wasteland inhabitants. The Rangers do receive material support from their allies, such as the Steel Disciples and the Techno-Reaper cult. Certain Wasteland communities also donate materials and coin to the Desert Rangers, in gratitude for their service.

Relationships with Outsiders

The Desert Rangers are on good terms with anyone who treats others with at least some degree of respect. Their only grudge is against killers, thieves, and Slavers. The Rangers are constantly performing surgical strikes against large Slaver groups. They have also gone up against large groups of raiders, including members of NEMO.

The Rangers have informal alliances with both the Steel Disciples and the Techno-Reaper cult. They do not agree with the philosophy of either group. However, the Desert Rangers are more than willing to cooperate with people whom they disagree with. The Rangers recognize that both groups are attempting to make life better and restore the Wastelands to civilization. Individual Rangers who have connections within these groups act as liaisons between the Desert Rangers and their allies. The relationship between the Rangers, Disciples, and Technophiles is one of mutual cooperation. The Rangers gain access to advanced technology, weapons, and vehicles by cooperating with their aforementioned allies. In return, the Disciples and Technophiles gain access to the best guides and scouts in the Wastelands. It is not uncommon to find a Desert Ranger accompanying a Steel Disciple war party or Techno-Reaper salvage team. These three groups also share information on a regular basis.

Notable Personalities

Desert Ranger Smith: The legendary Ranger John Smith from the Yellowstone area. It is widely believed that Ranger Smith is not this man's true name, but that he changed it in order to escape a sullied past. Smith patrols the wild area that was once known as Yellowstone National Park. He protects all travelers within this domain and organizes the locals against incursions by Slavers and raiders. Smith also takes pride in protecting the wilderness from exploitation, this small reserve representing one of the last unspoiled regions on earth.

Desert Ranger Justice: A well known lawman from the region known as Texas. Rupert P. Justice operates far from the traditional jurisdiction of the Rangers. However, his exploits against Slavers, bandits and criminal gangs has earned him great fame. Ranger Justice's reputation has trickled back to the Southwest deserts and his deeds in the Lone Star state have gained mythical proportions in the retelling.

Advanced Classes for the Desert Rangers

The following advanced classes are designed specifically for characters who are members of the Desert Rangers. These two options divert from the original class replacing old class abilities with new abilities that fit the specialty of the class, starting at 4th level. There may be additional requirements to meet before the character can take levels in these alternate advanced classes.

Manhunter

The Desert Ranger Manhunter is the equivalent of a Wasteland bounty hunter that seeks to capture or eliminate targets that oppose the creed of the Rangers. Unlike a normal Desert Ranger, who usually targets a group, such as Slavers or Raiders, the Manhunter seeks out powerful individuals, preferring leaders of the opposition to cause chaos and disruption in their ranks, which in turn generally ups the body count. The Manhunter is a master of Stealth and Research. He studies his target, location, and associates sometimes for weeks to discover a pattern and then strike when the time is right for Wasteland justice.

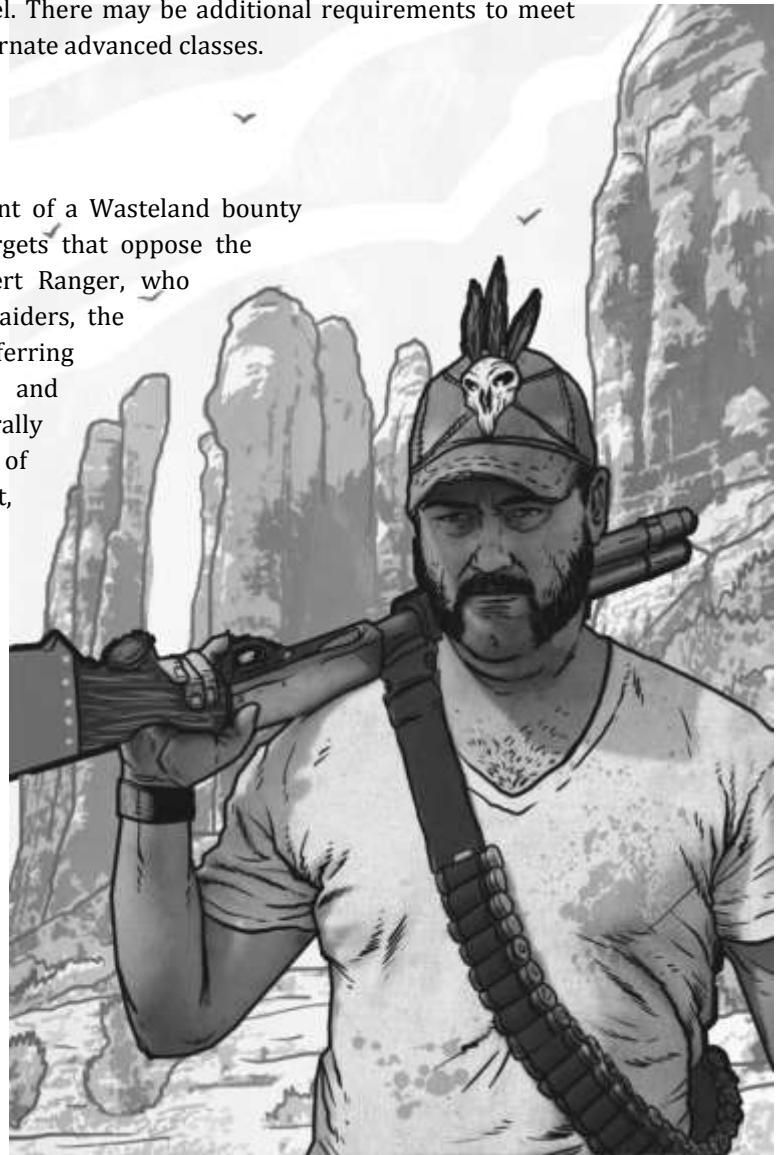
Requirements

To qualify to become a Manhunter, a character must fulfill the following criteria.

Advanced Class: Desert Ranger – Level 3

Skills: Hide 8 ranks, Move Silently 8 ranks

Talent: The Shadow, Whisper in the Wind



Class Information

The following information pertains to the Manhunter advanced class.

Hit Die

The Manhunter gains 1d8 hit points per level. The character's Constitution modifier applies.

Karma Points

A Manhunter receives 3 Karma Points plus his Manhunter level plus $\frac{1}{2}$ of all other character levels upon attaining a new level. This replaces the initial ruling of 3 Karma Points + $\frac{1}{2}$ character level.

Class Skills

The Manhunter's class skills are as follows: Bluff (Chr), Disable Device (Int), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (geography, street, tactic, and underworld) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

Class Features

The following features pertain to the Manhunter advanced class.

Acquire Target

Once per day, a Manhunter may designate an individual as his target. The Manhunter does not need to know the target personally and may know him only through his actions or physical description. He thereafter gains a competence bonus equal to his Manhunter level on certain actions involving that particular target, which include using the following skills directly against the target, or in tracking the target: Bluff, Computer Use, Gather Information, Investigate, Listen, Research, Search, Sense Motive, Spot, and Survival (Tracking only). The target bonus applies to a single individual and lasts 24 hours.

Camouflage

At 1st level, a Manhunter can use the Hide skill in any sort of natural terrain, urban environment, or Wasteland ruins, even if the terrain does not grant cover or concealment. If the Manhunter already has this ability from the Desert Ranger advanced class, then this ability becomes Improved Camouflage, allowing the Manhunter to "take 20" on his Hide skill checks.

Sneak Attack

At 2nd, 4th, and 6th level, the Manhunter gains the Sneak Attack talent dealing an extra +1d6 points of damage to targets that are caught flat-footed, denied their Dexterity, or flanked with melee attacks or ranged weapons within 60 feet of the target (this replaces the normal rule of 30 feet). At 4th level the Manhunter damage increases to +2d6 and again at 6th level to +3d6.

Sweep

At 2nd level, the Manhunter knows how to size up an area and get the lay of the land in a single sweep of his eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Manhunter. The Manhunter can use this bonus at the start of an encounter. Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Desert Ranger (Manhunter)							
Level	BAB	Fort	Ref	Will	Defense Bonus		Special
					Bonus	Special	
1	+0	+1	+1	+1	+1	+1	Acquire Target, Camouflage
2	+1	+2	+2	+2	+2	+2	Sneak Attack, Sweep
3	+2	+2	+2	+2	+2	+2	Swift Execution
4	+3	+2	+2	+2	+3	+3	Sneak Attack
5	+3	+3	+3	+3	+3	+3	Death Strike
6	+4	+3	+3	+3	+3	+3	Sneak Attack, Improved Sweep
7	+5	+4	+4	+4	+4	+4	Assassinate

Swift Execution

At 3rd level, the Manhunter can execute a “coup de grace” on a helpless or unconscious foe as a free action that does not provoke an attack of opportunity. This action can be used with a melee weapon or personal firearm so long as the Manhunter is adjacent (within 5 feet) of the target.

Death Strike

At 5th level, all of the Manhunter’s attacks’ critical threat range increase by +1. This ability stacks with the Better Critical and More Critical feats.

Improved Sweep

At 6th level, the Manhunter’s ability to get the lay of the land improves. Now the Manhunter not only spots potential perils with a successful check, he or she can determine the relative strength of these dangers.

A successful check relates the danger’s strength compared to the Manhunter: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

Assassinate

At 7th level, if the Manhunter studies his victim for 3 rounds and then makes a sneak attack with a melee weapon or ranged firearm that successfully deals damage, the sneak attack has the additional chance of either paralyzing or killing the target (Manhunter’s choice). While studying the victim, the Manhunter can undertake other actions so long as his attention stays focused on the target and the target does not detect the Manhunter or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the Manhunter’s class level + Int modifier) against the kill effect, he or she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the Manhunter. If the victim’s saving throw succeeds, the attack is just a normal sneak attack. Once the Manhunter has completed the 3 rounds of study, he must make the assassinate attack within the next 3 rounds.

If Assassinate is attempted and fails (the victim makes her save) or if the Manhunter does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another Assassinate attack.

Tracker

The Tracker is an elite specialist in the ranks of the Desert Rangers. Some rangers devote their time to protecting small towns or disrupting the slave trade. This kind of Ranger spends his time tracking down rumors and discovering the locations of hidden lairs and the headquarters of the Desert Rangers opposition. The Tracker generally is hired to locate fugitives and criminals or gather intelligence on enemies.

Requirements

To qualify to become a Desert Ranger Tracker, a character must fulfill the following criteria.

Advanced Class: Desert Ranger – Level 3

Skills: Hide 8 ranks, Move Silently 8 ranks

Talent: Pathfinder

Class Information

The following information pertains to the Tracker advanced class.

Hit Die

The Tracker gains 1d8 hit points per level. The character's Constitution modifier applies.

Desert Ranger (Tracker)						
Level	BAB	Fort	Ref	Will	Defense	
					Bonus	Special
1	+0	+1	+1	+1	+1	Master of the Hunt
2	+1	+2	+2	+2	+2	Camouflage, Favored Enemy
3	+2	+2	+2	+2	+2	Wasteland Adaptation
4	+3	+2	+2	+2	+3	No Trace
5	+3	+3	+3	+3	+3	Wasteland Survivalist
6	+4	+3	+3	+3	+3	Favored Enemy 2
7	+5	+4	+4	+4	+4	Vanish

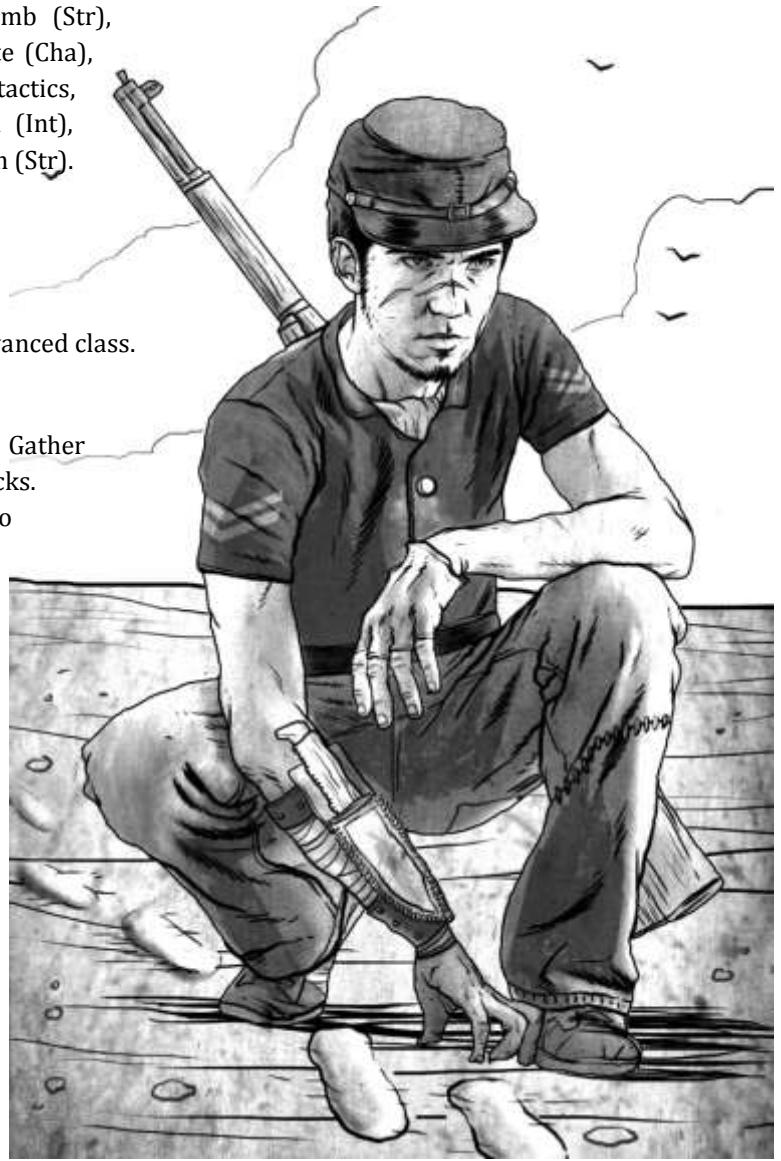
Karma Points

The Tracker receives 3 Karma Points plus his Ranger level plus $\frac{1}{2}$ of all other character levels upon attaining a new level. This replaces the initial ruling of 3 Karma Points + $\frac{1}{2}$ character level.

Class Skills

The Tracker's class skills are as follows: Climb (Str), Gather Information (Cha), Jump (Str), Intimidate (Cha), Investigate (Int), Knowledge (geography, street, tactics, and underworld) (Int), Listen (Wis), Research (Int), Search (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 3 + Int modifier.



Class Features

The following features pertain to the Tracker advanced class.

Master of the Hunt

At 1st level the Tracker gains a +2 bonus to all Gather Information, Investigate, and Research skill checks.

Additionally, he gains a +4 competence bonus to Survival checks when tracking his prey.

Camouflage

At 2nd level, a Tracker can use the Hide skill in any sort of natural terrain, urban environment, or Wasteland ruins, even if the terrain does not grant cover or concealment. If the Tracker already has this ability from the Desert Ranger advanced class, than this ability becomes Improved Camouflage, allowing the Tracker to "take 20" on his Hide skill checks.

Favored Enemy

Beginning at 2nd level, a Tracker may choose a particular organization or type of creature as a sworn enemy. The Tracker receives +1 to attack rolls against his Favored Enemy, or a member of an Enemy organization (provided the Tracker knows he is dealing with an Enemy). Additionally the Tracker gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. At 6th level the Tracker gains an additional enemy to choose from. The Tracker may choose the same enemy to stack the attack and skill bonuses (this also stacks with his Desert Ranger levels).

Wasteland Adaptation

At 3rd level, a Tracker has become accustomed to the Wasteland environments. He may "take 20" on Hide and Move Silently skill checks even if stress and distractions would normally prevent him or her from so doing.

No Trace

At 4th level, the Tracker knows how to hide his own tracks and may, at his choice, move into "No Trace" mode. All attempts to use the Track feat against the Tracker (though not his allies) treat the ground as "firm" for purposes of success. In addition, the DC of any attempts to use Computer Use, Gather Information, Investigate, and Research on matters involving the Tracker is increased by the Desert Ranger Tracker's advanced class levels.

Wasteland Survivalist

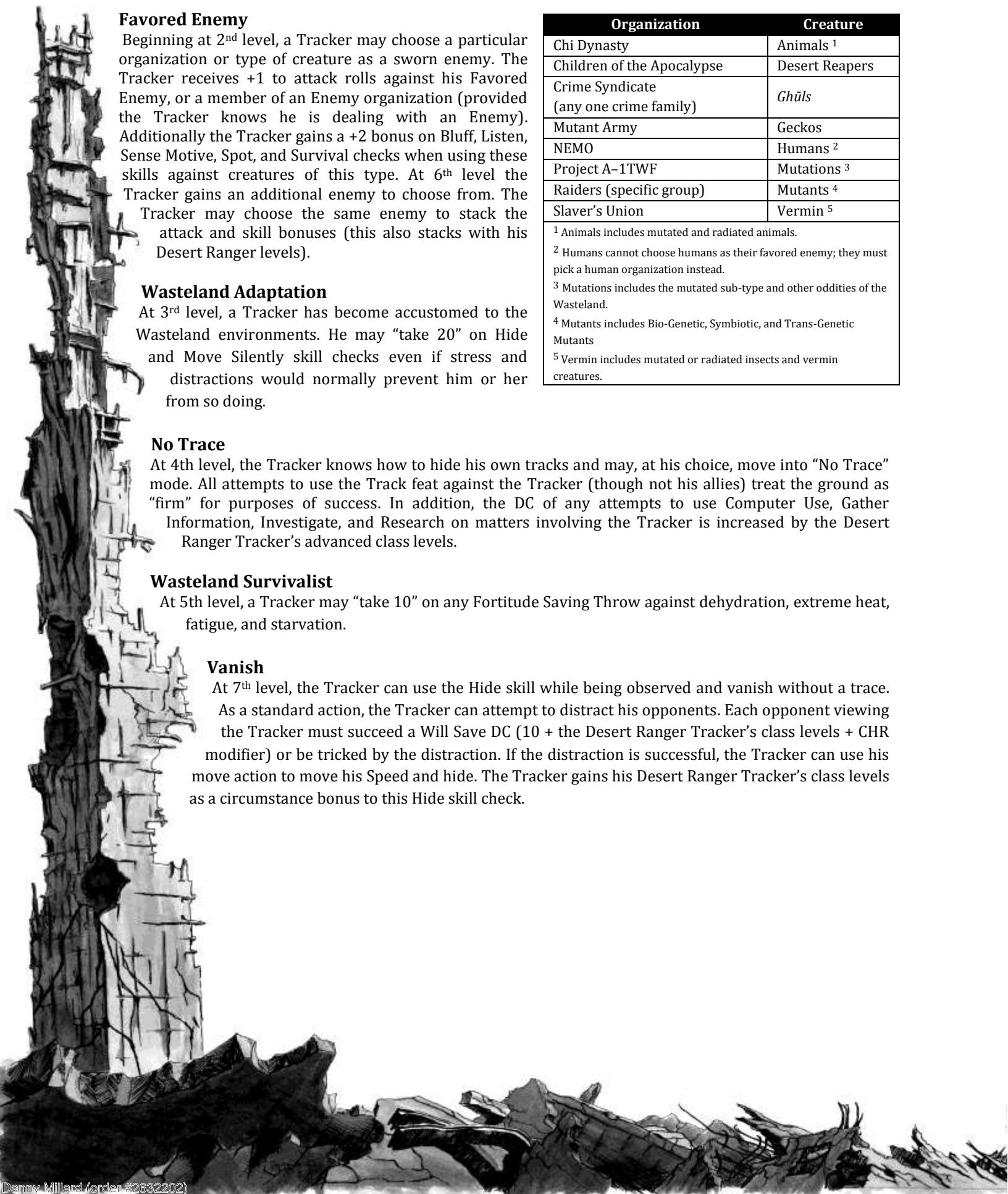
At 5th level, a Tracker may "take 10" on any Fortitude Saving Throw against dehydration, extreme heat, fatigue, and starvation.

Vanish

At 7th level, the Tracker can use the Hide skill while being observed and vanish without a trace. As a standard action, the Tracker can attempt to distract his opponents. Each opponent viewing the Tracker must succeed a Will Save DC ($10 + \text{the Desert Ranger Tracker's class levels} + \text{CHR modifier}$) or be tricked by the distraction. If the distraction is successful, the Tracker can use his move action to move his Speed and hide. The Tracker gains his Desert Ranger Tracker's class levels as a circumstance bonus to this Hide skill check.

Organization	Creature
Chi Dynasty	Animals ¹
Children of the Apocalypse	Desert Reapers
Crime Syndicate (any one crime family)	Ghūls
Mutant Army	Geckos
NEMO	Humans ²
Project A-1TWF	Mutations ³
Raiders (specific group)	Mutants ⁴
Slaver's Union	Vermin ⁵

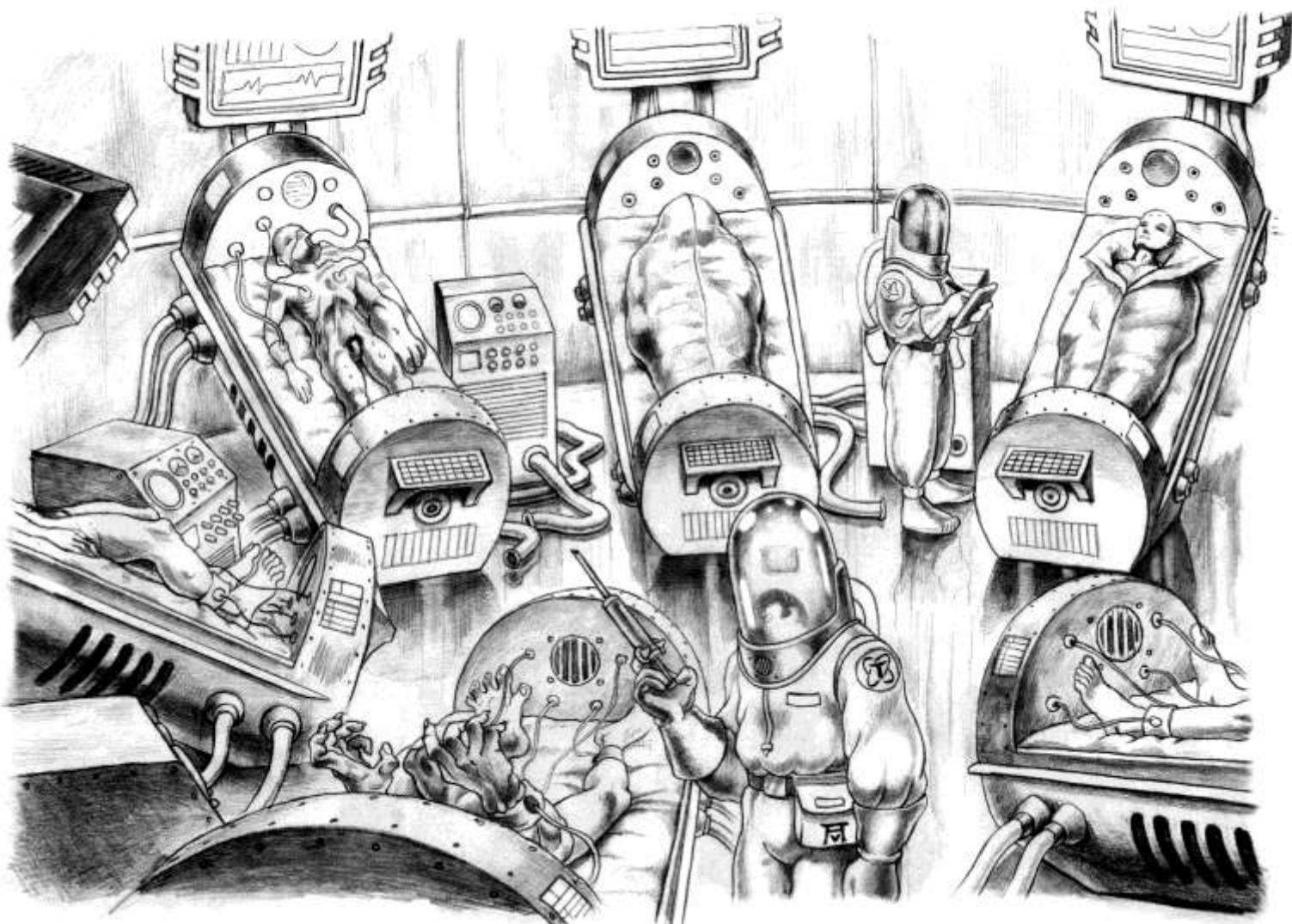
¹ Animals includes mutated and radiated animals.
² Humans cannot choose humans as their favored enemy; they must pick a human organization instead.
³ Mutations includes the mutated sub-type and other oddities of the Wasteland.
⁴ Mutants includes Bio-Genetic, Symbiotic, and Trans-Genetic Mutants
⁵ Vermin includes mutated or radiated insects and vermin creatures.



Project Trinity

Inhabiting the underground ruins of an old military base, the remaining Project Trinity Trans-Genetic Warrior Failures seek to establish a safe haven for their long-suffering brethren. This group of early experimental subjects represents the largest *Ghūl* population in the Wastelands. Created as the result of a failed early stage of the Trans-Genetic Warrior Project the Dregs, as they were called by the US Military scientists, overthrew their cruel masters and established their own city in 2015. The Dregs now control the city of Berkeley and much of Oakland with several bands of Wasteland *Ghūls* flocking to this safe haven. Secure behind the defenses at the Oakland Army Base, the Dregs and Wasteland *Ghūls* have found some small measure of peace.

The Dregs are the guardians of forgotten knowledge and the masters of powerful technology. Secretive and reclusive, they live out their nearly immortal lives behind walls and gun turrets. These tortured souls are fearful of the outside world and for good reason; in most human communities *Ghūls* are shot on sight, being viewed as the walking dead, an abomination to human life. Here in the ruins of old Berkeley a fellowship has emerged, the Dregs have built a place where Wasteland *Ghūls* can be among those who understand them, where they do not need to hide at the edges of the human world.



History of Project Trinity

The first Dregs were created at the Berkeley National Laboratory at the University of California, Berkeley. After the experiments failed, the subjects were then moved to a secret labor camp at the Oakland Army Base. The Dregs, as the scientists called them, were military volunteers that were introduced to large amount of various types of radiation (mostly gamma), which transformed the lucky ones into what the outside world would later call the walking dead, or as a Arabic merchant dubbed them: *Ghūls*. Each soldier who became a part of the Trans-Genetic Warrior Project was injected with a massive dose of anti-radiation drugs and then exposed to prolonged blasts of dangerous radiation. The drugs were meant to protect the subject from the radiation being used to mutate their DNA in specific ways. Surprisingly, the test subjects not only survived these vile experiments, but for a time they even appeared to grow younger and healthier. The chemical protocols used in these experiments became the basis for a wide range of experimental radiation treatments and anti-aging drugs. These products were quickly put into production during the frantic days of the Great War.

It soon became apparent that the rad-blockers being used only delayed the effects of the radiation. The experimental subjects soon found themselves literally falling apart. A great many died but the majority were transformed into Dregs. These misshapen souls were not alone, for the radioactive playground of the Exodus had wreaked havoc upon the human population. While untold millions died from exposure to radiation, a tiny percent were transformed into Wasteland *Ghūls*.

The Dregs overthrew the military presence at the Oakland Military Facility in 2015 after spending years being forced to work as slave laborers. After the rebellion, the Dregs kept some of the scientists alive to make a cure for their condition and others to train them in the ways of science. The Dregs soon learned that their life force was extended into biblical proportions. Immortality is a horrible prospect for one who has lost everything but the Dregs eventually learned to cope.

The Chi Dynasty Emperor was appalled when he discovered the Dregs living so close to their shelter in San Francisco. The Emperor ordered the elimination of all *Ghūls* in 2032 starting with the Oakland area. With a large force of Dynasty Warriors, a battle ensued for several years, but the Dynasty was unable to conquer the *Ghūls*, secure behind the gun turrets of the Oakland Army Base. The Chi realized that the *Ghūls* of Oakland would not be so easily defeated, instead focusing on Wasteland *Ghūls* flocking to the army base.

Organization and Leadership

The Dregs are lead by an elected council, with each council member taking turns serving as the Chair. The Chairperson directs the council's business and is the closest thing the *Ghūls* have to a single leader. For a period of three years, the Chairperson gains responsibility over the heads of the various branches; scouting, security, supply, maintenance, and food stores. Each of the council members has informal ties to one or more of the branch heads, giving each branch a turn at playing the favorite with the council. Each of the five branches is much more organized than the elected council. The branch heads manage the day to day duties of their specialized departments. Below the branch heads are a long list of subordinates and commanders who keep the rank and file workers operating efficiently.

While the council runs the Oakland Army Base and its immediate surroundings, the city of Berkeley is fairly independent. Though most of the residents here will acquiesce to the will of the council and its representatives, they run their

own day to day affairs. Only a small portion of the *Ghūl* population is actually employed by the council in any real sense. Most residents contribute what they can to the cause of building "the homeland" but there is no mandate to compel forced service to the council or the current Chairperson. As such, Berkley has no formal system of laws. Infractions against the laws of human decency are punished by collective action. While these instances are rare, the mob mentality has been known to drive otherwise reasonable beings to behave in the manner of a lynch mob. The security branch usually interferes in these matters before they get out of hand, forcing the would-be victim into a hasty exile in the name of public order.

Territory

The Dregs control Berkley and a few outposts in the ruins of Oakland. Their primary center of operations is the old Oakland Army Base. Berkley is identified as the northern territory; Oakland is referred to as the southern territory. Most of the *Ghūl* population lives in the underground complex beneath the ruined army base, protected by its ring of defensive lasers. Aside from the base, the ruins of the university are the primary site of activity. Of particular concern are the biology department and nuclear labs. The city of Berkley itself is home to many of the *Ghūls* who have migrated to the area after hearing news of the *Ghūl* uprising and the establishment of a *Ghūl*-friendly settlement.

The *Ghūls* continue to build more and more small outposts in and around the San Francisco Bay. They have a particularly keen interest in the region's many military bases. Some of these installations are radioactive and therefore safe from Human and Mutant salvage teams.

Martial Capabilities

The military base itself is still functional. The facility is powered by military grade fusion reactors and solar powered rechargeable cells that will last for thousands of years as long as they are maintained. Powerful laser turrets protect the base from outside intrusion. These giant ray guns are manned by the Dregs' security branch twenty-four hours a day. Auto-sensors also can be employed to target any and all movement within the range of the turrets. The base itself is more scientific than militaristic but the *Ghūls* here are mostly ex-military personnel and they know how to fight.

Aside from the base's impressive defensive perimeter, the Dregs have access to a sizeable weapons stockpile that includes heavy weapons and a few serviceable armored vehicles. They have more than enough firepower to invade a large city, not that they have any interest in doing so. The Dregs are not short on manpower either, though their ragged and misshapen bodies make them clumsy and ineffective combatants. The security branch and scavengers rely on defensive tactics and hammering foes from afar. When confronted near Berkley they will simply fall back to the protection of the base perimeter and the enormous "Gatling lasers". Most opponents give up before too long and no one has dared test the base perimeter in ages. When forced to leave the protection of the big guns the Dregs prefer to move in large numbers. Occasionally a small skirmishing party or lone scout will be dispatched far from the home base but only if absolutely necessary.

The *Ghūls* of Berkley have long been interested in revitalizing some of the other military bases that are near to them. Their headquarters at the Oakland Army base literally sits next to two naval bases, including the Alameda Naval Air Station. The abandoned base on Treasure Island is also a subject of much attention from the *Ghūl* leadership. It is felt that with enough raw materials and manpower, the *Ghūls* could use these bases to establish a formal air and sea force. Such a leap forward would give the

Dregs an unparalleled advantage over other factions and make contact with other *Ghūls* much easier. The Dregs have already restored a number of small watercraft which they've used to explore the San Francisco Bay.

Economics

The Dregs live in a fairly self-sustaining community. They raise their own food, scavenge the Wastelands for supplies and trade for what they can't produce themselves. The *Ghūls*' primary asset is skill. A few of the original inhabitants had technical training during their military service; others picked up on advanced science through year after year of study. All of the *Ghūls* have a familiarity with technology that is the envy of most humans and mutants alike. The *Ghūls* often fix things in exchange for barter. They are skeptical about taking payment in the form of steel coins but they recognize that Wasteland traders value it. The Dregs value replacement parts for their equipment over any other kind of barter. Any advanced technology that can be rebuilt or modified to suit their current needs will fetch a high price.

Within the community itself, trade is a diversion rather than a necessity. The ruined military installation provides the citizens with shelter and the collective gardens ensure that everyone has enough food. Trade among the Dregs and other *Ghūls* is often seen as a game. The prizes to be won in this game range from an extra meal ration to some amusing bit of pre-war technology.

Relationships with Outsiders

The Dregs trade regularly with Wasteland travelers but, generally speaking, they are not on completely friendly terms with anyone. Living behind their walls, the Dregs have a tendency toward xenophobia and paranoia. They remain ever vigilant against an outbreak of hostilities with the Chi Dynasty. Likewise they know that their settlements and outposts are constantly under threat from raiders. There are humans who live among the *Ghūls* at Berkeley, a small handful of people who congregated here because it was simply the biggest settlement nearby. There are other humans who grew up among the *Ghūls*, the descendants of the scientists who survived the uprising. These humans make ideal scouts and representatives and the council does its best to keep the human minority happy.

The Dregs have a love/hate relationship with the Techno-Reaver Cult. They take turns alternating between cooperation and competition with their fellow technophiles. The Techno-Reavers need *Ghūl* know-how to understand their prized possessions. The Dregs need Techno-Reaver resources to get access to vital replacement parts. On the other hand, this seemingly benign relationship is complicated by arguments over salvage rights, competition for lucrative trading routes and the Dregs' refusal to share technological secrets.

The Dregs have had violent contact with the Children of the Apocalypse, who routinely raid the many military installations in the bay area. Ignoring the radiation and their own health, these religious fanatics have launched nearly suicidal forays into Dreg territory.

The *Ghūls* at Berkeley have heard much about the Steel Disciples and they are very wary of this group. Most of the elders and council members are distrustful of the militant group, being spawned from the same United States military that betrayed and enslaved them during the Great War. There has been no formal contact between the two groups and most Dregs want to keep it that way.

Notable Personalities

Captain Decker: The head of the Dregs security branch was an idealistic young private when he inadvertently volunteered to be part of the Trans-Genetic Warrior Project. He thought he was destined to become a super soldier, a walking tank. Instead he became a monster and then a slave. When the Dregs overthrew the military and took control of the base, Decker performed feats of heroism that inspired the other rebels. When the Chi Dynasty tried to intervene in 2032 and exterminate the *Ghuls*, Decker was the first one to organize a group of fighters and make a stand.

Decker quickly rose to prominence in the group that would later be organized into the security branch. Comprised primarily of experienced veterans and a few similarly seasoned outlanders, the group took the young Decker under their collective wing. Always the branch's bravest and most loyal soldier, he rose quickly through the ranks. A number of disastrous encounters with the Chi Dynasty and other foes led to a number of battlefield promotions. When Decker became Captain of the security branch he began changing the way their soldiers conducted operations. He accepted the limits of their deformed bodies, avoiding tactics that require speed or agility. He realized that the small security branch can hold out against many times their number by relying on heavy firepower and defensive fighting. He taught the troops to hit hard and then pull back to the safety of the base, using long range weapons whenever possible.

Fungus: Fungus is a man with serious growth issues. This harvester has a masterful way with plants, especially the ones growing on him. Fungus is the head of the food stocks branch and is primarily responsible for caring for the base's hydroponic gardens and emergency stockpiles.

Conrad: The head fixer at the gas station trading post. Conrad is extremely curious about the outside world and bugs merchants and travelers to tell him every bit of news they hear. Conrad is an expert with vehicles and fusion cells and he personally oversees every major repair contract.



The Ghūl Collective

The Collective is a network of *Ghūls* who pass on important information between Berkeley and outside *Ghūl* communities. They are the spies of the *Ghūl* race, collecting important information that will ensure their survival. Members of the Collective are more of a social movement than an organized group. Wandering *Ghūls* drift from settlement to settlement, talking with other *Ghūls* and passing on snippets of information, which invariably ends up back in Berkeley, a place visited by many *Ghūls*. A number of these people have been selected by the leadership at Berkeley to serve as emissaries to the isolated *Ghūl* communities in the Wastelands.

The effect of the Collective has been to reinforce the notion that the *Ghūls* are a unified group, a confederacy headed by the Dregs at Berkeley. The Collective grows larger year by year as more communities are contacted by the emissaries from Berkeley. At the same time, more and more individual *Ghūls* consider themselves to be members of the Collective. These people have made the decision to support *Ghūl* unity and work to establish their own local networks.

The History of the Ghūl Collective

The Collective got its start as a handful of spies who were sent out from Berkeley to discover all they could about the world around them. An influx of visitors brought the fledgling community of Dregs news of other *Ghūls* who lived deep in the Wastelands. They also brought news of armed human factions, ruthless raiders and the dreaded Mutant Army. Both fearful and curious, the leaders of the Berkeley settlement recruited a group of visiting *Ghūls* and trained them in the art of covert surveillance.

As this initial group of spies brought news back to the Dregs, they also brought news of Berkeley out into the Wastes. Every informant that the spies cultivated, every network that was established, led to greater and greater numbers of *Ghūls* making the pilgrimage to Berkeley. This migration in turn provided more recruits and emissaries to serve as eyes and ears in the Wasteland. Soon the Collective had grown from an organized spy network to a loose group of independent agents collecting useful and useless information from the Wasteland. By their numbers alone this larger Collective was able to cover more ground and uncover more information than the original spies could have dreamed.

Organization and Leadership

The Collective is not organized and it has no leadership. This group has a fluctuating and ill-defined membership. The information networks that the *Ghūl* Collective relies on are based on bonds of personal loyalty and their members keep many secrets from each other. The most influential members of the Collective are the emissaries appointed by the council at Berkeley. Most "collectivists" tend to yield to the judgment of these official ambassadors.

There are times when the leadership at Berkeley will select one or more collectivists for an important mission or specific task. These "elite" agents are chosen to confirm rumors, substantiate wild stories, or provide concrete details on a vague subject. There are certain topics that are deemed to be very important by the Dregs and their Collective allies, such as the military capabilities of an organization or settlement. Such areas of vital interest are too important to be left to the haphazard information gathering

techniques used by most collectivists. More advanced espionage becomes necessary to accomplish these priority tasks.

Territory

The Collective does not control any territory at all. Rather, its members are spread across the southwest, roaming over a vast expanse of territory. Their wandering paths tend to take them from one *Ghūl* settlement to another, though some are true wanderers who go wherever the wind blows them. These more nomadic collectivists are responsible for discovering many unknown *Ghūl* clusters and introducing them to the Collective.

Martial Capabilities

The low key nature of the *Ghūl* Collective does not permit large scale military action. On the rare occasion that the Collective has been drawn into battle, it usually ends up being a case of a small group of *Ghūls* defending themselves against a much more formidable force of humans or mutants. The combat prowess of individual members varies greatly from person to person.

Economics

The leadership at Berkeley allots a generous portion of its resources to providing supplies to *Ghūls* who visit Berkeley from afar. This influx of coin and barter is largely what keeps the Collective going. *Ghūls* visit the community at Berkeley for companionship and a chance to meet kindred spirits. They return for the gifts and the attention they receive when they bring back interesting or useful news. A few other *Ghūl* communities have similar policies toward members of the Collective, though far less extensive. In the end, individual members are responsible for providing resources for themselves and their discrete networks.

Relationships with Outsiders

The Collective shies away from contact with outsiders, fearing the superstitions of humans and the violent ambition of the Mutant Army. Only a handful of outsiders have ever even heard of the Collective. As such the members of the Collective work in secret, sticking to those places where they know they will be well received. Occasionally a sympathetic human will be drafted to serve as a liaison between the Collective and a local human settlement.

Notable Personalities

Ambassador Wight: The “ambassador” is a man of considerable eloquence considering the shape of his mouth and jaw. While no one knows much about his former life, he claims to have spent the better portion of two decades hiding in the ruins of an old library. Loneliness and boredom drew him out of this self-induced exile and brought him into contact with other *Ghūls* for the first time. At first he was appalled, the victim of years of self loathing. However, Wight knew that no one could ever accept him except someone who had shared his suffering. He felt that only another *Ghūl* could really understand him. This desire to communicate and share with others led Mr. Wight on a journey across the Wastelands.

While on this trek he heard rumors of a settlement comprised of nothing but *Ghūls* and Wight would stop at nothing to find this place. When he arrived, the newly dubbed Ambassador Wight was greeted to a hero's welcome. His stories about life in the Wastes and the other *Ghūls* he had met fascinated the isolated Dregs. It was not long before the Berkeley council asked Ambassador Wight and a number of other outsiders to act as their agents in the Wasteland, planting the seeds of what would eventually become the *Ghūl* Collective.

Advanced Class for the Ghūl Collective

The following advanced class is designed specifically for characters who are members of the *Ghūl* Collective.

Historic

The Historic is a spelunker seeking lost and hidden knowledge throughout the Wasteland. An Historic travels the Wasteland looking for hidden caches of verbal or written pre-Exodus historical materials to further his knowledge base and enlighten those with similar interests. An Historic, usually a member of the *Ghūl* Collective, uses the Collective as a knowledge base for new adventures to seek out locations to explore, such as libraries, military facilities, and museums. Historics are known to hoard information and precious pre-Exodus items found through their explorations.

Requirements

To qualify to become an Historic, a character must fulfill the following criteria.

Skills: Knowledge (history) 6 ranks

Feats: Comprehension, Educated, and Linguist

Class Information

The following information pertains to the Historic advanced class.

Hit Die

The Historic gains 1d8 hit points per level. The character's Constitution modifier applies.

Karma Points

An Historic receives 3 Karma Points plus $\frac{1}{2}$ of all his character levels upon attaining a new level.



Class Skills

The Historic class skills are as follows: Bluff (Cha), Computer Use (Int), Craft (any), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Investigate (Int), Knowledge (all), Perform (oratory), Research (Int), Repair (Int), Search (Int), and Sense Motive (Wis).

Skill Points at Each Level: 6 + Int modifier.

Historic						Defense Bonus	Special
Level	BAB	Fort	Ref	Will			
1	+0	+1	+1	+1	+1	+1	Historic Lore, Historic Tactics +1
2	+1	+2	+2	+2	+2	+2	Brains over Brawn, Skill Emphasis
3	+2	+2	+2	+2	+2	+2	Historical Navigation, Historic Tactics +2,
4	+3	+2	+2	+2	+3	+3	Savant, Skill Emphasis
5	+3	+3	+3	+3	+3	+3	Historic Tactics +3, Total Recall

Class Features

The following features pertain to the Historic advanced class.

Historic Lore

A Historic picks up stray and obscure facts during his adventures. He may make a special Historic lore check with a bonus equal to his Historic class level + Intelligence modifier to see whether or not he knows some relevant knowledge about notable people, legendary items, or noteworthy places. The Historic gains a +2 bonus on this check for every 5 ranks in Knowledge (history) he has. He may take 10 but cannot take 20 on this check.

Historic Lore		Examples
DC	Type of Knowledge	
10	Common, known by at least a substantial minority of the local population.	A local official's hobbies and interests; common legends or rumors.
20	Uncommon but available, known by only a few people in the area.	The coordinates of a known but uncharted locale; local legends and rumors.
25	Obscure, known by few, hard to come by.	The customs of a non-human race, a human culture (like Tribals or a crime family), or a non-civilized Wasteland city.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who do not understand the knowledge's significance.	The most likely location of a long-lost military base.

Historic Tactics

At 1st level, the Historic can recall tactical battles from historic sources and uses these to his and his allies' best abilities. As a full-round action, the Historic can utilize tactical knowledge to gain a +1 tactical bonus for himself and his allies within 30 feet of him for a number of rounds equal to double his Historic Levels. At 3rd level, the Historic's knowledge base increases, and his tactical bonus increases to +2. At 5th level, the tactical bonus increases to +3.

Brains over Brawn

At 2nd level, the Historic has such a vast base of knowledge that he can substitute his Intelligence modifier for any Strength or Dexterity ability checks and attack rolls.

Historical Navigation

At 2nd level, the Historic has gained a vast knowledge of historical and geographical locations throughout the Wasteland. He gains a bonus equal to his Historic Levels to all Navigate and Knowledge (geography) skill checks.

Skill Emphasis

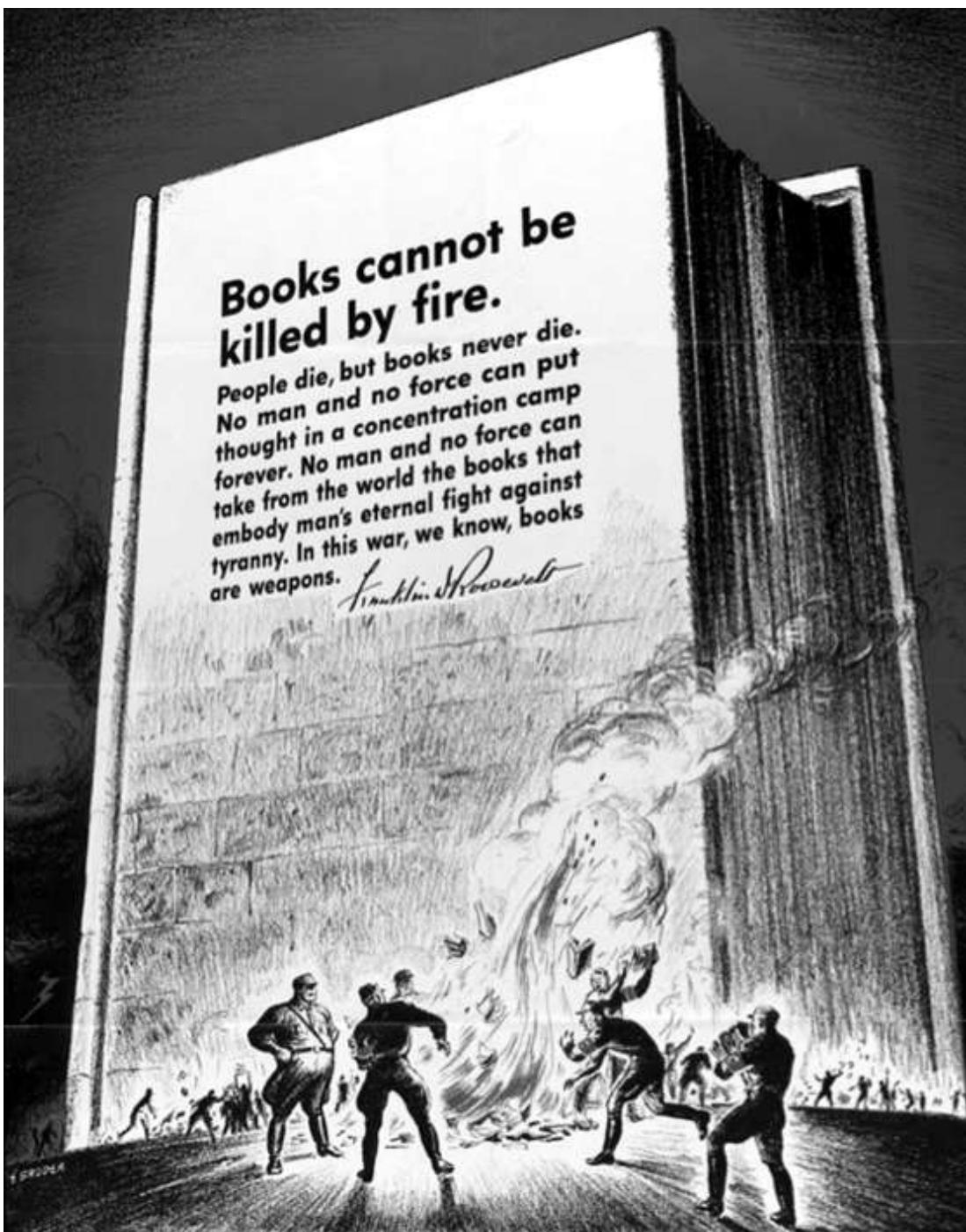
At 2nd and 4th level, the Historic gains Skill Emphasis as a bonus talent.

Savant

At 4th level, the Historic gains Savant as a bonus talent.

Total Recall

At 5th level, the Historic can recall any information gathered from books, such as the Manuals of the Wasteland, or other sources of information, like stories or rumors. The Historic gains a +2 competence bonus to Intelligence ability checks and to all Knowledge skill checks. Additionally, after the first reading from any of the Manuals listed under "Manuals of the Wasteland" the Historic gains these bonuses without the need of consulting the Manual. This also applies to any resource that grants a bonus from consulting the resource.



The Mutant Army

What we are taught as children, we do as adults. When the Trans-Genetic Mutants emerged from their stasis chambers they were taught to kill. With an education that was focused on military training, killing was all they knew. This training is all they have to offer their own offspring and so the cycle continues. The Mutant Army continues to do what they have been taught to do. They are continuing a program developed by the US military to breed a superior soldier. The Mutant Army buys children from Slavers and transforms them into recruits for the next generation of killing machines.

The Mutant Army is determined to bolster their forces by submitting more and more children to the Trans-Genetic Warrior Project. Their goal is to take control of the Wastelands and create a new civilization with themselves as the unquestioned rulers of a military junta. It is the desire of the Mutant Army to bring about a better world, a world with discipline and order, where Trans-Gens are able to take their rightful place above the lesser race of humans. More than anything the Mutants wish to continue their own existence and this requires a continuation of the project that created them.

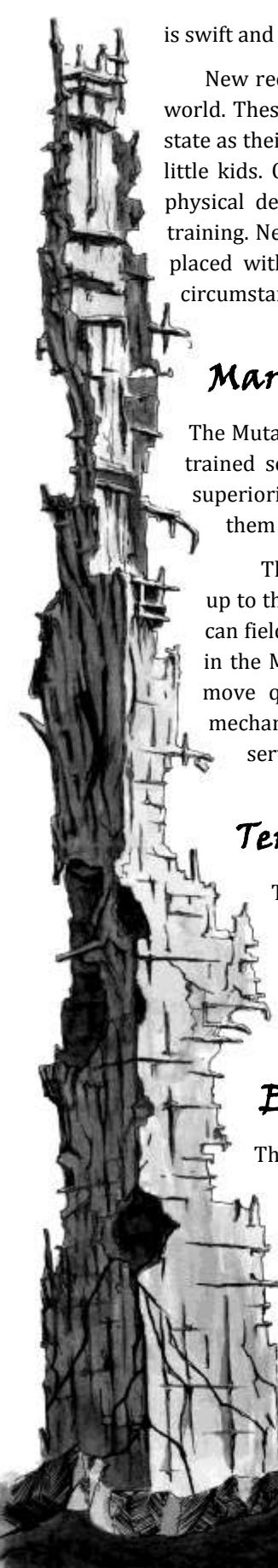
The History of the Mutant Army



The history of the Mutant Army begins with the Trans-Genetic Warrior Project which was conceived of by the US military to breed a superior killing machine. The Trans-Gens were designed to survive any hazard or environment. Unfortunately those who created them were not. After the Great War, the scientists and military personnel overseeing the TGWP began to die out one by one, the victims of cancer and radiation sickness. Free from the influence of their creators, the Mutant Army became more and more independent, until the few remaining humans had no control over them at all. Now that the Mutant Army has completely rid itself of human influence, they have adopted a philosophy of Mutant supremacy.

Organization and Leadership

The Mutant Army has a well defined leadership structure based on the military model. They are lead by a General, who presides over an advisory council of lower ranking officers. Officers are given complete control over their individual units as long as they abide by the decisions of the high commander. Discipline within the ranks



is swift and brutal. Dissent among the soldiers is not tolerated and failing to obey orders is punished by death.

New recruits are birthed from their stasis chambers with very little knowledge or understanding of the world. These test subjects are placed in stasis as children and spend a period of twelve years in a coma-like state as their physical genome is rewritten. They emerge as teenagers in body but with the mental capacity of little kids. Over the next two years they are pushed through a rigorous training program that focuses on physical development. Education is a secondary concern, usually introduced during the later phases of training. New recruits are expected to conform to the strict standards of the Mutant Army. Once a recruit is placed with a squad, that squad becomes a type of family. Squads are together for life and under no circumstances will they ever be disbanded or split up.

Martial Capabilities

The Mutant Army is by far the most dangerous military force in the Wastelands. While the number of fully trained soldiers is small compared to other groups, the Mutant Army is still formidable. The physical superiority of Trans-Gen troops combined with their intense combat training and heavy firepower makes them a match against a much greater force of ordinary humans.

The Mutant Army typically operates at the squad level, though they also train in large-force tactics up to the company level and beyond. The high commander is planning ahead to the days when the army can field thousands of troops at a time and operate across a variety of distant fronts. Most of the soldiers in the Mutant Army are infantrymen as they have few vehicles at their disposal. These foot troops can move quickly while carrying heavy gear and loads of supplies, making them the near equals of mechanized troops. Mutant commandos are able to operate quietly deep in the territory of other factions, serving as spies and saboteurs.

Territory

The Mutant Army is not interested in controlling territory (yet). Rather they focus their efforts toward obtaining more children to use as experimental subjects. While they patrol the area around Los Alamos, they rarely make incursions beyond this region. The Mutant Army has established a number of military base camps in the deserts of New Mexico and is gradually expanding their operational area.

Economics

The logistics and supply network at Los Alamos is the economic center of the Mutant Army, it controls the supply of all resources available to them. Private ownership of property is rare. Most soldiers in the Mutant Army share all that they have with their squad mates. Military supplies and essentials are distributed through the logistics network. Spoils of war and scavenged supplies are sent back to Los Alamos so that the leaders of the supply depot can decide how to make the best use of them. The most valuable commodity in the Mutant Army's economic structure is their supply of child slaves.

Relationships with Outsiders

The Mutant Army is on a constant war footing. They view all other groups as targets and potential threats. The high command is constantly drawing up contingency plans and war scenarios with other Wasteland groups. Occasionally the high command will order an attack on an isolated human settlement for the purpose of live fire training. Human life is meaningless in the dogma of the Mutant Army and living targets are more challenging than immobile ones.

The Mutant Army is on good terms with the Slaver Union. While they are not comfortable lowering themselves to the level of mere humans, the Trans-Gens know that they can collect more experimental subjects through trade than they can by doing the job personally. These Slavers are also a good source of information about other groups in the Wastelands.

Notable Personalities

General Omega Aries 9: The general is high commander over all members of the mutant army and is nominally the leader of all Trans-Gens. One of the original products of the TGWP, the General was only an infant when he was inserted into the stasis chamber. He was born as a fully grown Trans-Gen and forced to make his way through the world as a child in a man's overly muscled body. One of the few Trans-Gens who remembers the normal humans who created him, the General has a deeply seeded hatred of all humans. Omega Aries is a rigid and inflexible thinker who is reluctant to entertain any tactic that is more involved than a full frontal assault. Occasionally he will yield to the suggestions of his military council, some of whom have a more nuanced view of strategy.



Trans-Genetic Mutants

Born from technology and bred for war. The Trans-Genetic Mutants are the result of decades of innovative scientific research. Viewed in this light, the Trans-Gens are both mankind's greatest achievement and its most disastrous failure. Created at the Los Alamos nuclear research facility, this new race of humans is poised to replace their progenitors as the dominant species on the planet. Most Trans-Gens view themselves as an "Alpha race" that is superior in every way to the weak and undisciplined humans or the disgusting Ghūls.

History of the Trans-Genetic Mutants

During the WWII period, the world's superpowers were engaged in a frantic race to develop a technological superiority that would shift the balance of power in the conflict. One aspect of this arms race was the effort to unlock the power of the atom and create the first nuclear weapons. The Americans won this contest with a top secret effort known as the Manhattan Project. A sister project to Manhattan was the Trans-Genetic Warrior Project, a counter to Nazi Germany's super soldier project. This project was continued into the Cold War era as the Soviet Union became regarded as the new threat to American dominance. While the Nazis had focused on eugenics and selective breeding and the Soviets concentrated on performance enhancing drugs, the American effort centered around the potential to alter human DNA through the use of radiation. During the Manhattan Project, US scientists became aware of the immense risks involved with exposure to radiation. Many American servicemen became sick or died as the result of the Manhattan Project and the effort to understand the health risks associated with radiation.

The TGWP languished in obscurity and failure for decades. At the end of the Cold War, it was nearly abandoned. However, when the human genome was decoded at the turn of the century, the project was revitalized. This new information allowed scientists to better understand what they had been tinkering with. The mutations that had resulted from the early phases of the Trans-Genetic Warrior Project were random in nature, inevitably killing most test subjects or turning the lucky ones into sentient, ghastly looking zombies (dubbed Project A-1MPF). With the advent of the human genetic map, the researchers were able to control these mutations to a surprising degree. During the violent and chaotic days of the early 21st century, the government put increasing pressure on the researchers at the Berkeley nuclear labs to produce a viable soldier. The failed experiments, Project A-1MPF (commonly known in the Wasteland as Dregs or *Ghūls*) were the result of this rushed process.

The project was moved to the Los Alamos nuclear lab in 2002, ten years before the outbreak of the Great War. The scientists at Los Alamos realized that experimenting on fully grown humans was a dead end and shifted their attention to infants and toddlers. Phony adoptions were used to collect orphans and neglected children. These babies were placed in a coma-like state and then inserted into stasis chambers where they spent ten to twelve years undergoing a process of selective genetic manipulation.

The first Trans-Gens were released from their incubation pods in the year 2012, just as the world was beginning to tear itself apart. The staff at Los Alamos survived the nuclear exchanges that destroyed human civilization, only to die slowly from the effects of radiation. During this time they continued their work on the TGWP, creating a standardized process that is used by the Mutant Army to this day. The scientists and military personnel overseeing the Trans-Genetic Warrior Project sought to create their own

army of loyal super soldiers to reclaim the Wastelands and rebuild America. Instead, as their numbers dwindled, the last remaining humans realized that the soldiers that they had created and trained were becoming more and more independent, eventually taking over the facility and forming their own plans for the future of the human race.

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Because female Trans-Gens are all sterile, the Trans-Genetic Mutants have been forced to continue using incubation pods to increase their numbers. This is the reason that the Mutant Army has placed so much emphasis on buying children from Slavers or capturing them from human settlements. They attempted a breeding program with human females in 2018, with mixed success. The host mothers all died during their pregnancies, giving birth to children referred to "Half-Mutants" or "Bio-Mutants." Some Mutant scientists hope to continue this line of experimentation and buy young human females as breeding stock.



Organization and Leadership

The Trans-Genetic Mutants at Los Alamos are lead by a project leader who is in charge of the facility's research and supply operations. His authority does not supersede that of the Mutant Army but most of the lower ranking members of the military wing will bend to the authority of the scientists while at Los Alamos. The Trans-Gens cannot afford to have a rift between their military and scientific wings so responsibilities and areas of jurisdiction are clearly defined. The project leader oversees a large number of subordinates, supervisors, and specialists who run the day to day operations at Los Alamos.

Martial Capabilities

The Trans-Genetic Mutants at Los Alamos rely on the Mutant Army for military support. For the most part the two groups are indistinguishable from each other. The Trans-Gens living at the Los Alamos facility are simply the "civilian" counterpart to the Mutant Army. As such they do not need a military capacity of their own. Rather, their efforts are directed toward aiding the Mutant Army.

Territory

The Trans Gens control the area immediately surrounding the Los Alamos nuclear facility. The base itself is a highly secure scientific research lab, once ranked among the most secure buildings in the world. In the time since the fall of civilization, the Trans-Gens have converted the base to a more military structure with multiple gun positions and layer after layer of outer defenses. The Mutant Army patrols the surrounding Wasteland for a good distance away from Los Alamos, destroying absolutely anything that comes across their path. The territory around the base is mostly empty desert with few resources and no human settlements. Only those humans who have been specifically invited to Los Alamos can pass through this territory and only then if they are escorted by a contingent of Mutant Army soldiers.

Economics

The economy of the Trans-Gens is strictly controlled by the logistics and supply network at Los Alamos. The facility itself is fairly self-sustaining but raiding and scavenging is sometimes necessary to keep everything running smoothly. Slaves, most of them *Ghūls*, are used to perform the majority of the labor, from waste disposal to farming. A few of these Dregs have also been drafted to perform lab work and aid Trans-Gen scientists. Some Trans-Gens have taken to hunting the Cruces lizards both as a sport and a source of meat. The Trans-Gens at Los Alamos have little interest in trade outside of buying children from Slavers.

Relationships with Outsiders

With the exception of certain Slaver groups, the Trans-Gens consider all normal humans to be inferior and dangerous. These imperfect beings are responsible for the destruction of the entire world and must be put in check lest history repeats itself. The only useful purpose that humans serve is to create children, since those children can be "upgraded" into Trans-Gens.

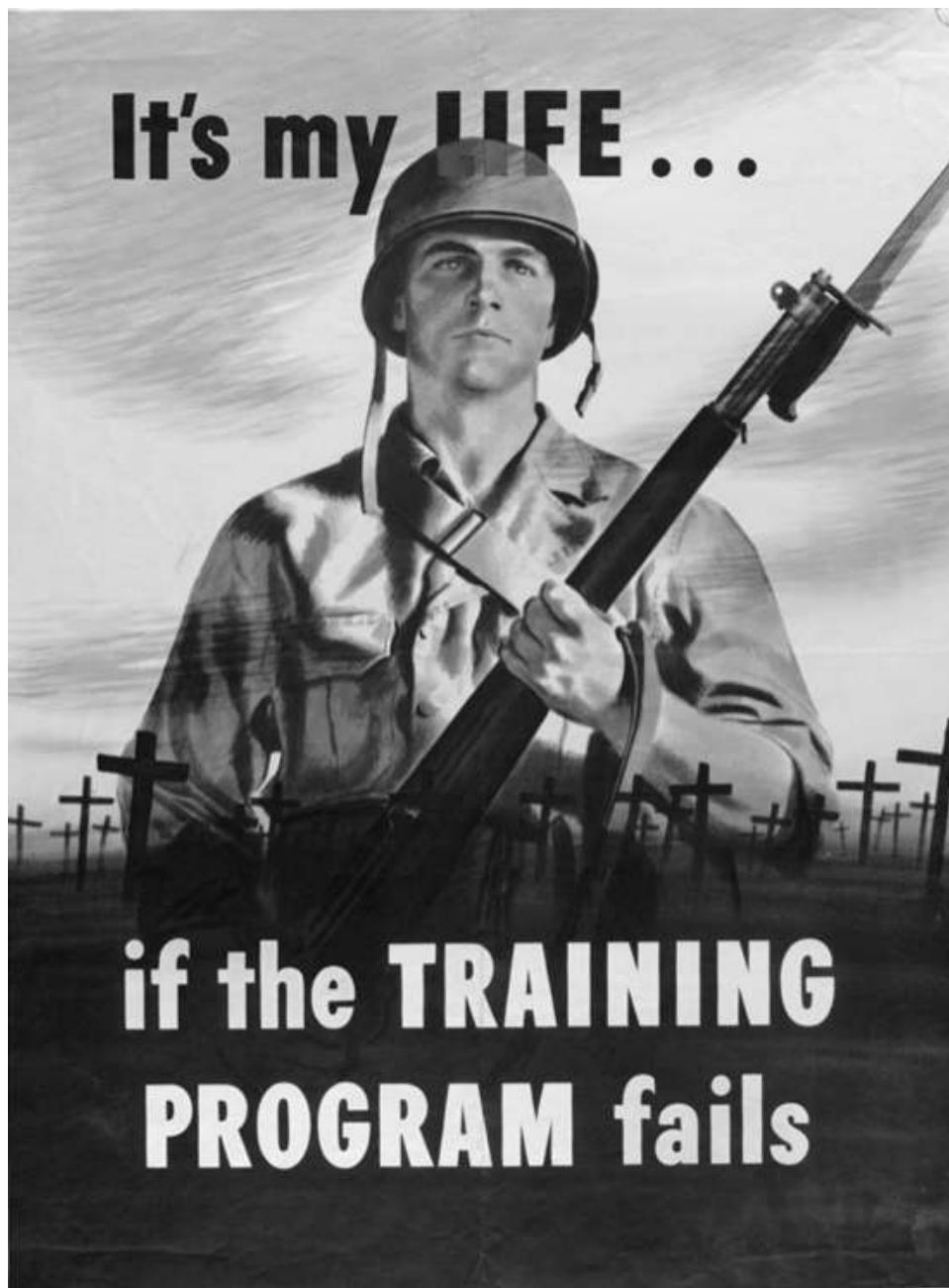
Ghūls are looked on with even more disdain than humans since these failed experiments remind the Trans-Gens of their own messy origins. The Trans-Genetics value *Ghūls* for their mastery of lost knowledge and their utility as slave laborers. These Dregs are immune to radiation in the same way as their more advanced cousins, making them useful as slaves and scavengers.

The Trans-Gens have a particular interest in the Techno-Reapers because these humans have amassed a great amount of useful technology and scientific knowledge. The Techno-Reapers headquarters is a reasonable distance from Los Alamos so most Trans-Gens assume that an attack on the Reapers is a foregone conclusion. When the Mutant Army decides the time is right, the Trans-Genetics will overrun Alamogordo and take what is rightfully theirs. Indeed, the only thing that holds them back is the fear of a heavy handed strike that

will destroy that which they desire to capture.

Notable Personalities

Theta Capricorn 7 of 11: The highest ranking member of the Trans-Gen race outside of the Mutant Army. The project leader is the unquestioned head of the Los Alamos base and he is given complete authority over research at the base and is also in charge of logistics and support for the Mutant Army. As such, the project leader also has a great deal of sway within the military. Arguably the most brilliant member of his species, Theta Capricorn 7 of 11 commands a cruel intelligence. His range of learning is deep but narrow as his education has almost entirely focused on fields that relate directly to the Trans-Genetic Warrior Project. He possesses superior mathematical skills and an ability to recall facts with amazing accuracy. That being said, Theta Capricorn 7 of 11 is intelligent but not creative. His reasoning skills are hampered by his lack of independent thought and the reduced mental capacity that afflicts all Trans-Gens.



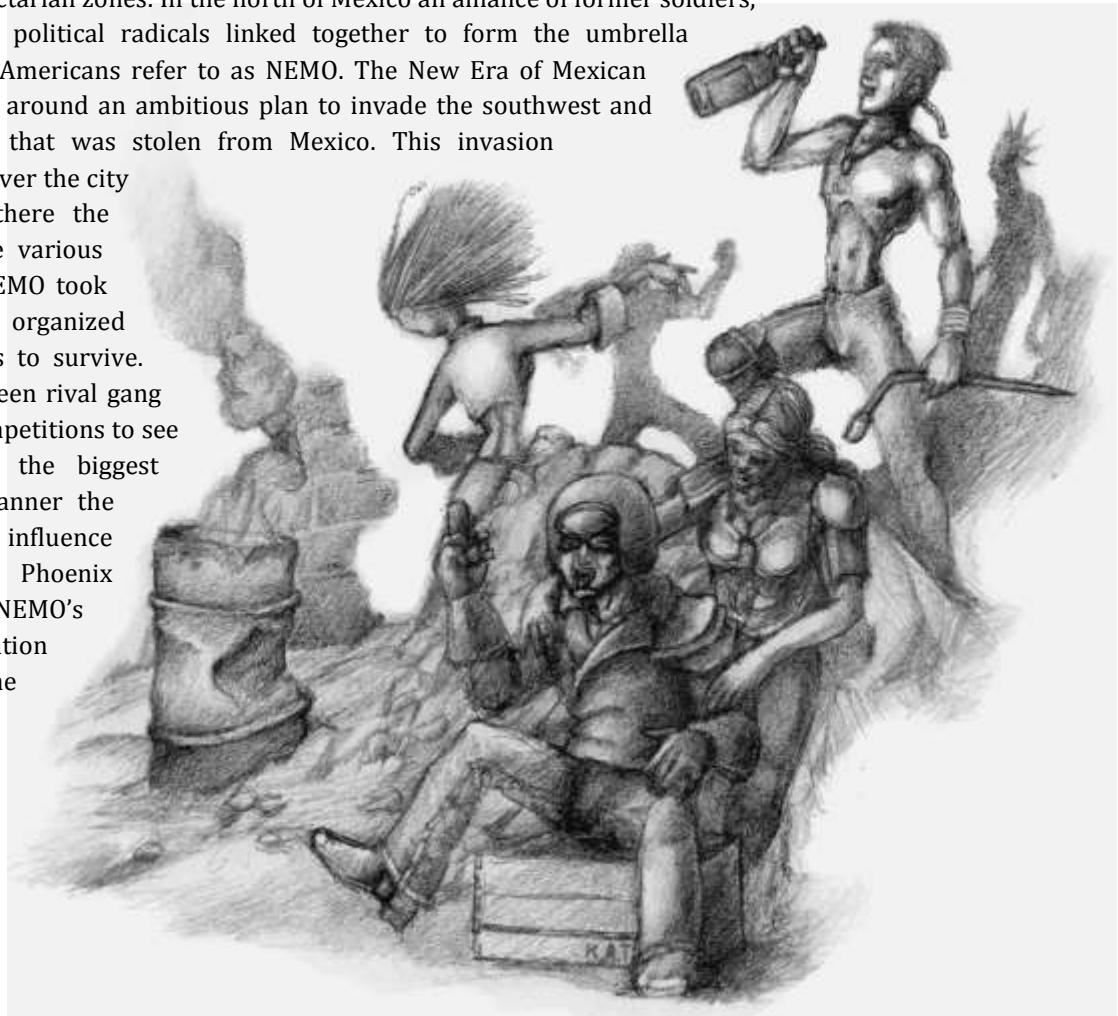
New Era of Mexican Order

The largest and most feared of all raider groups is the infamous organization known as NEMO. This loose association of Mexican bandits has invaded parts of the American Southwest and now controls the city of Phoenix and much of the Arizona territory. Bands of NEMO raiders can be found all across the Wastelands, attacking any settlement that is not strong enough to defend itself. Caravans and salvage team as well are constantly alert for any sign of NEMO activity. These villains will strip a settlement bare in a matter of hours. They torment and kill people in sadistic ways, degrading their prisoners before selling them to Slavers.

The raiders of NEMO believe in a political philosophy of "liberating" the Southwest territory in the name of Mexico. The invasion of Phoenix was supposed to be the beginning of a push to reclaim all of the territory that was lost during the war with America in the early 19th century. In truth this intellectual justification does little to hide the brutal and inhuman nature of these bandits. NEMO is the terror of the Wastelands, an eclectic mix of criminals and warmongers who are brought together by allegiance to a nationalist political doctrine.

History of the New Era of Mexican Order

Mexico survived the Great War largely untouched. Many died in the northern territories from the radiation that contaminated the air and water. Bombs that hit the U.S. had a second hand effect on Mexico and this was enough to cause many problems. The collapse of global civilization eventually leads to economic collapse and social strife. A revolt threw out the Mexican government and a loose association of rebels groups divided the country up into sectarian zones. In the north of Mexico an alliance of former soldiers, drug cartels, and political radicals linked together to form the umbrella organization that Americans refer to as NEMO. The New Era of Mexican Order has formed around an ambitious plan to invade the southwest and reclaim the land that was stolen from Mexico. This invasion managed to take over the city of Phoenix but there the effort stalled. The various factions within NEMO took to raiding and organized crime as a means to survive. Competition between rival gang bosses lead to competitions to see who could snag the biggest prizes. In this manner the sphere of influence surrounding Phoenix steadily grew as NEMO's fearsome reputation spread across the Wastelands.



Organization and Leadership

The New Era of Mexican Order is a semi-political faction with close ties to bandit kings living inside the borders of old Mexico. The New Era nation is comprised of a dozen major gangs as well as hundreds of smaller raiding bands. The leaders of the major cartels meet regularly in a sort of high council where important issues are discussed, protection payments are divided and raids are planned. The council has no power to enforce its decisions. The best it can hope for is that a majority of gang bosses will voluntarily comply. On a few rare occasions a powerful boss will declare himself King and gather the support of enough council members to back it up. The result is inevitably a bloody raid or an attempted invasion of some other territory. Kings are short lived and not one has survived a year before falling in battle or succumbing to an assassin's blade.

Individual gangs and raider bands are much more organized than the NEMO hierarchy. Each cartel is led by a gang boss who is in turn served by "capitans" who act as military commanders. The boss receives both protection and advice from a small cadre of "hombres." This tight knit clique is comprised of close friends and family members who have fought together for ages. Lower down the ranks are the professional killers, bodyguards, and street hustlers who make up the middle management of the gangs. Toward the bottom are the soldados, or soldiers. Each of the major raiding cartels has formed alliances with the various smaller bands that fight under NEMO's banner.

The raiders of the New Era have a complex relationship with the merchants and street gangs that inhabit Phoenix. NEMO is an occupying army that levies taxes against all trade within the city itself. The gangs and businesses of Phoenix are locals who want to look after their own. The gang bosses solved this conflict by incorporating many of these factions into an auxiliary wing of NEMO. Various NEMO members are directly involved in everything from prostitution to drugs and weapons. This blurring of the lines makes it hard to tell who is a hardcore NEMO member and who is a common criminal.

Officially all members of the New Era raiders must be born of "la raza," or the Latin race. In practical terms, the organization will accept anyone who can lay claim to any amount of Hispanic lineage or even someone who just speaks passable Spanish. New recruits into a raider gang are put through their paces under the brutal tutelage of more experienced killers. Much of a new recruit's training comes on the job.

Martial Capabilities

No faction in the Wastelands can match NEMO in terms of raw numbers. They do not have the technology or training of groups like the Steel Disciples or the Mutant Army. However, the raiders of NEMO are fierce combatants who do not back down easily. Their fearsome reputation and vast numbers are enough to make most Wastelanders wary of crossing NEMO's path. Raiding parties of various strengths and levels of organization operate in the territory immediately around Phoenix. The city itself is home to hundreds of NEMO foot soldiers in addition to the vast legions of street gangs and armed citizens that are loosely affiliated with the New Era. Most NEMO fighters are armed with some combination of small arms and melee weapons, while the more elite squads are outfitted with heavy weapons, vehicles, and good armor. NEMO has access to small artillery pieces, landmines, and similar weapons.

Territory

NEMO controls the city of Phoenix completely and they can operate freely throughout the rest of Arizona. They regularly attack the Tribal Nation who inhabits northern Arizona. They also make crossing the Arizona desert extremely dangerous as they attack caravans and travelers whenever they come across them. Organized raiding expeditions can be found traveling far beyond the borders of Arizona as they search for richer targets.

NEMO soldiers patrol the streets of downtown Phoenix, ensuring that law and order is maintained. Individual neighborhoods are protected by a certain raider group or a local street gang. Vigilante justice is very common in NEMO controlled areas. This protection comes with a price and these thugs make no promise to be fair or even handed. Local businesses and residents often have to endure shakedowns and assaults from local foot soldiers in addition to the "taxes" that they pay to the NEMO high council.

Economics

Raiders by trade, the bandits of NEMO fund their every endeavor through pillaging and theft. Their primary targets are small settlements in Arizona, California, and New Mexico as well as caravans that are traveling across the Wasteland, usually on route to Alamogordo or to Bullseye. Raiding provides the New Era raiders with wealth in the form of barter and slaves. While the short term benefits of this practice are enormous, the system is ultimately unsustainable. They have to venture further and further from their home base to find loot. Every time they burn a settlement they rob themselves of future plunder. A long distance raid against a powerful target is a sure way for a gang boss to make a name for himself and his crew of raiders. However it is rare that such an adventure will ultimately be worth the trouble.

NEMO is one of the largest slave traders in the Wasteland. They also make a good income from the sale of plunder. Some of the bigger gangs have started accepting protection payments from villages that wish to avoid the horrors of a NEMO raid. Collecting tributes makes more sense in the long term but it also means that vast numbers of NEMO soldiers would be sitting idle in Phoenix, surely a recipe for disaster. The crews have also begun to get more and more involved with trade within Phoenix itself, controlling much of the drug trade, the prostitution business, gambling, prizefights, etc. NEMO procurement experts provide people with extremely rare items, for a hefty price of course.

The city of Phoenix is a haven for people who are on the run from justice or who are just looking for trouble. People flock to this city while searching for weapons, vice, or a hired gun. Caravans and merchants make a killing trading with the raiders and street gangs. Wasteland travelers stop here just to grab some supplies and maybe a good time. Traffic between Phoenix and Mexico is heavy and much of the food sold in the city has been brought up north by mule trains. Mexican farmers sell their goods to traders who head to Phoenix to trade for hard to get items. Ruffians and young punks who want to make names for themselves flock to Phoenix like moths to a flame.

Relationships with Outsiders

The leaders of NEMO regard everyone outside of their organization as a potential target. In the eyes of most raiders, there are two kinds of people;

those who have something worth taking and those who are simply killed for sport. There are a few groups who are safe from the New Era's gunslingers and do not have to fear being shot, though individual members of these groups will still have to watch their mouths if they know what's good for them.

Slavers like doing business with NEMO because they are reliable suppliers of human flesh. They are also willing to trade slaves for weapons and ammunition. New Era raiders will pay above market price when trading captives for heavy weapons, vehicles, or explosives. Sometimes NEMO raiders will have a hard time distinguishing between the Slavers that they do business with and the ones that are fair game for a raid. Lack of communication between the various raider bands only makes matters worse.

The New Era high council intends to stay on very friendly terms with The Children of the Apocalypse. Phoenix is a growing city and NEMO needs a constant influx of building materials. The New Era has sent a large contingent of troops to The Junkyard in order to secure the scrap routes and prove their goodwill to the Children and their maniacal cult. The NEMO high council does not know that some of their troops in Las Angeles have converted to the religion of Holy Fire and its message of cleansing the world of impurity.

NEMO allows the Savior's Army to move and live within their operational territory. In exchange the Savior's Army trains the healers and medics who patch up NEMO soldiers after their battles. The NEMO hierarchy has access to private doctors and clean hospitals. Many of the lower ranking raiders and gang members are forced to rely on unskilled sawbones when they get wounded. The Savior's Army branch in Phoenix has its hands full with the victims of violence and poverty that fill their tents.

Notable Personalities

Emilio "Little Papa" DeLobos: This notorious gang boss runs a large crew of raiders operating under the umbrella of NEMO. A shrewd tactician and expert raider, Little Papa doesn't commit his forces to a raid unless he has gathered enough intelligence to determine if the raid will be worth it. He also crafts brilliant plans to skirt around enemy defenses and overrun settlements without risking casualties. His cautious approach to banditry makes DeLobos one of the least active raiders in NEMO. In order to support his growing forces, Little Papa and his crew have invested heavily in the drug trade. They are also active black marketers and export the looted goods they buy from other raiders. This potential King provides protection to entire neighborhoods in Phoenix and settlements across Arizona pay him annual tributes. The DeLobos cartel operates brothels, gaming houses, fighting rings, and drug houses in the settlements that fall under their sphere of influence.

Emilio DeLobos is a family man who places a great deal of pride in his children. He is constantly surrounded by a swarm of brothers, cousins, uncles, nephews, and other relatives who comprise his inner circle. His capitans are loyal to a fault and the squads they command are treated extremely well. Even the lowliest lookouts and couriers are well paid and treated with respect. Members of the Phoenix street gangs get on waiting lists to audition for a shot in the DeLobos crew. The common thread that binds these various levels of people together is loyalty; loyalty to the cartel and loyalty to NEMO. Little Papa rewards loyalty well and selfishness is deeply frowned upon. Courage and honor are also important to the gang boss and he makes certain to model these traits in himself.

Slavers Union

One name spreads fear and revulsion throughout the Wastelands more than any other: Slavers. The Slavers Union is a network of slave traders and slave hunters who prey upon the weak and unsuspecting. Their business is the sale of human flesh and these heartless villains will use any depraved and underhanded tactic to get what they want. Slavers treat other human beings like cattle, domesticated animals that can be bought and sold like any other commodity. The flesh peddlers of the Slaver's Union are sadistic thugs with no compassion and no respect for human life.

The very mention of Slavers is sure to send shivers down the spines of every husband, wife, father, and mother in the Wastelands. Those who have ones lost to the Slavers Union are tormented by the thought of what their friends, lovers, or relative are going through. Sometimes entire families are taken by Slavers and forever ripped apart. Those unfortunates who are born in the Union's slave pens are born into a world of pain and degradation. The healthiest babies are pulled from their mother's arms and sold outright, usually to the Mutant Army. The rest are left in the pens, to live or die as fate decides.

History of the Slavers Union

The original Slaver gangs that went on to form the Slavers Union were ragged bands of outcasts. Escaped prisoners, drifters, biker gangs, and armed religious sects roamed through the Wastelands, snatching up people as they went. They used their captives as slave laborers and subjected them to harsh working conditions as well as psychological and sexual abuse. These twisted souls who were drawn to the early slave trade realized that there was more money to be made by selling slaves than there was in simply owning them. The rise of legalized slavery in parts of the Wasteland eventually leads to a boom in the slave trade. Wasteland cities, scavengers, and even shelter dwellers were all in the market for cheap labor. Brothels and street pimps were always looking for new blood as well. Soon the Trans-Gens got involved by purchasing children for their experiments. Various large gangs rose up fast from their humble roots in the deep Wastes, becoming wealthy and powerful in the process.

Completion for resources as well as buyers quickly became violent and the gangs threatened to wipe each other out. Gang leaders began using third parties to contact their rivals, establishing a communication network for an eventual cease fire. The heads of the largest slaver gangs in the southwest met together secretly in Phoenix. The site was selected because it was neutral territory and none of the attendees could afford to start trouble and draw the ire of NEMO. The meeting laid out the ground work for a method of dividing up the slave business. Each gang got control of certain markets. Geographic barriers were essentially meaningless because the slavers are wanderers by necessity. With the slave trade effectively divided up between them, the slave gangs agreed to stop fighting and cooperate with each other.



Whenever any of the gangs encountered competition from non-union slavers, the gang could call on the Slavers Union to either force the gang to join or be wiped out. A system was established where newly joined gangs had to pay dues and "apprentice" under a union gang before getting status and free reign within the organization. Slavers who operate outside of the Salvers Union are dealt with in a harsh and needlessly cruel manner, as an example set for anyone else who might have the same idea. Likewise, pimps, slave drivers, scavengers, or merchants who buy slaves from non-union gangs are targeted and harassed, sometimes violently. This system allowed the Slavers Union to dominate the Wasteland slave trade in a very short time, adding more members all the time.

The earliest meetings between the gang bosses settled all union policies on subjects as diverse as the penalties for violating another member's territory to the theological justification for slavery. These meetings also brought into existence the union brand, the tattoo that all slavers wear on their face.

Organization and Leadership

The Slavers Union is a network of gangs that all specialize in the slave trade. They have no central leadership, rather relying on the individual gangs to keep with the Union Law. The law outlines the division of which gangs are in charge of which segments of the slave market. Some gangs specialize in brute force raids against the Tribal Nation and Chi Dynasty to sell as manual laborers. Another gang has a monopoly on stealing children and young women to sell to the Mutant Army. Others stalk attractive women to sell to Wasteland brothels. There is even a gang that specializes in finding servants for wealthy city slickers and shelter dwellers. Some union members focus more on the slave hunting end of things while others make their living buying slaves from other gangs and NEMO. A few gangs are even more specialized, one runs a racket where they loan people money and recoup their losses with a contract of "indentured servitude." This practice is not legally slavery but it usually involves an ever expanding debt that the worker cannot pay off. The gang often changes the terms of the agreement from labor to sexual exploitation and then finally to an outright sale.

All members of the Slavers Union wear the same tattoo on their face. The union brand is an inverted dagger, often accompanied by phrases such as "God be with us" or "Only God can judge me." There are several variations of the tattoo; each gang wears a tat slightly different than the rest. The size, color and placement of the union brand can also be used to identify a slaver's faction and sect. Other slavers, members of NEMO, and people familiar with the slave trade can usually identify a member of the Slavers Union by his tats. Each slaver also has an individual brand. Slaves are marked with a tattoo identical to that of the master. When a slave is sold to another union member, the slave gets an additional tattoo to identify the new owner. In this manner the union can track the movement of slaves within the union and property disputes are rare.

Martial Capabilities

Individuals, the Slavers Union members are tough and dirty fighters. They work well in small gangs, occasionally drawing together huge crowds for riots and large battles. They prefer melee weapons and small arms but have been known to employ Molotov cocktails, pipe bombs, and large machine guns as well. A few members have managed to get a hold of grenade launchers and similar weapons. Slavers are good at breaking stuff and hurting people who have no chance of fighting back. When they get forced into a fair fight they show a lot of spirit but they are too disorganized for a

110 Slavers' Union

concerted military effort. The Slavers Union are stubborn fighters that place a lot of emphasis on their individual toughness and cold bloodedness. The slavers are also known for using slaves as unwitting suicide bombers or hiring mercenaries for suicide missions.

Slaver raids are usually conducted by surprise, hitting people in the dead of night or while they are moving through the Wastelands. Anyone who puts up armed resistance is shot. Everyone else is pummeled with melee weapons or tied up and thrown into a cage-truck. Slavers know that they can't take a whole settlement at once very easily, so they grab what they can and leave before any help can arrive.

Slavers do well against Tribals, Chi and lone civilians. They are often outmatched by better equipped groups like the Desert Rangers, Steel Disciples, or the Techno Reapers. Even most city militias would give a large slaver gang a run for its money, so the union avoids the better defended settlements. Instead the focus is always on offensive actions against weak targets and eluding stronger foes. The fact that the gangs are always on the move helps keep them from being tracked by Wasteland justice or angry relatives on a rescue mission.

Territory

The Slavers Union operates all over the Wasteland. Almost all of the former United States has heard of this vile group and they have spread well beyond the Southwest. The slavers constantly move about, they change base camps and routes every year to avoid detection. In some places, people with slaver tattoos are shot on sight. These places are not free of slavers; they are places where the union has to be more careful.

Economics

The Slavers Union is a loose economic network where individual union members and small gangs support themselves by taking a share from an operation put together by one of the bigger gangs.

Sometime an individual slaver will capture and sell slaves one at a time but usually it is a group effort. The Slaver's Union has a highly specialized operation with different gangs having exclusive control over different parts of the network. Some gangs are involved in various types of slave hunting; others deal strictly with buying and selling. Still others focus purely on breaking and training the captives taken by other gangs.

Slavery is a lucrative business but a very risky one as well. Human stock is easily perishable. Many people cannot take the life of misery and servitude and quickly perish. Others are killed for escaping or die while being broken. The slave pens are breeding grounds for disease, requiring the slaver's to use sealed suits and decontamination protocols to keep themselves safe. Feeding a large number of slaves can get expensive as well. For all of these reasons the Slavers Union prefers to keep stock moving quickly, selling captives soon after they are brought in.

Some of the slaver gangs dabble in side businesses in order to keep their pockets full. These peripheral industries include brothels, gladiatorial arenas, work farms, and other places that thrive on human misery. Smaller gangs are especially prone to putting slaves to work directly, as they have a much reduced share of the market to begin with.

Relationships with Outsiders

Everyone hates the Slavers Union except for their customers, who truly loathe them. The Union is on fair terms with the Trans-Genetic mutants and several factions in the union have been known to supply the Mutant Army with fodder for their experiments. The Vegas Mafia and other powerful urban factions have regular deals cut with the union for buying and selling slaves, mostly women to fill their brothels and grunt labor to work the salvage yards. A great multitude of independent gangs and criminals have dealings with the union as well.

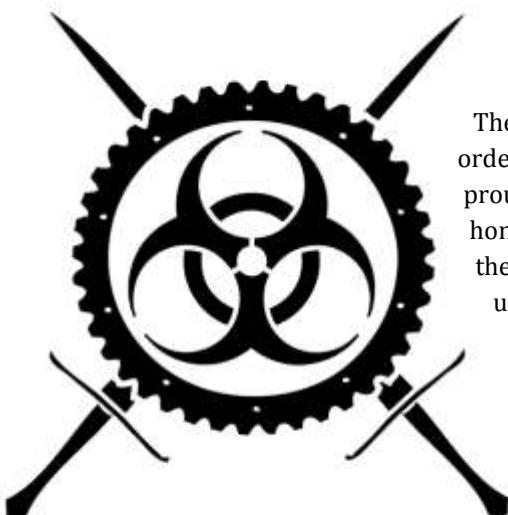
NEMO is the single largest slaver group in the Southwest, controlling a larger share of the flesh market than any of the union's gangs. The Slaver's Union has no desire to start conflict with NEMO over their slave dealings. Rather than fight with NEMO over turf, the Slaver's Union simply buys slaves from NEMO in bulk. They have even proclaimed all of the NEMO raiders to be honorary union members (without asking them of course). This honorary title allows the gang bosses to justify violating the Union Law which requires harsh punishment for non-union slave traders. The only concession that NEMO has asked from the union is for the slavers to refrain from raiding settlements on the border with old Mexico. The Slavers Union has honored this request, for the most part.

The Slaver's Union absolutely hates and despises any form of law enforcement, especially the self-appointed guardians of the Wasteland; the Desert Rangers and Steel Disciples. The feeling is purely mutual and union members rarely pass up an opportunity to bushwhack a ranger or disciple who is travelling alone. Because they lack the resources to combat the scourge of law and order directly, the Slaver's Union tends to direct their wrath at people who cooperate with their enemies. Civilians who are suspected of aiding either the Desert Rangers or Steel Disciples will face quick and messy retaliation from the local union chapter.

Notable Personalities

Slaver Lord Dyson: The slaver known as Dyson is a legend in the world of Wasteland outlaws. A slave hunter known for his brutal efficiency, Dyson has destroyed untold numbers of Wasteland settlements and tribal villages in his pursuit of plunder. Dyson's crew prefers to go after the big hauls, places where large groups of people can be rounded up at once. After the round up comes the sorting process. Skilled or educated people are separated out and immediately sold to another union gang. The women are sorted next, some are kept by the gang as personal slaves, others are sent to the brothels. The rest of the women are kept in the general population. The final horror is the march, a hellish overland trek to the nearest slave market. Dyson provides the marchers with very little food or water and leaves anyone who drops to die by the wayside. Only the strongest survive this march and they are quickly sold to the labor camps. These survivors fetch a high price because they have already demonstrated their endurance.

Dyson's legendary status comes from a lifetime of close escapes and brushes with death. He has been ambushed by the Tribal Nation, tracked by Desert Rangers, and even escaped from a Steel Disciple squad shortly before he was due to be executed. Dyson survived a slave revolt in the Nevada desert and single handedly fought a band of raiders to a standstill. Dyson travels without guards and brazenly enters areas where he knows he's not welcome. Convinced of his immortality, Dyson routinely provokes bar brawls and knife fights.



Steel Disciples

There is an army in the Wasteland that is dedicated to bringing order to the chaos of this lawless age. They are the Steel Disciples, proud and stalwart warriors who are dedicated to an ancient code of honor and service. The disciples are formed from the remnants of the United States military. It is the desire of the Steel Disciples to usher in a new golden age; restoring mankind to its pre-war state and ensuring peace and justice for all. Naturally, the Disciples feel that they themselves are the ones best qualified to oversee this utopian future.

The disciples are following a simple and straightforward plan. First they need to increase their ranks and build a massive army. This goal is to be accomplished through a combination of propaganda and technological rediscovery. Next, they plan to slowly expand their sphere of influence by taking more and more settlements under their protection. Finally, the Steel Disciples plan to wage all out war on the Trans-Genetic Mutants, NEMO raiders and any other group that stands as an obstacle to peace. This three-part plan is already underway as the disciples have already begun building their forces and establishing a presence through their Desert Sectors initiative, commonly referred to as DS.

History of the Steel Disciples

During the time before the Great War, the US government built a series of massive bomb shelters throughout the continental United States. For a brief period of time, these doomsday shelters seemed like useless relics of a more dangerous age. That perception changed during the dangerous and chaotic period of the early 21st century. The shelters were expanded and refurbished with the latest technology in preparation for a widespread attack on the US.

When the Great War finally came, the shelters were quickly filled with politicians, military personal, scientists, and a fortunate few who had the right amount of wealth and privilege. One of these shelters was built underneath a military base in Wendover, Nevada. This particular shelter was home to military personnel and government scientists who had been evacuated from nearby research installations. During the war, all communications with the government were lost. Six hundred shelter dwellers spent twenty years under the earth, isolated and alone. A generation of children grew up in this isolation, a generation of kids who spent their childhoods engaged in military and scientific training. These young people were not content hiding in the confines of the Wendover shelter. They could not wait until the great day when they would be able to rejoin the world.

When the doors to the fallout shelter were finally opened, the soldiers and scientists at Wendover discovered the worst. National government had completely broken down. The southwest United

The Steel Disciple Oath

I hereby declare, on oath to the Steel Disciples, that I absolutely and entirely renounce and abjure all allegiance and fidelity to any foreign order, prince, potentate, state, or sovereignty of whom or which I have heretofore been a subject or citizen, on penalty of death. I will support and defend the Steel Disciple Order and its laws against all enemies, foreign and domestic. I will bear true faith and allegiance to the same. I will bear arms on behalf of the Steel Disciples when required by the Order. I will perform noncombatant service for the Steel Disciples when required by the Order. I will perform work of national importance under civilian direction when required by the Order. I take this obligation freely without any mental reservation or purpose of evasion, so help me God. Long Live the Order of the Steel Disciples.

States had been transformed into a lawless Wasteland. With no law and order, the vast reaches of open territory were home to the most despicable villains imaginable. The base commanders immediately opted for a policy of continued isolation. This decision did not sit well with the younger generation, nor was it popular among the enlisted personnel. Eventually a compromise was reached and a handful of volunteers were chosen to continue the reconnaissance mission.

The more that the soldiers and their families heard about conditions in the Wastelands, the more they became determined to do something about it. Many of the original evacuees were now in their fifties and sixties, meaning that the younger generation would be left to perform this dangerous endeavor. Even then, the younger soldiers and their teenage recruits were greatly outnumbered by the many raiders and gangs of the Wasteland. The need for more forces lead to the development of a recruiting program where local volunteers became inducted into a fighting force modeled after the US military. The selection process was competitive and brutal. Signing on with this new organization was a lifetime commitment. The movement brought discipline and a sense of purpose to Wastelanders who had never experienced either.

In the early years it became apparent that simply raising an army and overtaking the Wastelands was never going to work. A more practical plan was formed, one that focused on restoring law and order to local communities and slowly bringing them under the protection of the Wendover base. Thus, the satellite system was established and Desert Sector 1 became the first town to officially ask for a permanent garrison. The early organization was characterized by lone operatives venturing far from home and using their own initiative to fight for justice. This gave the local people the impression of an order of questing knights rather than a professional military force. The new leaders at Wendover agreed that this impression was better suited to their mission and the Steel Disciples were officially chartered on this basis. The disciples quickly abandoned the restrictions of the military rank system in favor of the current progression from initiate to full-fledged knight or scribe.

Organization and Leadership

The Disciples are led by two highly influential factions, the paladins and the generals. Generals are the leaders of the Steel Disciple scribes and they run the day to day operations of Wendover and the satellite towns. Paladins are highly respected Steel Disciple Knights who operate in the deep Wastes. Steel Disciples in the field will yield to the will of a paladin and come to his or her aid if needed. The paladins are given a great deal of freedom to plan and run their own operations. On the other hand, the generals tend to act collectively, holding regular meetings and discussing problems before appointing one of their own to take action. The two commands split military responsibilities evenly. The generals are in charge of defending Wendover and the surrounding desert sectors. Paladins are given deference over military operations away from Steel Disciple territory.

The two ruling hierarchies are composed of very small groups; there are less than a dozen generals and paladins combined. While the exact number of commanders changes and fluctuates over time, they are a very elite group and plan on staying that way. Most of the Steel Disciples are initiates, trainees who have yet to earn full membership in the organization. Those who make it through the initiate phase are welcome to join the ranks of the knights or scribes. A few people choose to work with both groups, alternating between combat and research as the need arises.

Operating around the outskirts of the Steel Disciples organization are volunteers who have been given enough training to defend their homes against bandits and slavers. There are twenty such volunteers living in each desert sector who are supervised and lead by a Steel Disciple Knight. Most of these volunteers are hoping for a chance to become initiates someday.

The Disciples hold positions of power in a multitude of Wasteland settlements that are far from their base in eastern Nevada. It is common for a disciple to position his or herself as a local authority figure by getting appointed as the sheriff or marshal of a Wasteland settlement. This initiate or knight will then begin training volunteers to form a support force of auxiliary volunteers. With a corps of loyal supporters and the respect of the local populace, a disciple has little trouble making his or her position permanent. These far flung

bastions of disciple influence are all in line to be absorbed into the network of desert sectors. This annexation is a painfully slow process that involves a good deal of propaganda work. The Disciples do not wish to be seen as conquerors. Rather, the leadership of the Steel Disciples works patiently to secure the loyalty of a settlement before incorporating it into their sphere of influence. By maintaining stability, recruiting locals into the fold, and quietly discouraging dissent, the disciples put themselves in a prime position to be "invited" into a settlement to fully take control.

The Steel Disciples place a lot of emphasis on discipline. Their knights and scribes operate a long way from base, often for years at a time. The organization must be able to trust that these disciples will uphold the ideals of the Steel Disciples while they are out traveling the Wastes. At the same time, you can be assured that any disciple in the ranks will drop what he is doing and come running if summoned by a Paladin or General. This sense of devotion and reliance on self-discipline is at the core of the disciples' values and the glue that holds the group together.

Territory

Wendover is the Steel Disciples base of operations and the largest settlement under their control.

Wendover was once a military town located near the fallout shelter that protected the original Disciples during the time of the Exodus. The town and military base have been partially restored, though the shelter itself still houses the command center and most of the essential facilities. Wendover is a highly advanced town with a number of amenities, such as a (fairly) regular supply of electricity and running water. Much work remains to be done, however, because the town's growth is aided by a steady flow of immigrants who flock to Wendover for the promise of security. These newcomers are thoroughly vetted by the disciples before being granted permission to enter the town. Because of the long waiting period, newcomers often find themselves stranded in the satellite towns or tent camps in the Wastes.

Beside their main base, the Steel Disciples also control nine small satellite towns in the region immediately surrounding Wendover. Designated as Desert Sector 1, Desert Sector 2, etc. these towns are spread across a large swath of desert stretching from Nevada to Utah. The satellite towns are safe, clean, and very orderly compared to most Wasteland settlements. Some local residents chafe at the strict brand of law and order enforced by the disciples, others are upset by the nearly absolute power granted to the Disciple Knights that guard these towns. However, many Wasteland citizens are willing to give up some of their freedom in exchange for the protection of the Steel Disciples.

Dotted throughout the Wastelands are small settlements that have opted for the protection of a Steel Disciple. These towns and villages are the personal domains of the disciples who guard them and are not in any way connected to the satellite

system of towns DS 1 through DS 9. As such, the disciplines cannot impose laws upon these settlements; rather they are simply given the responsibility for enforcing local laws.

Martial Capabilities

The disciples are a force to be reckoned with in the Wastelands. Intensive training, superior weapons, and unyielding determination make the Steel Disciples tough to beat. While the bulk of their forces are spread throughout the Wastelands, they maintain more than enough forces at Wendover to make any attacker think twice before violating their territory. Each of the Desert Sectors is protected by a Steel Disciple Knight who supervises a group of twenty or more armed volunteers. These small forces are more than enough to keep an enemy at bay until help can arrive from the disciples' home base. The Wendover base itself is home to hundreds of initiates who are undergoing basic training, as well as the knights and scribes who oversee them.

The Steel Disciples maintain the best vehicle fleet in the southwest Wastelands. They have easy access to multiple types of military land vehicles as well as a handful of serviceable aircraft. The vehicle corps is the disciples' pride and joy and the secret to their highly mobile style of combat. Trucks and personnel carriers from Wendover can reach any of the desert sectors in a matter of hours. Air superiority ensures that the Steel Disciples can maintain regular surveillance of everything within a few hundred miles of their headquarters.

This organization also has access to powered armor, energy weapons, and other relics from the Great War. This small but potent arsenal is placed in the hands of the disciples' most trusted members. Only full fledged knights and scribes will be issued these ultra high tech devices. This technological edge in the area of small arms means that a single Knight can wreak havoc upon the forces of a small gang or a raider band. A small unit of knights and initiates can launch a full frontal assault against an entrenched crime boss or fortified cult compound.

The Steel Disciples prefer to implement small squad tactics in lieu of large scale mobilizations. While they train and drill to maintain total readiness, the reality is that most initiates and knights are focused on either law enforcement or technology retrieval. Still it is important for the organization to maintain the capacity for large scale assaults because their long term goals will require these kinds of operations.

Economics

The economy of the Steel Disciples is supported by prewar stores and scavenged military supplies. A great deal of their energy is committed to technological recovery and research. Both of these endeavors are a constant drag on the organization's resources. Training is another drain, as young initiates need food, ammunition, and medical care while they complete their time in boot camp. Individual initiates and knights are expected to support themselves while traveling in the Wastelands but the disciples do maintain remote supply depots to help initiates keep their weapons loaded. Regardless, they still have to take care of their garrison at Wendover and equip their volunteer squads.

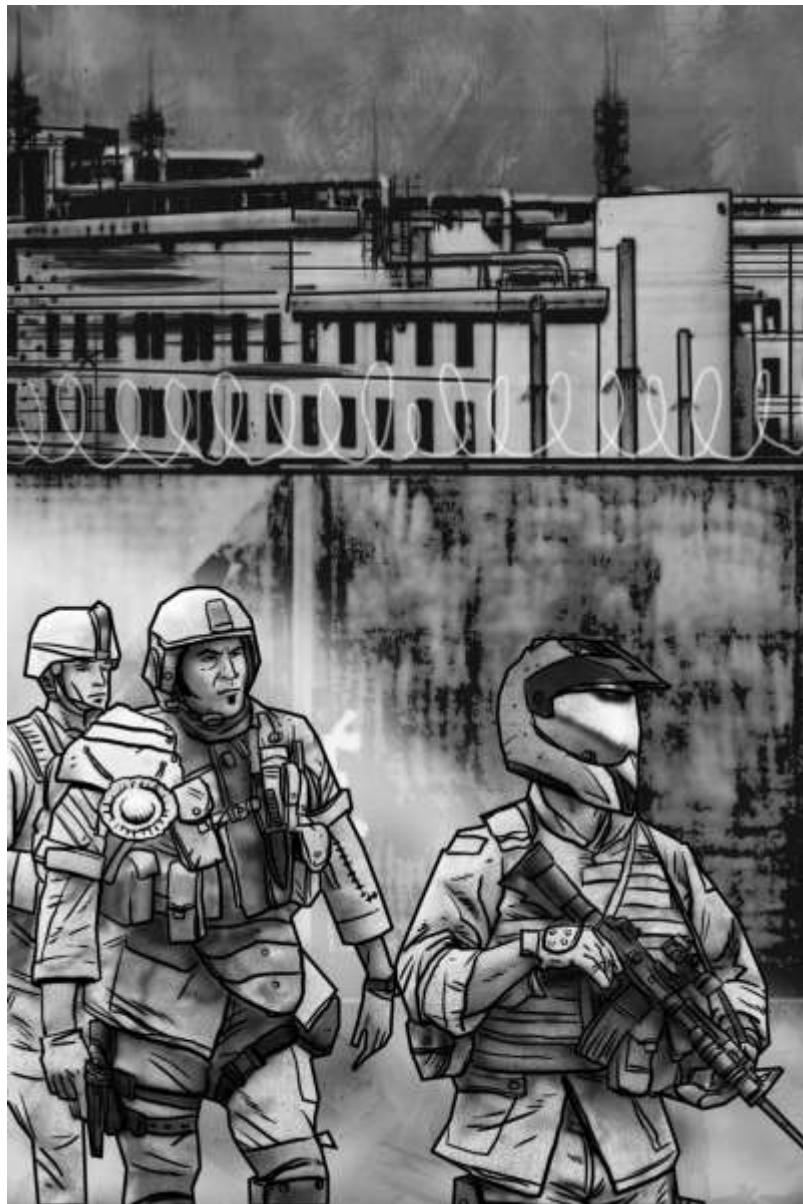
Slowly but surely the Steel Disciples are chipping away at their stockpiles of food, medicine, and military gear. Shortages of ammunition, fusion cells, and spare parts are not uncommon. Salvage operations are a priority among the disciple hierarchy but these missions yield less and less each year as the pickings grow

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ever slimmer. The collective library at Wendover holds the location of every military base in the old US, meaning that the disciples are blessed with a map to the Wasteland's prime scavenging spots. However, many of these bases are far from Wendover, making large scale salvage operations tricky. Additionally, many of these bases were destroyed during the war, picked clean by looters, or have been otherwise made useless. Attempts to gather information about the town of Roswell have resulted in disaster. California, with its plethora of pre-war military installations, is out of the question. This region is split between the Children of the Apocalypse, the Chi, and the Dreg Command, making any meaningful retrieval operation unlikely. The Trans-Gens control the research facility at Los Alamos, making another prime site off limits to the Steel Disciples.

The Steel Disciples are reluctant to levy taxes or otherwise gain material support from the citizens they protect. Ever mindful of propaganda, the disciple hierarchy does not want to be perceived as just another gang extorting protection money. When an individual knight does go to a community asking for aid, he or she always spells out exactly what the funds will go toward, such as a bounty fund or wall-building project.

Relationships with Outsiders



The Steel Disciples have declared themselves the enemy of all gangs, crime syndicates, and raiders. As they slowly expand their sphere of influence, the disciples place themselves in direct contact with more and more potential enemies. The Disciples are smart enough to attack powerful foes indirectly, focusing instead on smaller gangs and lone criminals. Once the weaker elements have been driven out, the disciples begin chipping away at the bigger problems. Since they prefer to work alone and in small groups, the Steel Disciples are prone to working with local sympathizers to achieve their goals. They often organize militias and posses to help friendly locals establish basic law and order.

The disciples respect the sovereignty of the Tribal Nation. As such the disciples refrain from entering the territory of Nation and take great lengths to avoid any type of confrontation. Only the direct pursuit of an enemy would prompt a Steel Disciple to ignore the long standing rule of avoiding contact with the Tribal Nation.

The Disciples are officially neutral toward the city of Reno. They admire the city's no nonsense approach to law enforcement and the relative calm found within its walls. What they dislike is the

elitist attitude of Reno's citizenry and the government's unyielding refusal to cooperate with them on security issues. Well protected and isolationist by nature, the people of Reno have no interest in external affairs. Disciple volunteers often act as spies to keep tabs on the happenings around Reno.

Las Vegas is a constant thorn in the side of the Steel Disciples. Their expansion efforts will inevitably put them in direct competition with the Vegas Mafia and their allies. Disciples within the city itself keep tabs on the crime syndicates and commit acts of sabotage against them but the disciples are not yet ready to take the families on directly. Therefore, the disciples are careful not to provoke the mafia families into a major conflict. Any overt hostility will likely unite the families and make the Vegas Mafia a much harder faction with which to contend. However, many members of the Steel Disciples are impatient with the leadership's go slow approach to Las Vegas. Many of the younger initiates cannot stand the fact that slave trading and vice go unchecked just four hundred miles from their jurisdiction.

The Steel Disciples have a good working relationship with both the Techno-Reaper Cult and the Desert Rangers. They consider these organizations to be naïve and misguided but still noble and well meaning. They share the Techno-Reapers' desire to reclaim lost technology and will cooperate with the Reaper cult to this end. High-ranking Reapers and Disciple Scribes have visited each other's bases and share important discoveries with each other. The Desert Rangers are a far less organized group than the Reapers but the Steel Disciples recognize their commitment to justice. The Disciples provide the Rangers with material and technological support in the hopes of furthering cooperation and intelligence sharing. There are many in the Disciple hierarchy who hope to someday incorporate both groups into the ranks of the Steel Disciples.

Notable Personalities

Steel Disciple Paladin David Norsky: The oldest living Steel Disciple, Paladin Norsky is a grey haired man with a heavily lined face. His leathery skin is crossed with scars, testimony to his twenty plus years of service in the disciples. Norsky was a young man when the Great War broke out, an enlisted soldier serving as a base guard at Wendover. Luckily for him, the underground shelter had enough room for Norsky and other "unnecessary" troops. When the doors to the fallout shelter were opened, Norsky was one of the first volunteers to leave the base and scout out the Wastelands. By this time he was already well ensconced in the group that would eventually form the Steel Disciples. These other early disciples followed Norsky into the great unknown, making contact with local people and training the first initiates.

When the Steel Disciples were officially chartered, Norsky was one of the first five people to earn the title of Knight. The original five were sent deep into the Wastelands to spread the message of the Disciples' movement. The other four never returned. After his debriefing, Norsky acted as a guide to other early Knights as they put their mark on this new world. Norsky was one of the first people to realize that the southwest US was too chaotic and violent to be won through pure force. Instead he pushed for a plan to transform the military operation at Wendover into a force capable of stabilizing and rebuilding the communities that they made contact with.

Steel Disciple General W. Clark: A soft spoken warrior with a reserved manner, many people mistake General Clark for an aide or research assistant. Few people would guess that this quiet soul is the Steel Disciples' master strategist. An expert in tactics, logistical planning, and administration, Clark has put together amazing battle plans that minimized collateral damage while still ensuring zero friendly casualties. The general is also well versed in philosophy, politics, and economic theory, earning him the nickname

"General Know-it-all". A diplomat as well as a soldier and scholar, the General has frequently accompanied Paladins on tricky outreach missions. The fact that the Steel Disciples are able to operate freely in so many jurisdictions is testimony to General Clark's negotiation skills.

Advanced Classes for the Steel Disciples

The following advanced classes are designed specifically for characters who are members of the Steel Disciples. The Disciples are an exclusive organization that only trains people who are willing to make a lifetime commitment to their cause. Both of these classes are made to represent a character rising through the ranks of Steel Disciples membership. As such, they both contain prerequisites that a character must have taken ten levels in other Steel Disciple classes.

Steel Disciple Cavalier

The Steel Disciple Cavalier is an elite Knight among the Disciple's organization. The Cavalier is a lead by example Knight generally working alone on covert missions for the Steel Disciples, such as being tasked with securing a nuclear warhead or uncovering a valuable new technology. A Cavalier ranks just below a Paladin in terms of authority and respect.

Requirements

To qualify to become a Cavalier, a character must fulfill the following criteria.

Advanced Classes: Steel Disciple Knight
– Level 5.

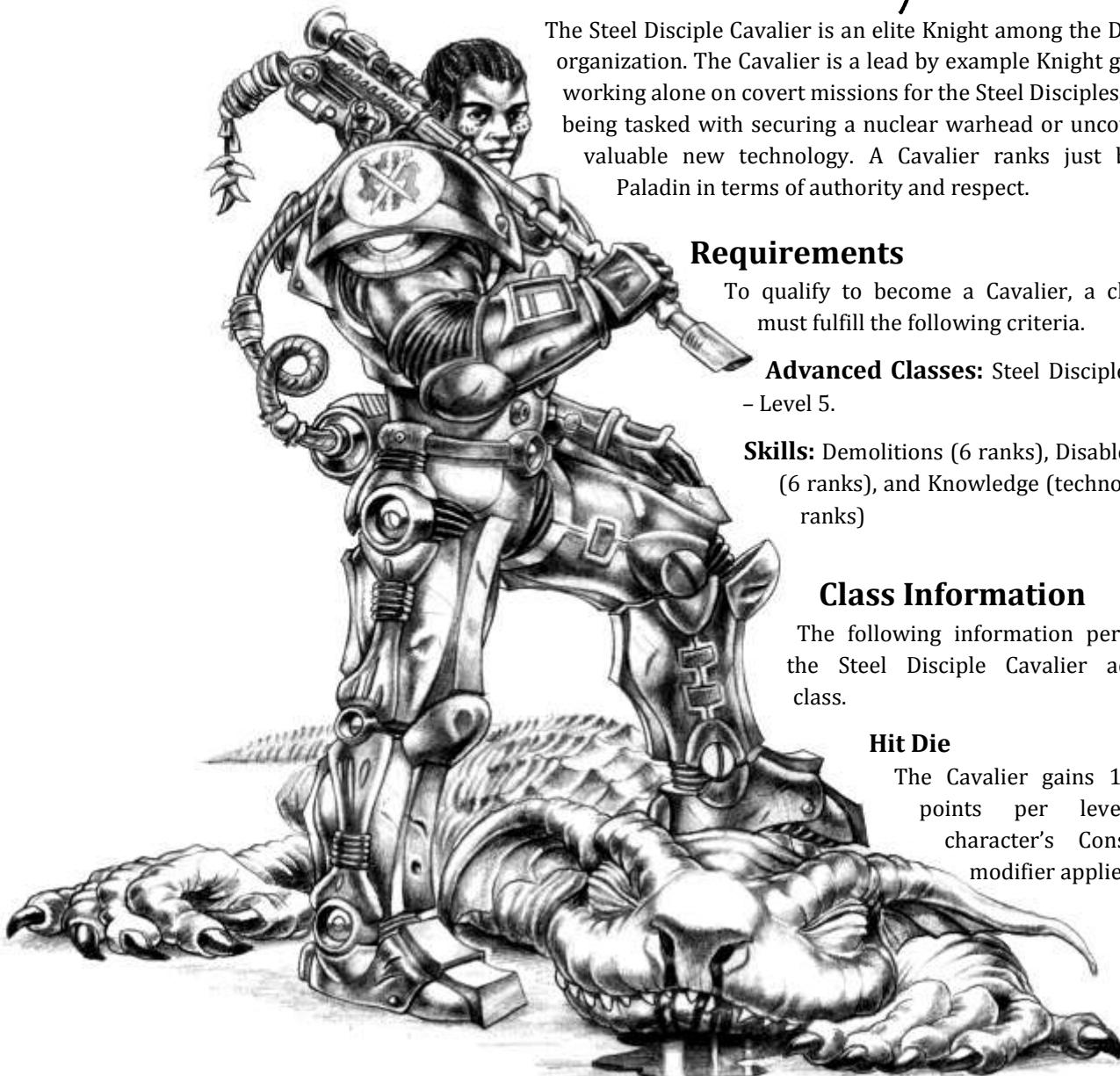
Skills: Demolitions (6 ranks), Disable Device (6 ranks), and Knowledge (technology) (4 ranks)

Class Information

The following information pertains to the Steel Disciple Cavalier advanced class.

Hit Die

The Cavalier gains 1d10 hit points per level. The character's Constitution modifier applies.



Karma Points

The Steel Disciple Cavalier receives 3 Karma Points plus his Disciple level plus $\frac{1}{2}$ of any other non-Disciple character levels upon attaining a new level. This replaces the initial ruling of 3 Karma Points + $\frac{1}{2}$ character level.

Class Skills

The Cavalier's class skills are as follows: Climb (Str), Computer Use (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (civics, history, tactics, and technology) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following features pertain to the Steel Disciple Cavalier advanced class.

Covert Operator

The Cavalier is a covert master fitting into a community or group of individuals with ease. If the Cavalier spends one day in an area surveying the customs and dress of the community or a group, he gains a competence bonus equal to all of his Steel Disciple levels on all Bluff, Disguise, and Gather Information skill checks for the duration of his stay within the community or group.

Steel Disciple Cavalier						
Level	BAB	Fort	Ref	Will	Defense Bonus	Special
1 st	+1	+1	+1	+0	+1	Covert Operator, Lay of the Land
2 nd	+2	+2	+2	+0	+2	Bonus Talent, Improved Reaction
3 rd	+3	+2	+2	+1	+2	Advanced Tactics
4 th	+4	+2	+2	+1	+3	Bonus Talent, Urban Warfare
5 th	+5	+3	+3	+1	+3	Death Strike, Tactical Strike

Lay of the Land

A Cavalier knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Cavalier. The Cavalier can use this bonus at the start of an encounter. Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Bonus Talent

At 2nd and 4th level, the Cavalier gains a bonus Talent. This Talent must be selected from the Deception, Defensive, Leadership, Military, Stealth, or Strategy talent trees. The Cavalier must meet all prerequisites of the Talent in order to select it.

Improved Reaction

At 2nd level, the Cavalier gains a +2 competence bonus on Initiative checks.

Advance Tactics

The Cavalier understands terrain and its effect in and out of combat. When using cover during combat the Cavalier gains an additional cover bonus of +2 to existing cover (includes reflex save from cover). This bonus stacks with Tactical Master Steel Disciple Knight ability for a +3 total bonus. Additionally the Cavalier gains a +4 competence bonus to Hide and Move Silently skill checks. In dimly illuminated areas, this bonus doubles and becomes +8.

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Urban Warfare

The Cavalier has mastered the art of fighting strategically in urban locations. Urban locations includes: buildings, city streets, and Wasteland ruins. When fighting in one of those locations, the Cavalier receives a +2 tactical bonus to attack and damage rolls.

Death Strike

At 5th level, all of the Cavalier's attacks' critical threat range increases by +1, this ability stacks with the Improved Critical feat.

Tactical Strike

At 5th level, the Cavalier receives a special tactical package, which contains a communication device, resembling a small backpack, and a locator beacon. The communicator allows the Cavalier to call in an aerial tactical strike from the Steel Disciple aerial combat force. This strike must be within the device communication range (1000 miles) of the Steel Disciple command center at Wendover, Nevada. The aerial strike will target the homing beacon, which the Cavalier needs to place at the target site and activate. The aerial strike takes 1d4 minutes plus 1 minute per hundred miles that the aerial combat force needs to travel. When the aerial combat force reaches the location, they drop explosives covering 1000 square feet dealing 30d10 points of damage (Reflex 45/half damage) to everything within the area. The Cavalier must return to Wendover for a new homing beacon after each Tactical Strike, in order to use this ability again.

Steel Disciple Scholar

The Steel Disciple Scholar is a well-respected voice among the Disciple's Scribes and Initiates. Scholars are the heads of the Disciple research, recovery, and scientific teams. These learned individuals oversee all field operations and often venture out into the Wastes themselves if a particularly interesting prize beckons.



Requirements

To qualify to become a Scholar, a character must fulfill the following criteria.

Advanced Classes: Steel Disciple Scribe – Level 5.

Skills: Decipher Script (6 ranks) and Knowledge (engineering, science, and technology) (8 ranks)

Class Information

The following information pertains to the Steel Disciple Scholar advanced class.

Hit Die

The Scholar gains 1d6 hit points per level. The character's Constitution modifier applies.

Karma Points

The Steel Disciple Scholar receives 3 Karma Points plus his Disciple level plus $\frac{1}{2}$ of any other non-Disciple character levels upon attaining a new level. This replaces the initial ruling of 3 Karma Points + $\frac{1}{2}$ character level.

Class Skills

The Scholar's class skills are as follows: Computer Use (Int), Craft (any), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Knowledge (all) (Int), Repair (Int), Research (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following features pertain to the Steel Disciple Scholar advanced class.

Engineer

A Steel Disciple Scholar has more familiarity with lost technology and forgotten science than almost anyone alive. This intimate knowledge of the past combined with the practical knowledge gained through painstaking research equips the Scholar with a vast arsenal of assorted facts and formulae. Everything from particle physics to pre-war artwork has been committed to this character's memory. This deep immersion in lost sciences allows the Scholar to build and understand things with speed and ease. The Scholar gains a competence bonus equal to his Steel Disciple Scribe and Scholar level to all Computer Use, Craft (all), Demolitions, and Research skill checks.

Steel Disciple Scholar						
Level	BAB	Fort	Ref	Will	Defense Bonus	Special
1 st	+0	+0	+1	+1	+1	Engineer, RoboCore PA
2 nd	+1	+0	+2	+2	+2	Assistant, Bonus Talent
3 rd	+1	+1	+2	+2	+2	Smart Defense
4 th	+2	+1	+2	+2	+3	Bonus Talent, Smart Weapon
5 th	+2	+1	+3	+3	+3	Know-it-All

RoboCore PA

The Steel Disciples equip all Scholars with a RoboCore PA 2000. This piece of technology is coveted by the Disciples Hierarchy and is not given out lightly. The Scholar is expected to guard this with his life. Should this RoboCore PA be destroyed or lost the Disciples will not replace it, and the character faces expulsion from the Disciples after a fair trial by a panel of three Steel Disciple Paladins. If the PA is stolen, then the Scholar faces being: stripped of all equipment, locked in the brig for 10 years, and then released into the Wasteland. The good part of owning a RoboCore PA is that the Scholar can consult the Collective archive without traveling to Wendover. The Collective archive stored within the PA is not as vast as the Collective, however, when consulting the archive, the Scholar gains a +5 bonus to all Knowledge (engineering, history, geography, medicine, nature, science, technology, and theology and philosophy) and Research skill checks.

Assistant

At 2nd level, the Scholar acquires a Disciple Scribe follower. This NPC is a trusted confidant and helps the Scholar in his scientific pursuits and general tasks.

The Scribe's level is 6 minus the character's Charisma modifier levels lower than the character and is created and run by the Scholar character. The Scribe receives 22 points to purchase ability scores from the planned generation rules in Chapter 1. He can only take levels in the Defensive Class, Steel Disciple Initiate, and Steel Disciple Scribe class; other than this, it is up to the player to determine the rest of the genetic makeup of the Scribe. If the Scribe dies or becomes a slave, the Scholar must wait one-year before a new Scribe is assigned to him by the Disciples.

Bonus Talent

At 2nd and 4th level, the Scholar gains a bonus Talent. This Talent must be selected from the Defensive, Empathic, Insightful, Mr. Handy, Research, or Scientist talent trees. The Scholar must meet all prerequisites of the Talent in order to select it.

Smart Defense

The Scholar applies his combined Intelligence and Wisdom modifiers as well as his Dexterity bonus to his Defense. Any situation that would deny the Scholar his Dexterity bonus to Defense also denies the Smart Defense bonus.

Smart Offensive

The Scholar can use his combined Intelligence and Wisdom modifier on ranged attack roll instead of his Dexterity modifier when attacking with a firearm.

Know-it-All

The Scholar has gained a vast knowledge base of the Wasteland and old world ways from years of exploration, interaction, and research. The Scholar can use any non-class Knowledge skills untrained and may "take 20" on all his class skill Knowledge skill checks.

The Techno-Reapers

The enigmatic "cult" known as the Techno-Reapers is an organization fanatically dedicated to the cause of preserving and recreating the knowledge of pre-war civilization. The Reapers focus the majority of their efforts on recovering and restoring technological artifacts from salvage sites and old ruins. The dogma of the Techno-Reapers is based upon a charter to restore the world by preserving knowledge from the past. The Techno-Reapers are driven by the goal of mastering as much pre-war technology as possible, thereby guaranteeing man's survival.

Techno-Reapers crawl through the Wastelands, digging through ruins for rare bits of technology. Their doctrine of technological salvation is based on the belief that recovering lost technologies is the secret to the survival of the human race. Framed in that context, there is nothing that could be more important than a Techno-Reaper completing his mission. The new age of scientific utopia can only be obtained when the cult has recreated enough technological knowhow.

These scientists and technicians are experts in repairing broken bits of the past and they are increasing their own manufacturing base year by year. If you need the best in Great War weaponry then there is no one that you want to talk to other than the reapers. The cult is very pragmatic when it comes to selling potentially destructive devices and they vet their clients thoroughly.

History of the Techno-Reapers

The Laws of Alamogordo

Law 1: A citizen or visitor must respect all technology (broken or operational) that is in the domain of Alamogordo, regardless of the owner of said technology. Damage to a technical device is punishable by hard labor. The sentence will be a number of days equal to the repair cost of the device (10 steel per day) or one year if the device is destroyed. In rare cases, a replacement item or equivalent payment in coin can be offered to the owner instead.

Law 2: A citizen or visitor must keep the peace while in the domains of Alamogordo. Acts of violence and theft are dealt with harshly through banishment under the First Law of Gulag. The First Law of Gulag is removal of all of a person's equipment, except one metal canteen filled with water. The guilty party is then taken into the Wasteland, three days away from civilization, and left to fend for survival alone.

Law 3: No Mutants allowed in Alamogordo without a license, which is good from sunup to sundown. No Mutants allowed during the night, period. Mutants that fail to purchase a license will be sentenced to death.

In the time of the Great War, the little Air Force base at Alamogordo was prepared for the worst. Day by day, week by week, the people here waited for the atomic fire. The blast never came and slowly life resumed to normal. Except that "normal" no longer applied in a world where civilization had destroyed itself and mankind was on the brink. One by one the airmen deserted their posts, seeking their fates out in the Wasteland.

As some of the military personnel were leaving, academics, scientists, and teachers were flocking to Alamogordo. The Air Force base offered protection while the Space Museum became a Mecca to people who were dedicated to learning. It was a place that held great sentimental value to those who missed the heyday of man's science. As word spread about the surviving technology at Alamogordo and the gathering of minds, more people of a technological background were attracted to the base. Eventually the Space Museum reopened to tourists and the bazaar sprang up in the old aircraft hangars. The engineers, technicians, and scientists operating the Museum started the first modest efforts to expand the preservation of technology.

A school was established at Alamogordo for local children, thus, the first Techno-Reapers had come into this world. The students who graduated from this bastion of pre-war knowledge became dedicated to the idea of digging lost tech from the rubble. To them, Alamogordo was a shining diamond in the cesspool that is the Wasteland. They dreamed of a world where knowledge and technology reigned free once more. As the scavenging teams ventured further and further into the Wastes, a logistical command was established to support the recovery efforts. Slowly the original minds behind the Space Museum fell to age, illness, and the perils of service. Those who took their place at the head of the facility were Techno-Reapers, single mindedly devoted to the "manifesto" of technological salvation and the new age of scientific utopia.

Organization and Leadership

The Master Reapers hold council twice a year to appoint a temporary Director to serve a single six month term. No Master Reaper can be appointed Director twice in a row. The vast numbers of Techno-Reapers who serve as field agents, technicians, scientists, or support personnel are allowed to elect a representative body known as the Lower Council but this body's function is advisory in nature. The Director is a short-lived dictator who has absolute power during his six months in power. Once this term has ended, the Master Reaper steps down and the council holds session to evaluate the former director's performance and mete out any punishment or rewards that are due. This form of organization has many disadvantages but it allows the Master Reapers to continue their work in the field with little interruption. Some reapers view the office of Director as a burden, a distraction away from research or field work. Others yearn for the chance to alter the course of inquiry toward a favored subject.

At Alamogordo, the base and Space Museum are run by a well-trained and highly educated staff. This part of the organization has a task specific command structure. Each department is run by an expert in the relevant field. Thus a logistical expert is in charge of equipping field teams and a seasoned researcher is in charge of laboratories, and so forth. Everyone from the tour guides to the top technicians has a true sense of mission and they perform their duties with pride.

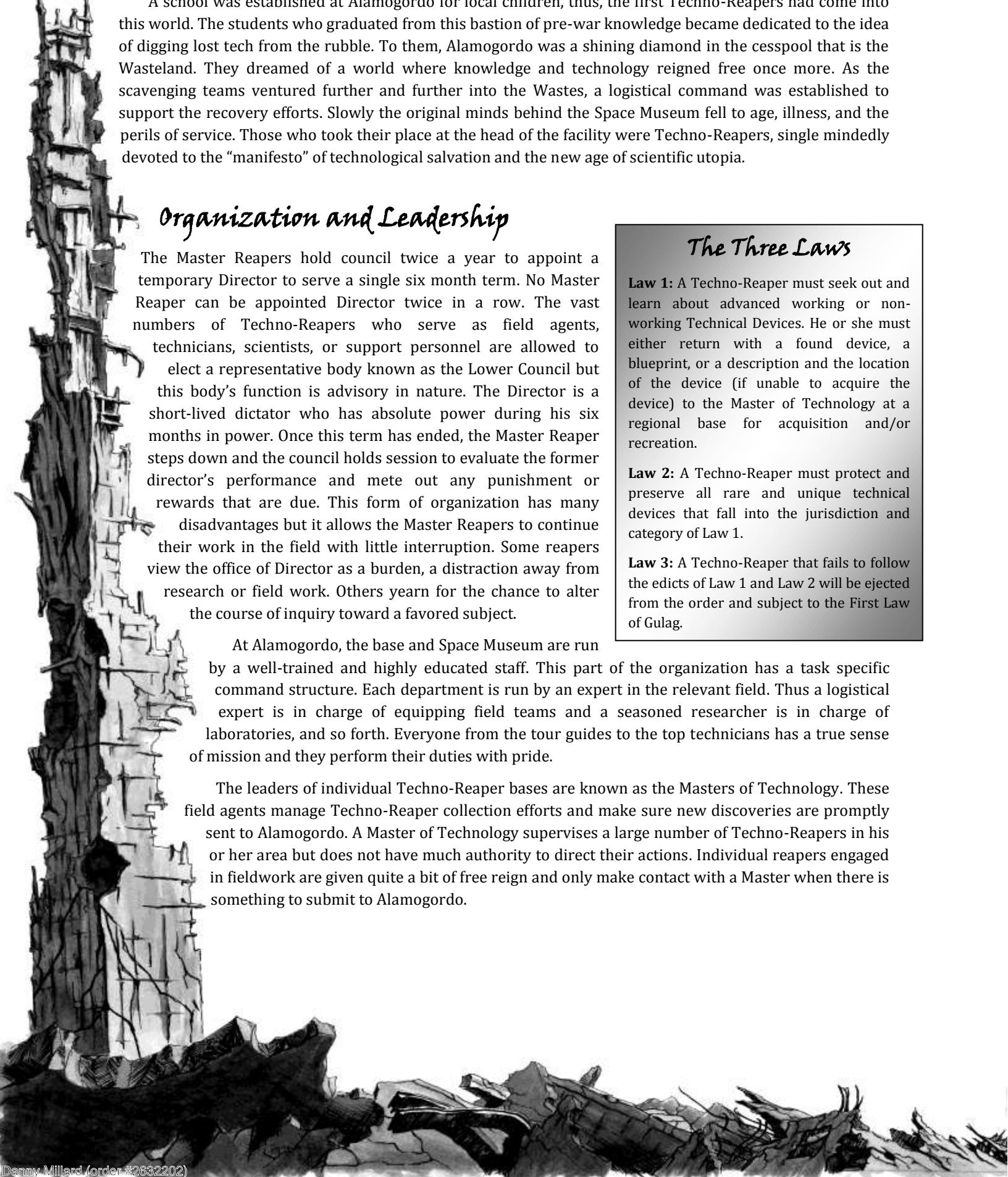
The leaders of individual Techno-Reaper bases are known as the Masters of Technology. These field agents manage Techno-Reaper collection efforts and make sure new discoveries are promptly sent to Alamogordo. A Master of Technology supervises a large number of Techno-Reapers in his or her area but does not have much authority to direct their actions. Individual reapers engaged in fieldwork are given quite a bit of free reign and only make contact with a Master when there is something to submit to Alamogordo.

The Three Laws

Law 1: A Techno-Reaper must seek out and learn about advanced working or non-working Technical Devices. He or she must either return with a found device, a blueprint, or a description and the location of the device (if unable to acquire the device) to the Master of Technology at a regional base for acquisition and/or recreation.

Law 2: A Techno-Reaper must protect and preserve all rare and unique technical devices that fall into the jurisdiction and category of Law 1.

Law 3: A Techno-Reaper that fails to follow the edicts of Law 1 and Law 2 will be ejected from the order and subject to the First Law of Gulag.



Territory

The Techno-Reapers have established their base at Alamogordo, a pre-war Air Force base that also housed the Space Museum and its many old world wonders. The Techno-Reapers have a good deal of influence in the immediate area surrounding the base as well. The reapers have made many friendly contacts with the locals and use gifts of technology and bartered goods to maintain a sphere of influence around Alamogordo. The reapers occasionally send representatives to the local Tribals and survivalist camps to pick up on news and rumors. Militia patrols and scouting teams regularly make the circuit from the outskirts of Roswell to Las Cruces and back. Watchtowers, sensors, an observation posts help the cult keep tabs on the Mutant Army.

The reapers have established splinter sects and small followings across the Wastelands. They are especially active in the big cities and near prime salvage sites. A loose assortment of Techno-Reapers and their allies has taken up residence near Los Angeles, just beyond the reach of the Children of the Apocalypse. These smaller Techno-Reaper outposts are increasingly important to the reapers' plan to preserve all that remains of pre-war tech.

Martial Capabilities

The Techno-Reapers have the largest arsenal of WMD's, long range missiles, energy weapons, and attack aircraft in the southwest Wastelands. This secret stockpile exists for the sake of scientific curiosity as much as self-defense. The reapers will only deploy their most destructive weapons as an absolute last resort.

Alamogordo is defended by a local militia made up of armed citizens who earn a small stipend by helping to defend their homes. These citizen soldiers are lavishly equipped but lack the training needed to make them a professional military force. The militia is an effective police and security detail and they can hold their own in direct combat if required.

The Techno-Reapers themselves will fight to the death in defense of their collection and main scientific labs. Anyone foolish enough to assault Alamogordo will surely discover how devoted the Techno-Reapers are to their creed of technological salvation. The reapers are armed with all sorts of high tech military gear and they have learned more than a few tricks while scavenging the Wastelands.

The reapers can call in favors from a great many hired guns, survivalist groups, and Wasteland factions. Their relationship with both the Steel Disciples and the Desert Rangers is especially beneficial to them in terms of their military preparations. Their great riches allow them to contract the best agents in the business for covert operations and the like.

Economics

The Techno-Reapers support themselves by selling salvaged weapons technology to a select clientele, mostly high dollar mercenaries, "freedom fighters", and well heeled survivalists. They also trade in other technological items that they have repaired or manufactured. Most of this secondary trade is conducted through third and fourth parties who operate the bazaar in and around the old aircraft hangers at Alamogordo. This sale of surplus tech supports the Techno-Reapers base and supplies the cult with everything it needs. Lots of coin is made by trading in powered armor and other high dollar goods. The Techno-Reaper economy helps them separate the wheat from the chaff. They keep the most important finds to themselves and sell the duplicates of items that they already have. Gadgets of a purely entertaining nature are bartered off while important scientific tools and computers are stashed away.

The reapers will also barter goods for bits of tech, paying scavengers and merchants for things that they have come across. The cult keeps a stockpile of coin, weapons, chemicals, and rare goods set aside for their collecting fund. Buying recovered technology from third parties is a low effort way of keeping the cult flush with everything from spare parts to potential rare finds. Techno-Reapers will also pay handsomely for old books, especially technical manuals, college texts books, and reference material. Computer programs, scientific tools, and other bits of errata are highly prized as well.

The reapers will often trade secrets and blueprints with other groups in the name of progress. This trade has allowed them to study Tribal medicinal practices, the techniques of Chi craftsmen, and the collective library of the Steel Disciple Scribes. The reapers offer their knowledge freely to anyone who is willing to reciprocate and they are put off by people who guard knowledge too zealously.

The Space Museum is open to tourists and Wasteland travelers; visiting traders and the like can pay to take a tour. Donations are also accepted from people who wish to support the preservation of lost technology. The wonders of the museum may awe and inspire the uneducated rubes from the Wastelands, but most of the really impressive technological artifacts are stored in the off limits area of the museum. The recovery and repair workshop, labs, and meeting rooms are sealed off from the tourists. The tours are for educational purposes only, as the museum actually costs more to run than the income it brings.

Relationships with Outsiders

The Techno-Reapers are extremely wary of the Children of the Apocalypse as well as any other cult that they've ever encountered. The Reapers' dogmatic acceptance of science and technology as a solution to man's survival is viewed by many to be a religious heresy. Many individual Reapers are quick to denounce and debunk the fantastical claims made by cultists and so-called mystics. The hatred that many religious believers have for the "priests of technology" has inspired assaults, murders, and even rioting in some places. The Techno-Reapers tend to lay low and use independent contractors when operating in cultist territories. Even the Savior's Army and other seemingly benign cults are looked at with disdain. The official doctrines of the Reapers hold that the so-called "supernaturalists" are superstitious throwbacks to a dark age of humanity. The reapers pursue a goal of furthering scientific fact and have no patience for the metaphysical ramblings of preachers and mystics.

The Techno-Reapers have a mutually beneficial understanding with the Steel Disciples and Desert Rangers. Staying on good terms with both of these groups has allowed the Reapers to access rare finds that they would not otherwise

touch. The Reapers need friends out in the field and these are two good groups to stay friendly with.

Diplomacy is often about bribery and there is no one with whom the Techno-Reapers will not buy a temporary alliance with for the sake of convenience. Name your price and we can be friends, for a while. Even very unsavory types can get themselves into the cult's good graces by offering up a valuable tech find or access to a dig site. The cult barter with NEMO raiders, *Ghūls*, and renegade Trans-Gens if that's what it takes to get the job done.

Notable Personalities

Master Reaper John Kodak: This Master Reaper is widely hailed for his archeological skills and the many friendly contacts that he has made in the Wastes. He has ventured far and wide from one end of the southwest to the other, all in the pursuit of elusive technology. He began his career as a child, born to a pair of Air Force technicians who stayed at the old base when the government collapsed. As a young man he was given candy and extra rations in exchange for digging through local ruins and cleaning up the area around the Space Museum and the Alamogordo air base.

As a teenager, John Kodak realized that there was more coin to be made by going off into the Wastelands on his own scavenging raids. Thus began his career as a tech trader and scavenger. Kodak knew that working gadgets were worth more than broken ones so he began working with his parents to repair his finds before selling them. Word of his natural intelligence and field experience got back to the Techno-Reapers and Kodak was invited to join the cult. He was given a formal education at the hands of the Master Reapers and senior technicians.

After mastering the basics of science and history, John Kodak returned to field work where he pulled off a number of dangerous recovery operations. His reputation for producing results soon lead to other Reapers flocking to whatever project that Kodak was working on. John alternated his time between field work and study and he was soon on the cutting edge of Techno-Reaper science. A major find in the ruins of White Sands helped revolutionize the Reapers' computer networking capacity and spurred a huge leap in lab productivity.

The renown that Reaper Kodak earned from the White Sands salvage led to his position as the youngest Master Reaper in history. He is also the only member of the Master Reapers' council that has been appointed Director more than twice. Wounded by Wasteland creatures and left for dead, Master Reaper Kodak is now hampered by a severed limb and a few missing fingers. He now spends more of his time doing pure lab work and tinkering in the Reaper's physical workshops.

Advanced Class for the Techno-Reapers

The following advanced classes are designed specifically for characters who are members of the Techno-Reaper cult. All of these classes have a prerequisite that requires a character to be a member of the Techno-Reaper cult before taking them. Techno-Reapers guard their secrets jealously and their cooperation with outsiders is limited.

Technician

The Technician is the standard type of Techno-Reaper found throughout the Wasteland. He specializes in technology and tech retrieval during his Wasteland wanderings for the Techno-Reapers. Technicians are found in almost every “friendly” community in the known Wastes. Like Old-World and Project Trinity *Ghüls*, a Technician is a valuable asset to keep around.

Requirements

To qualify to become a Technician, a character must fulfill the following criteria.

Background: Cultist (Techno-Reaper).

Skills: Craft (electronic and mechanical) 4 ranks, Knowledge (technology) 4 ranks, and Repair 4 ranks.

Class Information

The following information pertains to the Technician advanced class.

Hit Die

The Technician gains 1d8 hit points per level. The character's Constitution modifier applies.



Karma Points

The Technician receives 3 Karma Points plus $\frac{1}{2}$ of his character levels (round down) upon attaining a new level in this class.

Class Skills

The Technician's class skills are as follows: Barter (Cha), Computer Use (Int), Craft (any), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Knowledge (science and technology) (Int), Repair (Int), Search (Int), and Survival (Int).

Skill Points at Each Level: 4 + Int modifier.

Technician						
Level	BAB	Fort	Ref	Will	Defense Bonus	Special
1 st	+0	+0	+1	+1	+1	CompuWhiz, Improvised Tools
2 nd	+1	+0	+2	+2	+2	Bonus Talent, He Who Reaps
3 rd	+2	+1	+2	+2	+2	Blueprints, Quick Fix
4 th	+3	+1	+2	+2	+3	Bonus Talent, CompuWhiz
5 th	+3	+1	+3	+3	+3	Reprogram, RoboCore 2000 PA

Class Features

The following features pertain to the Technician advanced class.

CompuWhiz

All Technicians in the Techno-Reaper order are trained in Computers. The Technician receives a +5 competence bonus to Computer Use skill checks. Additionally the time required to use the Computer Use skill is reduced by 25%. At 4th level, the Technician's skill in Computer Use increases and he receives an additional +5 competence bonus (+10 total) to Computer Use skill checks and the time required is reduced by an additional 25% (50% total).

Improvised Tools

The Technician can improvise tools for Craft or Repair checks and does not suffer the -4 penalty from not having right tool for the job.

Bonus Talent

At 2nd and 4th level, the Technician gains a bonus Talent. This Talent must be selected from the Defensive, Empathic, Insightful, Mr. Handy, Research, or Scientist talent trees. The Technician must meet all prerequisites of the Talent in order to select it.

He Who Reaps

The Technician is a master scavenger of technical device. When performing a Search (scavenge) skill check, the Technician gains a competence bonus equal to his Technician class level.

Blueprints

By disassembling or repairing a technological device, the Technician can draft up blueprint schematics to recreate the device. The Technician must succeed an Intelligence check as denoted on the adjoining chart, in order to properly draft up the blueprint. Failure results in a faulty blueprint. The Technician, must still construct the item (with the appropriate materials and Craft skill checks) in order to get the device working.

Quick Fix

The Technician can use the "jury-rig" application of the Repair skill without penalty to the DC to make a temporary fix to a broken or malfunctioning device. If successful, the device works for $1d4 +$ the Technician's Repair ranks in rounds before malfunctioning again.

Reprogram

A Technician can attempt to reprogram a computer or non-hostile incapacitated robot with his RoboCore 2000 PA or a similar device. The Technician needs to succeed several Computer Use skill checks in order to override the original AI of the device. This may include hacking into the mainframe and defeating any security protocols within (see the Computer Use skill), before the reprogramming can begin. Once the Technician connects to the mainframe and defeats the Tech AI, he may begin reprogramming the computer or robot protocols parameters.

Reprogramming a computer generally takes 4 hours for the Technician to complete. The Technician can program a computer with a general task, as detailed under the Computer Use (reprogramming) skill in Chapter 2 of this guide.

Reprogramming a robot is a difficult task, taking 12 hours of work for the Technician to complete. The technician can program a robot with a number of tasks equal to his Intelligence modifier (see the Exodus Wasteland Bestiary).

RoboCore PA

The Echo-Reapers equip all Technicians with a RoboCore PA 2000. This piece of technology is covenanted by the Techno-Reapers and is not given out lightly. The Technician is expected to guard this technology with his life as under the Three Laws. Should this RoboCore PA be destroyed or lost the character will be subject to consequences of the Three Laws.

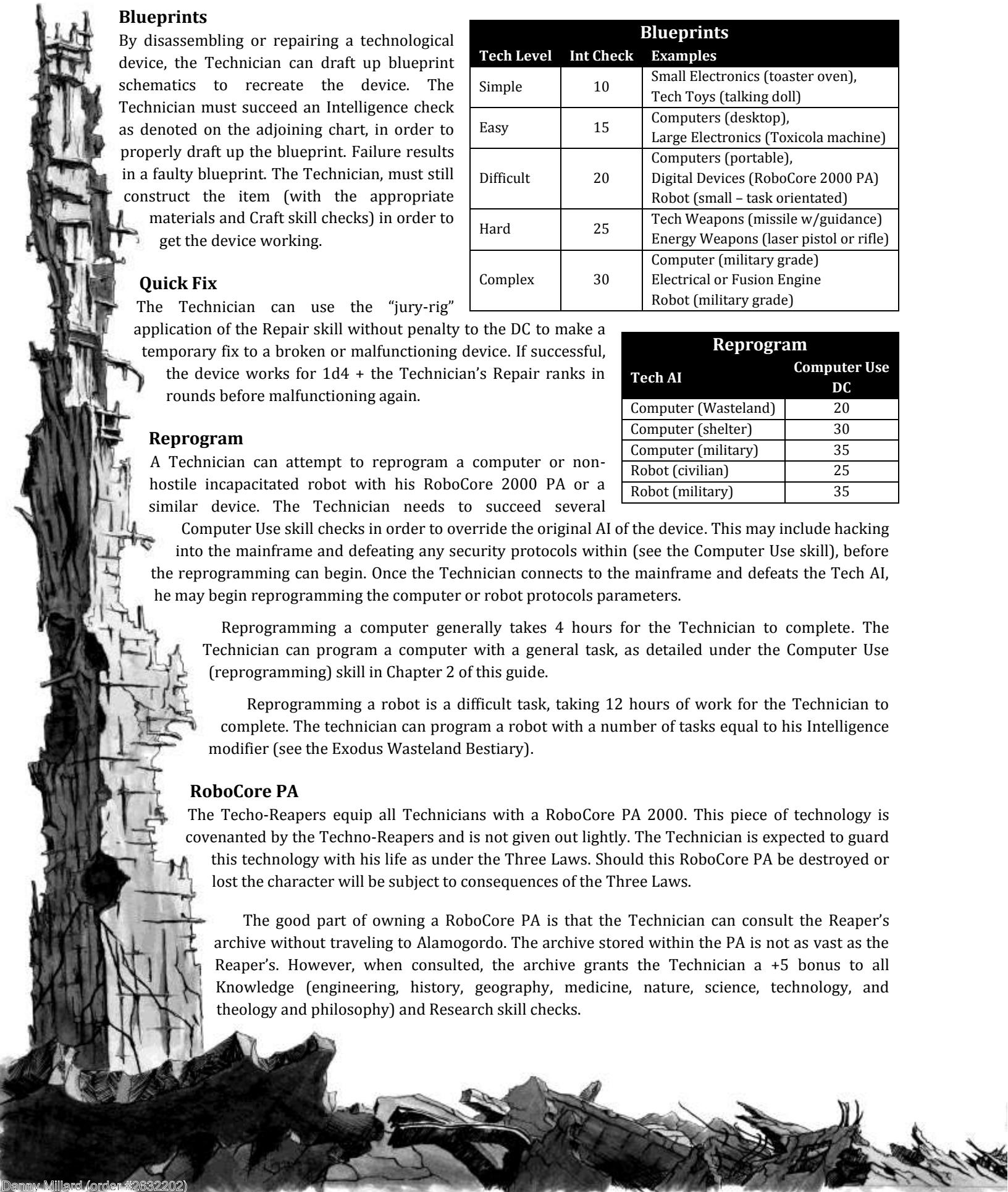
The good part of owning a RoboCore PA is that the Technician can consult the Reaper's archive without traveling to Alamogordo. The archive stored within the PA is not as vast as the Reaper's. However, when consulted, the archive grants the Technician a +5 bonus to all Knowledge (engineering, history, geography, medicine, nature, science, technology, and theology and philosophy) and Research skill checks.

Blueprints

Tech Level	Int Check	Examples
Simple	10	Small Electronics (toaster oven), Tech Toys (talking doll)
Easy	15	Computers (desktop), Large Electronics (Toxicola machine)
Difficult	20	Computers (portable), Digital Devices (RoboCore 2000 PA) Robot (small – task orientated)
Hard	25	Tech Weapons (missile w/guidance) Energy Weapons (laser pistol or rifle)
Complex	30	Computer (military grade) Electrical or Fusion Engine Robot (military grade)

Reprogram

Tech AI	Computer Use DC
Computer (Wasteland)	20
Computer (shelter)	30
Computer (military)	35
Robot (civilian)	25
Robot (military)	35





The Savior's Army

Despite its militaristic name, the Savior's Army is the least violent faction in the Wastelands. A pacifist group with purely humanitarian goals, the Savior's Army provides medical care to those in need. Savior's Army tents can be found everywhere in the Wastes from the biggest cities to the smallest survivor's settlements. Many Wasteland residents have no other place to turn to for their medical needs and this means that the services of the Savior's Army are in great demand. The members of the Savior's Army are motivated by their religious faith to help those in need, ministering aid to the poor and the outcasts of Wasteland "society."

The Wasteland is a harsh and unforgiving place, a world of desperation and pain. In this hell on earth one can find few sanctuaries. A Savior's Army tent is one place where people can feel safe no matter what gang, faction or race he or she belongs to. Here a person can receive both medical care and a sanctuary from the horrors of Wasteland life. Those who have been helped by the Savior's Army often return to repay them with donations of barter and coin. Others respond to the message of hope offered by the Savior's Army and enter into religious service themselves.

History of the Savior's Army

This organization began as a religious outreach ministry that specialized in bringing the word to the poorest segment of society. The mission of the Savior's Army was not just to bring spiritual comfort but to truly change the lives of those that they served. These efforts eventually led to the distribution of food and used clothing to needy people, regardless of their religious faith. The Savior's Army tended to the body as well as the spirit, feeding the hungry and giving words of comfort to the downtrodden. Throughout the later 20th century the Savior's Army was known for operating a chain of stores that sold donated goods at ultra low prices. They used the money that was raised to operate food banks and homeless shelters.

When the Great War came, the members of the Savior's Army realized that they were needed more than ever. In the great chaos that followed the collapse of civilization the Savior's Army quickly ran out of supplies and was unable to continue its charitable works. The organization regrouped and focused their efforts on the most urgent need at hand, the collapse of the traditional medical system. The Savior's Army channeled its remaining resources and the collective efforts of its disciplined volunteers into an effort to meet this need. These survivors felt that it was their destiny to help shepherd mankind through the long troubles ahead. Throughout the Exodus period and beyond, the Savior's Army grew its ranks. They started with a handful of doctors and nurses who were supported by hundreds of untrained volunteers. This combination allowed the Savior's Army to split its efforts between medicine, spiritual counseling, and gathering supplies. The highly motivated logistical branch worked day and night to keep the doors of their clinics open. As the cities began falling apart, the Savior's Army found itself relying more and more on its tent camps. Other hospitals turned away those who couldn't pay, while the Savior's Army took in all that it could handle and more. Slowly the movement grew as more and more doctors retired out into the smaller settlements where they could practice a different kind of medicine. This migration outward into the Wastelands is responsible for spreading the message of the Savior's Army to a new crop of believers. This generation spawned the wandering healers and preachers who characterize the movement today.

Organization and Leadership

The Savior's Army mimics a military command structure and maintains military-style discipline within the ranks. The orderlies, missionaries, and other unskilled volunteers hold ranks ranging from Private to Sergeant. Doctors, nurses, and senior supervisors hold officer ranks such as Lieutenant, Captain, or Major. A Colonel is assigned to run the overall operations of the Savior's Army in a particular region.

Occasionally a religious council will be held that draws together the most experienced and respected members of the Savior's Army. This council usually consists of about a dozen Colonels and/or religious scholars. While the stated purpose of these councils is to discuss important matters facing the Savior's Army, they often devolve into heated arguments over theological issues. One major issue of dissent revolves around whether or not the Savior's Army should accept volunteers who hold to other faiths or no religious beliefs at all. This particularly divisive issue has threatened to split the Savior's Army into separate factions. Only the group's dedication to its mission of mercy has allowed it to remain whole in the face of this conflict. Some subsets within the Savior's Army will only accept volunteers who hold to their particular version of Christianity. Most commanders are more open-minded and will accept anyone who holds to the basic tenets of the Christian faith, particularly the concept of salvation through Divine Grace.

A radical fringe of the Savior's Army goes even further, wholeheartedly accepting any willing volunteer regardless of their religious or philosophical beliefs. This small sect of the Savior's Army believes that the will to do good works is the only measure of a volunteer's worth. The radicals support this ideology with a passage from the Bible that reads: *"Religion that God our Father accepts as pure and faultless is this: to look after orphans and widows in their distress and to keep oneself from being polluted by the world"* (James 1:27). The line of reasoning among these reformers is that service to others is what truly matters in these desperate times. They interpret the passage from the Gospel of James to mean that a person's piety is best expressed through selfless action and good intent, not through ritual or doctrine. While this branch of the Savior's Army is decidedly smaller than the others, it is perhaps the fastest growing. Because of their less stringent



recruiting standards, the reformers have been able to draw into their flock many talented volunteers who happen to hold a more liberal view of religious issues. Some have even gone as far as granting membership to Tribal healers, Techno-Reaper technicians and a Chinese herbalist who is a practicing Buddhist. This trend is very disturbing to the more conservative members of the Savior's Army but they are unsure of how to reverse it without disrupting the important work of the organization as a whole.

The Savior's Army runs formal schools in some of the bigger, more civilized settlements. These schools serve two purposes. The first function is to provide basic education and religious instruction to the children of Savior's Army volunteers. Orphans and other unwanted children who are placed in the care of the Savior's Army are sent here as well. The second purpose of these schools is to provide training for missionaries and medical aides. The more promising students are sometimes awarded scholarships that allow them to continue their education at a secular school where they can train as doctors, nurses, and midwives. Many of the children raised in Savior's Army schools go straight from their elementary education to volunteer training. This creates a stream of second and third generation Savior's Army volunteers who know little about life in the Wastelands or groups that are not affiliated with the Army.

Territory

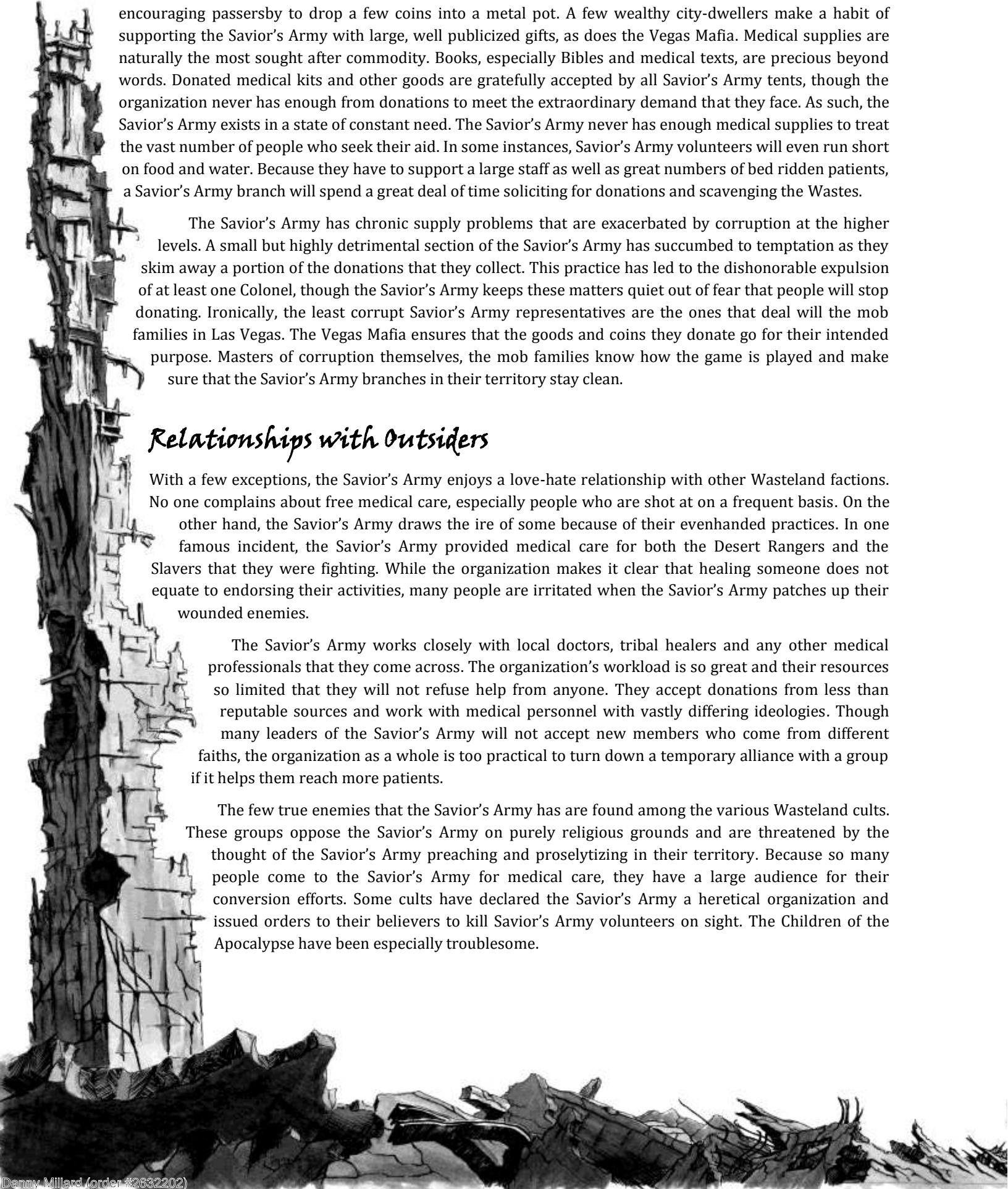
The Savior's Army does not control territory nor does it want to. The organization exists as scattered pockets of volunteers who operate medical tents in countless settlements. It is fortunate that the Savior's Army has such a breadth and range, for many Wasteland residents cannot afford formal medical care and rely on the Savior's Army for all of their healthcare. In Las Vegas, Phoenix, and other large cities the Savior's Army runs clinics and small hospitals. These facilities are always overcrowded with victims of violent crime. Radiation sickness, disease, and a host of other complaints make the situation even worse. The smaller aid tents scattered throughout the Wastes are not as busy but operating them is more dangerous. Keeping the more remote tent camps supplied and staffed is a constant challenge.

Martial Capabilities

The Savior's Army is a group that expounds a strictly pacifist philosophy. They do not maintain any type of security force and their members are not allowed to carry weapons. Individual volunteers have been known to fight in self-defense but this is seen as a regrettable, if understandable, occurrence. Many communities recognize the immense value of their local Savior's Army tent and will go to great lengths to protect the Savior's Army members from harm. While the organization does not ask for this protection, they begrudgingly accept it as a necessity of operating in the Wastelands. This organization goes to great lengths to avoid conflicts and to mediate disputes between others. They have even stooped to paying protection money to local gangs in order to avoid violence.

Economics

The Savior's Army is an all volunteer organization that actively solicits donations wherever they go. The entire Savior's Army would collapse if it were not for a steady stream of donations brought to them by local residents. Everything from coin to food and clothing is donated by grateful patrons and local residents. Savior's Army volunteers are known to stand on street corners while ringing bells and



encouraging passersby to drop a few coins into a metal pot. A few wealthy city-dwellers make a habit of supporting the Savior's Army with large, well publicized gifts, as does the Vegas Mafia. Medical supplies are naturally the most sought after commodity. Books, especially Bibles and medical texts, are precious beyond words. Donated medical kits and other goods are gratefully accepted by all Savior's Army tents, though the organization never has enough from donations to meet the extraordinary demand that they face. As such, the Savior's Army exists in a state of constant need. The Savior's Army never has enough medical supplies to treat the vast number of people who seek their aid. In some instances, Savior's Army volunteers will even run short on food and water. Because they have to support a large staff as well as great numbers of bed ridden patients, a Savior's Army branch will spend a great deal of time soliciting for donations and scavenging the Wastes.

The Savior's Army has chronic supply problems that are exacerbated by corruption at the higher levels. A small but highly detrimental section of the Savior's Army has succumbed to temptation as they skim away a portion of the donations that they collect. This practice has led to the dishonorable expulsion of at least one Colonel, though the Savior's Army keeps these matters quiet out of fear that people will stop donating. Ironically, the least corrupt Savior's Army representatives are the ones that deal with the mob families in Las Vegas. The Vegas Mafia ensures that the goods and coins they donate go for their intended purpose. Masters of corruption themselves, the mob families know how the game is played and make sure that the Savior's Army branches in their territory stay clean.

Relationships with Outsiders

With a few exceptions, the Savior's Army enjoys a love-hate relationship with other Wasteland factions. No one complains about free medical care, especially people who are shot at on a frequent basis. On the other hand, the Savior's Army draws the ire of some because of their evenhanded practices. In one famous incident, the Savior's Army provided medical care for both the Desert Rangers and the Slavers that they were fighting. While the organization makes it clear that healing someone does not equate to endorsing their activities, many people are irritated when the Savior's Army patches up their wounded enemies.

The Savior's Army works closely with local doctors, tribal healers and any other medical professionals that they come across. The organization's workload is so great and their resources so limited that they will not refuse help from anyone. They accept donations from less than reputable sources and work with medical personnel with vastly differing ideologies. Though many leaders of the Savior's Army will not accept new members who come from different faiths, the organization as a whole is too practical to turn down a temporary alliance with a group if it helps them reach more patients.

The few true enemies that the Savior's Army has are found among the various Wasteland cults. These groups oppose the Savior's Army on purely religious grounds and are threatened by the thought of the Savior's Army preaching and proselytizing in their territory. Because so many people come to the Savior's Army for medical care, they have a large audience for their conversion efforts. Some cults have declared the Savior's Army a heretical organization and issued orders to their believers to kill Savior's Army volunteers on sight. The Children of the Apocalypse have been especially troublesome.

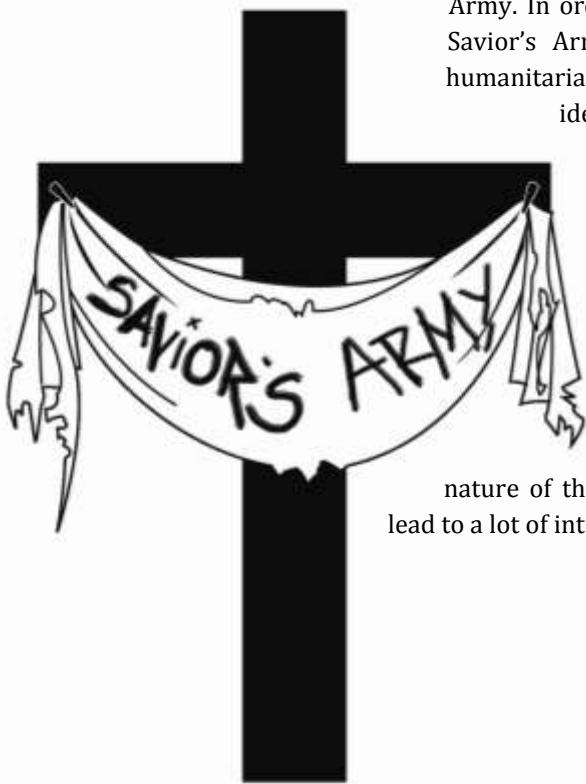
Notable Personalities

Colonel Vaughn: The famed Colonel Steven Vaughn is a lifelong Savior's Army volunteer who worked his way up from a lowly orderly to the Savior's Army most prominent surgeon. Colonel Vaughn has earned a reputation for bravery and sacrifice by bringing medical care to people in desperate circumstances. He has braved sandstorms, warzones, and countless Wasteland dangers in his quest to provide care for those who need it most. The small band that accompanies Colonel Vaughn on his missions is comprised of selfless and valiant souls who are more than willing to die in service to their cause.

Colonel Vaughn is a controversial figure in some circles of the Savior's Army due to the fact that he has sometimes strayed from the organization's pacifistic stance. He once hired mercenaries to escort his team into a Slaver infested region to deliver emergency aid to a Tribal village. He is also criticized for taking the Lord's name in vain. He is halfhearted in his evangelism at best. However, his lack of preaching does not indicate a lack of faith, for Colonel Vaughn prays on his knees whenever he has time. The simple fact is that Vaughn keeps himself so busy with his medicine that he barely has time to sleep, let alone discuss theology with someone.

Savior's Army Advanced Classes

The following advanced classes are designed specifically for characters who are members of the Savior's Army. In order to take this class a character must be a member of the Savior's Army in good standing. The Savior's Army is a devoted humanitarian organization and they only train those who share their ideals of peace, compassion, and charity.



Playing a selfless pacifist can be an interesting challenge in a game of post apocalyptic horror and rugged survivalists. The player will have an easier time knowing that most people in the Wastelands show deference to the members of the Savior's Army. This aura of respect will not protect a character forever and eventually the pacifist may have to confront a situation where his ideals and morals are put to a test. Considering the devoutly spiritual nature of the Savior's Army, these moral challenges are likely to lead to a lot of introspection and soul searching.

Missionary

The Savior's Missionary is the word of the Savior's Army. Savior Missionaries traverse the Wasteland from community to community spreading the word of Christianity and bolstering the goals of the Army. They additionally seek out qualified Wasteland doctors and nurses to fill the ranks of the Army where needed as well as establishing first contact with new communities.

Requirements

To qualify to become a Missionary, a character must fulfill the following criteria.

Background/Occupation: The character must have the Savior's Army Cultist Background.

Talents: One talent from either the Charm, Insightful, or Leadership talent trees.

Skills: Bluff or Diplomacy (4 ranks)

Class Information

The following information pertains to the Missionary advanced class.

Hit Die

The Missionary gains 1d8 hit points per level. The character's Constitution modifier applies.

Karma Points

The Missionary receives 3 Karma Points plus $\frac{1}{2}$ of his character level (round down) upon attaining a new level in this class.

Class Skills

The Missionary class skills are as follows: Barter (Cha), Bluff (Cha), Computer Use (Int), Concentration (Con), Craft (pharmaceutical), Drive (Dex), Gamble (Wis), Gather Information (Cha), Knowledge (civics, medicine, science, theology and philosophy) (Int), Research (Int), Sense Motive (Wis), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: $6 + \text{Int modifier}$.

Class Features

The following features pertain to the Missionary advanced class.

Missionary Position

Missionaries are trained by the Savior's Army to take a stance in any given situation from combat to diplomacy. As a immediate action once per round the Missionary may take the Missionary Position gaining the bonus denoted by his level to either his Defense (as a dodge bonus) or to one of the following Social skills (Bluff, Diplomacy, Gather Information, or Sense Motive).



Bonus Talent

At 2nd, 5th, and 8th level, the Missionary gains a bonus Talent. This Talent must be selected from the Charm, Insightful, or Leadership talent trees. The Missionary must meet all prerequisites of the Talent in order to select it.

Traveler

Missionaries are students of the world, traveling from one settlement to the next, seeking their goal to further the cause of the Savior's Army. When traveling overland the Missionary finds the shortcuts to get from one settlement to the next quickly and can reduce his and his companion's travel time by 10%. If the Missionary has the Pathfinder feat, the time is reduced by 20%.

Bonus Feats

At 3rd, 6th, and 9th level, the Missionary gains a bonus feat. The bonus feat must be selected from the feats presented in the adjoining text block. The Missionary must meet all prerequisites of the feat in order to select it.

Survivalist

Being students of the world, the Missionary has keen survival instincts when out in the Wasteland. First, the Missionary gains a bonus to Survival skill checks equal to his Missionary level when in the Wasteland. Second, the Missionary has learned to survive the harsh climate of the Wasteland and only needs one-half of the normal food and water required to survive each day.

Negotiator

Missionaries are natural negotiators, since they deal with a range of Wasteland organization. Once per encounter, by spending a Karma Point, the Missionary may raise the Savior Army flag and attempt to defuse a hostile or unfriendly situation through the use of diplomacy by speaking with the head honcho or leader or the opposition, usually in a secure location and privately. The Missionary must complete this task alone, and no harm will befall him from the opposition until the negotiations have ended. The Missionary must make a Diplomacy skill check to change the attitude of the leader. This is a standard Diplomacy (Attitude) skill check as detailed in the EXS. If the Missionary succeeds a Friendly or Helpful DC, then the situation is dissolved, and the encounter is defeated, the opposition will surrender under terms or abandon their post allowing the Missionary and his companion to take up the held position. Should the diplomacy result be Indifferent, the Missionary will be released back to his companions, or let go to be on his merry way (most likely the way he came from). Unfriendly and Hostile results result in the attempted capture of the Missionary. Should the Missionary receive an Unfriendly or Hostile result, he may spend an additional Karma Point to reroll the Diplomacy (attitude) skill check, but he must keep this result. If any of the Missionary companions attempt to help or interfere (such as initiating combat) during negotiations, the negotiation will fail and the Missionary is subject to the Hostile results listed above.

Missionary

Level	BAB	Fort	Ref	Will	Defense Bonus	Special
1 st	+0	+0	+0	+1	+1	Missionary Position +1
2 nd	+1	+1	+1	+2	+1	Bonus Talent, Traveler
3 rd	+1	+1	+1	+2	+2	Bonus Feat
4 th	+2	+1	+1	+2	+2	Missionary Position +2
5 th	+2	+2	+2	+3	+3	Bonus Talent, Survivalist
6 th	+3	+2	+2	+3	+3	Bonus Feat
7 th	+3	+2	+2	+4	+4	Missionary Position +3
8 th	+4	+3	+3	+4	+4	Bonus Talent, Negotiator
9 th	+4	+3	+3	+4	+5	Bonus Feat
10 th	+5	+3	+3	+5	+5	Missionary Position +4

Missionary Bonus Feats

Agile Riposte, Alertness, Animal Friend, Combat Expertise, Defensive martial Arts, Dodge, Dodger, Educated, Elusive Target, Endurance, Great Fortitude, Harmless, Iron Will, Karma Beacon, Negotiator, Run, Trustworthy, or Unbalance Opponent

Surgeon

The Surgeon is a selfless and caring doctor who excels at patching broken bodies back together. Surgeons are skilled healers who roam the Wastes helping those most in need. They tend to the poor and abandoned, patching up warring gang bangers in the big cities and helping Tribal children in remote villages.

Requirements

To qualify to become a Surgeon, a character must fulfill the following criteria.

Background/Occupation: The character must have the Savior's Army Cultist Background or Doctor Occupation.

Feat: Medic, Healer, and Surgery

Talents: Healing Knack

Skills: Craft (chemical) 4 ranks, Knowledge (Medicine) 8 ranks, Treat Injury 8 ranks.



Class Information

The following information pertains to the Surgeon advanced class.

Hit Die

The Surgeon gains 1d6 hit points per level. The character's Constitution modifier applies.

Karma Points

The Surgeon receives 3 Karma Points plus $\frac{1}{2}$ of his character level (round down) upon attaining a new level in this class.

Class Skills

The Surgeon' class skills are as follows: Barter (Cha), Computer Use (Int), Concentration (Con), Craft (chemical) (Int), Diplomacy (Cha), Knowledge (civics, medicine, nature, science, street, technology, and theology and philosophy) (Int), Listen (Wis), Profession (doctor) (Wis), Research (Int), Sense Motive (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following features pertain to the Surgeon advanced class.

Medical Knowledge

The Surgeon is a highly educated and experienced caregiver. His depth and breadth of knowledge greatly aid the practice of medicine. At 1st level, the Surgeon may add his class level as a competence bonus to Craft (chemical), Knowledge (medicine), and Treat Injury skill checks.

Surgeon						
Level	BAB	Fort	Ref	Will	Defense Bonus	Special
1 st	+0	+0	+0	+1	+1	Medical Knowledge, Triage
2 nd	+1	+1	+1	+2	+1	Superior Surgery d4
3 rd	+1	+1	+1	+2	+2	Bonus Talent
4 th	+2	+1	+1	+2	+2	Quick Surgery
5 th	+2	+2	+2	+3	+3	Superior Surgery d6
6 th	+3	+2	+2	+3	+3	Bonus Talent
7 th	+3	+2	+2	+4	+4	Return to the Living
8 th	+4	+3	+3	+4	+4	Superior Surgery d8
9 th	+4	+3	+3	+4	+5	Bonus Talent
10 th	+5	+3	+3	+5	+5	Back from the Dead

Triage

As a free action, the Surgeon can inspect wounded characters and NPCs within 60 feet with a quick glance. The Surgeon knows the severity of wounds in all characters and NPCs within the area and can prioritize the condition of each wounded. Wound Status is gauged as denoted on the adjoining chart.

Triage		
Character or NPC Status	Wound Severity	HP
Healthy		100%
Slightly Wounded		75%
Moderately Wounded		50%
Heavily Wounded		25%
Critically Wounded		10%
Unconscious/Dying		0%
Dead		Dead

Superior Surgery

The Surgeon's ability to restore hit points during Surgery is increased by a number of d4 equal to surgeon's level. Additional, the time required for Surgery is reduced by 50%. At 5th level, the Surgeon's surgery skill improves to d6. At 8th level, the Surgeon's surgery skill improves to d8.

Normal: Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen. Surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check.

Bonus Talent

At 3rd, 6th, and 9th level, the Surgeon gains a bonus Talent. This Talent must be selected from the Charm, Empathic, Healing, Insightful, Research, or Scientist talent trees. The Surgeon must meet all prerequisites of the Talent in order to select it.

Quick Surgery

When out in the field, the Surgeon can perform a quick surgery to patch up the wounded. This type of surgery takes only 1d4 minutes instead of 1d4 hours. The Surgeon must succeed a Treat Injury (surgery) skill check DC 30 to perform the quick surgery. If successful, the Surgeon restores 50% of his normal Surgery results to the treated character or NPC. The Surgeon can take 10 on this check, but cannot take 20.

Return to the Living

If a Surgeon can attend to a dead character or NPC within ten minutes of death, he can perform surgery to attempt to bring back the dead character or NPC. This requires a Treat Injury (Surgery) skill check DC 30 +1 per 1 minute of death and takes the normal amount of surgery time. The Surgeon cannot take 10 or 20 on this check. If the surgery is successful the character is brought back from the dead, stabilized at -9 Hit Points. The character or NPC, however, must succeed a Fortitude save DC

(10 + his negative HP death total) or suffers minor brain damage taking 1d4 point of permanent damage to Intelligence and Wisdom. If the surgery check fails, the dead character cannot be brought back from the dead. This ability does not work on characters with the Fear the Reaper Trait.

Back from the Dead

If a Surgeon can attend to a dead character or NPC within one hour of death, he can perform surgery to attempt to bring back the dead character or NPC. The Surgeon cannot take 10 or 20 on this check. This requires a Treat Injury (Surgery) skill check DC 40 +2 per 10 minutes of death and takes the normal amount of surgery time. If the surgery is successful the character is brought back from the dead, stabilized at -9 Hit Points. The character or NPC must succeed a Fortitude save DC (10 + his negative HP death total) or suffers minor brain damage taking 1d4 point of permanent damage to Intelligence and Wisdom. If the surgery check fails, the dead character cannot be brought back from the dead. This ability does not work on characters with the Fear the Reaper Trait.



Tribal Nation

Inhabiting some of the most inhospitable regions of the Wastelands you will find the Tribal Nation. These people are the proud descendants of the Southwestern tribes that lived in this part of the world long before the rise of the white man and his so-called "civilization". Here they remain, years after the demise of civilization and its useless technology. The Nation, as they are known to outsiders, are an alliance of four Southwestern Native American tribes who survived the Exodus by taking shelter in the caves of the Grand Canyon (or Grand Expanse). Upon their return to the surface, their remote location has allowed the Nation to expand and grow without competition. Their cultural traditions, along with fragments of traditional knowledge, have allowed them to thrive in the harsh terrain of the Arizona and Utah deserts.

The Tribal Nation controls a number of settlements that ring the Grand Canyon. The largest of these settlements are Big Water, Marble Canyon, Stammer, and Bullshead. They also operate a large number of trading posts at the borders of their territory, bartering the fruits of their hunts for ammunition and medical supplies. Dried meats, pelts, and other animal products are their primary stock in trade.

The Tribal Nation is on friendly terms with a number of Tribals and similar societies outside their influence. The Nation sees these people as well meaning, if misguided, comrades. Both groups rely on a similar level of technology, making equitable trade agreements possible. The four tribes of the Tribal Nation are generally suspicious of Wastelanders and travelers but they are very tolerant of such people crossing through the fringes of their land. As long as a "guest" obeys a few common sense rules and respects the land, the Nation's hunters will not be hostile. Venturing deep within the Tribal Nation is not a wise idea, unless granted special permission by the Great Chief or one of his Ghostdancers. Negotiating with a tribal war party can be a bit nerve wracking, especially if there are Beastmasters present. A gift or demonstration of goodwill can make things go smoother but outright bribery or threats are seen as a grave insult.

History of the Tribal Nation

Having few resources and no time to prepare, the Native Americans living in reservations across the western states could not construct the kind of massive underground bunkers that protected the wealthy and powerful from the wrath of nuclear fire. Instead, the various nations and cultures of indigenous people took shelter in underground caves that run the course of the Grand Canyon. Parts of the Grand Canyon in Arizona, Nevada, and Utah were occupied by these Native American tribes in this manner. It was during this time underground that some of the descendants of the Native Americans developed a rapport with wild animals.

The four tribes that lived together peacefully during the time of Exodus began fighting and competing amongst each other soon after returning to the world above in 2015. This in-fighting led to several years of intertribal warfare, years that took a heavy toll on the emergent nations of the Native American people. Peace was finally achieved with the signing of a treaty that unified the tribes into a single nation in 2022 under the rule of an elected representative who was given the traditional title of Great Chief. This position of authority has changed hands infrequently and thus far it has only been held by men who commanded great respect among the Nation.

Organization and Leadership

The Tribal Nation is led by a single leader, an elected officer known as the Great Chief. Outsiders sometimes refer to this man as "Big Chief". This informal title has been adopted by certain Tribals that come in regular contact with Wasteland travelers. While bordering on disrespect, the tribes generally tolerate such lapses of protocol. The word of the Great Chief is law. Though he is open to dissent and will listen to all sides of an argument, the Great Chief will not be dissuaded once his mind has been made up.

The Great Chief has the right to appoint special powers to those called Ghostdancers. These learned men are the religious leaders of the four tribes. Ghostdancers are highly respected among the people and can force cooperation between groups that are otherwise opposed to each other. Some Ghostdancers are given authority over specific places within the Nation, while others are given specialized tasks and titles, such as authority over the Nation's army.

Most Nation settlements are largely ungoverned. Mothers and fathers look after their children, older children watch after their cousins and siblings, and the community looks after everyone. Most Tribals are highly independent people. There are no arbitrary rules or written laws. Common sense and common decency are the guidelines to life. Those who mistreat others are informally sanctioned by the members of the tribe. For example, people may choose to stop speaking to someone who is a known thief.

Territory

The four tribes control the area immediately surrounding the Grand Canyon. They have claimed the entirety of the canyon and their hunting grounds extend for a great length in every direction from it.

In the years since their return to surface life, the Tribal Nation has occupied the cities of Big Water in Utah as well as Marble Canyon and Bullseye in Arizona. In addition, they have a settlement in Supai, near the canyon itself. Bullseye is technically a protectorate under the care of the Nation, with the majority of the population consisting of Tribals.

To the north and west of the Grand Canyon you can expect to find a large number of semi-permanent villages that can be picked up and moved on very short notice. Other Nation settlements are built in Adobe style on the sides of cliffs and on top of steep walled plateaus. These permanent settlements are easily defensible and also house the many trading posts operated by the Nation.

Martial Capabilities

The Tribal Nation is a peaceful people who are nonetheless passionate about defending their territory against raiders and interlopers. The four tribes are skilled hunters and the skills learned on the hunt translate easily into direct combat. Though they prefer to fight with rifles and small arms, the lack of modern weapons has forced many Hunters to train their braves with bows, clubs and primitive axes. This return to ancient weapons is perceived to be a good thing by some among the tribes, as it marks an ever increasing connection with the traditional way of life that their people had lost so long ago.

Because they loathe open conflict, the Nation prefers fighting small scale conflicts by means of raids, skirmishes and sabotage. Expert trackers, the warriors and braves of the four tribes prefer to take the fight to the enemy, falling upon small

groups during the night. Given the option, they prefer to drive an enemy off rather than eliminate them completely.

As one would expect, the Beastmasters' ability to befriend wild animals and Wasteland creatures serves to greatly enhance their capabilities during times of conflict. These creatures routinely escort Beastmaster scouts and sentries. Befriended animals also reinforce braves during heavy fighting, often splitting enemy forces and distracting them from the fight.

Economics

The Tribal Nation make their livelihood primarily through hunting. They also engage in a certain amount of sustenance agriculture, though the desert requires a great amount of tending to before it yields nourishment. The Colorado River provides water to the Nations' fields, through a combination of rebuilt pipelines and crude aqueducts. The land inhabited by the four tribes varies greatly in geography but much of it is either rocky mountain or harsh desert. These harsh conditions make it necessary for hunters from the Nation to cross great distances as they follow herds of Wasteland game. Some among the people have an eye toward raiding and will attempt to capture livestock, guns, and other supplies from travelers and nearby settlements. The Great Chief frowns on this practice as he fears it would bring the Nation into conflict with its neighbors.

Trade is a vital component to the continuation of the Tribal Nation's economy. Likewise, trade with the four tribes is vital to the entire southwest region. The Nation supplies the other factions and independent settlements with many important resources. Chief among these commodities is dried meat, or jerky, which is a favored food source. The collapse of civilization brought with it the end of modern food storage techniques. The Nation supplies the outside world with a nutritious food source that does not spoil easily. Other natural products such as leather, feathers, beads and bone are also traded. Some among the people have rediscovered the ways of natural medicine; combining this knowledge with fragments of modern medicine has lead to a profitable trade in horticulture and herbal medicines. Some of the natural medicine produced by the Nation can have an intoxicating effect on a user but the people frown upon this use of their sacred knowledge. They are more understanding when these substances are used by shamans, cultists and others for spiritual purposes.

The nation has no formal currency and no use for steel coin. All economic activity is conducted through simple barter. The Beastmasters favor weapons and ammunition as an import, but they also have a need for certain types of medicine and other manufactured goods. They tend to disdain fancy electronics and gadgets in favor of more practical goods. Books, maps and other tangible sources of information are preferred over machines that can break down.

Relationships with Outsiders

The Tribal Nation is friendly with most groups of Tribals, especially those that live under their protection in the Bullshead settlement. Though the people of Bullshead are ruled by a Ghostdancer who is appointed by the Great Chief, they are not subjects. The Tribals who have settled in the abandoned city of Bullshead are treated as equals and they accept the protection and leadership of the Nation willingly.

The single greatest threat to the security of the four tribes is NEMO. This group of organized raiders operates very close to the territory and hunting ranges of the southern Nation tribes. The Nation has never sought open conflict with the bandits of NEMO but it seems that violence between the two groups is

inevitable. NEMO raiders have established a capitol in the city of Phoenix. The nearest large city is the Tribal settlement at Bullseye. Slavers and other lowlifes are dealt with harshly by the Tribals. Those who venture north looking for plunder and fresh bodies may be violently turned back by a combined force of the Tribal Nation.

The four tribes share a border with the city of Las Vegas. The families that control life in the glittering city have learned the hard way to stay on their own side of this border. In absence of a formal treaty, the exact line between Las Vegas and the Tribal Nation is not defined. The prevailing opinion among the Nation is that land cannot be owned and an invisible line across the desert is meaningless. The vagueness and ambiguity leads to a tense situation, as no one can be certain whose territory that they are really in at any given time. There is some peaceable trade between the residents of Las Vegas and the Nation, most of this activity occurs at trading posts located in northwest Arizona.

The Tribal Nation has had little contact with the Chi, though they are aware of this group. The Tribals are semi-nomadic and their travels allow them to cover a large swath of territory. Near the California border, roaming bands of Tribal hunters have encountered caravans who were hauling scrap out of Los Angeles. Contact with these roaming merchants has introduced the four tribes to the existence of "new china" and the Chi Dynasty. There has not been any official contact between the two groups. Such contact seems unlikely considering that the groups involved are separated by vast cultural differences, not to mention hundreds of miles of Wasteland.

The four tribes are aware of the threat posed by the Mutant Army and are greatly concerned about the future plans of these Mutants. Los Alamos is not too far from Marble Canyon and other Nation settlements to preclude worry. In any event, the Mutant Army is closer to the borders of the Nation than the Great Chief would like. Scouting parties have been sent to infiltrate deep into the territory of the Mutant Army. Thus far, none of the scouts have returned.

The Tribal Nation is on good terms with the Steel Disciples, at least officially. The two groups have little in the way of common interests and are separated by a comfortable distance. The Great Chief and many others among the people disagree with the philosophy of this organization. Likewise they are not fond of the methods employed by the Disciples; however, they are willing to adopt a live and let live attitude toward them.

Notable Personalities

The Great Chief: The current leader of the Tribal Nation is a man named Walking Frog. Walking Frog is a stoic and dispassionate man. He does not like to rush into a decision; rather he weighs all options in front of him before coming to a conclusion. The Chief will hear every party involved in a dispute before rendering judgment, and will issue a ruling only after he feels that the whole story has been told. While he is sometimes accused of being cold and detached, Frog's calm and unemotional leadership has helped the four tribes avoid a great number of crises. The Chief is known as a great peacemaker and several times he has intervened to stop a return to the hostilities that once divided the Nation.

Great Chief Walking Frog is a solitary man who spends much of his time wandering the deep Wastes in the company of beasts and Wasteland creatures. His wife is long since deceased and his children are grown, busy with little Tribals of their own. It is said that the Chief is a searcher, on a quest for knowledge and inner peace. The Ghostdancers attribute this quest to a spiritual longing. If this is true, the Chief's longing has not been satiated by the shamans or their traditional religion. When asked about his long absences,

the Chief usually replies that he likes the quiet.

Advanced Class for the Tribal Nation

This advanced class is designed specifically for characters who are members of the Tribal Nation. The Native American tribes that survived the nuclear fire are a proud and self sufficient people. The psychic powers that developed among the people during the Exodus are the secret to their reputation as "beast masters". These techniques cannot be taught to outsiders even if the tribal elders would allow it.

Beastmaster

Beastmasters are born with natural befriending abilities that bring them closer to animals.

Requirements

To qualify to become a Beastmaster, a character must fulfill the following criteria.

Skills: Handle Animal 6 ranks

Feats: Animal Affinity, Animal Friend

Class Information

The following information pertains to the Beastmaster advanced class.

Hit Die

The Beastmaster gains 1d8 hit points per level. The character's Constitution modifier applies.

Karma Points

A Beastmaster receives 3 Karma Points plus $\frac{1}{2}$ of all his character levels upon attaining a new level.

Class Skills

The Beastmaster class skills are as follows: Bluff (Cha), Craft (all) (Int), Diplomacy (Cha), Gather Information (Cha), Investigate (Int), Knowledge (all) (Int), Research (Int), Search (Int), and Sense Motive (Wis).

Skill Points at Each Level: 6 + Int modifier.



Class Information

The following information pertains to the Beastmaster advanced class.

Hit Die

The Beastmaster gains 1d8 hit points per level. The character's Constitution modifier applies.

Karma Points

A Beastmaster receives 3 Karma Points plus $\frac{1}{2}$ of all his character levels upon attaining a new level.

Class Skills

The Beastmaster class skills are as follows: Bluff (Cha), Craft (all) (Int), Diplomacy (Cha), Gather Information (Cha), Investigate (Int), Knowledge (all) (Int), Research (Int), Search (Int), and Sense Motive (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following features pertain to the Beastmaster advanced class.

Animal Empathy

Using the special hand gesture, mastered first by Walkabout Dundee, a Beastmaster can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The Beastmaster rolls 1d20

and adds his Tribal levels (Beastmaster, Hunter, Shaman and Warrior) and his Charisma bonus to determine the Animal Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use Animal Empathy, the Beastmaster and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The Beastmaster can also use this ability to influence a mutated or radiated animal with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

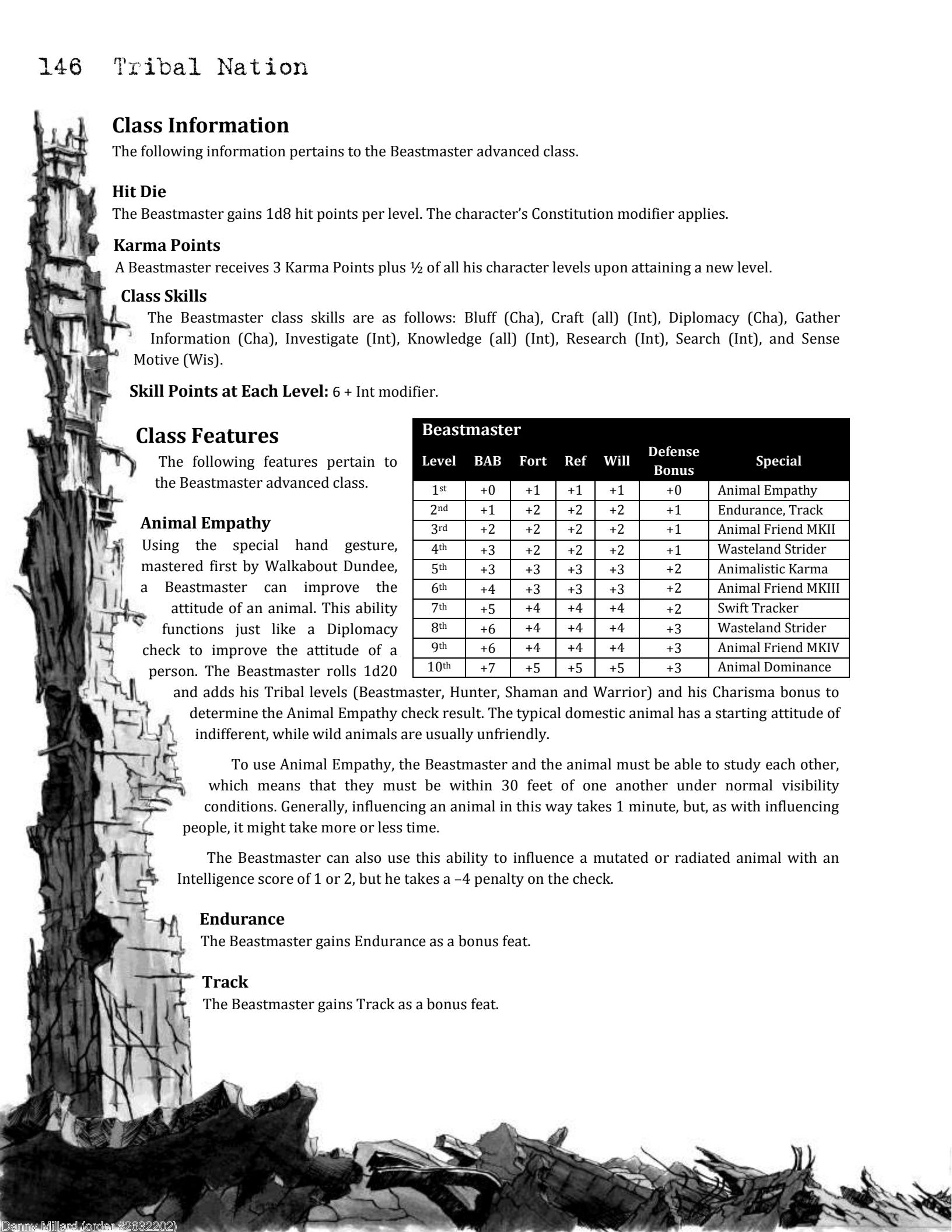
Endurance

The Beastmaster gains Endurance as a bonus feat.

Track

The Beastmaster gains Track as a bonus feat.

Beastmaster						
Level	BAB	Fort	Ref	Will	Defense Bonus	Special
1 st	+0	+1	+1	+1	+0	Animal Empathy
2 nd	+1	+2	+2	+2	+1	Endurance, Track
3 rd	+2	+2	+2	+2	+1	Animal Friend MKII
4 th	+3	+2	+2	+2	+1	Wasteland Strider
5 th	+3	+3	+3	+3	+2	Animalistic Karma
6 th	+4	+3	+3	+3	+2	Animal Friend MKIII
7 th	+5	+4	+4	+4	+2	Swift Tracker
8 th	+6	+4	+4	+4	+3	Wasteland Strider
9 th	+6	+4	+4	+4	+3	Animal Friend MKIV
10 th	+7	+5	+5	+5	+3	Animal Dominance



Animal Friend MK II – IV

At 3rd level, the Beastmaster gains the ability to befriend an additional Animal Friend as a companion. This animal does not suffer from jealousy as detailed in the Animal Friend feat in the EXS. Use the adjoining chart to determine the Hit Die of the additional Animal Friend. At 6th and 9th level the Beastmaster gains an additional Animal Friend to add to his Wasteland kennel.

Animal Friend MK +	
Beastmaster Animal Friend	Animal Friend's Maximum Hit Dice
1 st Animal	Beastmaster level
2 nd Animal	Beastmaster level -1
3 rd Animal	Beastmaster level -3
4 th Animal	Beastmaster level -5

Wasteland Strider

Studying the movements of his Animal Friends allows a Beastmaster to move through any sort of natural environments, such as forests, mountains, and undergrowth (natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. At 8th level, this ability improves to allow the Beastmaster to move over any terrain that normally impedes movement at his normal speed without taking damage or suffering any impairment.

Animalistic Karma

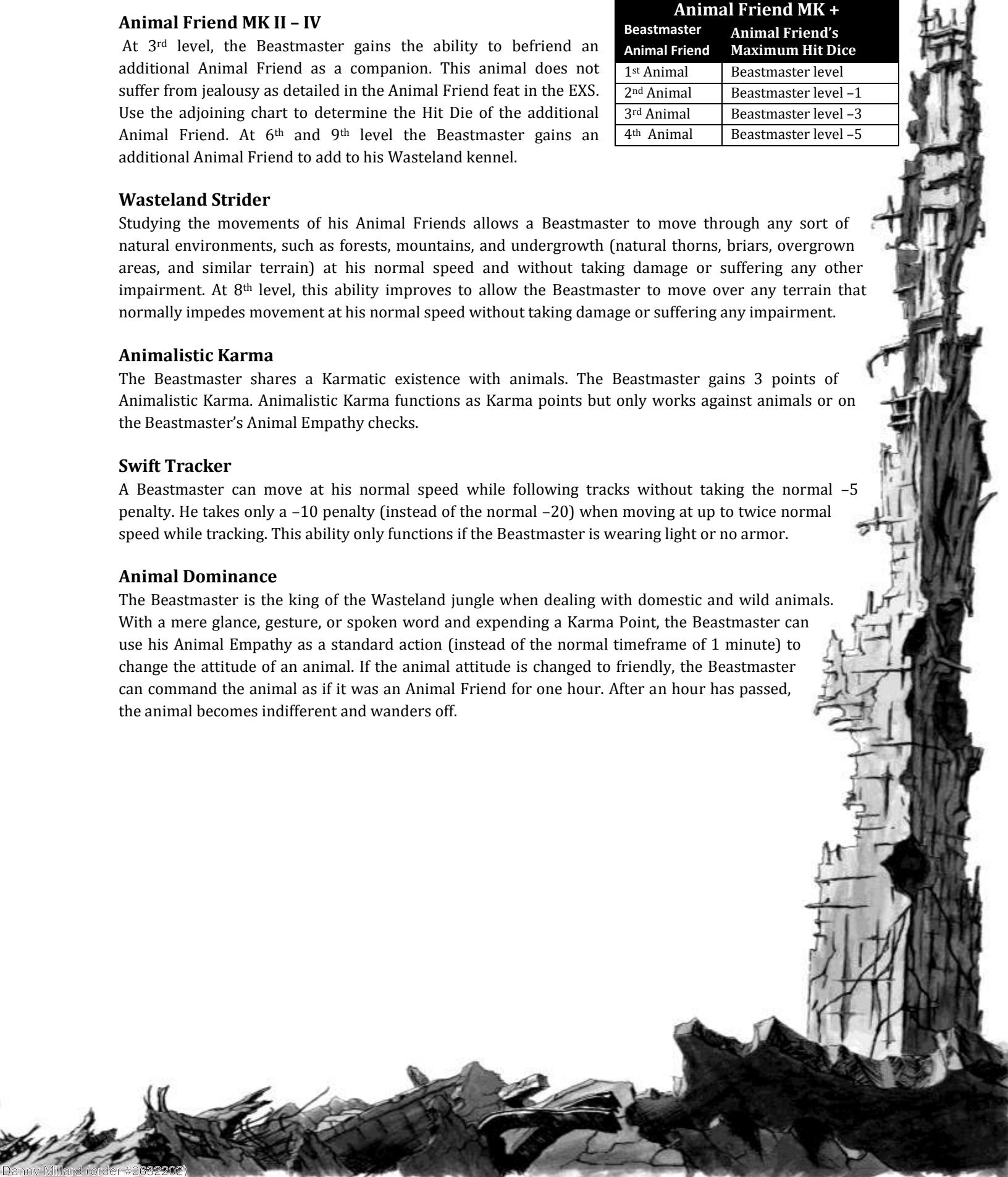
The Beastmaster shares a Karmatic existence with animals. The Beastmaster gains 3 points of Animalistic Karma. Animalistic Karma functions as Karma points but only works against animals or on the Beastmaster's Animal Empathy checks.

Swift Tracker

A Beastmaster can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking. This ability only functions if the Beastmaster is wearing light or no armor.

Animal Dominance

The Beastmaster is the king of the Wasteland jungle when dealing with domestic and wild animals. With a mere glance, gesture, or spoken word and expending a Karma Point, the Beastmaster can use his Animal Empathy as a standard action (instead of the normal timeframe of 1 minute) to change the attitude of an animal. If the animal attitude is changed to friendly, the Beastmaster can command the animal as if it was an Animal Friend for one hour. After an hour has passed, the animal becomes indifferent and wanders off.

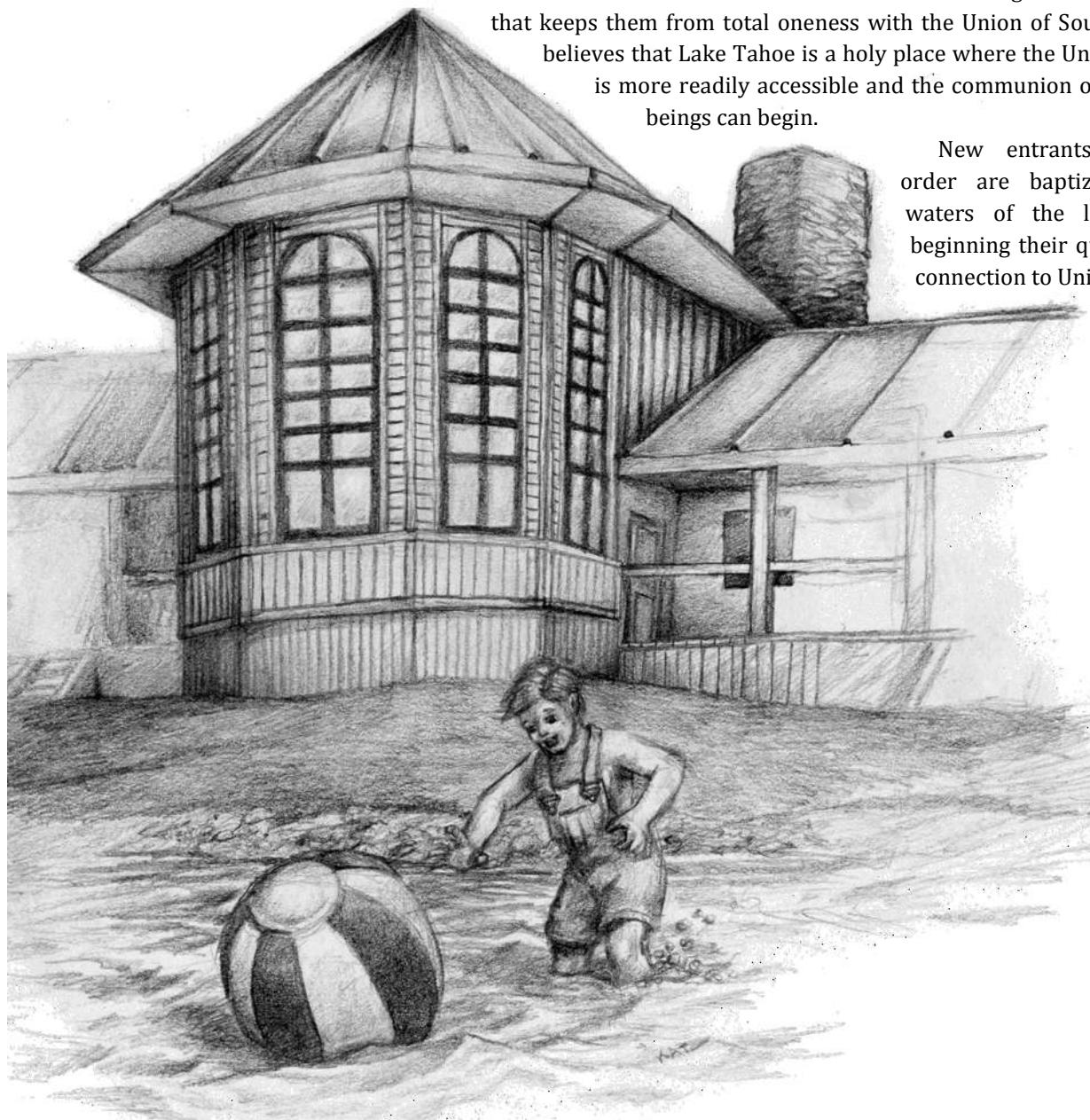




unity

The smiling, ever friendly members of Unity are always quick to offer someone a kind word or an invitation to lunch. In fact, these happy go lucky cultists will offer you anything your heart desires if you will just listen to a few minutes of their absurd theology. The Unity faith targets outcasts, orphans, and people who are without friends. They woo prospective converts with the promise of a better world. Adherents to this belief system claim that they have gained a greater connection to the rest of humanity, a feeling of wonder and awe that leads them closer to the Well of Souls. Unlike the non-believers, Unity members are not afraid to connect with other people, to break down the walls of separation that make human beings think that they are distinct. In the theology of the Unity faith, the idea of individuality is an illusion. The goal of an enlightened mind is to purpose the connection to the Unity, not dwell in the false comfort of separation.

The members of Unity believe that the body is merely an extension of the soul and all souls are connected. Cult members strive to overcome the six degrees of separation that keeps them from total oneness with the Union of Souls. The cult believes that Lake Tahoe is a holy place where the Union of Souls is more readily accessible and the communion of all human beings can begin.



New entrants into the order are baptized in the waters of the lake before beginning their quest for the connection to Unity.

The degrees of separation begin at the First Degree, which is to go out and shake hands with people, to make new friends, and enjoy the company of strangers. By attempting a greater connection with others, a Unity member moves closer to the Union of Souls. The Second Degree is to experience true closeness and kinship with your Unity family. This can involve a variety of bizarre bonding rituals and the sharing of life stories. The Third Degree is to experience positive connectivity with all Unity brethren. There are many routes to this level of connectivity, ranging from spontaneous expressions of art to casual sex. The Fourth Degree is to experience total correlation with all mankind. This is accomplished by wandering the Wastelands and showing unreserved love and appreciation to everyone you meet. The Fifth Degree is to find wholeness of non-unification. No one but the Wake knows what this really means. The Sixth degree is to experience total oneness with the Union of Souls. Only Smiling Bob has transcribed past the Sixth Degree and achieved harmony with the intersection of all human souls. Only the great one has surpassed the final barrier and experienced super-cosmic accord with the omni-soul.

The Unity faith has built its shrine on the shore of Lake Tahoe, which they refer to as the Well of Souls. This place is a temple, sacred ground for members of Unity. The old resort and casino at Tahoe is all that remains of this once bright city. The Unity cult has transformed the gambling retreat into a pilgrimage destination that draws thousands of Wasteland visitors every year. All Wasteland converts are encouraged to make the pilgrimage to the Well of Souls as soon as they complete their religious instruction.

Any visitor or pilgrim who comes to Lake Tahoe will be greeted by the sight of massed crowds of believers gathering at the shore of the lake to reflect upon the Well of Souls. At any given moment, hundreds of other believers will be attending self-help seminars or partaking in group therapy. Meditation classes and discussion groups are also available. All of this comes with a price of course. All day Unity members will drift from activity to activity while randomly greeting each other and shaking hands. People try to make friends with as many random strangers as they can, usually by inviting anyone they bump into to join them in a chant or just hang out at one of Tahoe's many recreational options. Others simply walk around giving people hugs. Higher-ranking recruiters can see a potential convert coming and they target non-believers with gifts and special treatment. Fine food, alcohol, drugs, whatever it takes to get a person to sit down and listen. Smiling Bob himself does a nightly sermon/magic show complete with optical illusions, faith healing, and pyrotechnics.

The History of the Unity Cult

The Unity began as a collection of tattered self-help books and a few garbled computer files found in a Church of Scientology by some Wasteland survivors holed up in the ruins of a Lake Tahoe Resort. It was by studying these books that these survivors unraveled the mysteries of human existence. Through the eclectic reading material available to them, these survivors began a dialogue around which the central tenets of the Union were formed. An outcast, known as Bob, who had taken up residence at the resort became fascinated by the incoherent ramblings of these survivors and committed much of their thoughts to book and paper. These ideas were soon incorporated into a volume of Bob's own writings and organized into a doctrine that was ready for consumption by the masses.

Bob eventually took to the Wastelands in an effort to sell his newly created philosophy for a better world. As an experienced con, the evangelical efforts of this man who, would become known as Smiling Bob, became legendary. Using a combination of pre-war entertainment programs, old brochures featuring pictures of Lake Tahoe, feel good rhetoric, and an army of lovely assistants, Smiling Bob

promised the world and more to his converts. Eventually the Tahoe area was brimming with religious seekers who came to experience the Union of Souls and bask in the positive energy of Tahoe. The message of Unity and its original basis have been garbled in the telling and retelling over the years. At this point even Smiling Bob himself has trouble straightening some of it out. However, these mysteries and contradictions only serve to give followers something to meditate on.

Organization and Leadership

The Unity is led by Smiling Bob who has transcended past the 6th degree. This enlightened and highly revered person is referred to as the Smiling One. All members of the cult are given ranks by the Smiling One who decides how far they have advanced in achieving connection with the Union of Souls. These ranks are based upon the six degrees of separation that divide the collective human spirit into distinct souls. Communion with the Unity, especially communion which is gained by contemplating the Well of Souls, is the key to advancing up the ranks of the Unity ladder. Moving past the Degrees of Separation comes with increased perks. Entry-level cultists and pilgrims are worked like dogs while higher level people get better food, better quarters, and more access to luxury goods.

The higher-ranking members of the cult are often lost in contemplation of experiencing the connection with everything. Many times these people will be tapped to establish new temples and missionary outposts in the Wastelands. As such, the day-to-day management of Tahoe and the Unity organization is left to the lower ranking converts who spend most of their time working to man the cult's shrines, seminars, and tourist attractions. The upper echelon cultists serve as mentors and examples to others but they are far too lost in their efforts to find the Unity to be bothered with the details of management.

Territory

Unity controls the Lake Tahoe resort and the immediate territory beyond. Their headquarters has been established in the remains of an old mansion that sits on the lake itself. The financial center of Tahoe is the Resort and Casino which draws a sizable tourist crowd in its own right. The many religious and pseudo-psychological attractions are held in nearby buildings and around the lake.

There isn't much more to the old city of Tahoe, though the surrounding roadsides are bustling with merchants who make their living from the trading on the pilgrim routes. Caravans come and go frequently and just about anyone has a free pass to cross Unity controlled territory as long as no "negative vibes" are perceived.

Unity temples and outreach efforts stretch across the Wastelands. The cult is currently focusing on California and Nevada in their recruiting efforts. Wandering preachers, urban recruiting stations, and a great many other techniques are used by the Unity to reach more lost souls.

Martial Capabilities

The defenders of the Unity faith are a group of hired mercenaries that are well paid for their loyalty to the Unity as well as well armed. This ever-smiling brute squad of hired mercs are more concerned with the protection of Tahoe and the Unity Estate than policing the streets or issues within the Unity.

Economics

Every religion is run on tithes and donations, the Unity is no different. Unlike most cults, donations are not made as gifts to the cult. Rather the believers pay for the "services" of the cult, vital lessons that are needed to advance in levels of separation. Entry level believers are offered a few lessons for free and then encouraged to start by relaxing at Tahoe's many attractions before moving on to intensive self-improvement. The cost to go from a 1st Degree Unity to a 4th or 5th Degree is astronomical. Many believers will work for the cult for free in the hopes of earning more lessons. Thus, a system of indentured servitude has been created to turn poorer cult members into virtual slaves.

By running both a casino resort and a religious scam, Smiling Bob is rolling in steel coin. The opulence of the cult's headquarters is proof enough of that. Religious pilgrims and weary Wasteland travelers alike flock to this section of the Nevada-California border. Merchant caravans and trading posts are a common facet to the area, thanks to the heavy traffic generated by Tahoe's attractions. The Casino and Resort itself offers a great many diversions, such as gaming tables, scantily clad employees, overpriced booze, and any number of eating establishments. The surrounding community offers up a host of religious services in the name of Unity. Anyone with enough coin can choose from a variety of options from drug therapy to transcendental meditation classes.

Relationships with Outsiders

Unity is friendly with all, except those that forbid them to preach or attack them on religious grounds. Unity permits a degree of violence when dealing with such hateful non-believers. Though the organization preaches a doctrine of togetherness and friendship, they have been known to initiate mob violence when their faith is threatened. Other cults such as the Children of the Apocalypse and the Techno-Reapers are viewed as potential threats. Any settlement that bans Unity from sending preachers and missionaries can find itself besieged by angry cult members and riots may follow.

The Unity cult has established a strong presence in the shanty town on the outer edge of Reno. The city itself is less accessible to the cult but Unity members are allowed to enter into inner Reno for the purpose of conducting business. These visits are used as a pretext for their street preaching and other outreach efforts.

Notable Personalities

Fifth: A beautiful and glamorous woman in her early thirties, Fifth is a model example of wholeness of non-unification, whatever that means. In any case, she has demonstrated a love of all mankind that is admired by all. A highly devoted follower of the Unity, Fifth is a woman whose only goal is to someday transcend oneness with the Union of Souls. She is the highest ranking Unity member next to Smiling Bob himself. No other 5th Degree cultists are active at the current time. There were only two other people to reach the 5th Degree, one is in a catatonic state and the other went crazy and blew his brains out with a shotgun.

Fifth was once an indentured servant slaving away in a Wasteland brothel. Her madam kept her tweaked out on drugs so she wouldn't complain or try to run away. A chance encounter with a Unity missionary convinced the woman who would later be known as Fifth to give up chemicals and run away from the brothel where she was forced to serve out her days. After arriving at Lake Tahoe, Fifth was overcome

by the power of the Well of Souls. Never before had she met people who were so selfless and caring. Never before had she felt so connected to others around her. The young woman began working night and day to earn enough coin to continue her education in the ways of Unity. As she came closer to the Union of Souls, Fifth was selected to go out into the Wastelands as a messenger of the light. This was a very productive mission for her as she spread the Unity message of love and togetherness with an unstoppable zeal. Eventually Fifth moved up the ranks to become Smiling Bob's right hand.

Smiling Bob: The leader of the Unity cult is an affable and good natured con man who only wants to milk the flock for whatever he can get them for. Because the members of Unity are caring and moral compared to many other Wastelanders, he considers that the good he has done equals out against his hypocrisy.

Smiling Bob selects only the most deluded and self-convincing people to move up the degrees of separation from others. The more coherent cultists he keeps around to perform tasks within the organization. People who have no particular talent are much more likely to receive a promotion than someone who is actually useful. Smiling Bob looks to make the more "connected" cultists out to be examples of what he wants from his followers. These people are friendly, happy, and clueless to what is really going on. They are eager to please the Wake and usually have a good deal of wealth.



The Vegas Mafia

The city of Vegas is a glittering Mecca of civilization surrounded by endless desert. People flock to this Wasteland paradise by the hundreds every year. Settlers and travelers come to Vegas for the excitement and glamour of this post-apocalyptic boomtown. For some, the city is a place to purchase supplies, rest for the night, or have a good time. For others, the Vegas Mafia represents a chance to move up in the world. By joining one of the mafia families, many people hope to move up the ranks of service and establish themselves within Vegas society. The dream of many is to become a Hitman or a Made Man, elite members of the establishment. A Made Man can't be harmed in any way without serious consequences, however a Hitman is a different story. By becoming "Made", a person achieves a level of respect and trust within the family that few can match. Money, power, fear, respect, all of it can be had for the taking as long as you stay on the good side of the five families.

The Vegas Mafia is the most prestigious and well known criminal organization in the Wastelands. The five families of the Vegas Mafia rule over the city like feudal lords. The city itself is constantly embroiled in the competition between the families. Various mob members run every aspect of Vegas, forming a de facto government that keeps the city under their control. The Mafia does not limit its activities to Vegas; the five families have expanded their influence to include rackets and criminal schemes in almost every big city in the Wastelands. Drugs, prostitution, weapons, gambling, the Vegas Mafia has its fingers in every vice imaginable. Gangs and crime bosses across the southwest Wastelands know about the Vegas mob and most of them have had to deal with the Mafia in one way or another.

Many commodities are bought and sold in Vegas but the most valuable asset is one that can't be traded for coin; respect. Respect and fear are the keys to social status in Vegas. Even a minor insult must be avenged or else you risk losing respect in the eyes of your peers. A mobster who isn't respected can't get anything done. Knowing how and when to show the proper respect is vital to surviving any interaction with the Vegas Mafia.

History of the Vegas Mafia

The city of Old Las Vegas was built by organized crime. Vegas was rebuilt from the ruins of this Sin City, as it was called. The infamous gangster "Bugsy" Segal built the first casino here in the middle of the twentieth century. The rise of the city as a gambling and tourist paradise led to an era where the big mobsters were making more money from legitimate businesses than they were from rackets. Of course Las Vegas was still a hot bed for criminals and hustlers of all kinds.

After the bombs hit, the city of Las Vegas was completely destroyed. However, in the areas around Vegas, Tahoe, and Reno there were survivors, including many casino bosses and retired gangsters from across the country who had settled in the area. Safe in their country estates, these powerful figures gave shelter to family members and associates during the Great War.

When scavengers began picking through the ruins of Las Vegas, the place became a Wasteland boomtown. The salvage teams didn't get much at first, but soon they stumbled upon vast amounts of steel coin as well as a ton of the paper junk. These finds drew the attention of scavengers and salvage teams from across the southwest. Merchants started using restored buildings to provide recreation for the salvage

crews and got rich from it. The mob families knew that the time had come to claim what was rightfully theirs. About a dozen crime syndicates from Old Nevada and the southwest came to stake a claim in Las Vegas. These warring factions slowly merged together under the leadership of the five most powerful families. The feuding between these factions was bloody and each family lost many of its relatives. A truce between the Irish factions led to a lessening of this violence and soon the truce spread to include all five factions. The heads of the families met to discuss the best ways to divide up their territories and interests. They also put together a plan that eventually led to the city of Vegas, a restored version of Old Vegas on the edge of the ruins. The Irish families, Sullivan and MacDuggin, were in charge of construction and security between them. They transformed Vegas from a Wasteland camp into a real city. The other factions, Khan, Gambini, and Bordello built the empires based on drugs and gambling.

The Mafia secured the ruins of Old Vegas for themselves. They established the basis of Vegas law and put the first enforcers to work on the streets. Vegas soon became known for its relative calm and luxurious surroundings. Even after the steel boom panned out, people continued to travel across the Wasteland to settle in Vegas by the drove. Travelers and passersby spread the word that Vegas was the place to go for a good time. The rest is history.

Organization and Leadership

The five families of the Vegas Mafia are responsible for running their own businesses within the city limits. The city itself is ruled by the Mafia as a whole, with each family placed in charge of specific domains. The Bordellos govern over financial transactions and entertainment. The Khans oversee the control of weapons and drugs. Ma Sullivan controls the slaves and indentured laborers that keep Vegas running. The Gambinis act as diplomats and purchasing agents who manage outside resources and relations with other Wasteland factions. The MacDuggins enforce the laws of Vegas and are also in charge of civil defense. This family has been given command over the legions of enforcers that are drawn from all of the families.

The Mafia is the de facto government of Vegas. Each family has the right to enact a set number of laws per month. Likewise each family has the right to veto one law that has been written by another family. This haphazard legal system leads to laws being changed at the whims of the bosses. No formal announcements are made when the laws change and nothing is written down.

News of a new law is spread strictly by word of mouth. Much of this confusion is intentional, designed to trick people into inadvertently breaking the law. Violators are punished by means of indentured servitude or outright enslavement. Since it is so hard to keep track of the rules in Vegas, the city never has to worry about running out of fresh bodies. There are also unspoken rules in Vegas, the kinds of things that can result in a severe beating or broken fingers if you are not careful.

Each family is headed by a leader and the leadership position is inherited from one generation to the next. Usually the head of a family appoints his chosen successor personally. The head of a family can always change his or her mind if someone fails in a task or otherwise earns the displeasure of the family. Keeping the matter of succession open is used as a tool by family heads who want to exert influence over their children and other relatives. The chosen successor is always a blood relative of the current head and must bear the family name. A Made Man can never become head of the family without the appropriate name.

The upper echelon of each family is comprised of a ruling caste that is recruited from the eldest and most reliable family members. Serving the

whims of the ruling caste are the crews; loose associations of mob members that run together in groups. Each crew is headed by a boss (usually a Made Man) and the rest of the crew is comprised of his close friends and relatives. Members of a crew run their own businesses and rackets and are free to do as they please as long as they give their fair share to the boss. Members of a crew can also be recruited from the street gangs and low level enforcers.

Below the crews are the street gangs that are themselves divided into various cliques and sets. Like the crews, gangs are free to run their own deals as long as a cut of the profits is forwarded to the appropriate crew. Membership in a street gang is the first step toward getting the attention of the Mafia crews. Street gangs recruit selectively and they have a nearly limitless pool of potential members. The city of Vegas is home to countless drifters, fortune seekers and disenfranchised youth. Many people head to the city with the express purpose of getting into the Vegas Mafia. A potential recruit has to do a lot to impress a gang boss or members of a clique if he wants to gain membership. Most gangs have their own unique initiation rituals that are designed to test a fledgling member's physical toughness, cold bloodedness, and loyalty.

This highly contentious system is rife with conflict. Competition between various crews, gangs, and sets can often turn deadly. Insults and misunderstandings between individuals can lead to shoot outs and back alley murders. The families are in constant competition with each other and their subordinates at the street level take their beefs very seriously. Battles over territory are quite common. Anyone who hasn't been "made" can become a victim of this gangland strife. Made men (and women) are generally safe from the bullets and blades of other crews or families. Any harm that comes to such a person leads to all out war with the injured mobster's entire family. Because the families want to maintain relative peace in Vegas, killing a made guy can result in having your own crew turn you over to the other side. Sometimes an "incident" can be settled with coin or favors if the perpetrator is an important member of one of the families.

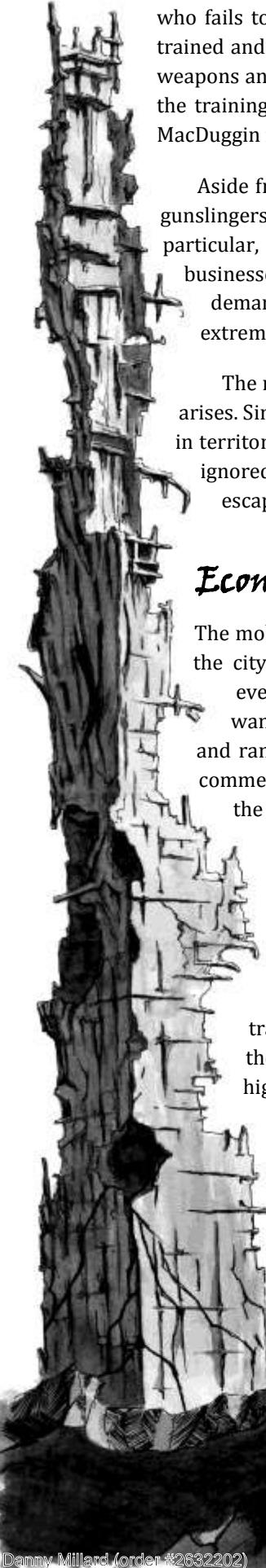
Territory

The Vegas Mafia controls the city of Vegas as well as the ruins of Old Vegas. These two territories are connected to each other, Vegas begins at the southern most edge of Old Vegas. This geographic arrangement allows the mob families to keep a firm hold on the ruins even as they enjoy the perks of Vegas life. The families guard the ruins of Old Vegas jealously and anyone caught trespassing in the ruins is shot on sight. Illegal salvage operations still take place in these ruins despite the large contingent of mob soldiers that are spread throughout the area.

Vegas itself occupies a little more than a square mile of territory in the southwest corner of the old city. This restored section centers around the new strip that features the city's biggest attractions. An eclectic mismatch of new and restored buildings spiral out from the strip, creating a maze of streets that overlap the ruins of Old Vegas.

Martial Capabilities

Each Mafia family employs hundreds of foot soldiers and armed gang members. Gang members enforce the law in Vegas and protect their turf, looking out mainly for themselves. The members of the mob armies increase their prestige and privileges based on loyal service. Disloyalty and lack of respect are punished harshly. Any soldier



who fails to keep a secret or follow orders is executed. Most of the rank and file mob soldiers are poorly trained and carry whatever equipment they can provide for themselves. More elite fighters are given better weapons and provided with access to training facilities. All of the families hire expert mercenaries to oversee the training of their best soldiers. The majority of the mob's soldiers are under the tacit command of the MacDuggin family and they spend their time manning outposts in the ruins of Old Vegas.

Aside from its large contingent of fighters, the city of Vegas is filled with mobsters, hit men, wandering gunslingers, survivalists, and other people who know their way around a weapon. The family heads, in particular, are known to keep small stashes of heavy weapons and advanced gear in their homes and businesses. Any and all of these people can be conscripted in the name of civil defense if the situation demands it. Even on their own, these troublesome types would make any sustained attack on Vegas extremely risky for the attacker.

The mob has enough coin to hire bounty hunters and hired guns from here until doomsday if the need arises. Simply fleeing the city does not put you out of the Mafia's reach. The five families have affiliate crews in territories across the southwest, especially along the trails to the LA Junkyard and Phoenix. These often ignored wise guys would jump at the chance to prove themselves by taking down someone who had escaped from the bosses in Vegas.

Economics

The mob makes its money the Vegas way. Each family owns and operates a number of businesses within the city and effectively control commerce within Vegas between them. The families are invested in everything from street level prostitution and drug sales to restaurants and casinos. Anything you want can be had in Vegas for a price. The golden rule in Vegas is to keep the visitors happy. Petty theft and random shoot outs tend to be strongly frowned upon because these activities tend to scare away commerce. Wasteland dwellers flock to Vegas to sample its many pleasures and without these tourists the city would shrivel and die.

Privately owned businesses are forced to charge a 10% "tax" on every product that they sell. This money is then forwarded to a collection agent for the appropriate family. Anyone suspected of skimming from the tax fund has their business looted and possibly burned to the ground. The perpetrator may find his or her self getting indentured until his debt is paid off.

Indentured servitude and slavery are the backbone of Vegas commerce. Not only is the slave trade itself a big draw, but slavery keeps the city running. Everything from the streets and signs to the electrical supply is maintained by work gangs that are manned by indentureds and slaves. These highly visible maintenance people are the lucky ones. Many slaves are worked to the point of death as they sort out the rubble of Old Vegas. Those that are on the brink of death are then sold cheap at the auction block, held three times a day, six days a week. Any unsold merchandise is disposed of at the end of the day, usually in an entertaining fashion. Hangings are popular but anything goes in Vegas. Some of these broken down people are dumped in pits to fight in savage gladiatorial battles for a few scraps of food. The winners are kept in cages like animals until they either get killed or turn completely feral. Female slaves are forced to serve as entertainers, servants, and prostitutes in the local "hospitality" industry. Indentured servants are sometimes used this way as well and mobsters like to force pretty women into these contracts in order to

pay off a debt, real, imagined, or someone else's. An indentured servant has to eat and may also be supporting a family, this leads to loans that further extend the term of service.

Relationships with Outsiders

The Mafia is on friendly terms with the Slavers Union, with whom they have a long standing agreement to purchase slaves, mostly *Ghūls* and other people with knowledge of technology. Union members have free access to the city of Vegas and frequently visit the city for recreation or to purchase supplies. Several gangs within the Slaver's Union have a permanent presence within the city. These Slavers act as sales agents for other Union members as well as actively scouting the city for potential victims.

NEMO is also a fairly close mob ally and they provide the families with most of their slaves. The majority of the prostitutes, brute laborers, and servants in Vegas were bought from NEMO raiders. The soldiers of the New Era are also joined with the Vegas Mafia in a combined effort to protect the Junkyard and its many treasures. Both of these organizations have sent troops to reinforce the Children of the Apocalypse.

The Vegas Mafia has gone through a lot of trouble to keep up a profitable relationship with the Children of the Apocalypse. While the family members may dismiss the Children as a whacked out cult, the continued expansion of Vegas requires a constant supply of building materials. Access to the Junkyard is vital to making sure that the city of Vegas gets the scrap that it needs. Useable materials from Old Vegas are in short supply, partially because so many structures were designed for flash rather than durability. The casinos in particular were transformed into unstable, partially collapsed masses of rubble that are hard to dig through without the use of heavy equipment. Even with a large slave labor pool, salvaging the ruins is difficult. Scrap haulers from the Junkyard can provide building supplies with much less effort.

The self-righteous Desert Rangers and the fascist Steel Disciples are a constant pain in the families' sides. While most of the trouble happens in the Wasteland, Old Vegas is just too close to Wendover for the families not to worry about the Steel Disciples. If the disciples decide to carry on with their new world talk then it's crazy not to take them seriously. An all out "liberation" of Vegas is not something the heads of the families will rule out.

A few citizens of Vegas are allowed to trade with the Tribal Nation, but they are the exception, not the rule. Many of these people have been captured by Slavers and too many of the slaves end up in Vegas. The Vegas Mafia is too close to both NEMO and the Slavers Union for the comfort of the Great Chief and his Ghostdancers, so they are kept at a safe distance.

Notable Personalities

The Farely Brothers: Well known arms merchants with extensive contacts in the Wastes, the Farely Brothers run the Armament Nation weapon shop in Vegas. The Brothers have managed to acquire contacts with many of the Wasteland's biggest arms dealers including the Children of the Apocalypse and the Techno-Reapers. These relationships allow the Farely Brothers to stock Armament Nation with a wide variety of hard to get weapons and related

military gear. Much of what the Brothers sell is brand new or expertly refurbished and the Farellys take pride in their reputation as providers of the best quality merchandise.

Lady Beatrice Page: The owner of Godiva's brothel is a fixture of Vegas society. Godiva's is a high class establishment that doubles as a luxury hotel, adult museum, and bathhouse. The women employed here are all professional "entertainers". These escorts are dilettantes, not slaves or indentured servants. Lady Beatrice and her ladies of the night offer a wide variety of services. They can lend a sympathetic ear to someone who just needs to talk, attend social functions and provide all of the more intimate services as well. The employees of Godiva's are sworn to secrecy and will not reveal the names of their clients to anyone. Mafia secrets are safe within the walls of the brothel.

Though her establishment is not connected to any of the five families, Lady Beatrice enjoys the same level of respect that would be shown to a Made Man or similarly prestigious individual. Half of the mercs and hit men in Vegas are in love with one or more of Lady Beatrice's girls and no small measure of bosses and family members either. Lady Beatrice herself is rumored to entertain a few powerful older "gentlemen" from time to time. Woe be it to anyone who does something to offend Godiva's brothel or its employees. The respect the house madam receives in Vegas circles is enough to guarantee that the local goon squads look out for the brothel. Lady Beatrice herself does not employ any hired muscle and she prefers that customers not bear their weapons openly in her presence.

Beatrice Page grew up on a bovine ranch in Texas, the only daughter of a dirt poor widower. Her only wish growing up was to escape both the tedium and the smell of her father's ranch. As a young woman, Beatrice dreamed of becoming one of the fancy ladies that she saw passing along the roads on horse-drawn carriages. Running away at seventeen, young Beatrice found herself hungry and alone in the shanty town outside Reno. She desperately wanted inside those walls and she worked her way up from a common street walker to a high dollar madam in a matter of a few years. The cathouse she established in Reno was never satisfying to Beatrice Page. When she heard about the Vegas boom and the rise of the casinos and resorts, she wasted no time in creating the persona of "Lady Beatrice" and setting up Godiva's.

The Vegas Families

The Khans

The Khan family is the biggest drug syndicate in Vegas, perhaps the richest cartel in all the southwest Wastelands. With all that money inevitably comes power, prestige, and danger. The family fights desperately to erase any competition that might take away some of what they have. The Khans are not about to let some Johnny-come-lately move in on their turf. Quite the opposite, for the family plans to expand their chemical empire far beyond the Vegas strip.

Organization and Leadership

Vermillion Khan is the head of the family and he manages operations indirectly, giving orders through captains and lieutenants who manage the various aspects of production and distribution. Some bosses run the drug labs, some manage buys from outside suppliers and some sell the goods to the various drug gangs and street hustlers of Vegas. Vermillion's brother Rojo is in charge of enforcement and collections and Rojo pays the salaries of the family's elite enforcers.

Vermillion's son Jedda is his second in command and heir apparent. Jedda keeps an eye on the bosses and crews to make sure that nothing goes missing. He is learning the ropes of the business while at the same time teaching the crews to fear and respect him. Something of a loose cannon, Jedda has been known to settle matters personally, taking a small posse of friends to shoot it up with anyone that dares to defy him.

The History of the Khan Family

Vermillion Khan came to Vegas with a briefcase full of pills and a dream. He quickly moved up in the game of Vegas drug dealing during the wild and chaotic days of the Vegas boom. His drug contacts in other territories enabled Vermillion's crew to undercut the prices of every other supplier in town. By strictly controlling prices and supply, Vermillion was able to run other drug dealers out of business. Khan became famous for the strong-arm tactics he employed against rival cartels and street dealers who refused to buy his product. It was not long before Khan was the kingpin of the Vegas drug market, incorporating rival families into his supply network.

With his empire on the rise, Vermillion invited other members of the Khan family to come to Vegas and grab their own piece of the pie. He mentored a seemingly endless chain of nephews and cousins, setting his junior relatives up as bosses of their own drug operations. This investment paid off as the Khan family business expanded faster than anyone could have ever expected. The money and reputation of the Khan cartel allowed them to attract the best hired guns and enforcers in the business and an ever-growing legion of street gangs struggled to get the cartel's attention.

Territory

The Khan family runs the bars and drug operations throughout Vegas and other Wasteland locales near Vegas, like the Fork and Pork Roadhouse on the trade route to the Junkyard. Many of the family's drinking establishments also offer various sorts of entertainment, from gambling to pit-fights and sometimes even prostitution. Khan's drug dealers operate on the streets as pushers in Vegas as well as the Junkyard and Outer Reno.

Martial Capabilities

The family keeps a small retinue of elite foot soldiers who are equipped with the best guns in Vegas. These loyal servants of the Khan family guard the drug labs and provide security for major transactions with Wasteland suppliers. This elite crew is comprised of professional enforcers and debt collectors who make drug dealers and gunrunners quake in their boots.

Like many of the other families, the Khans keep a few defectors from the Mutant Army around as security or bodyguards. These Trans-Genetic Mutant enforcers have been placed in charge of protecting the Khan's private residences and businesses. The Trans-Gens are backed up by about a dozen mob soldiers as well as various armed relatives of the Khan family.

The Khans have business relationships with major drug dealers and weapon suppliers in Vegas as well as the Wastelands. They are in the position to have someone taken out by simply asking a favor. Drugs make the Wasteland go 'round and the Khans can bribe their way past almost anyone's security to get at a target. Bounty hunters and renegade lawmen can be persuaded to go after an enemy who tries to flee into the Wastelands.

Economics

The Khans make their living as the biggest drug cartel in Vegas. They control all of the city's drug labs and run a majority of the drug import business. About 60% of the chemicals that hit the streets of Vegas have passed through the hands of someone in the Khan family cartel before being sold to the street gangs and drug dealers. The family prides itself on the purity of its product and drugs with the Khan family stamp are in high demand in the Wastes.

The Khans also own bars, liquor stores, tobacco importers and other specialty businesses. The five families have placed the Khans in charge of gun control in Vegas, so all weapons dealers in Vegas have to pay a tax to the Khan family. A few members of the cartel dabble in weapon sales directly; mostly cheap guns that are sold to the street gangs and low level mob soldiers.

Notable Personalities

Vermillion Khan: The leader of the Khan family cartel and the most powerful drug lord in the southwest. He is a man who takes this responsibility seriously and he is proud of what he has accomplished. Vermillion Khan forged his syndicate out of pure willpower, driving out any drug dealer who refused to buy from him. Rival suppliers were dealt with in a calculated and cold blooded manner, earning

Vermillion a reputation for striking out suddenly and without warning. The old man is much tamer now that he has lived the soft life for a while. A father and grandfather, Vermillion gives generously to local charities and strictly enforces age limits on his products. Anyone caught selling drugs to a minor (12 years old or younger) in Vegas is brutally dealt with.

The Sullivan Family

The Sullivan family is the heart of Vegas life for they control the massive army of slaves that keeps the city running smoothly and looking nice. All of the city's basic needs are provided by the Sullivan family and their myriad of slave-based industries. If you need something done in Vegas then you had better contact the Sullivans. The family has a strangle hold on the electricity, water, trash disposal, and construction services in Vegas.

Organization and Leadership

The Sullivan family is headed by Ma Sullivan who delegates her various duties to her four sons. "Ma's Family", as the syndicate is sometimes called, will not move a finger without direct orders from one of the boys. Multitudes of extended family members run the Sullivan businesses and contribute to the effort to guard the slave pits and the ruins. The syndicate has a top heavy leadership structure and Ma personally consults with her sons and other family members of the details of day to day operations. Family meetings happen frequently and the ones that don't degenerate into drunken parties are dominated by Ma and her boys.

The History of the Sullivan Family

Ma Sullivan came to Vegas with a small salvage crew and four juvenile delinquents in tow. Her iron edged personality and cut throat business tactics made her the top scavenger in Old Vegas, pushing out the independents and taking the territory for herself. The end of the coin rush meant that the Sullivan crew needed a new money maker and fast. Ma Sullivan made the decision to focus on controlling the city's industries, strong arming her way toward complete control of the Vegas economy. Legitimate merchants and crew didn't stand a chance against Ma and her boys. With complete control of the city's power, water, and machinery, the only thing that stood in Ma's way was the constant fighting between the various cartels in Vegas. It was Ma Sullivan that initiated the peace deal

with Killigan MacDuggin, the truce that eventually expanded to include all five of Vegas' mob families.

Territory

The Sullivan family runs the middle of the strip where much of the day to day commerce occurs. They also guard the ruins of Old Vegas in conjunction with the MacDuggins. The Sullivan family keeps watch over the Slave Pit as well as the power station, water pumps, and other important sites. They also keep an eye on the businesses that pay them taxes, making sure that no one causes trouble for their cash cows.

Martial Capabilities

You can't throw a rock in Vegas without hitting someone who works for the Sullivans. The family's enforcers are conscripted out of a pool of indentured servants and troublemakers who are desperate to avoid the Slave Pit. They also contribute large numbers of soldiers to the civil defense force run by the MacDuggin family. The Sullivan family soldiers are a tough bunch. They do not possess the best training or equipment but they make up for it through numbers and sheer meanness. Most of the professional soldiers are passionately loyal to the family while the street level enforcers are disgruntled and bitter about their fates.

The Sullivans keep a large number of hired guns and street punks on retainer in case someone needs taken care of. Every day people can be called on to take up clubs and knives for the Sullivans if it erases a debt or gets someone off the hook for breaking the law. The family also keeps a few *Ghüls* around to consult with on repairs to their facilities as well as dumb Trans-Genetic Mutant slaves used as heavy labor.

Economics

Ma Sullivan and her boys make their money from sweat shops and work gangs. Their slaves and indentured servants keep Vegas running. If you want electricity, garbage collection, or building maintenance then you pay the Sullivans. Attempting to hire workers that aren't owned by the Sullivan family is dangerous to your health. Every repair station and scrap yard in the Vegas area pays taxes to Ma Sullivan. Ma Sullivan also manages the large slave labor pool that works the ruins of Old Vegas and that enterprise keeps her boys supplied with small finds of coin and barter.

Various members of the Sullivan family dabble in other enterprises that are not directly related to managing their slaves and workers. Some crews associated with the family moonlight as Wasteland raiders. Others run murder-for-hire schemes or loan sharking rackets.

Notable Personalities

Ma Sullivan: The leader of the Sullivan family is literally a slave driver. Ma Sullivan won the war for control of Vegas' utilities and construction contracts. Desperate for cheap labor, the Sullivan matriarch turned to the Slavers Union for the muscle she needed. Even this was more expensive than Ma could afford so she began the city's policy of enslaving all lawbreakers. Her loan sharking business forced the majority of her paid laborers into indentured servitude and Ma reaped the profit of their sweat. Her ruthless control over the work gangs ensures that Vegas stays brightly lit and air-conditioned. Ma Sullivan likes to brag that she is Vegas. Forget the Bordello casino, without her labor force the city couldn't put on a lizard roast.

The MacDuggin Family

The security and stability of Vegas is in the hands of the MacDuggin family. This brood of leg breakers and hired guns are the law in the city of Vegas. The family is charged with security and order in the boomtown and the ruins as well. Closely allied with the Sullivans, the MacDuggin family gets paid to keep the ruins of Old Vegas and the Slave Pit secure.

The History of the MacDuggin Family

Killigan MacDuggin came to Vegas with his brothers to establish a criminal enterprise. Their business interests included drugs, prostitution, and other rackets but what they became famous for was murder and mayhem. Ma Sullivan recognized the potential of the MacDuggin crew and hired Killigan's enforcers to do much of her dirty work. This working relationship stemmed from the truce that the Irish gangs declared with each other. Rather than fight for a share of the city's markets, the MacDuggin brothers became rented muscle for the more successful gangs. Killigan himself organized the first street patrols and military outposts in Vegas. When the truce came to the city, it was the Killigan family that was called upon to protect that peace.

Organization and Leadership

The top of the family hierarchy is Killigan MacDuggin and his brothers. The brothers serve as an advisory council for their elder sibling and each brother commands his own unit of elite soldiers. Below this level there are myriad gang bosses, mercenaries, and distant relatives who run the street patrols and oversee the Vegas Ruin outposts. Hundreds of foot soldiers answer to the "officers" appointed by Killigan and his brothers. The operational structure employed by the family is much better organized than a typical gang but not yet as efficient as a true military force.

Territory

The MacDuggin family guards the ruins of Old Vegas and patrols the streets of the restored boomtown. Their soldiers are legally allowed to go anywhere in Vegas except the private residences of a Made Man and Mafia Family personal holdings and businesses. The Wastelands immediately surrounding Vegas are also under the watchful eye of Vegas' security enforcers.

Martial Capabilities

The MacDuggin family commands the civil defense force that is comprised of enforcers and mob soldiers from all of the Vegas families. The family members serve as the officers of this force and each one is given a number of troops to command. The ruins of Old Vegas are littered with checkpoints manned by the Mafia's soldiers. The MacDuggins work closely with soldiers from the Sullivan family when guarding the ruins and between the two they have hundreds of fighters in Old Vegas.

This family is also in charge of maintaining basic law and order on the streets of Vegas. Street patrols guard the businesses and tourist traps and bust heads whenever someone gets out of hand. Anyone who doesn't toe the line in Vegas gets snagged by the MacDuggin's security enforcers and tossed in the infamous Slave Pit, hidden in the ruins of Vegas. Hundreds of gang members and wiseguys work for the MacDuggins as security enforcers. The skill and resources of these groups varies widely.

The toughest gangs in Vegas fight each other for a chance to get noticed by the MacDuggin family and this means that the family can recruit the very best soldiers and enforcers for their crews. In times of slow recruiting, the family turns to

press-ganging visitors into their personal army.

Economics

The MacDuggins are essentially hired guns for the rest of the Vegas families. The MacDuggins are in charge of putting enforcers on the street to maintain basic law and order. They are also responsible for commanding a civil defense that protects the ruins of Old Vegas. The various crews of the MacDuggin family get paid stipends and retainers for their security services. Some family members moonlight as bouncers, hired killers, and Wasteland bounty hunters.

Their position as street enforcers gives the gang members and wiseguys associated with the MacDuggin family plenty of chances to abuse their authority. Shake downs, bribes, and robberies are common but the family is smart enough to target independent criminals and Wastelanders who can't cause trouble. Putting the arm on someone who is connected with one of the other families can be more trouble than it's worth.

The MacDuggin family runs the Wasteland's most famous boxing gym, the Punch-Out Gym. They run the biggest fights in the southwest and everyone in Vegas scrambles for a seat. They also generate a good gambling income from the fights.

Notable Personalities

Killigan "Red" MacDuggin: The leader of the MacDuggin clan is a tough as nails street fighter and hired gun from days past. His reputation as a murderer and extortionist far exceeded any mention he earned as a crime boss. When the Vegas families declared truce, Killigan was tapped to lead the security apparatus in Vegas. The rough and ready Killigan eagerly undertook the transformation from petty crook to mercenary general.

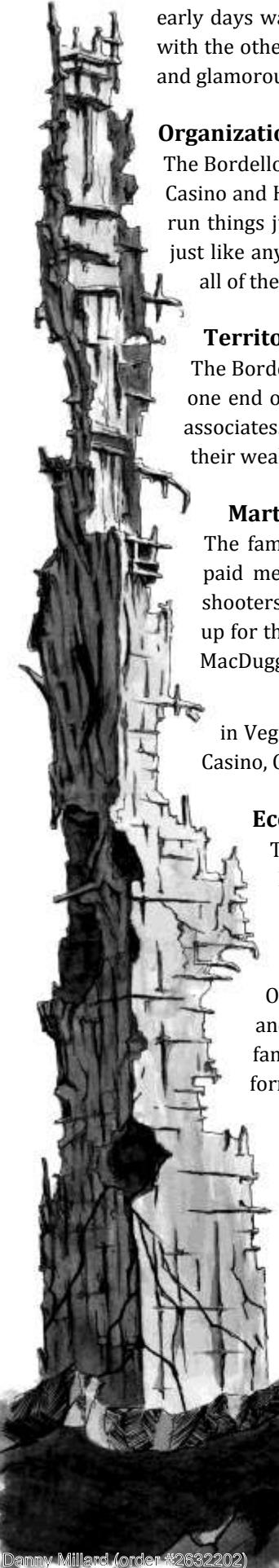
Unflinchingly loyal to his brothers and cousins, Killigan MacDuggin has no mercy for anyone who threatens his kin from within or without. Famous for his violent temper, Killigan has personally murdered dozens of men during his long and bloody career, along with a few family members. Few would recognize the brutal MacDuggin patriarch when he is surrounded by close friends and family. The gentle father of three leaves his psychotic killer persona at the door when he comes home at night. Killigan refuses to be disturbed with business while relaxing at his personal residence.

The Bordello Family

The Bordello family is what makes Vegas glitter. This syndicate runs the biggest casino in town and they completely dominate the world of high finance in the city. Entertainment, slavery, and banking keep this family in the lap of luxury. The Bordello brand name is famous across the Wasteland and the Big Bordello's Casino and Hostel is the number one draw in Vegas. People travel for hundreds of miles to try their luck at the gaming tables or simply bask in the pre-Exodus luxury of the casino.

The History of the Bordello Family

The Bordello family made their fortune in the hotel and casino business. After the bombs fell, the family was well protected in their desert estate. The Bordello clan was one of the first gangs to set up shop in the restored section of Vegas and the very first to offer a casino to the scavengers and Wasteland travelers in the boomtown days. As the city grew the Bordello family poured more and more resources into restoring their businesses to pre-war opulence and grandeur. The constant gang warfare of the



early days was a drag on all of the Bordello family's businesses and they were eager to agree to truce talks with the other families. Peace brought prosperity with it and now the Bordello family is the most prestigious and glamorous syndicate in Vegas.

Organization and Leadership

The Bordello family owns controlling interest in a large number of businesses, particularly the Big Bordello's Casino and Hostel which is their core industry. The casino has an advisory board and management staff that run things just like any other business. Other economic entities are likewise run in a professional manner just like any legitimate corporation. Anthony "Big Tony" Bordello is the undisputed head of the family and all of the business heads bow to his wishes even if he is not personally invested in their business.

Territory

The Bordello family runs the Big Bordello's Casino and Hostel as well as a cluster of satellite businesses at one end of the strip. The family is involved with occasional turf disputes with the Khan family and their associates. Competition between the varied businesses of Vegas is non-stop and the Bordello family uses their wealth and financial skill to take over other outfits and expand their sphere of influence.

Martial Capabilities

The family employs a formidable team of educated Trans-Genetic Mutant security guards and highly paid mercenaries. The Bordello clan's various business interests are protected by these high dollar shooters twenty-four hours a day. Various family members and associates of the Bordellos serve as back up for the enforcers and security personnel. The family likes to handle things quietly and will call in the MacDuggins if it gives them a chance to keep their own hands clean.

The Bordello family has obtained the services of more Trans-Gen Mutants than any other family in Vegas. These deserters from the Mutant Army are treated well and taken care of by the family. The Casino, Culture Club, and private homes of family members are guarded by these loyal guards.

Economics

The Bordellos are a casino family through and through. They operate Bordello's Casino and Hostel, an establishment that caters to the needs of Wasteland drifters and high stakes gamblers.

The Casino and hostel is the family's prime money maker and most prized possession. They also run a high class bar called the Culture Club. The club is neutral territory for all gangs and families and the VIP section is used for high powered meetings between the family heads.

Other business interests include entertainment facilities of all kinds, strip clubs, movie theatres, and pawnshops. The Bordello family is heavily involved in both loan sharking and slavery. The family owns a pornography studio and they produce dozen of high quality videos in a variety of formats.

Notable Personalities

Anthony "Big Tony" Bordello: The leader of the Bordello family is an affable businessman who dislikes violence and rarely even carries a gun. He likes to pretend that he is simply a legitimate entrepreneur who is merely trying to bring a little style and fun into a world of drab misery. The stylish Tony Bordello spends more time socializing with friends and family than he does tending to his businesses, which he knows are well managed.

The Gambini Family

The infamous Gambini family has been involved in Las Vegas crime since the city's heyday nearly one hundred years ago. The Gambini clan is an old fashioned Mafia family with old fashioned values. They hold themselves to a complicated code of respect and honor that is difficult for outsiders to understand. The Gambinis are a clan of ruthless cutthroats who let no insult go unpunished.

The History of the Gambini Family

The Gambini family was one of the original crime syndicates in Las Vegas in the time before the Exodus. Returning to reclaim the city from the ruins was a natural step for the Gambini clan. Because the family had taken over a multitude of businesses across Nevada, they were in the perfect position to set up shop supplying the salvage crews with everything they needed. It was the Gambinis that first established trade with the Children of the Apocalypse and began bringing in supplies from the Junkyard. Violent competition with other crews and factions sent the Gambini family into a self-destructive rampage that nearly tore Vegas apart.

When the Gambinis finally agreed to the truce with the other families, their cooperation came with a price. In exchange for an end to the bloodshed, the Gambini family businesses were granted exclusive rights to handle external trade and contact with other Wasteland settlements. This arrangement is quite profitable for the family but it still has not erased the Gambini's lust for vendetta.

Organization and Leadership

The Gambini family is run by Michael Gambini and his cousin Vinny equally. The Gambini hierarchy is determined by birth and various blood relatives hold the positions of highest authority. More distant cousins and associates are left to run the families multitude of small businesses. The Gambini family has a much looser organization than the other families. The different crews that answer to Michael or Vinny Gambini often follow their own whims and chase their own schemes.

Territory

The Gambini family runs a bunch of shops and warehouses on the outskirts of Vegas. They also operate an eclectic assortment of businesses both on and off of the strip. Competition with the Bordello family has caused the Gambinis to aggressively promote their casino and attempt to take customers away from the Big Bordello.

Martial Capabilities

The family keeps a small crew of loyal soldiers close by at all times. Every member of the Gambini crew is always armed and ready for a fight. The violent history of the Gambini family makes most people think before crossing them. The Gambinis have extensive contracts with hired killers and assorted scumbags who can make life miserable for anyone that tries to run from them.

Economics

The Gambinis make their living through a wide range of business interests. They are primarily tasked with running Vegas' import industries and their warehouses keep the city supplies with food, spare parts, and building materials. The family also provides rare items to wealthy buyers across the Wastelands. The Gambinis operate the smaller of the city's two casinos, the Royale. Many of the liquor stores, hotels, and other shops in Vegas pay their taxes to the Gambini family. Various members of the Gambini clan dabble in business interests ranging from street level prostitution, to drugs, to loan sharking and slavery.

The Gambini family has found that opportunities to expand in Vegas are rather limited by competition from other families. This has lead some within the syndicate to focus on taking over territory in the Wastelands and establishing new crews in various big cities across the southwest.

Notable Personalities

Michael Gambini: This leader of the Gambini family believes in honor and duty above all else. For Michael Gambini this means that he is ever protective of his family and associates. It also means that any perceived disrespect toward him results in bloodshed. Michael was the last of the family heads to sign the truce agreement and many fear that he will be the first to break it.

"Cousin Vinny" Gambini: This leader of the Gambini family is a charismatic, ruthless killer and the faceman for the Gambini family. Cousin Vinny is the spokesman for the Gambini's, dealing mostly with outside business contacts in the Wasteland while Michael deals with the family in Vegas.

Advanced Class for the Vegas Mafia

The following advanced class is designed specifically for characters who are members of the Vegas Mafia. The Hitman class requires that a character come from a criminal background. No one without serious street cred should even apply.

Bodyguard

A Bodyguard serves as a protector for an individual, and sometimes moonlights as a bouncer. The Bodyguard's job is to protect his assigned individual from damage and threats, with his life if necessary. A Vegas Bodyguard generally deals with riff-raff like druggies and drunks, but on occasion must defend his charge from other families. While Bodyguards can be found throughout the Wasteland, Vegas contains more Bodyguards by far than any other settlement in the southwest.



Requirements

To qualify to become a Bodyguard, a character must fulfill the following criteria.

Base Attack Bonus: +3

Skills: Intimidate 8 ranks.

Feats: (must have two of the following): Brawl, Combat Martial Arts, Endurance, Improved Brawl, Improved Combat Martial Arts, Improved Damage Threshold, Knockout Punch, or Power Attack.

Class Information

The following information pertains to the Bodyguard advanced class.

Hit Die

The Bodyguard gains 1d10 hit points per level. The character's Constitution modifier applies.

Karma Points

The Bodyguard receives 3 Karma Points plus $\frac{1}{2}$ of his character level (round down) upon attaining a new level in this class.

Bodyguard						Special
Level	BAB	Fort	Ref	Will	Defense Bonus	
1 st	+1	+1	+1	+0	+1	Defense Cover, Defensive Stance
2 nd	+2	+2	+2	+0	+2	Uncanny Dodge X
3 rd	+3	+2	+2	+1	+2	Defense Cover, Take it Like a Man
4 th	+4	+2	+2	+1	+3	Uncanny Dodge X
5 th	+5	+3	+3	+1	+3	Defense Cover, Sacrifice

Class Skills

The Bodyguard's class skills are as follows: Climb (Str), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (street, tactics, and underworld) (Int), Listen (Wis), Profession (bodyguard and bouncer) (Wis), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following features pertain to the Bodyguard advanced class.

Defensive Cover

As an immediate action, once per round, the Bodyguard may make a 5-foot step to provide cover to his charge or an ally against a ranged attack. If the Bodyguard's charge is threatened in a melee combat, the Bodyguard can move adjacent to both the threatening opponent and his charge, providing a +2 Defense bonus to his charge's Defense. At 3rd level, the Bodyguard may move up to 10 feet to protect his charge. At 5th level, the Bodyguard may move up to 15 feet to protect his charge.

Defensive Stance

As a move action, the Bodyguard can take a defensive stance. The Bodyguard gains a +4 competence bonus against Bullrush, Disarm, and Trip attempts.

Uncanny Dodge X

At 2nd level, the Bodyguard gains Uncanny Dodge 1 as a bonus Talent, even if he does not meet the requirements for the Talent. If the Bodyguard already has Uncanny Dodge 1, he instead gains Uncanny Dodge 2. If the Bodyguard already has Uncanny Dodge 2, he instead gains a bonus Talent from the Deception or Defensive Talent tree (he must meet the requirement of the bonus Talent). At 4th level, the Bodyguard gains Uncanny Dodge 2 or a bonus Talent (as above) if he already has Uncanny Dodge 2.

Take it like a Man

A Bodyguard knows how to take a beating as well as give one. At the start of his turn, the Bodyguard may either choose to deal bonus damage equal to his Bodyguard level on all melee attacks during his actions, or gain PDR equal to his Bodyguard level against attacks that last one round. This PDR bonus stacks with armor and the Damage Reduction Talents.

Sacrifice

A Bodyguard is charged to protect an individual's life, sometimes with his own life. If the Bodyguard's charge is targeted and hit with an attack, the Bodyguard may place his life in the line of fire, through the use of Defensive Cover, before the damage is rolled. Regardless of his Defensive, the Bodyguard takes the damage instead of his charge.

Drug Dealer

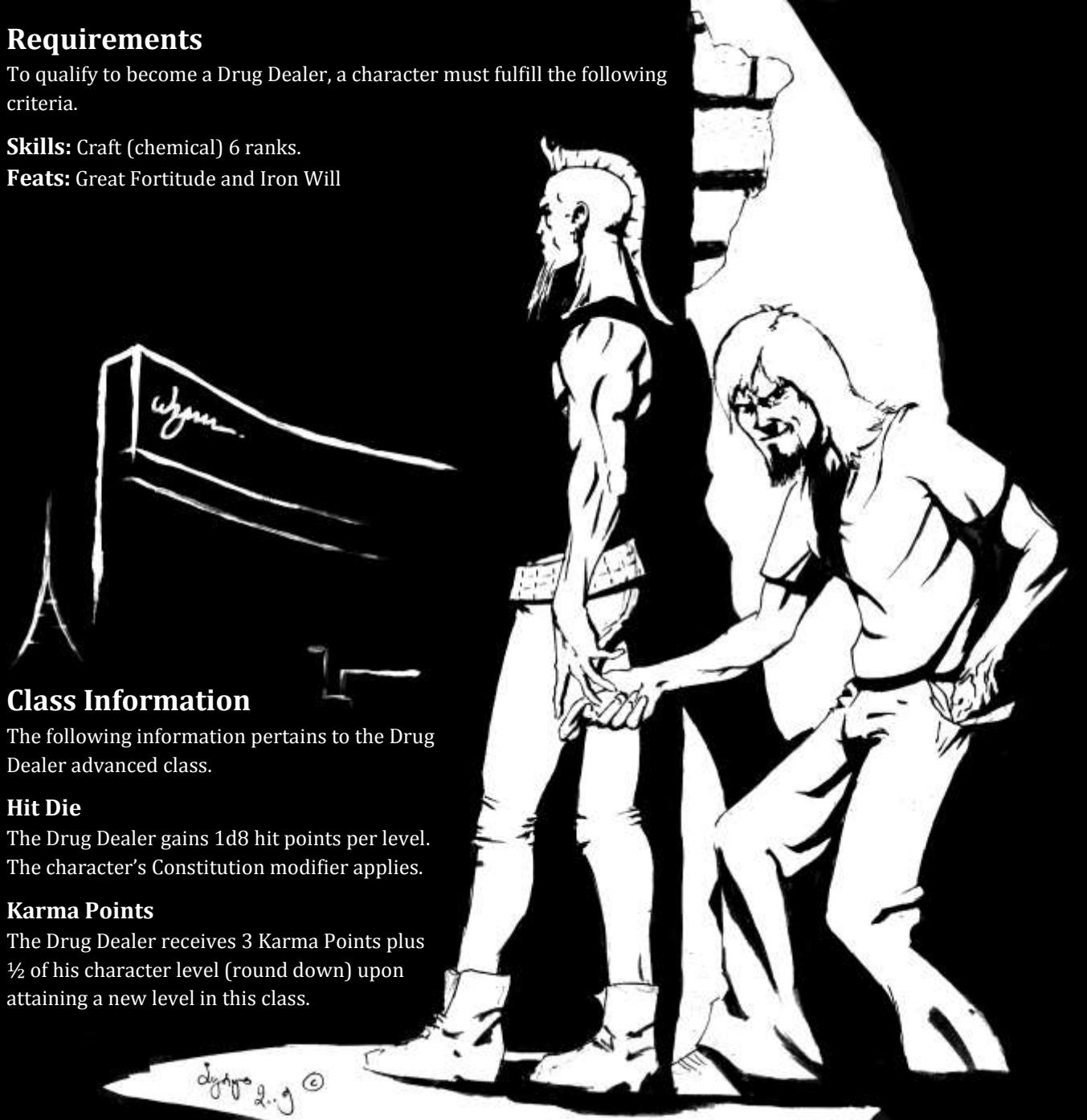
The Drug Dealer is the proverbial "Pusher Man" that was idolized from the days of the Hippie to the Exodus. A Drug Dealer takes on many rolls from acquiring chemicals, brokering deals, and collections as well as testing new type of drugs and markets to sell drugs in. In Vegas, most Drug Dealers work for the Khan Family.

Requirements

To qualify to become a Drug Dealer, a character must fulfill the following criteria.

Skills: Craft (chemical) 6 ranks.

Feats: Great Fortitude and Iron Will



Class Information

The following information pertains to the Drug Dealer advanced class.

Hit Die

The Drug Dealer gains 1d8 hit points per level. The character's Constitution modifier applies.

Karma Points

The Drug Dealer receives 3 Karma Points plus $\frac{1}{2}$ of his character level (round down) upon attaining a new level in this class.

Class Skills

The Drug Dealer's class skills are as follows: Barter (Cha), Bluff (Cha), Craft (chemical), Gamble (Wis), Intimidate (Cha), Knowledge (medicine, street, and underworld) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Drug Dealer						
Level	BAB	Fort	Ref	Will	Defense Bonus	Special
1 st	+0	+1	+0	+1	+1	Chem Resilience, Union Local
2 nd	+1	+2	+0	+2	+2	Collections
3 rd	+2	+2	+1	+2	+2	Chem Resilience, Let's Make a Deal
4 th	+3	+2	+1	+2	+3	Collections
5 th	+3	+3	+1	+3	+3	Chem Lab, Chem Resilience

Class Features

The following features pertain to the Drug Dealer advanced class.

Chem Resilience

From sampling his own chemicals, the Drug Dealer has built up a resistance to Chemical Addiction. At 1st level, the Dealer's Chemical Addiction chance is reduced by 5%. At 3rd level, his chance is reduced by an additional 5% (10%). At 5th level, his chance is reduced by an additional 5% (15%). Additionally, if the Dealer becomes addicted to a chemical or drug, the Fortitude Save to beat the addiction is reduced by 5 points. At 3rd level, the addiction save is reduced by 10 and at 5th level by 15.

Union Local

Drug Dealers belong to a Union that provides them with locales to sell their wares, temporary and permanent suppliers, and full backing from the union. Should a Drug Dealer get into trouble, he may call upon his Union to aid him in the task. The Dealer must be in a settlement that has drug dealers in order to call upon a Union for help.

By spending a Karma Point, a Union Representative may call upon the Union for aid in any social situation requiring a Diplomacy skill check. The Union Rep adds a +8 competence bonus to the Drug Dealer's Diplomacy skill check.

Alternately, the Drug Dealer may call upon the Union for aid in martial matters. By spending a Karma Point, the Dealer may summon four Union Enforcers to aid in the martial task. These enforcers use the statistic block in the sidebar.

Collections

When a Dealer has been on the streets pushing his wares, he picks up some trusted (and not so trusted) helpers to aid in his sales to the masses. The Drug Dealer earns 250 times his Drug Dealer level in steel coins per week in collections from his Network of helpers. At 4th level, the Drug Dealer networking influence doubles, earning him 500 times his Drug Dealer level in steel coins per week in collections.

Union Enforcers (4)

Aggressive 2; Medium Human; HD 2d10+4; hp 15; Mas 15; Init +0; Spd 30 ft.; Defense 14, touch 12, flat-footed 12 (+2 Def, +2 Dex); BAB +2; Grap +5; Atk Bat +5 melee (1d6+6) or bottle +4 ranged (1d3+3); SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 15, Int 10, Wis 10, Cha 8.

Background: Union Worker Local 101

Occupation: Union Worker

Feats: Archaic Weapon Proficiency, Brawl, Personal Firearm Proficiency, Power Attack, Simple Weapon Proficiency.

Languages: English.

Skills: Intimidate +3, Listen +2, Profession (union) +2, Spot +2.

Traits: Bruiser

Talents: Melee Smash

Equipment: Baseball Bat, Beer (2), Meat Jerky (2), Water Bottle.

Let's Make a Deal

A Drug Dealer is connected with a supplier and can purchase chemicals or drugs in any large settlement in bulk at a 50% discount. The Dealer must buy at least 10 chemicals from his supplier or supplier's distributor in order to receive this discount.

Chem Lab

All Drug Dealers eventually are gifted with a chemical lab by their employer or partners. The Drug Dealer gains a permanent Chemical Lab at a safehouse known only to him and his employer or partners. The Chemical Lab is always stocked with the components of common street drugs. In addition, the Drug Dealer gains a portable Chemical Lab as detailed in the EXS, for use on business trips.

Enforcer

An Enforcer is plain and simple hired muscle used as a goon for gangs and other corrupt organization. Enforcers enforce all types of tasks, from collections to intimidation. In Vegas, Enforcers are mainly used as a competitive business edge in the Protection Racket and Debt Collection.

Requirements

To qualify to become an Enforcer, a character must fulfill the following criteria.

Ability: Str 15+

Base Attack Bonus: +2

Skills: Intimidate 6 ranks.

Feats: Improved Grapple

Class Information

The following information pertains to the Enforcer advanced class.

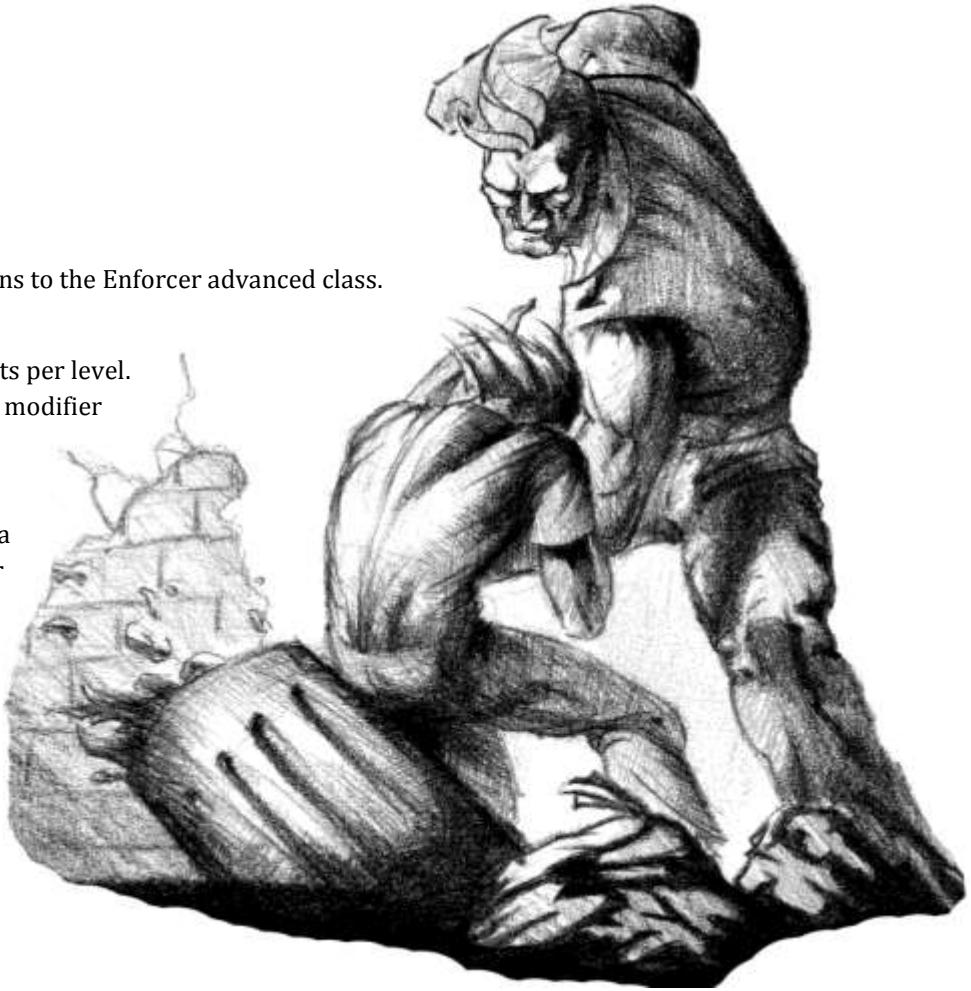
Hit Die

The Enforcer gains 1d10 hit points per level.

The character's Constitution modifier applies.

Karma Points

The Enforcer receives 3 Karma Points plus $\frac{1}{2}$ of his character level (round down) upon attaining a new level in this class.



Class Skills

The Enforcer's class skills are as follows: Climb (Str), Bluff (Cha), Gamble (Wis), Intimidate (Cha), Jump (Str), Knowledge (street or underworld) (Int), Search (Int), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Enforcer						Defense Bonus	Special
Level	BAB	Fort	Ref	Will			
1 st	+1	+2	+0	+0	+1	+1	Grease Lightning, Strong Arm
2 nd	+2	+3	+0	+0	+1	+1	Bonus Feat, Iron Grip
3 rd	+3	+3	+1	+1	+2	+2	Take it Like a Man
4 th	+4	+4	+1	+1	+2	+2	Bonus Feat, Beatdown
5 th	+5	+4	+1	+1	+3	+3	Takedown

Class Features

The following features pertain to the Enforcer advanced class.

Grease Lightning

The Enforcer gains +10 Speed to his movement while wearing lighter or no armor. Additionally, the Enforcer gains the Run feat as a bonus feat.

Strong Arm

The Strong Arm is an intimidation technique perfected in the 90's by Robert Dole. Strong Arming someone involves a simple show of dominance using a non-threatening item, such as holding an ink pen, while Intimidating an opponent through the force of Strength. When using the Strong Arm tactic, the Enforcer gains a tactical bonus to his Intimidation skill checks equal to his Enforcer level and may use his Strength or Charisma modifier (whichever is higher).

Bonus Feats

At 2nd and 4th level, the Enforcer gains a bonus feat to select. This feat may be selected as desired from Chapter 2 or the EXS, since Enforcers have diverse combat and skill sets. The character must meet all prerequisites of the feat in order to select it.

Iron Grip

Escaping from the hold of an Enforcer can prove difficult, as the Enforcer has developed a vice-like grip through grabbing deadbeats attempting to flee. The Enforcer gains a +2 tactical bonus to initiate Grapple checks and a +4 tactical bonus to Grapple skill checks while within a Grapple.

Beatdown

An Enforcer is a master of unarmed and melee combat. He knows how to apply pressure in the right areas from his attacks. The Enforcer's unarmed and melee combat damage is increased by one dice. This increase to the damage is on the base damage die and not modified dice from Feats or Talents.

Take it Like a Man

An Enforcer knows how to take a beating as well as give one. At the start of his turn, the Enforcer may either choose to deal bonus damage equal to his Enforcer level on all melee or unarmed attacks during his actions, or gain PDR equal to his Enforcer level against attacks that last one round. This PDR bonus stacks with armor and the Damage Reduction Talents.

Takedown

An Enforcer can attempt to Takedown his opponent as a full-round action by using the charge and grapple actions. When the Enforcer charges an opponent he may immediately make a grapple attempt instead of an attack. If a grapple is established, he may immediately make a second grapple action as a free action to attempt to damage or pin the target.

Escort

Escorts work in a variety of fields that entertain clients through companionship, exotic dance, and/or prostitution. Escorts are generally employed by Brothels or Massage Parlors, while independent Escorts work in the Red-light Districts of large communities as Gigolos and Street-Walkers.

Requirements

To qualify to become an Escort, a character must fulfill the following criteria.

Skills: Bluff 6 ranks, Sense Motive 6 ranks.

Talent: Charm

Class Information

The following information pertains to the Escort advanced class.

Hit Die

The Escort gains 1d6 hit points per level. The character's Constitution modifier applies.

Class Information

The following information pertains to the Escort advanced class.

Hit Die

The Escort gains 1d6 hit points per level. The character's Constitution modifier applies.

Karma Points

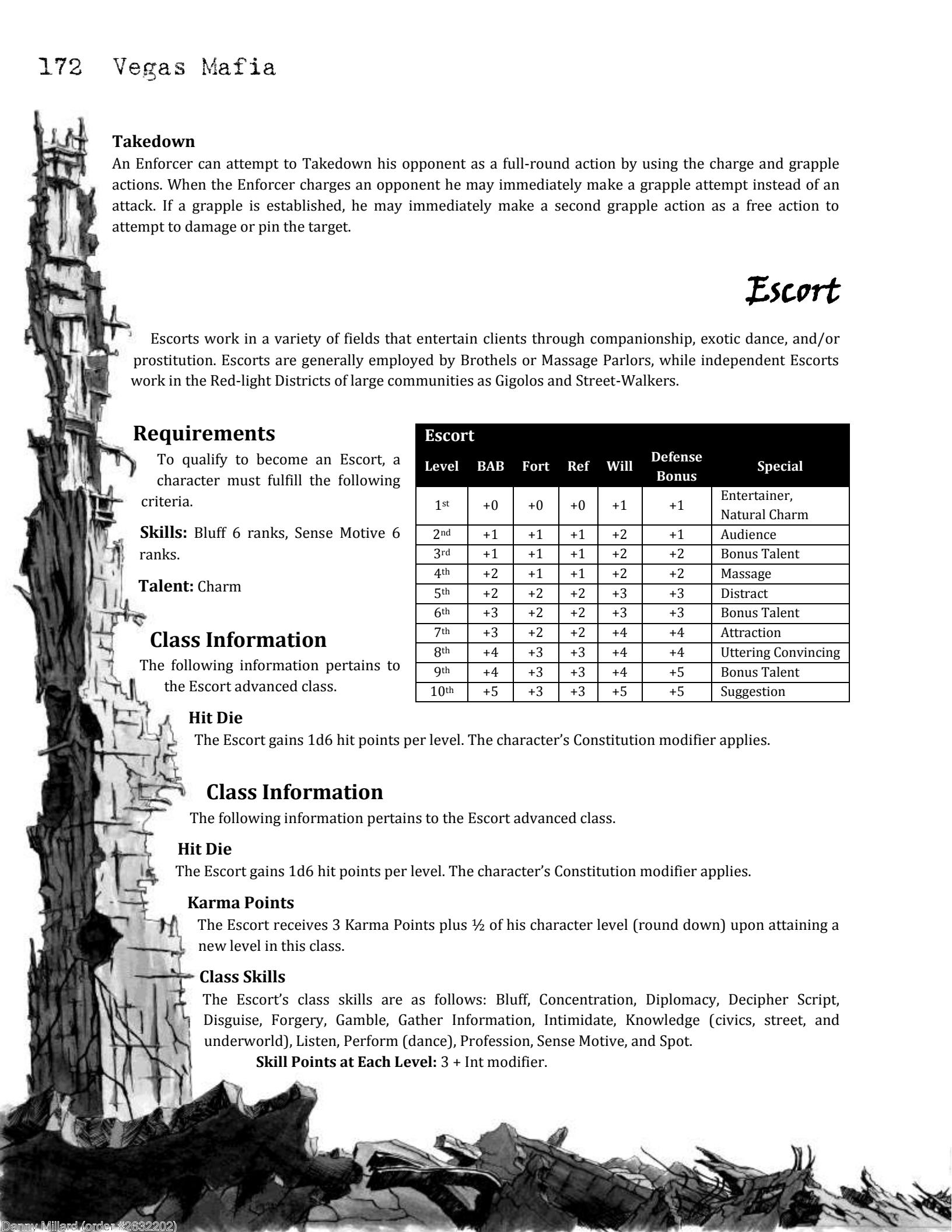
The Escort receives 3 Karma Points plus $\frac{1}{2}$ of his character level (round down) upon attaining a new level in this class.

Class Skills

The Escort's class skills are as follows: Bluff, Concentration, Diplomacy, Decipher Script, Disguise, Forgery, Gamble, Gather Information, Intimidate, Knowledge (civics, street, and underworld), Listen, Perform (dance), Profession, Sense Motive, and Spot.

Skill Points at Each Level: 3 + Int modifier.

Escort						
Level	BAB	Fort	Ref	Will	Defense Bonus	Special
1 st	+0	+0	+0	+1	+1	Entertainer, Natural Charm
2 nd	+1	+1	+1	+2	+1	Audience
3 rd	+1	+1	+1	+2	+2	Bonus Talent
4 th	+2	+1	+1	+2	+2	Massage
5 th	+2	+2	+2	+3	+3	Distract
6 th	+3	+2	+2	+3	+3	Bonus Talent
7 th	+3	+2	+2	+4	+4	Attraction
8 th	+4	+3	+3	+4	+4	Uttering Convincing
9 th	+4	+3	+3	+4	+5	Bonus Talent
10 th	+5	+3	+3	+5	+5	Suggestion



Class Features

The following features pertain to the Escort advanced class.

Entertainer

Escorts work for a living entertaining others through aspects of their job. Escorts earn 100 steel coins times their Escort level per week of work by entertaining clients.

Natural Charm

Escorts have an aura of Natural Charm that permeates about them. The character's Charm talent changes to Natural Charm, which gives the Escort a bonus equal to his or her level to all social Charisma-based skill checks regardless of races and gender. Additionally natural animals (not mutated or radiated) will not attack the Escort, unless the animal is trained (see Animal Handling) or provoked by the Escort.

Audience

Escorts are skilled in entertaining multiple clients at once and may extend any Charm or Fast-Talk talents to a number of targets equal to his or her Escort level. Individual targets are otherwise affected as described under the talent.



Bonus Talent

Escorts gain a bonus Talent at 3rd, 6th, and 9th level. The bonus Talent must be chosen from the Charm, Deception, Empathic, Fast-Talk, Insightful, or the Leadership talent trees.

Massage

Escorts are skilled in massaging clients with restorative properties. When performing a massage, an escort can restore ability damage and hit point loss through secretive massage procedures. After one hour of massaging a client, the Escort can restore 1-point of Ability damage and restore 2d4 + the Escort's level in hit points to the client.

Distract

Escorts are skilled in the art of distraction through charm and sensual motions to capture the eyes of his or her opponents.

Attraction

Escorts are trained to attract and coerce members of the opposite and same sex towards their will in completing tasks. These tasks may have a range of diversely of intent, from chaos to pleasure to retrieval. Consult the sidebar for the full range of this ability.

Utterly Convincing

The Escort is a master at convincing people that his or her view is correct. Whenever the Escort spends a Karma Point to improve a Charisma-based skill check, he or she adds an additional 1d6 to the result.

Distract

Display: Mental, Sensual

Time: Attack action

Range: Line of Sight (up to 60 ft.)

Target: Number of persons equal to Escort level

Duration: 1 hour

Saving Throw: DC = 10 + Escort level + CHR bonus.

Will negates.

The Escort causes the target's mind to wander, distracting him or her through a sensual display of actions. Subjects of distract make all Listen, Spot, Search, and Sense Motive checks at a -1 penalty. Blind targets within line of sight are not affect by the distraction. This ability may only be used once per encounter.

Attraction

Display: Mental, Sensual

Time: Attack action

Range: Close (30 ft.)

Target: One person not in combat

Duration: 1 hour

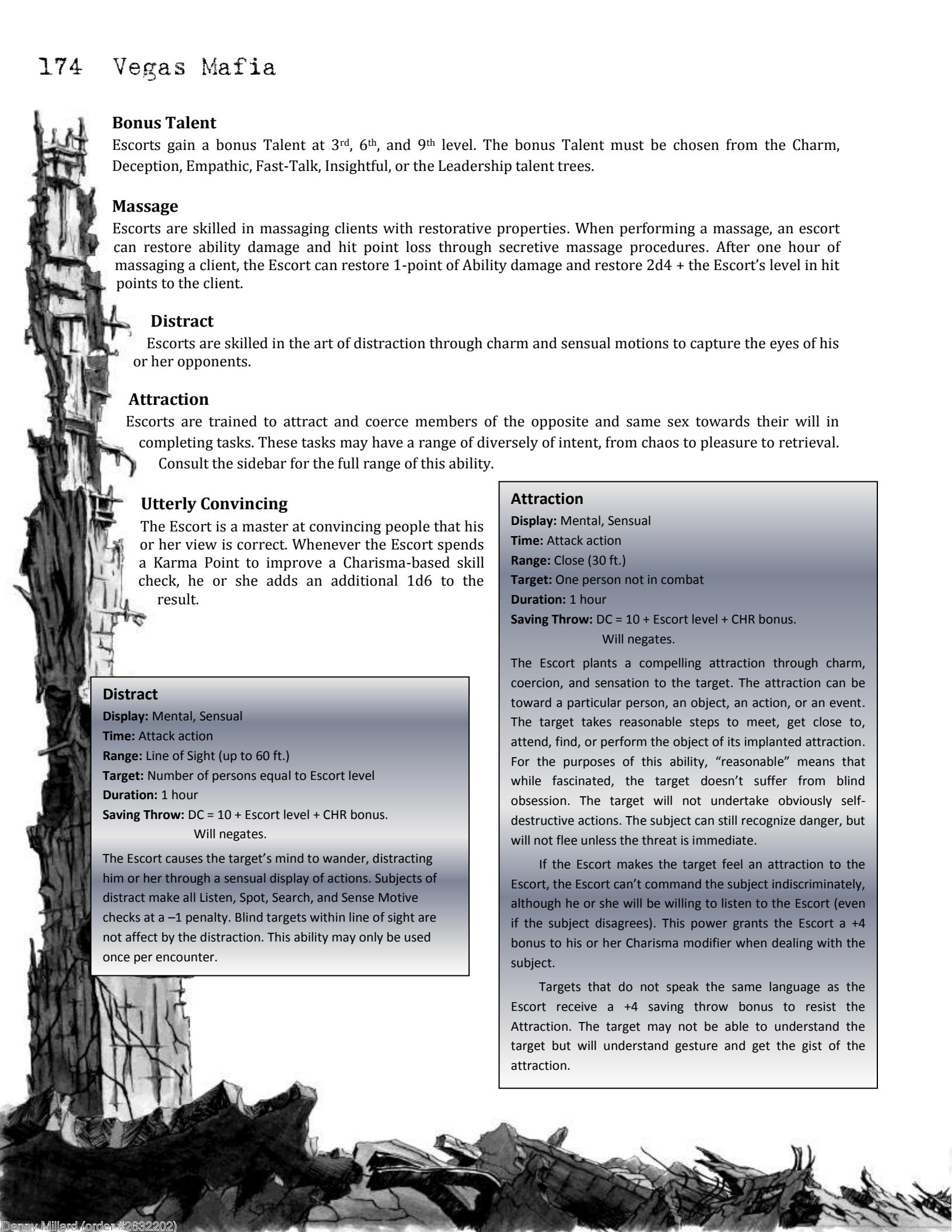
Saving Throw: DC = 10 + Escort level + CHR bonus.

Will negates.

The Escort plants a compelling attraction through charm, coercion, and sensation to the target. The attraction can be toward a particular person, an object, an action, or an event. The target takes reasonable steps to meet, get close to, attend, find, or perform the object of its implanted attraction. For the purposes of this ability, "reasonable" means that while fascinated, the target doesn't suffer from blind obsession. The target will not undertake obviously self-destructive actions. The subject can still recognize danger, but will not flee unless the threat is immediate.

If the Escort makes the target feel an attraction to the Escort, the Escort can't command the subject indiscriminately, although he or she will be willing to listen to the Escort (even if the subject disagrees). This power grants the Escort a +4 bonus to his or her Charisma modifier when dealing with the subject.

Targets that do not speak the same language as the Escort receive a +4 saving throw bonus to resist the Attraction. The target may not be able to understand the target but will understand gesture and get the gist of the attraction.



Suggestion**Display:** Mental, Sensual**Time:** Attack action**Range:** Close (30 ft.)**Target:** One person**Duration:** 1 hour**Saving Throw:** DC = 10 + Escort level + CHR bonus.

Will negates.

The Escort influences the actions of the target by suggesting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the action sound reasonable. The suggested course of action can continue for the entire duration. If the suggested action can be completed in a shorter time, the power ends when the subject finishes what he or she was asked to do. The Escort can instead specify conditions that will trigger a special action during the duration. If the condition is not met before the power expires, the action is not performed.

A very reasonable suggestion causes the saving throw to be made with a penalty at the discretion of the Overseer.

Suggestion

Through the use of charm and guile, an Escort can implant a compelling suggestion into the mind of his or her target. This ability was taught to an Escort in a New Orleans swamp by the gypsy Obion and has been passed down through generations of Escorts.

Gang Banger

A Gang Banger is a member of a larger organized gang within a settlement. Gang Bangers generally hang out with fellow gang members during downtime, however they can act as individuals on their time until the leader of the pack come calling. Gang Bangers are found in almost every settlement. Gangs make up 50% of Vegas' population and are employed by one of the five Mafia families.

Requirements

To qualify to become a Gang Banger, a character must fulfill the following criteria.

Background: Gangster**Base Attack Bonus:** +1

Class Information

The following information pertains to the Gang Banger advanced class.

Hit Die

The Gang Banger gains 1d8 hit points per level. The character's Constitution modifier applies.

Karma Points

The Gang Banger receives 3 Karma Points plus ½ of his character level (round down) upon attaining a new level in this class.

Class Skills

The Gang Banger's class skills are as follows: Bluff (Cha), Demolitions (Int), Disable Device (Int), Disguise (Cha), Drive (Dex), Forgery (Int), Gamble (Wis), Intimidate (Cha), Knowledge (street or underworld) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis).

Skill Points at Each Level: 3 + Int modifier.

Gang Banger						
Level	BAB	Fort	Ref	Will	Defense Bonus	Special
1 st	+0	+2	+0	+0	+1	Gang Colors, Gang Tactics
2 nd	+1	+3	+0	+0	+2	Bonus Feat, Improvised Weapons
3 rd	+2	+3	+1	+1	+2	Bonus Talent, Respect
4 th	+2	+4	+1	+1	+3	Gang Tactics
5 th	+3	+4	+1	+1	+3	Bonus Feat
6 th	+4	+5	+2	+2	+3	Bonus Talent, Respect
7 th	+5	+5	+2	+2	+4	Gang Tactics
8 th	+5	+6	+2	+2	+4	Bonus Feat
9 th	+6	+6	+3	+3	+5	Bonus Talent, Respect
10 th	+7	+7	+3	+3	+5	Leader of the Pack

Class Features

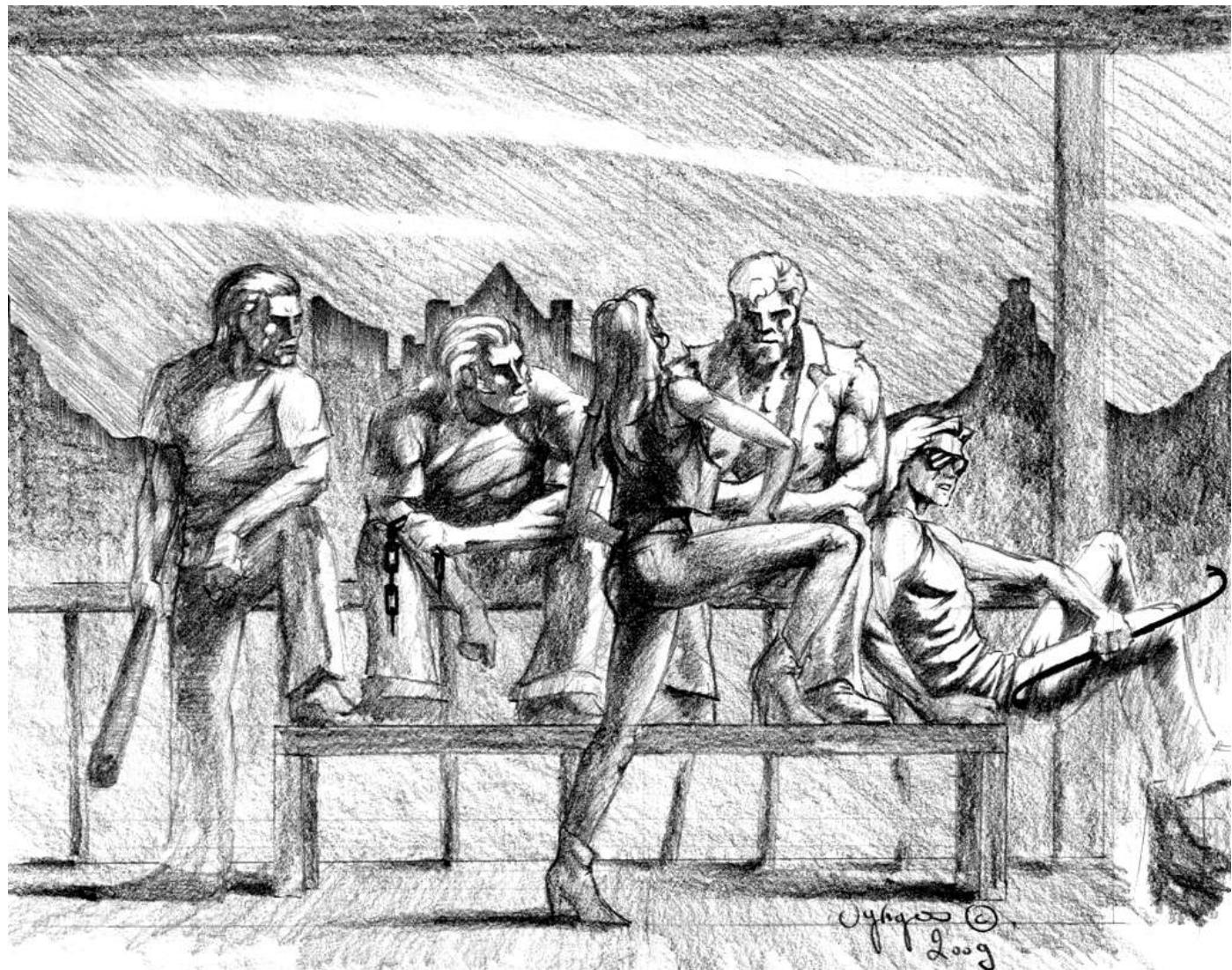
The following features pertain to the Gang Banger advanced class.

Gang Colors

Whether trippin' on blue or red or hanging out with the skin heads, a Gang Banger can be identified by the clothing, colors, ink, or other identifying marks that he wears. A Gang's Color is their trademark, a namesake of their reputation. All Gangs have a territorial enemy, of course identified by their colors. A Gang Banger may choose one opposed Gang as a territorial enemy. The Gang Banger gains a +1 to attack rolls, +1 bonus to Listen and Spot skill checks, and +2 damage against his territorial enemy.

Gang Tactics

A Gang Banger can utilize Gang Tactics when in combat to take down a foe. As a Move Action, a Gang Banger can organize his fellow gang members or allies with simple directions to coordinate a melee attack beatdown on an opponent for the duration of the round. Each person that successfully attacks the Gang Banger's chosen opponent before the end of the round gains a +1 tactical bonus to damage dealt. At 4th level, this damage bonus is increased by +1 (to +2) and at 7th level, the damage is increased by +1 (to +3). This ability does not stack with other Gang Bangers or similar abilities that grant tactical bonus to damage.



Improvised Weapons

Gang Bangers are skilled with improvised melee weapons and do not suffer the -4 penalty for normally using these types of weapons.

Bonus Feats

At 2nd, 5th, and 8th level, the Gang Banger gains a bonus feat to select. This feat may be selected as desired from Chapter 2 or the EXS, since Gang Bangers have diverse combat and skill sets. The character must meet all prerequisites of the feat in order to select it.

Bonus Talent

At 3rd, 6th, and 9th level, the Gang Banger gains a bonus Talent to select. This Talent may be selected as desired from Chapter 1 or the EXS, since Gang Bangers have diverse combat and skill sets. The character must meet all prerequisites of the Talent in order to select it.

Respect

At 3rd level, the Gang Banger reputation precedes him. His fellow gang members, as well as rivals, respect the Gang Banger for his deeds. The Gang Banger gains a +1 morale bonus to Bluff, Intimidate, and Gather Information skill checks with fellow Gang Members and Rival Gang Members. At 6th level this morale bonus increases to +2, and at 9th level +3.

Leader of the Pack

At 10th level, a Gang Banger has earned the respect of his fellow Gang Members as well as being noticed by the Gang's Leader and/or Sponsor. The Gang Banger is promoted to lead a small division of the Gang through his or her own direction towards the overall goal of the gang. The Gang Banger earns a number of Gang Members based on his Charisma as denoted on the adjoining chart.

The player may build his gang members using the Planned Generation option in the EXS (or EXS OGL Update) or may choose to use the pre-built gang members presented in the Overseer's Guide. If the player builds the gang members, he has 25 points to spend on Planned Generation, and all of the gang members must have the Gangster Background. The gang members receive half of their Hit Dice per level plus one and their Constitution modifier worth of Hit Points. All other choices are entirely up to the player.

Leader of the Pack			
Charisma Score	1 st	2 nd	3 rd
8 or less	2	—	—
9 – 12	4	—	—
13 – 15	6	1	—
16 – 18	8	2	—
17 – 20	10	3	1
21+	12	4	2

hitman

The Hitman is a cold blooded murderer who guns people down for money. He doesn't care if it was a debt you couldn't pay or just something you shouldn't have said, the Hitman will track his prey down and finish him off with ruthless efficiency.

Requirements

To qualify to become a Hitman, a character must fulfill the following criteria.

Background: Gangster

Occupation: Wiseguy

Base Attack Bonus: +5

Skills: Hide 6 ranks, Move Silently 6 ranks

Class Information

The following information pertains to the Hitman advanced class.

Hit Die

The Hitman gains 1d8 hit points per level. The character's Constitution modifier applies.

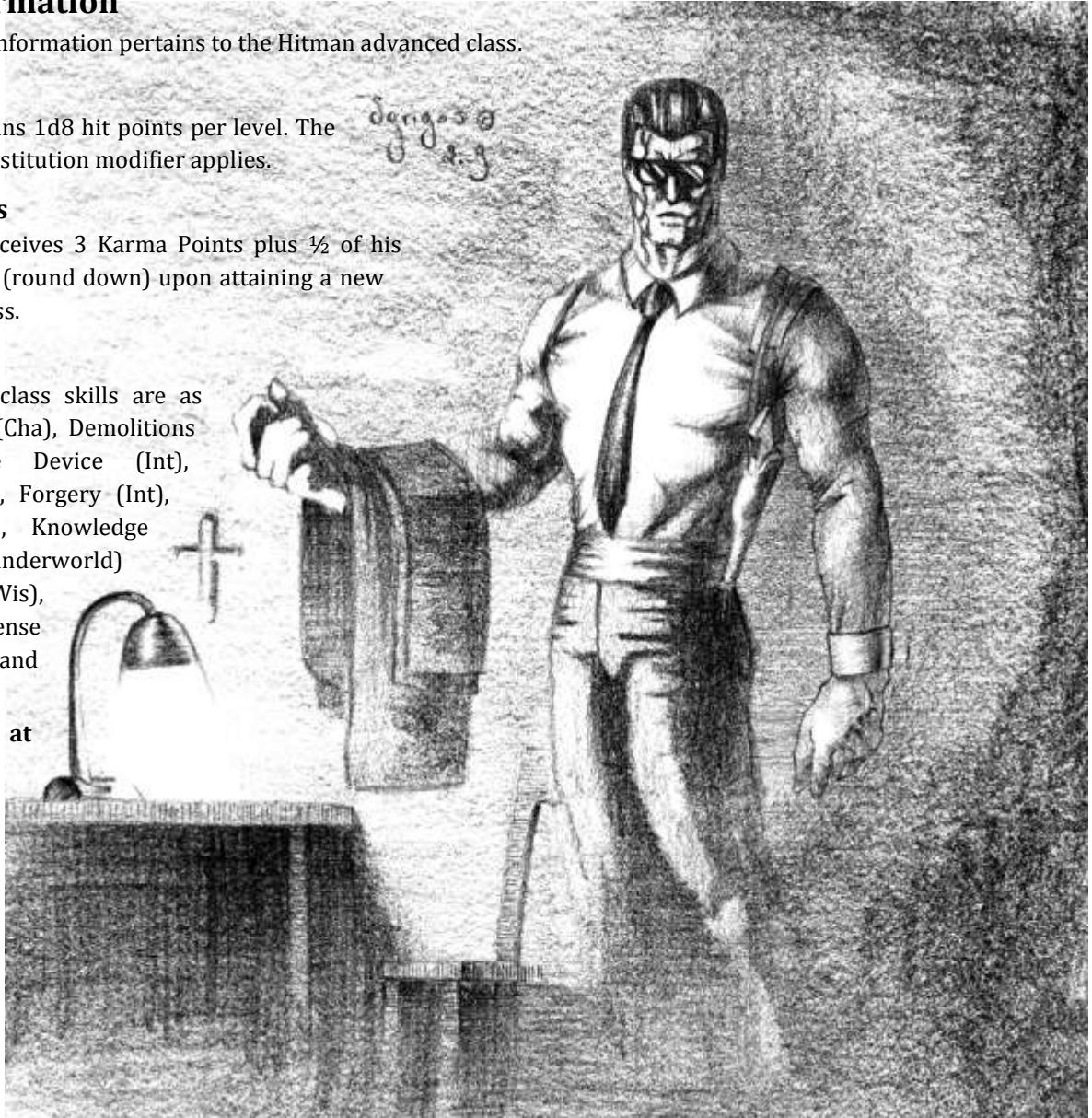
Karma Points

The Hitman receives 3 Karma Points plus $\frac{1}{2}$ of his character level (round down) upon attaining a new level in this class.

Class Skills

The Hitman's class skills are as follows: Bluff (Cha), Demolitions (Int), Disable Device (Int), Disguise (Cha), Forgery (Int), Gamble (Wis), Knowledge (street or underworld) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level:
 $2 + \text{Int}$
 modifier.



Class Features

The following features pertain to the Hitman advanced class.

Contracted

Years of whacking lowlifes have led to a life of fortune under a contractor (a benefactor or organization). The Hitman gains a weapons allowance (or credit) from his contractor for 250 steel times his Hitman level per week. Additionally, the Hitman is given a list of armament dealers throughout the Wasteland connected to his contractor's range of influence, that he may spend his weapon allowance at. These dealers will sell any item to the Hitman of Rare or lower quality.

Hitman						
Level	BAB	Fort	Ref	Will	Defense Bonus	Special
1 st	+1	+1	+1	+0	+1	Contracted Smiling Assassin
2 nd	+2	+2	+2	+0	+1	Sneak Attack, Whack-Em
3 rd	+3	+2	+2	+1	+2	Snipe
4 th	+4	+2	+2	+1	+2	Shoot-Em in the Head, Sneak Attack
5 th	+5	+3	+3	+1	+3	Executioner, Whack-Em

Smiling Assassin

The Hitman has become a heartless and skilled liar. He uses his deceitful ways to lure targets into a false sense of security. The Hitman gains a +4 bonus on all Bluff checks.

Sneak Attack

At 2nd and 4th level, the Hitman gains Sneak Attack as a bonus Talent.

Whack-Em

A Hitman is skilled in whacking helpless (bound, incapacitated, sleeping, or unconscious) opponents. As a move action, the Hitman may perform a Coup-de-Grace to a helpless opponent, which provokes an attack of opportunity. At 5th level, the Coup-de-Grace for the Hitman becomes a free action and does not provoke an attack of opportunity.

Snipe

The Hitman gains Snipe as a bonus Talent.

Shoot-Em in the Head

A Hitman's job is to take out a contracted hit the most efficient way, which happens to be shooting them in the head. When targeting the Head on a Targeted Attack, Head Shots are reduced to a -2 penalty (instead of -6) and Eye Shots are reduced to a -6 penalty (instead of -10). All other Targeted Attacks remain unadjusted.

Executioner

A Hitman has learned to quickly take out contracted hits. Any time a Hitman rolls a critical threat against a target, he may spend a Karma Point to confirm the threat (without rolling) for a critical hit. If the Hitman spends two Karma Points he adds +1 to the critical damage multiplier (x2 becomes x3 and so on).

Chapter 6

Settlements

ALAMOGORDO

Alamogordo is sprawled out across an endless stretch of dead earth with an occasional large pile of debris that was once a pre-war structure. Unlike most communities, rubble strewn and decayed, Alamogordo has largely been cleaned up.

However, the place looks as if it's been fighting a losing battle with the elements of the Wasteland – even worse than the other communities that stagger on in the Southwest. The sun beats down on cracked, barren earth, drying out the water sources and killing any vegetation.

Life, however, still survives in this corner of the Southwest Wastes. There are still people who make their living in this hellhole. The Techno-Reapers have set up their base of operations in the largest and most well fortified building in town – the remains of the old Space Museum, itself on the remains of a small Air Force base.

Military

Militiamen patrol the perimeter of the city proper and the Space Museum, overseeing all of the visitors entering into the city and keeping the peace. Trans-Genetic Mutants

are targets of the Military and must purchase a Day Pass from the Law and License Office for 100 Steel and forfeit all weapons or remain outside the city limits. Failure to buy a Pass will result in great bodily harm and possible death to the Trans-Gen and his companions. A Day Pass is a random color determined each day, and comes on a chain that can be draped around the neck, leaving the Pass itself to hang in the mid-chest region. A Day Pass must be openly worn at all times while in the city.

Trade

Alamogordo was a military town, and the current trade shows it. The long line of trading caravans that brings food, clothing, and other goods leaves with military grade weaponry, from firearms and heavy weapons to technical survival gadgets and armor. These constant arms deals attract a varied clientele, especially mercenaries, guerrillas, and survivalists. This is a modern-day bazaar, catering to a very particular group of people. Additionally the Techno-Reapers scavenge, repair, and resell technological devices, making Alamogordo a hub of Technology in the Southwest.

Alamogordo

Population: 500 citizens (95% human, 5% other)

Military: 200 soldiers, 100 volunteer militia

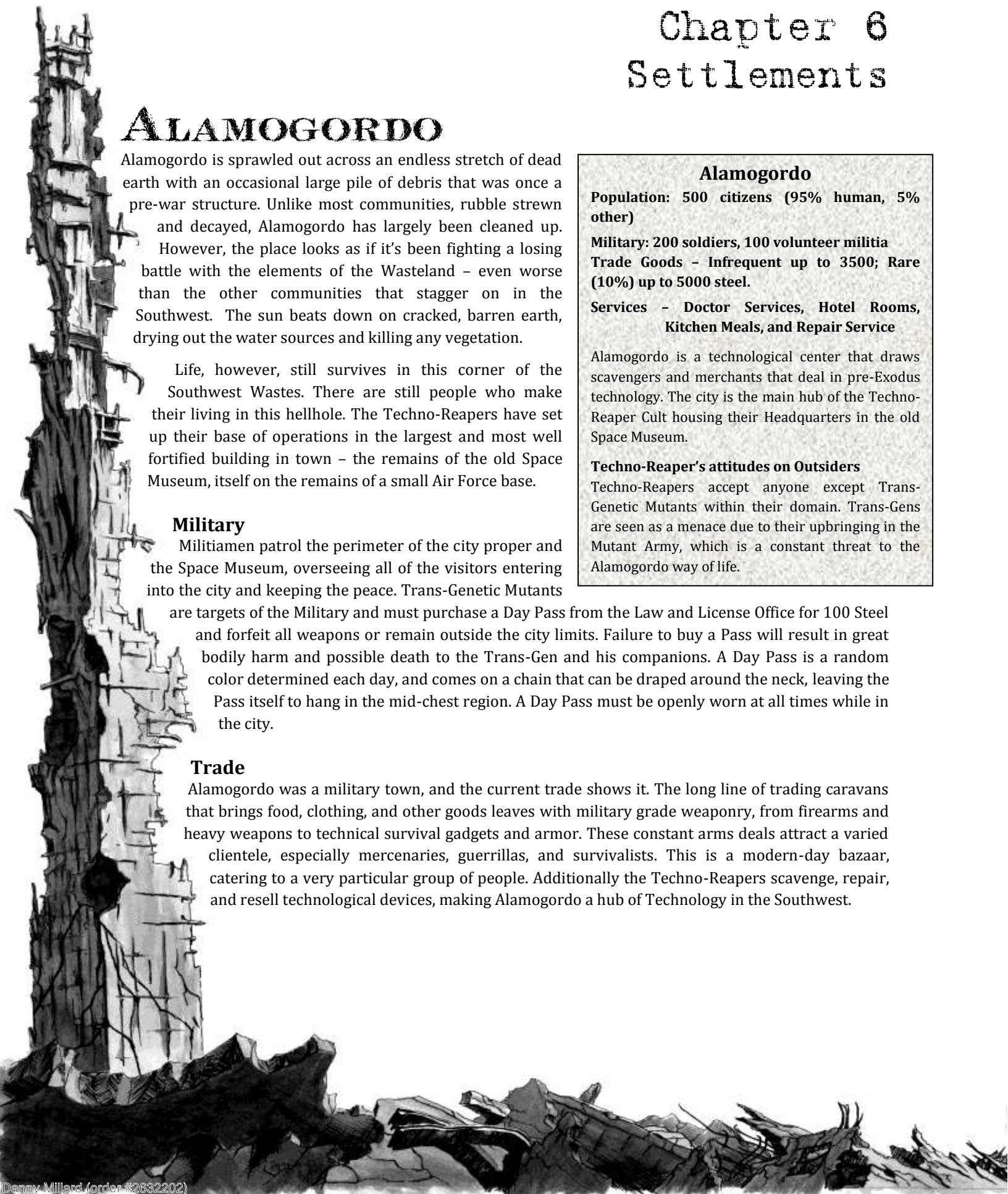
Trade Goods – Infrequent up to 3500; Rare (10%) up to 5000 steel.

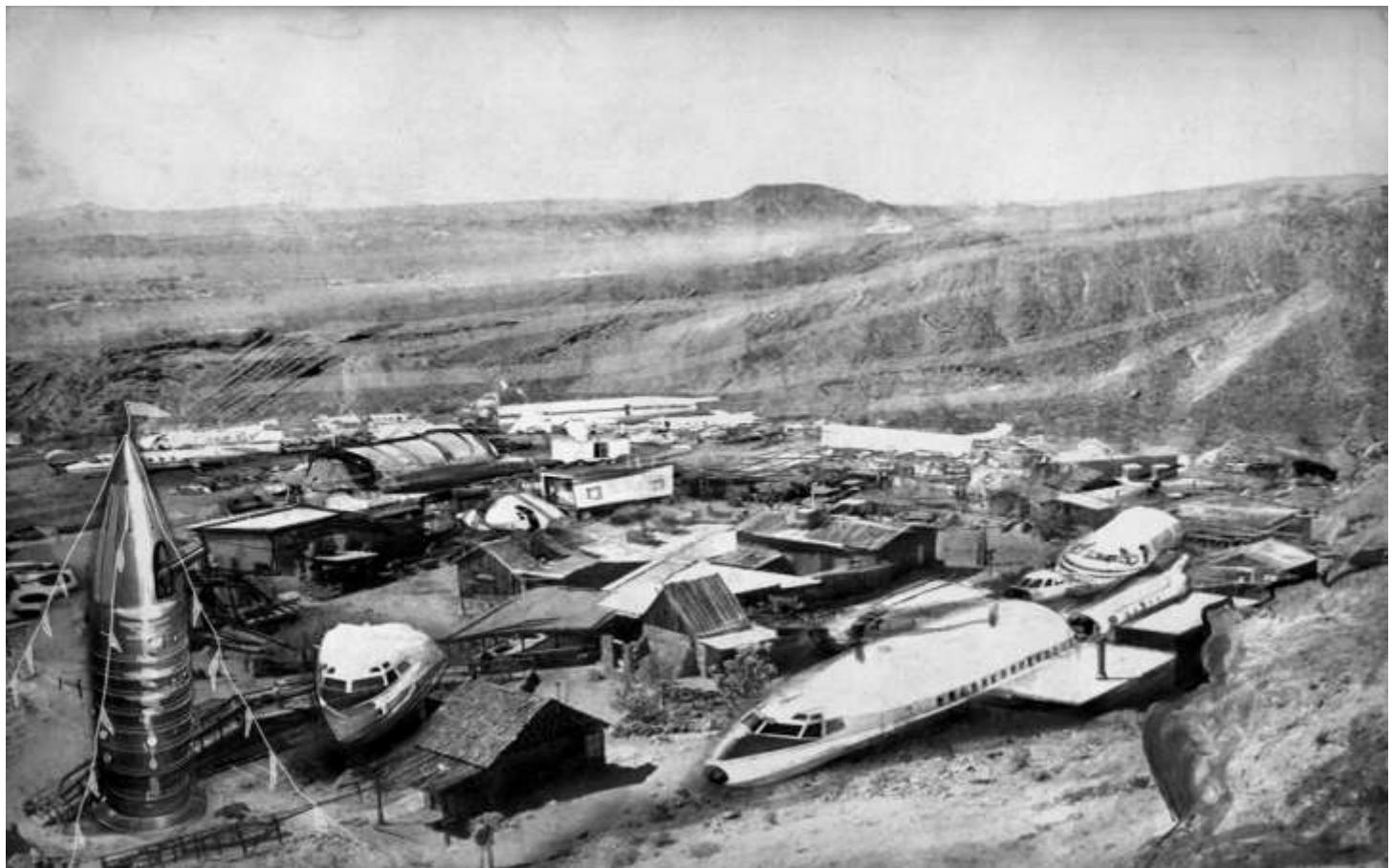
Services – Doctor Services, Hotel Rooms, Kitchen Meals, and Repair Service

Alamogordo is a technological center that draws scavengers and merchants that deal in pre-Exodus technology. The city is the main hub of the Techno-Reaper Cult housing their Headquarters in the old Space Museum.

Techno-Reaper's attitudes on Outsiders

Techno-Reapers accept anyone except Trans-Genetic Mutants within their domain. Trans-Gens are seen as a menace due to their upbringing in the Mutant Army, which is a constant threat to the Alamogordo way of life.





Important Locales

Airfield

Behind the museum lies an old airfield that stretches beyond sight, filled with the rusted and junked out remains of various models of aircraft, surrounded by an electric fence. Only Techno-Reaper cultists are allowed in this area, unless permission is granted otherwise by the Technophile.

Bazaar

The Alamogordo Bazaar is behind the Space Museum in and around several aircraft hangers. There are literally dozens of merchants, and the place has a distinct bazaar type feel to it. There are militiamen who patrol the market area in an attempt to keep the peace if anything uncivilized goes down.

The Alamogordo market is quite large and contains every item up to Infrequent Scarcity listed in the EXS with up to a 3500 Steel value. The merchants in the hanger house some rare items for sale, but it takes time to find these rare items.

Law and License Office

The Law and License Ticket Office is where someone can learn about the Laws of the Techno-Reapers or where Mutants can buy a license to enter the city without being gunned down. The booth is run by the lovely young lady, Lana Flame. In addition to her job informing interested parties about the Three Laws and selling day licenses to Mutants for 100 steel, Lana also runs a personal fan club. She passes out membership cards with her image on them, which she makes on a technical machine that she repaired called a XAN-5000 color copier.

The Laws of Alamogordo

Law 1: A citizen or visitor must respect all technology (broken or operational) that is in the domain of Alamogordo, regardless of the owner of said technology. Damage to a technical device is punishable by hard labor equal in the number of days to the repair cost value of the device or 1 year if the device is destroyed.

Law 2: A citizen or visitor must keep the peace while in the domains of Alamogordo. Acts of Violence and Theft are dealt with harshly through banishment of the First Law of Gulag. The First Law of Gulag is removal of all of a person's equipment, except one metal canteen filled with water. The guilty party is then taken into the Wasteland, 3 days away from civilization, and left to fend for survival alone.

Law 3: No Mutants allowed in Alamogordo without a license during Sunup and Sundown. No Mutants allowed during the night, period. Mutants that fail to purchase a license will be sentenced to death.

Space Museum

The Space Museum is a large polished white stone building with an aerodynamic design much like a tall thin triangle which points high into the sky. An automatic double door opens for people as they walk in and out of the building. The first floor of the Museum displays unique technological devices restored or repaired by the Techno-Reapers and a brief aeronautic history lesson of man's ascent into space.

BARTER TOWN

Beneath the rolling hills of sand, a small settlement reeking of salt water emerges from the Wasteland. Barter Town sits on the horizon near the peninsula of the San Francisco bay and is the Chi Dynasty's only Trading Post within the outer Wasteland civilizations. This trading post lies in the remains of an old town that once sat near a six-lane highway. The highway still remains, heavily cracked, as a testament of man's engineering skills before the Exodus. Barter Town itself is a well-fortified community. Tall walls made of crushed cars surround the encampment, providing fortification against attack. A single tunnel, twenty feet wide, is the only entrance from the Wasteland into Barter Town.

The Security Check Point

Barter Town is the only Chi controlled town in their Dynasty that allows trade with outside communities, built at the behest of Chi merchants who saw an opportunity for lucrative business with outsiders. This doesn't mean that the town isn't carefully controlled, though. The Three Chi Masters of Barter Town enforce the rule that all outsiders or Chi Dynasty visitors cannot carry any explosives, firearms, or medium-sized or larger archaic weapons within the city. Any person with any type of these weapons can rent a locker from the Locker Room, attached to the Check Point. All persons that enter Barter Town are searched for

Barter Town

Population: 120 citizens (95% Chi human, 4% other human, 1% Mutant)

Military: 100 soldiers

Trade Goods - Infrequent up to 2500 steel

Services - Doctor Services, Hotel Rooms, Kitchen Meals, Pit Fights, and Prostitution

Barter Town is the Chi Dynasty's only trading outpost with the outside wasteland. This small trading post caters to the corrupt and powerful of the Chi Nobles allowing them to bypass Dynasty laws by doing business with non-Chi.

Chi Dynasty's attitudes on Outsiders

The Chi are a xenophobic lot, but understand trade is necessary without outsiders. All non-Chi humans and Mutants are treated with disdain and receive a -2 penalty on all social skills. The Chi will kill any Dregs and Ghuls (Jiang Shi) that approach their Barter Town.

weapons. If weapons are found on an individual, the weapons are confiscated and the character jailed for 10 days, before being released, weaponless into the Wasteland.

The Laws of Barter Town

- 1) Public conflicts are resolved in the Shockdome through hand-to-hand combat, with the winner winning the conflict and the loser being imprisoned by the Chi and forced into a labor camp in the Dynasty.
- 2) Jiang Shi (Dreg and *Ghūls*) will be killed on approaching Barter Town, regardless of reason. Visitors are expected to defend against Jiang Shi incursions.
- 3) Non-Chi Militia carrying or using a weapon not authorized by the Militia will be jailed for no less than 10 days.



Military

Chi Dynasty horsemen and warriors patrol the outside perimeter of Barter Town watching for Chi defectors or infiltrators entering into the Chi Dynasty Land. Additional warriors man the Security Check point as well as the interior of Barter Town enforcing the laws of the Chi Masters.

Trade

Barter Town provides a lucrative trade with outsiders, providing services that are hard to find elsewhere. Barter Town is known as a good outlet to obtain chemicals and drugs that contain opiates.

Important Locales

Big Trouble

The Big Trouble is the only hotel in Barter Town, built from a pre-existing three story motel. This building looks structurally unsound, leaning heavily on a perimeter wall. Several tents also dominate the front of Big Trouble serving as a low-rent option instead of a room within the hotel.

The Pit Fighter

The Pit Fighter is a bar near the Shockdome that caters to the criminals and fighters. The Pit Fighter is known for its drinks, drugs, and late-night entertainment.

Shockdome

The Shockdome is the conflict resolver in Barter Town, when two or more parties have a dispute they battle it out in the Shockdome, an electrically charged spherical caged dome in the center of Barter Town. The Shockdome is used also as Barter Town's entertainment, providing several pit fight challenge shows daily with professional Wasteland athletes.

BERKELEY

The city of Berkeley is home to a sizeable population of Dregs, *Ghūls*, and sympathetic Humans. As opposed to cobbling together new structures such as most other communities, the Dregs and *Ghūls*, some of whom are actual architects, were capable of repairing and refurbishing older buildings. As a result, sections of Berkeley are actually restored, though most of the city is still ruined.

Berkeley is about two miles north of the Oakland Military Base, with strings of small habitations between the two points along an old repaired highway. A once elevated freeway that routed around Berkeley and Oakland connecting to a southern freeway is completely collapsed encompassing Berkeley and the Military Base with a large rubble barrier wall of broken concrete and steel. The Dregs operate a small checkpoint at the freeway, where they've cleared the rubble and used the pieces to construct an impromptu barrier into Berkeley. The San Francisco Bay to the East forms another natural barrier. As a result of these barriers, Berkeley is easily defensible and has attracted a fair-sized community.

Military

Berkeley depends on the Oakland Military Base for defense. The Dreg Command has assigned a revolving patrol roster of 20 Trinity Project soldiers to defend and protect Berkeley. The citizens of Berkeley also have several capable soldiers amongst their citizens, but know that the Military Base is more defensible should an all out incursion happen and they have a planned a retreat accordingly.

Berkeley

Population: 80 citizens (95% Ghul, 5% human)

Military: 20 soldiers

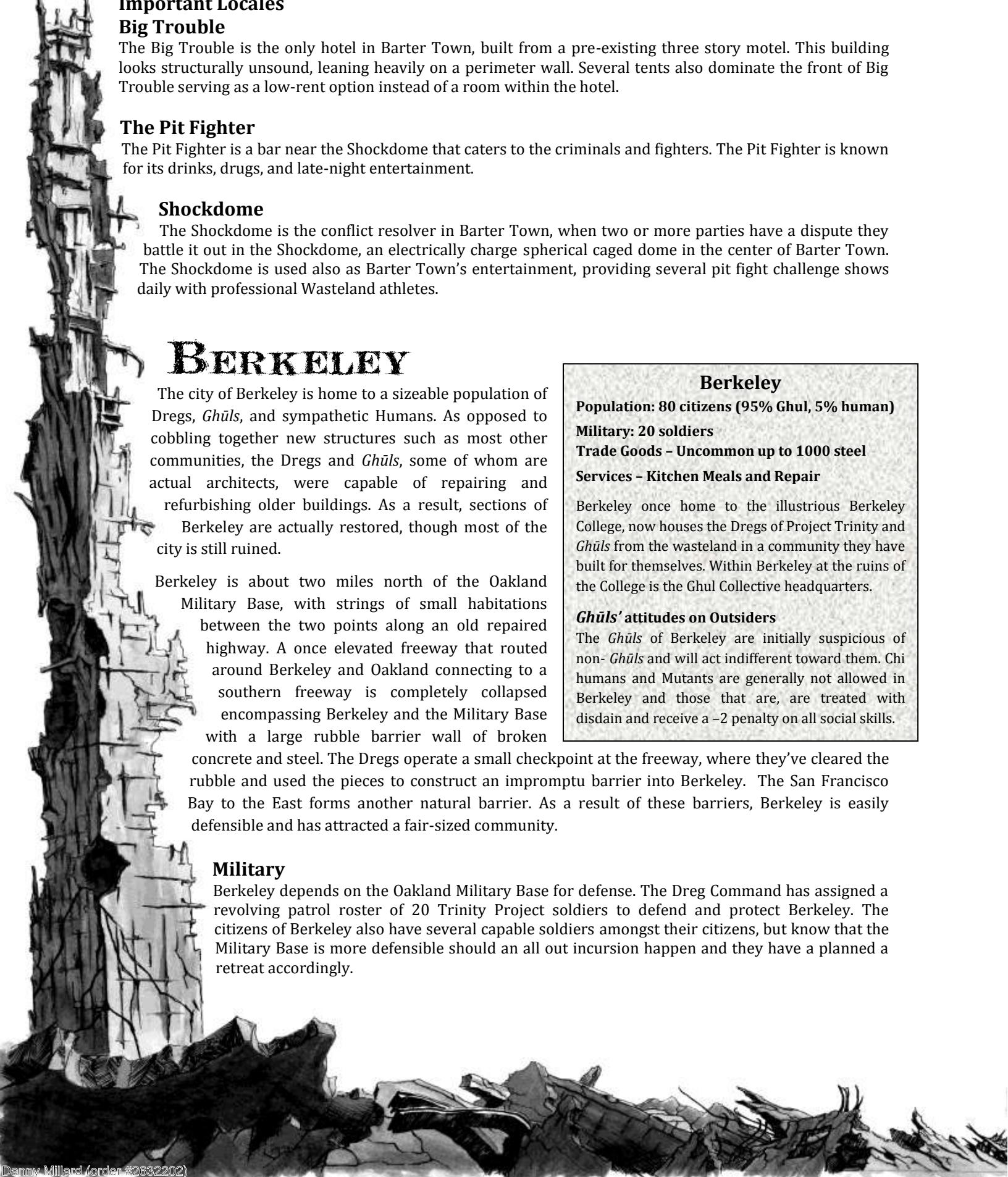
Trade Goods – Uncommon up to 1000 steel

Services – Kitchen Meals and Repair

Berkeley once home to the illustrious Berkeley College, now houses the Dregs of Project Trinity and *Ghūls* from the wasteland in a community they have built for themselves. Within Berkeley at the ruins of the College is the Ghul Collective headquarters.

Ghūls' attitudes on Outsiders

The *Ghūls* of Berkeley are initially suspicious of non-*Ghūls* and will act indifferent toward them. Chi humans and Mutants are generally not allowed in Berkeley and those that are, are treated with disdain and receive a -2 penalty on all social skills.



Trade

Berkeley has no trading post within the barrier of the city itself. Any trades that take place are through Conrad's Trading Depot near the entrance to Berkeley.

Important Locales

Berkeley College

The ruins of Berkeley College were partially restored by the *Ghūl* Collective as a base of operations. The computer lab, library, and science labs were restored to functional buildings and are in use exclusively by members of the Dreg Command and *Ghūl* Collective. The college was converted to use electricity from the Oakland Military Base to power the lights and computers. This is the collective center of covert and non-covert information that filters in from the *Ghūl* Collective from the Wasteland.

Conrad's Fuel and Trading Depot

Located just outside of the city perimeter is an old three-car garage and Gas Station that has been turned into a Trading Post. The Trading Depot is run by Conrad, a *Ghūl* mechanic who is always tinkering with fusion vehicles in his garage.

Oakland Military Base

The Oakland Military Base is the origin of the Project Trinity *Ghūls* (or Dregs) and sits adjacent to the San Francisco bay. The Military Base is a fully operational base set in an underground bunker that was devoted toward military science projects and naval support. The Base is now operated by the Dreg Command who protect the base with the high powered laser turrets that surround the base as well as offering support to the *Ghūls* of Berkeley from incursion by the Chi Dynasty and other undesirable Wasteland organizations.

BULLSHEAD

Beyond a craggy canyon hundreds of feet deep revealing the remains of the Colorado river and across a rope bridge expanse lies Bullshead, the Tribal Nation trading post with the outside Wasteland.

Bullshead is comprised of three distinct districts that are built on an incline on the east side of the Colorado expanse.

The Pavilion District is where outsiders of the Tribal Nation are allowed to trade wares and to camp for a night. This district is next to the canyon bridge and ends at a curved stone adobe wall that separates the Pavilion and Adobe Districts.

The Adobe District contains the small adobe dwellings that the Tribals and Beastmasters of Bullshead live in. No outsider of the Tribal Nation is allowed here without invitation by the Ghostdancer of Bullshead.

Three Aztec-style temple Casinos sit at the back of the Adobe District, known as the Casino District. These Casinos have been

Bullshead

Population: 210 citizens (99% Tribal human, 1% other human)

Military: 80 tribal warriors

Trade Goods – Uncommon up to 500 steel in trade value

Services – Kitchen Meal, Cheap Motel Rooms

Bullshead is a large Tribal Nation community overseen by a Ghostdancer named Locomotive Breath. The town is situated on a small ridge along the banks of the (greatly diminished) Colorado River, and is surrounded by a palisade. Visitors without the favor of the tribes can't go anywhere in town past the pavilion district, an area created specifically to trade with outsiders.

Tribal Nation's attitudes on Outsiders

Tribals fear the presence of Dregs and *Ghūls* (the walking dead) and any-type of Mutant. The presence of walking dead in Tribal territory is an omen of the coming of the Bahana (the journey to the underworld). Tribals will avoid Dregs and *Ghūls* like a plague, and Tribal Warriors will attempt to kill the Bahana messengers to prevent the next Apocalypse.

Mutants are viewed as the spirit of the Coyote, as they are known to steal young Tribals and destroy livestock and crops. Tribals will carefully watch single mutants, and flee from groups of them. Beastmasters and Tribal Warriors earn ranks of honor for killing these beasts, and wear trophies taken from the bodies.

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changed into training facilities for the Beastmasters and Tribal Warriors, as well as living quarters for leaders, shamans, and respected warriors in the Tribal Nation.

Military

Beastmasters and Tribal Warriors guard the bridge that crosses the canyon into Bullshead. Only humans and Tribals are allowed across the bridge into the Pavilion district. Non-natives of the Tribal Nation can only explore the Pavilion district, as the Adobe and Casino districts are off limits to non-Tribals unless an invitation from the Ghostdancer is issued. Tribal Warriors maintain the peace within the Pavilion District and guard the passage to the other districts.

Trade

Bullshead is the largest trading post of the Tribal Nation, sitting on a canyon on the East side of the Colorado River. The non-Tribal communities of Reno, Steel Disciple Desert Sectors, Desert Rangers, and even some reputable personages from Vegas come to Bullshead to get tradable commodities such as cloth, leather, and meat. The Tribal Nation doesn't have a need for steel coin, instead they trade on a value system that is equivalent to the steel coin.



LOS ANGELES

The Junkyard is a large debris pile of small and large skeletal structures, some jutting high into the sky, skirting the Pacific coast for dozens of miles to the east, north, and south. The Junkyard is largely unprotected, but is patrolled by hired guns of the Children of the Apocalypse that claim domain on the ruins.

Two supply depot yards run by the Children of the Apocalypse can be found on the edge of the eastern and northern ruins of Los Angeles. Both depot yards are similar in design; consisting of a large two story brick building with a barbed wired electrified chain-link fence surrounding a depot yard filled with salvaged building supplies. A large gravel-filled parking lot sits adjacent to the depot yard for caravans that trade supplies with the Children of the Apocalypse.



The Children of the Apocalypse base of operations, housing, and training grounds are located within the ruins of the Junkyard out of the Los Angeles International Airport. This area is off limits to all non-members of the Children of Apocalypse.

The Junkyard

Population: 150 citizens (98% human, 1% Ghul, 1% Mutant)

Military: 50 NEMO soldiers, 50 Vegas Mafia soldiers

Trade Goods - Building Supplies up to 1500 steel; Infrequent up to 1000 steel

Services - Free Parking

The Junkyard is a builder's trading post in the wasteland with two depot yards (one to the north and west) that skirt the ruins, run by the Children of the Apocalypse.

Children of the Apocalypse's attitudes on Outsiders

The Children of the Apocalypse deal with just about any party that is interested in trading for supplies. However, Chi's are targeted and closely watched since the Chi Dynasty raids the ruins of Los Angeles for supplies at regular intervals. Chi characters suffer a -2 penalty on social skill checks while in the Junkyard.

Military

While the Children of the Apocalypse are highly trained in the art of war, they only protect their base of operation and supply depots from opposition. They have negotiated agreements with NEMO and the Vegas Mafia to patrol the ruins for illegal scavengers and aid in the defense of the depots from attack or thefts. The military of the Junkyard has a shoot first ask questions later attitude on intruders and suspicious looking characters.

Trade

Trade within the Junkyard only takes place at the Supply Depots or at the Scrap Mart. Most of the caravan trade consists of trading armaments to the Children for building supplies. NEMO and Vegas both have exclusive contracts with the Children to provide guns, information, and military aid for the best building supplies salvaged from the LA ruins.

Important Locales

Scrap-Mart

A Scrap-Mart can be found in the parking lot of each depot under a pavilion tent. Scrap-Mart provides a small selection of armaments, building supplies, and gear that are purchased from passing caravans for resell to passersby or visitors to the Junkyard. They also provide simple services such as cots for a night or repair services, but at a high price.

PHOENIX

Phoenix, the scourge of the desert, is home to the largest Raider organization in the southwest.

Nearly all Wasteland raiders operate or have ties with the NEMO collective gangs that operate out of the ruins of Phoenix. Phoenix itself is nearly destroyed with gangs and raiders squatting out an existence in the few building in the northern and western ruins that have survived the Exodus.

Phoenix

Population: 310 citizens (90% Mexican human, 10% other human), 50 slaves (varies)

Military: 310 gang militia

Trade Goods - Infrequent up to 2500 steel, Rare (5%) up to 8000 steel, Very Rare (1%) up to 25000

Services - Any

Phoenix is the home to NEMO and the Slavers' Union and as such is a collection of old Mexican Mafia gangs that dominate the ruins of Old Phoenix. Phoenix has no official businesses and its settlement constantly shifts leadership through the struggle of different gangs.

NEMO's attitudes on Outsiders

NEMO aims at killing anyone that fails to show the proper respect by presenting gifts of high-value, such as slaves, to them upon entry into Phoenix. *Ghüls* and Mutants don't have a chance, as NEMO guns them down upon sight.

Military

NEMO has no need for a military when the organizations of nearby communities avoid Phoenix. At any given time the gangs, raiders, and slavers will stand together to defend their little piece of hell in the Wasteland such an attack occur.

Trade

Trade within Phoenix is done on a one to one basis and nearly anything of common value can be found for sale by a NEMO member. NEMO however highly prizes their high end goods, such as slaves and operational vehicles and rarely will offer up a trade of one of these, unless it's for something of greater value (which doesn't necessarily mean a material object).

Important Locales

Slavers' Union

The Slavers' Union can be found in the southern side of Phoenix, away from the chaos of NEMO. Here the Slavers operate a large slave pen, which is open to the public. The Slavers keep around 50 slaves at a time and sell off any excess to various clienteles in the southwest and across the border in Old Mexico. Slaves range in price depending on what they are capable of doing. A strong slave will sell as a laborer, while an attractive slave will fetch a higher price, most likely to a brothel.

RENO

Reno, known in the Wasteland as the twin towns, displays a segregation of the high class and the scum of the Wastes and is the second largest known settlement in the southwest. The town has two districts, New Reno and Outer Reno, separated by a fifteen foot tall wall that surrounds New Reno and contains only one point of entry with a high-security checkpoint.

New Reno consists of high-class living and requires an expensive citizen license in order to enter past the high-security checkpoint, along with the forfeiture of all armaments upon entry. Trans-Genetic Mutant guards are on duty at all times and enforce the laws of entry into New Reno. Purchasing a citizen's license varies as it depends on the number of licenses already in circulation among active, living citizens. Licenses can only be purchased on a yearly basis, with current holders having the option to renew before any new licenses are sold to the public. The base price for a one-year citizen license is 20,000 steel and goes up from there. The purchase of a license includes a small dwelling and security within New Reno.

Outer Reno, however, is a scum pit of the lower class and destitute Wasteland inhabitants attempting to get a license to move on to a better life. Many Wasteland merchants and scavengers have set up shop just outside the New Reno checkpoint, creating a tent-town bazaar skirting the wall. Ramshackle housing can be found about a mile from New Reno in all directions. This housing is built from the remains of the buildings that once stood before the Exodus.

Military

Reno has no natural enemies as it remains a neutral settlement. New Reno, however, has a small trained militia of soldiers as well as Trans-Genetic Mutant Defectors just in case of a revolution by the destitute in Outer Reno or an incursion from threats unknown. Outer Reno mostly depends on bounty hunters to serve out justice as there is no formal law.

Trade

Reno is a trading post consisting of two of the Wasteland's largest caravan companies that deal with nearly all types of goods. New Reno ensures that both caravans companies are well paid to keep Reno in good standing with other settlements, as well as in goods that cannot be had from within the region.

Reno

Population: 410 citizens (95% human, 3% Mutant, 2% Ghul)

Military: 50 New Reno soldiers, 20 Trans-Genetic Mutant Commandos

Trade Goods (Outer Reno) - Uncommon up to 1000 steel

Trade Goods (New Reno) - Infrequent up to 4500 steel, Rare (5%) up to 8000 steel

Services (Outer Reno) - Kitchen meal, Pit Fights, Prostitution (poor)

Services (New Reno) - Doctor, Kitchen meal, and Repair

Reno, the twin towns, is separated into two districts by a security wall catering both to the rich and poor. While the rich enjoy luxury within their walled town of New Reno in the heart of the Reno ruins, the poor flock to the surroundings of what they cannot obtain, creating Outer Reno.

Reno's attitudes on Outsiders

Reno is a neutral settlement and its citizens hold no ill-will toward any particular race or organization, beyond the normal prejudices of man.

Important Locales

Ahmed's Trading Post

Ahmed's Trading Post is the newest attraction to Outer Reno. Ahmed's provide Outer Reno with general supplies as well as Wasteland guides and a variety of trained animals.

Crimson Blood Trading Company

The Crimson Blood Trading Company is the second largest caravan company based in Reno and deals in just about any tradable good, except slaves. Keri Crimson owns the company through inheritance from her father who died in a raider attack. The company is located at an old warehouse in Outer Reno and constantly hires new caravan guards, laborers, and masters to traverse the routes through the Wasteland.

Fresco Waters

Fresco Waters is the largest caravan company in the region dealing mostly in water, both lightly radiated and non-radiated. Fresco imports fresh water from a variety of sources and decontaminates it through an old Sterile Springs water factory in Outer Reno.

Security Checkpoint

The Security Checkpoint is the only way into New Reno. It is constantly guarded by four Trans-Genetic Mutant Guards who prevent non-citizens from entering. Attached to the Security Checkpoint is the Amenities Locker, which serves as both a high-end mercantile store and a storage locker room. New Reno citizens must place their entire arsenal into storage before entering into the city.

Serpent's Pit

The only bar in Reno, the Serpent's Pit is the premier kitchen and watering hole for just about every Reno inhabitant. The Pit serves two purposes, one is to provide entertainment to the inhabitants of Reno through drink and pit fights, and the other to deal Wasteland justice through the bounty collection of criminals usually sponsored by New Reno security.

TAHOE

Tahoe is a large resort building on Lake Tahoe that survived the Exodus. Smiling Bob, founder of Unity, had set up shop in the resort. Pilgrims soon followed creating a need to establish Tahoe as a settlement with trade caravans from nearby Reno.

Tahoe caters to over 100 Unity members and continues to grow with new recruits weekly.

With the faith of Unity growing, the senior members of the cult assign those that transcend the first degree of separation to daily operations of the settlement and services to generate income to maintain the Unity.

Tahoe

Population: 100 citizens (98% human, 2% other)

Military: 20 elite soldiers

Trade Goods - Uncommon up to 800 steel

Services - Kitchen Meal, Hotel, Repair

Tahoe is not really a settlement, but a vacation retreat on Lake Tahoe. Unity has set up shop at a resort on Lake Tahoe that has attracted followers, creating the need of civilization.

Unity's attitudes on Outsiders

Unity members hold no ill-will on any humankind regardless of looks. As long as there is no violence, Unity will welcome all of Gods creatures.

Military

Unity members were the target of Raiders and the Slavers' Union. However, Smiling Bob hired an elite group of Raiders to counteract the effects of these small time criminals. Bob keeps his Raiders in good spirits providing them their vices, to keep them loyal to the Unity, for which they protect the flock from harm.

Trade

Tahoe has little to trade, but the Unity members have a variety of services they offer to generate steel to trade for the needed supplies to keep the Unity members clothed and feed.

VEGAS

Vegas, the City of Sin, lies on the southern ruins of pre-Exodus Vegas. The ruins of Old Vegas are majestic in appearance; several partially collapsed skyscrapers are completely surrounded by lesser structures, creating a mountain of rubble around each skyscraper. Amidst the rubble, between some of the gutted skyscrapers, emerges a green arm holding an unlit torch extending hundreds of feet into the air, as well as a golden four-point peak.

Vegas is a collection of restored and rebuilt structure ranging from one story to four stories tall contained into an area of about one-mile square. Most of these structures line an old pre-Exodus split paved road that is severely cracked from age and the elements. Small streets and other structures branch off of the main Strip in all directions, creating a maze of streets. The majority of the buildings on the Strip have glowing or flashing lights attached to their fronts, with thick black wires hanging from building to building.

Vegas	
Population:	980 citizens (90% human, 5% Ghul, 5% Mutant)
Military:	300 Mafia soldiers, 200 gang militia
Trade Goods – Infrequent up to 5000	steel, Rare (20%) up to 10000
	steel, Very Rare (5%) up to 45000
Services – Any	
Vegas is the largest community in the Southwest and is run by the Vegas Mafia, five families that control particular aspects of the city and city commerce. Vegas caters to businessmen and criminals with a wide range of activities and services.	
Vegas' attitudes on Outsiders	
Vegas has a mob mentality and generally doesn't mess with visitors unless the visitor shows disrespect to the Mafia or the inner workings of Vegas. Tribals, however, are a favorite to place into indentured servitude.	



Military

Vegas uses a loose network of Mafia soldiers compiled from all of the Vegas families, most of whom patrol the old ruins of Vegas keeping scavengers out. Vegas proper is not patrolled since the majority of citizens belong to one of the families or are part of a gang. The only time that the Mafia Soldiers or gangs are called upon is when a Family head is looking for an individual or group, or if under attack by another organizational faction of the Wasteland.

Trade

Besides being the largest settlement in the Wasteland, Vegas also has the largest variety of trade goods that have been scavenged from the Wastes. Vegas has connections with several other Organizations in the Wasteland that keeps them supplied in just about any type of sellable goods.

Important Locales

Armament Nation

Armament Nation is the premier arms dealer in the southwest. Armament Nation carries a wide range of body armor, explosives, firearms, and sports equipment with new items coming in every week.

Big Bordello's Casino and Hostel

The Bordello family runs the Big Bordello Casino and Hostel. This building is an old four-story hotel that once sat on the outskirts of Vegas, but now dominates the middle of the Vegas Strip. The brick hotel has been restored through slave labor, salvaged building supplies from Old Vegas, and purchases from the Junkyard. The casino runs all of the pre-Exodus games of chance and is open 24-hours. The Hostel serves both the public and private with common rooms fitting up to eight patrons and private rooms for those with the steel.

The Culture Club

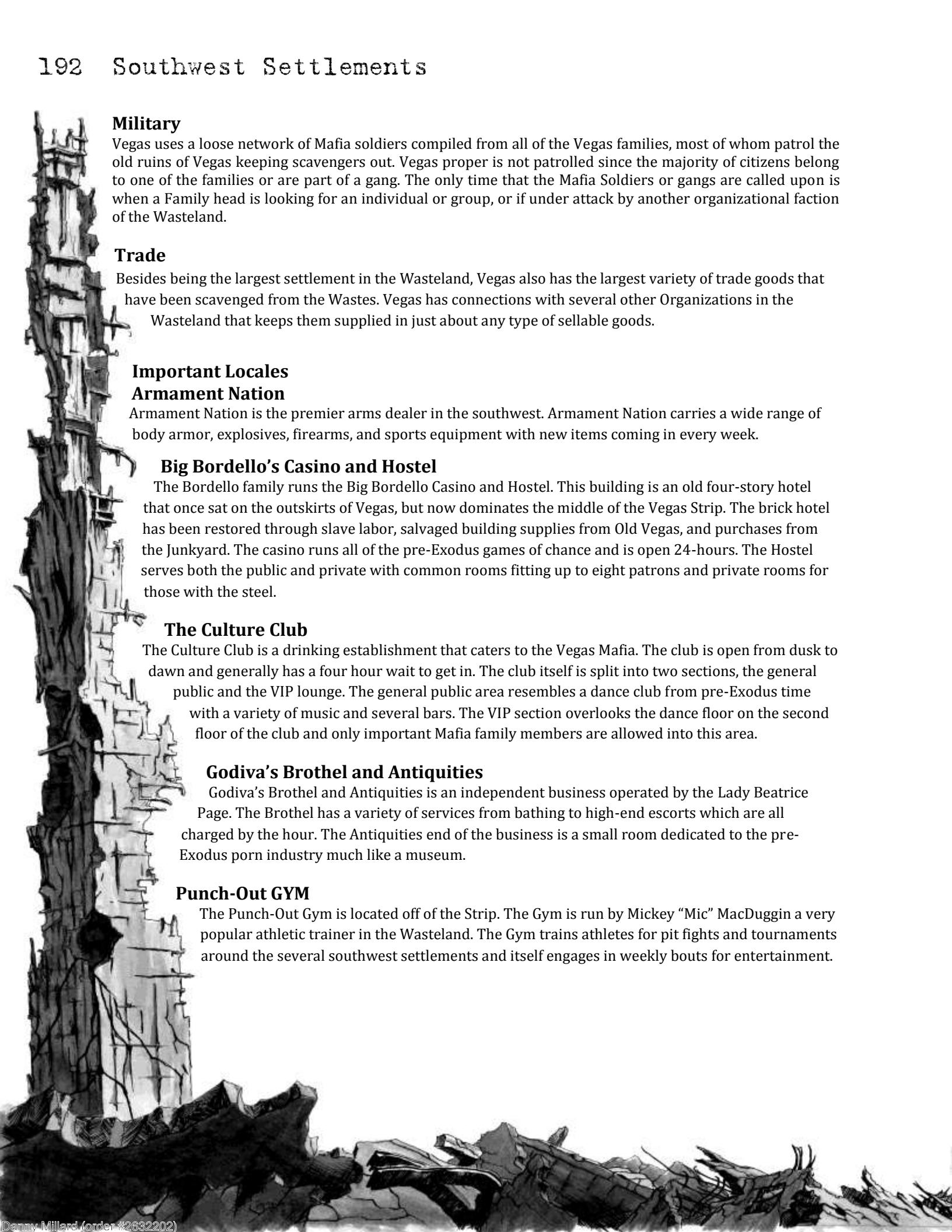
The Culture Club is a drinking establishment that caters to the Vegas Mafia. The club is open from dusk to dawn and generally has a four hour wait to get in. The club itself is split into two sections, the general public and the VIP lounge. The general public area resembles a dance club from pre-Exodus time with a variety of music and several bars. The VIP section overlooks the dance floor on the second floor of the club and only important Mafia family members are allowed into this area.

Godiva's Brothel and Antiquities

Godiva's Brothel and Antiquities is an independent business operated by the Lady Beatrice Page. The Brothel has a variety of services from bathing to high-end escorts which are all charged by the hour. The Antiquities end of the business is a small room dedicated to the pre-Exodus porn industry much like a museum.

Punch-Out GYM

The Punch-Out Gym is located off of the Strip. The Gym is run by Mickey "Mic" MacDuggin a very popular athletic trainer in the Wasteland. The Gym trains athletes for pit fights and tournaments around the several southwest settlements and itself engages in weekly bouts for entertainment.



WENDOVER

Wendover, an old military town that contains a fallout shelter which housed military engineers, scientists, and soldiers during the Exodus, is home to the Steel Disciples. Wendover was rebuilt from the ashes of West Wendover that sits on the Nevada/Utah borders to house the Steel Disciples and start a new government in the southwest.

While the Steel Disciples use the fallout shelter as their base of operations, the ruins of Wendover were converted to housing and training grounds for the Disciples military, all powered by the shelter. New recruits and like-minded individuals have flocked to Wendover to join their military or for the protection and luxuries that the Disciples offer. Non-Military citizens must provide a service to the Disciples, and many have set up merchant shops that provide for the community and military, while others provide the city with maintenance or similar activities.

Military

Wendover has the largest standing organized military in the southwest, next to the Chi Dynasty. This army is prepared for full invasion at anytime from their closest opposition, the Mutant Army, and can call in an additional hundred soldiers from their Desert Sector Outpost settlements within 24-hours.

Trade

Wendover is the center of the Desert Sector Outpost with trade caravans stopping by multiple times a week to supply Wendover with the necessary supplies to maintain operations. Beside the trade between the DS settlements, Wendover trades with Reno on a regular basis for common supplies. Additionally, the Steel Disciples have a trading pact with the Techno-Reapers to obtain extra technology that they scavenge to maintain the fallout shelter and technical weapons. Leftover tech goes to the scientists to make improvements or new toys for the Disciples.

Important Locales

Fallout Shelter

The Wendover Fallout Shelter is the headquarters of the Steel Disciples. Only a handful of Steel Disciple senior members are allowed into the shelter, since it holds all of the technology that keeps Wendover in operable shape, including electricity and clean water. The Fallout Shelter is highly guarded by a squad of elite Knights who will lay down their lives to protect the shelter.

Sergeant's Surplus

Sergeant's Surplus is a general store located in an old military aircraft hanger that carries just about anything that is needed to survive the Wasteland. From animals to armor to equipment to weapons, Sergeant's has it all.

Training Grounds

Next to Sergeant's Surplus on an old airfield is the Steel Disciples training ground. The training ground contains several sections that are dedicated to physical and mental conditioning of Disciple recruits through physical training on obstacle courses and live fire training sessions.

Wendover

Population: 280 citizens (90% human, 5% Ghul, 5% Mutant)

Military: 300 Steel Disciples

Trade Goods - Infrequent up to 3000 steel, Rare (10%) up to 12000 steel, Very Rare (2%) up to 60000

Services - Any

Wendover is a military based settlement, headquarters to the Steel Disciples, that lies on the ruins of the Wendover Military base.

Steel Disciples' attitudes on Outsiders

The Steel Disciples judge on an individual and group basis. Individuals that show lawfulness and justice are embraced into the order, while those that are wicked and evil are exterminated. Organizations that promote wicked and evil are hunted by the order and swiftly dealt with.

Appendix A: Wasteland Animals

Bovine (Large Animal)

CR 2; HD 5d8+15; hp 37; Mas 16; Init +0; Spd 40ft.; Defense 13, touch 9, flat-footed 13 (-1 size, +4 natural); BAB +3; Grap +13; Atk +8 melee (gore 1d8+9); FS 10ft. by 10ft.; Reach 5 ft.; SV Fort +7, Ref +4, Will +1; Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Feats: Alertness, Endurance.

Skills: Listen +7, Spot +5.

These herd animals can be aggressive when protecting their young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds.

Carrying Capacity: A light load for a bison is up to 519 pounds; a medium load, 520–1038 pounds; and a heavy load, 1039–1560 pounds. A bison can drag 7,800 pounds.

Combat

Stampede (Ex): A frightened herd of bovines flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bovine in the herd (Reflex DC 18 half). The save DC is Strength-based.

Wasteland Care: A bovine needs 4 gallons of water and 1 pound of feed (or 4 hours of grazing) each day in order to survive in the desert climate. Failure to meet these requirement results in the Bovine starving (see the Starvation and Thirst rules in the EXS) and a reduction in its speed by 10.

Camel, One Humped (Large Animal)

CR 1; HD 3d8+9; hp 19; Mas 14; Init +3; Spd 50ft.; Defense 13, touch 12, flat-footed 9 (-1 size, +3 Dex, +1 natural); BAB +2; Grap +10; Atk +0 bite (1d4+2); FS 10ft. by 10ft.; Reach 5 ft.; SV Fort +5, Ref +6, Will +1; Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4.

Feats: Alertness, Endurance.

Skills (8): Listen +5, Spot +5.

Special Qualities: Low-light vision, scent.

Camels are known for their ability to travel long distances without food or water.

Carrying Capacity: A light load for a camel is up to 300 pounds, a medium load is 301–600 pounds, and a heavy load is 601–900 pounds. A camel can drag 4,500 pounds.

Combat

*A camel's bite is treated as a secondary attack and adds only half the camel's Strength bonus to the damage roll.

Wasteland Care: A camel needs 1 gallon of water and 1 pound of feed (or 4 hours of grazing) each week in order to survive desert climate. Failure to meet these requirement results in the Camel starving (see the Starvation and Thirst rules in the EXS) and a reduction in its speed by 10.

Dog, Trained (Medium Animal)

CR 1; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 40ft.; Defense 16, touch 12, flat-footed 14 (+2 Dex, +4 natural); BAB +1; Grap +3; Atk +3 bite (1d6+3); FS 5ft. by 5ft.; Reach 5 ft.; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Feats: Alertness, Track.

Skills: Listen +5, Spot +5. Trained dogs have a +4 racial bonus on Jump checks and also have a +4 racial bonus on Survival checks when tracking by scent.

Carrying Capacity: A light load for a trained dog is up to 100 pounds; a medium load, 101–200 pounds; and a heavy load, 201–300 pounds. A trained dog can drag 1,500 pounds.

Combat

Trained: A trained dog knows one of the following training general purposes as detailed under Handle Animal in the EXS or SWG: Fighting, Guarding, Laboring, Hunting, or Salvaging.

Trip (Ex): A dog trained for the general purpose of Fighting, Guarding, or Hunting that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot counteract the trip attempt.

Scent (Ex): This ability allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonus: Dogs gain a +2 species bonus on Jump checks. Dogs also gain a +4 species bonus on Survival checks when tracking by scent.

Wasteland Care: A trained dog needs 1/2 gallon of water and 1/2 pound of meat or dry food each day in order to survive desert climate. Failure to meet these requirement results in the Dog starving (see the Starvation rules in the EXS) and a reduction in its speed by 10.

Donkey

CR 1/4; HD 2d8+2; hp 11; Mas 12; Init +0; Spd 30 ft.; Defense 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); BAB +1; Grap +1; Atk +1 melee (1d3, bite); Full Atk +1 melee (1d3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision, scent; SV Fort +4, Ref +4, Will +0; AP 0; Rep +0; Str 10, Dex 13, Con 12, Int 1, Wis 11, Cha 4.

Skills: Balance +3, Listen +5, Spot +5.

Combat

Low-Light Vision (Ex): Donkeys can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent (Ex): This ability allows the donkey to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonus: Donkeys gain a +2 species bonus on Balance checks.

Carrying Capacity: Donkeys are surefooted and sturdy. They can carry up to 50 pounds as a light load, 51–100 pounds as a medium load, and 101–150 pounds as a heavy load. A donkey can drag 750 pounds.

Wasteland Care: A trained donkey needs one gallon of water and 1/2 pound of feed or vegetation each day in order to survive desert climate. Donkeys have tough digestive systems that allow them to get nutrition and water from the toughest plants. Failure to meet these requirement results in the donkey starving (see the Starvation rules in the EXS) and a reduction in its speed by 10.

Horse, Trained (Large Animal)

CR 2; HD 3d8+6; hp 19; Mas 15; Init +1; Spd 60 ft.; Defense 13, touch 10, flat-footed 12 (-1 size, +1 Dex, +3 natural); BAB +2; Grap +7; Atk +2 melee (1d4+1, hoof); Full Atk +2 melee (1d4+1, 2 hooves); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ scent, low-light vision; SV Fort +6, Ref +4, Will +2; KP 0; Rep +0; Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +6, Spot +6.

Carrying Capacity: Horses are surefooted and sturdy. They can carry up to 300 pounds, a medium load is 301–600 pounds, and a heavy load is 601–900 pounds. A horse can drag 4,500 pounds.

Combat

Trained: A trained Horse knows one of the following training general purposes as detailed under Handle Animal in the EXS or SWG: Combat Riding, Laboring, or Riding.

Scent (Ex): This ability allows a horse to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Wasteland Care: A trained horse needs 10 gallons of water and 20 pounds of feed or vegetation each day in order to survive the wasteland climate. Salt must also be provided. Horses can survive on nothing but hay and wild grass if they are not exerting themselves physically. However, a horse that is being worked or rode must also be feed grains and heartier fare. Failure to meet these requirement results in the horse starving (see the Starvation rules in the EXS) and a reduction in its speed by 10.



CHARACTER SHEET

CHARACTER NAME

PLAYER NAME

AGE

GENDER

RACE

CLASS

LEVEL

HAIR

SKIN

EYES

HEIGHT

WEIGHT

STR
DEX
CON
INT
WIS
CHA

ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER



TOTAL	CURRENT HP
Hit Points	
Poisoned	
Radiated	
Eye Damage	
Crippled Right Arm	
Crippled Left Arm	
Crippled Right Leg	
Crippled Left Leg	

TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative	=	+
Speed		

Remember
friends,
duck and
cover!

TOTAL	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY
Defense	= 10 +		+	+	+	+
Flat-Footed						
Touch						
Carry Weight						
Poison Resistance						
Radiation Resistance						
Healing Rate						
MAX K.P.	CURRENT K.P.					
Karma Points						
PHYSICAL D.R.	ENERGY D.R.	LASER / PLASMA D.R.	EXPLOSIVE D.R.			
Damage Reduction						



SAVING THROWS

TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
Fortitude (CON)	=	+	+
Reflex (DEX)	=	+	+
Vitality (WIS)	=	+	+

ATTACKS

TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Melee	=	+	+	+
Ranged	=	+	+	+

SKILLS

KEY ABILITY	SKILL	ABILITY MODIFIER	RANKS	MISC MODIFIER
Balance	DEX	=	+	+
Barter	CHA	=	+	+
Bluff	CHA	=	+	+
Climb	STR	=	+	+
Computer Use	INT	=	+	+
Concentration	CON	=	+	+
Craft (Chemical)	INT	=	+	+
Craft (Electronic)	INT	=	+	+
Craft (Mechanical)	INT	=	+	+
Craft (Pharmaceutical)	INT	=	+	+
Craft (Structural)	INT	=	+	+
Craft (Visual Art)	INT	=	+	+
Craft (Writing)	INT	=	+	+
Craft	INT	=	+	+
Craft	INT	=	+	+
Decipher Script	INT	=	+	+
Demolitions	INT	=	+	+
Diplomacy	CHA	=	+	+
Disable Device	INT	=	+	+
Disguise	CHA	=	+	+
Drive	DEX	=	+	+
Escape Artist	DEX	=	+	+
Forgery	INT	=	+	+
Gamble	WIS	=	+	+
Gather Information	CHA	=	+	+
Handle Animal	CHA	=	+	+
Hide	DEX	=	+	+
Intimidate	CHA	=	+	+
Investigate	INT	=	+	+
Jump	STR	=	+	+
Knowledge (Civics)	INT	=	+	+
Knowledge (Engineering)	INT	=	+	+
Knowledge (Geography)	INT	=	+	+
Knowledge (History)	INT	=	+	+
Knowledge (Medicine)	INT	=	+	+
Knowledge (Nature)	INT	=	+	+
Knowledge (Occult)	INT	=	+	+
Knowledge (Street)	INT	=	+	+
Knowledge (Tactics)	INT	=	+	+
Knowledge (Technology)	INT	=	+	+
Knowledge (Theology & Philosophy)	INT	=	+	+
Knowledge (Underworld)	INT	=	+	+
Knowledge	INT	=	+	+
Knowledge	INT	=	+	+
Listen	WIS	=	+	+
Move Silently	DEX	=	+	+
Navigate	INT	=	+	+
Perform (Acting)	CHA	=	+	+
Perform (Dance)	CHA	=	+	+
Perform (Music)	CHA	=	+	+
Perform (Oratory)	CHA	=	+	+
Plot	DEX	=	+	+
Profession	WIS	=	+	+
Profession	WIS	=	+	+
Profession	WIS	=	+	+
Repair	INT	=	+	+
Research	INT	=	+	+
Ride	DEX	=	+	+
Search	INT	=	+	+
Sense Motive	WIS	=	+	+
Sleight of Hand	DEX	=	+	+
Spot	WIS	=	+	+
Survival	WIS	=	+	+
Swim	STR	=	+	+
Treat Injury	WIS	=	+	+
Tumble	DEX	=	+	+

Skills marked with II can't be used untrained. *ARMOR PENALTY, if any, applies.

The image shows a screenshot of the character's inventory screen in Star Wars: The Old Republic. The interface is organized into several sections. On the left, there are two slots labeled 'ITEM1' and 'ITEM2' with 'WT' headers. To the right of these are four weapon slots labeled 'WEAPON1' through 'WEAPON4', each with 'TOTAL ATTACK BONUS', 'DAMAGE', and 'CRITICAL' headers. Below each weapon slot is a row for 'SPECIAL PROPERTIES'. Further down are three more weapon slots ('WEAPON5', 'WEAPON6', 'WEAPON7') with similar headers. At the very bottom, there are two ammunition slots labeled 'AMMO1' and 'AMMO2'. Each slot has its own set of headers: 'RANGE', 'WEIGHT', 'TYPE', 'SIZE', and 'SPECIAL PROPERTIES'. A bottom bar at the very bottom of the screen displays the total weight carried.

Exp: <input type="text"/>	ARMOR: <input type="text"/>	TYPE: <input type="text"/>	EQUIPMENT BONUS: <input type="text"/>	PROFICIENT? <input type="checkbox"/> Yes <input type="checkbox"/> No
Copper Coins: <input type="text"/>	ARMOR PENALTY: <input type="text"/>	WEIGHT: <input type="text"/>	SPEED: <input type="text"/>	SIZE: <input type="text"/>
Steel Coins: <input type="text"/>	MAX DEX: <input type="text"/>	SPECIAL PROPERTIES: <input type="text"/>		

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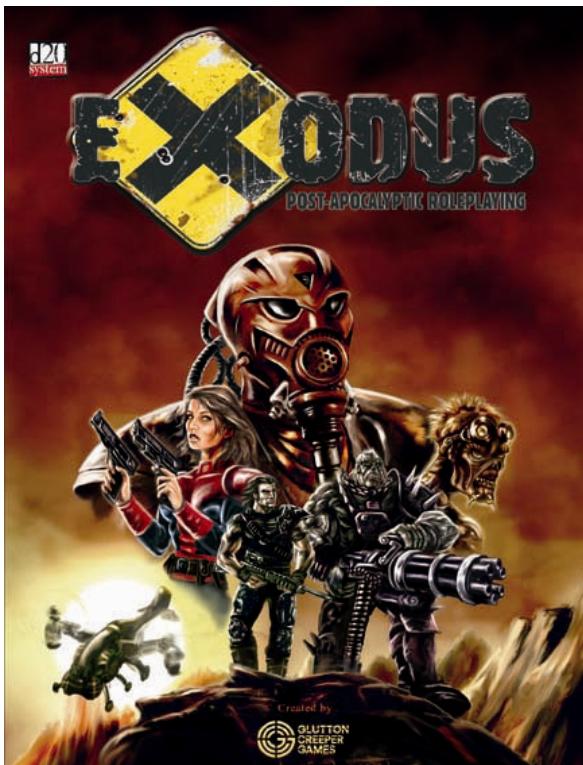
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Also Available in PDF



Exodus Survivor's Guide v1.5

(format PDF, 306 pages b/w)

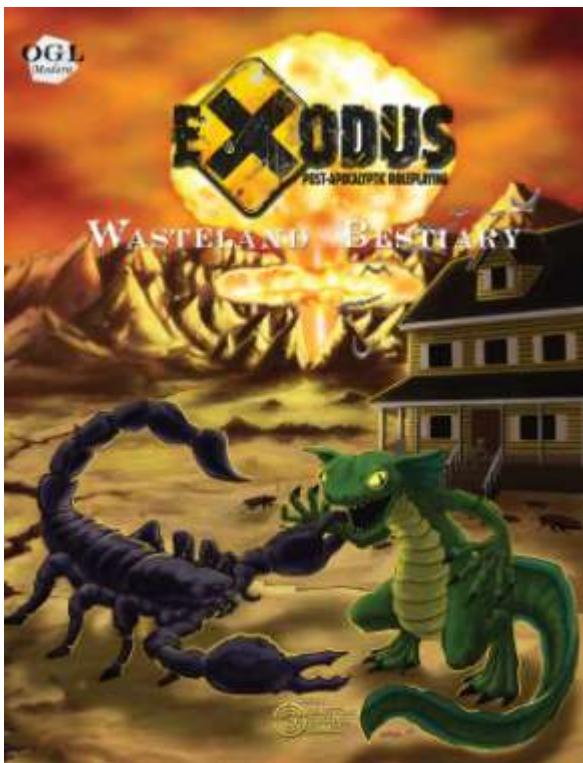
In the December of 2012, on the winter solstice, a date prophesied by the Mayans as the end of evolution, a date prophesied by Nostradamus as World's End, man chose to evolve by the process of natural selection through self extermination from nuclear fallout. The decade long year War on Terror escalated to a series of short events between many warring nations that ravaged the known world on all sides in 24 short hours forcing man into an Exodus that would last 20 years for the chosen survivors, before they could return to the ruins of civilization and start a new era of man. The survivors are the lucky ones, the people that made it to fallout shelters, and those that somehow survived against all odds. This is the beginning of your story, and this Survivor's Guide will help you shape it.

The Exodus Survivor's Guide, contain the basics of creating a OGC character in the Exodus world, using a fully customizable build class with all of the available options and more from the standard Modern Hero Classes. Besides providing character guidelines, this guide also contains equipment and background material to help shape a character's goals in the post-apocalyptic world of Exodus.

The Modern SRD Open Gaming License content that is suitable to a post-apocalyptic setting has been included in this guide, as well as guidelines and rules to play a OGL game. The Survivor's Guide Erratum and Exodus OGL Update 1 is included in this version of the Survivor's Guide, along with several new images.

Exodus Survivor's Guide Contents:

- Basics of running a Exodus Game
- Character Creation (backgrounds, class options, occupations, talents, traits)
- Skills
- Feats
- Equipment
- Rules (Condition Summary, Combat Details, Environmental Hazards, and Tactics)
- Advanced Classes
- Campaign Details
- Character Sheet



Exodus Wasteland Bestiary

Format: PDF (98 pages b/w)

The Wasteland Bestiary is a stand-alone OGL product to be used in conjunction with the Exodus d20 Survivor's Guide or Exodus OGL Survivor's Guide. The Bestiary details common animals and other wasteland terrors that survived the Exodus through adaptation, evolution, and mutation. A fully customizable creature build system (similar to the Custom Class) is built into the Bestiary along with a alternative EXPERIENCE combat system.

The Exodus Wasteland Bestiary is fully compatible with any Modern/Post Apocalyptic or 3.5 system books.

Contents:

- Creature Creation (custom creation, challenge rating creation, and the CEL experience system)
- Wasteland Bestiary (over 80 detailed Wasteland Critters)
- Bestiary Feats and Talents (list of Exodus feats and talents commonly used by critters of the wastes)

The Southwest Wasteland Guide is a stand-alone OGL product to be used in conjunction with the Exodus Survivor's Guide. The Southwest Wasteland Guide expands the character build options presented in the Survivor's Guide, offering a new class template, backgrounds, feats, occupations, skill options, talents, and traits as well as organizational-based Advanced Classes and new equipment. Additionally the organizations and settlements of the southwest United States briefly detailed in the Survivor's Guide are expanded greatly detailing the goals and leadership of each Organization and Settlement.

The Exodus Southwest Wasteland Guide is fully compatible with any Modern or 3.5 OGC books.

