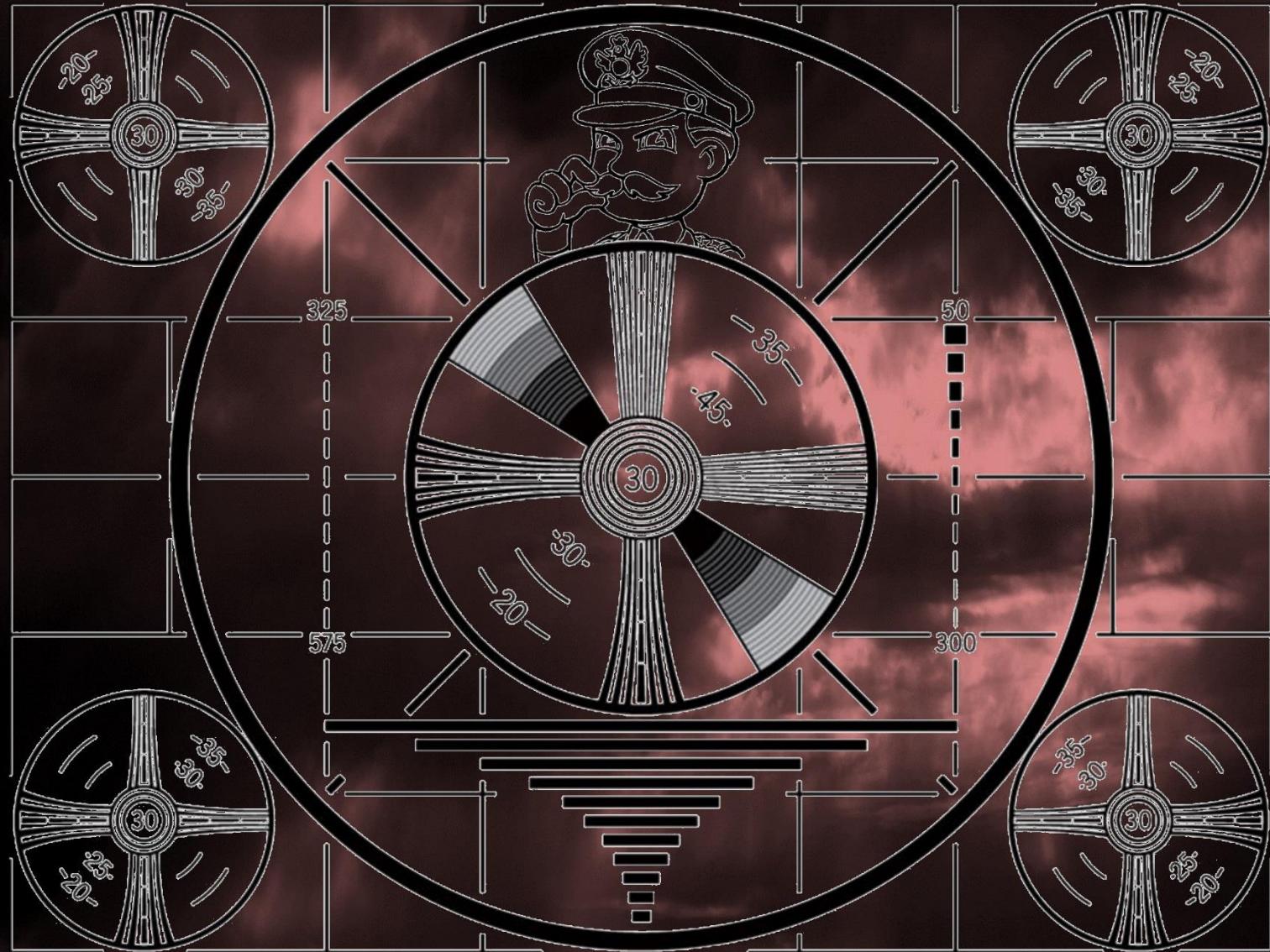




EXODUS

POST-APOCALYPTIC ROLEPLAYING OVERSEER'S GUIDE



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INTRODUCTION

Since the dawn of time when Homo-Erectus first stood erect and walked, his tools were fire, stone, and twig. With these simple tools, man carved an empire of destruction and violence throughout the ages against every species upon the earth. One thing has remained clear, it is man's nature to destroy, whether it is depleting the earth of precious resources, eradicating an animal species into extinction, or poisoning his own environment. The only thing history has shown, is that greed, violence, and war is the never ending aspect of mankind's own legacy.

From the dawn of time to the Exodus, mankind engaged in building mighty empires by conquering his fellow man. For untold millenniums the cycle of death, greed, power, violence, and war continued until the 20th century. The 20th century brought a new level to this continuous cycle through mechanical and scientific manipulations. Mankind created the instruments of mass destruction and forever changed the course of nature.

In the year of 1938, Germany, led by the Nazi's party, developed technology and weapons superior to any other nation at the time. German engineers and scientists explored and tested atomic theories and rocket technology while invading neighboring countries starting World War 2. World War 2 would rage on for several years throughout Europe involving several countries.

I know not with what weapons World War III will be fought, but World War IV will be fought with sticks and stones.

Albert Einstein

In late 1941, the United States whom observed the war from afar would enter into the war after the Japanese bombed Pearl Harbor. This horrific act by Japan would ultimately force the United States into the developing an Atomic Arms race. America needed to build the atomic bomb before Germany or Japan did—thus sparking the Manhattan Project.

By 1945, America created the Atomic Bomb, with the help of several German scientists that defected to the United States. While the Allied Nations and the Red Army repelled the German army, they marched into Germany to claim victory ending the war in Europe. The United States showed it might by dropping two atomic bombs upon Japan and bringing the end to World War 2.

With the destructive power of the atomic bomb, the world took note and several other countries began developing Atomic programs, most notably through espionage. While America continued to work on the Manhattan Project through testing, other military program shifted their focus on a "Super Soldier" program. Intelligence reports rumored that the Nazi's had developed a "Super Soldier" formula to create better and more powerful soldiers. However, with the fall of Germany, this could not be confirmed as the data was lost to the destructive powers of war.

I've heard there are troubles of more than one kind; some come from ahead, and some come from behind. But I've brought a big bat. I'm all ready, you see; now my troubles are going to have troubles with me!

Dr. Seuss

The year 1947 started a long threat of war through several European and Asian countries displaying their Atomic might. This psychological war became known as the Cold War, which would last until the 1990's when the Soviet Union dissolved. During this looming threat, the United States continued developing the "Super Soldier" project and proceeded to start a failsafe project titled the "Freehold Project."

The Freehold Project started in 1950, and was designed to house the military generals and staff, engineers, and scientists in case of nuclear warfare. This program was designed by the American government to ensure the survival of its best and brightest and the human race. To fund the program, however, wealthy investors were able to buy housing in these massive fallout shelters for their immediate family, regardless of military qualifications.

While the Super Soldier program gained little ground in success through the decades, success was met by mere chance, when the human genome was decoded in early 2001. Through careful genetic engineering of human embryos within stasis chambers the Trinity project saw its first success since its inception in the late 1940s. The first of these soldiers, dubbed "Genetic Soldiers" emerged from stasis in May 2012 and began strict military training at a secret bunker in Alamogordo, New Mexico.

September 11, 2001, would once again bring war to the United States, when suicide bombers hijacked multiple planes crashing them into major United States Military facilities and the World Trade Center. The president of the United States condemned the Middle Eastern countries and the *War on Terror* began. Within the next decade the United States Military, with a few allied countries entered into military engagements in the Middle East.

In 2010, several Eastern countries began to feel threatened by the military and technological might of the United States, and began to devise countermeasures against invasion. The first country to resist the United States ban on Nuclear weapons was North Korea, shortly to be followed by China and Iran. Within the course of two years, the world had seen another World War begin, but this would be the last global war, as it would be known as the Exodus.

On December 12, 2012, the Exodus came to Mankind as the War on Terror escalated to nuclear proportions over the course of nine days leaving the earth in ash. The sky darkened and sirens sounded as the children of god fled into the underground shelters built during the Cold War. The Freehold Project allowed mankind to escape his own destruction and enter into an Exodus.

As of December 21, 2012, mankind and most other lifeforms that once inhabited the earth was eradicated or forced into an Exodus. This date, December 21, 2012, was foreseen by the Hopi Native American Tribe, the Prophet Nostradamus, and the ancient Mayan civilization, to name a few, as the end of days. However, much as mankind does, these prophecies were largely portrayed as speculations and ignored leading to mankind near extinction. As of December 21st, 2012 mankind was sent back into the Dark Ages as 98 percent of the human population died instantaneous or within a few years from disease or radiation.

Twenty years later, when the shelters opened, the survivors resurfaced to find a new world: One of desolation, one of survival, one with the same goals as the old world for ... mankind's cycle of death, greed, power, violence, and war never changes ...

We are in danger of destroying ourselves by our greed and stupidity. We cannot remain looking inwards at ourselves on a small and increasingly polluted and overcrowded planet.

Stephen Hawking





CHAPTER I

OVERSEER BOOT CAMP

Ten-Hut! So, you have a group of friends ready to delve into the Wastelands. They are eager to begin the struggle to survive. They have made characters using the rules provided in the Exodus Survivor's Guide, chosen their equipment, and written beautiful back-stories that would make Hemmingway weep. They still need one thing before they play.

You. That's right, you. The Overseer. Without an Overseer, there is no game. But an Overseer is more than someone with a few scrawled notes and a set of dice. It takes skills. Skills that are contained in this book. By the time you finish, you will be fully equipped to challenge and delight your players, and have a lot of fun yourself. This section of the chapter is mostly aimed at the beginning Overseer. If you have experience running d20-based role playing games you can safely skip this section (though you may wish to read the "What is a Post-Apocalyptic Roleplaying Game" and "Exodus Lexicon" segments below). Above all, remember the last letter of RPG stands for game, and the object of any game is to have fun.

WHAT IS ROLE PLAYING?

Roleplaying games are at their heart games of make-believe. In most non-roleplaying games there is a particular way to win and end the game. Hide so well that whomever is "it" cannot find you. Be the first person to reach the end of the board. Finish the war with the most victory points. Roleplaying games are different. In a roleplaying game there is no set way to "win" or even a set end of the game. The fun comes from pretending to be the characters you play, and from the accomplishments they achieve. These are games that we have played since childhood. Whether we are the dashing Robin Hood, or a famous racecar driver, or a scheming criminal on the run from the law (played by our best friend,) we all know and love using our imagination.

The problem is imaginations sometimes conflict. My best friend the cop says he got me, and I, the robber, say he did not. Games of pure imagination have no rules, and thus no sure way to resolve conflicts. Meanwhile more traditional games have plenty of rules, but no outlet for an imaginative story. In the late 1960s and throughout the 1970s, these two concepts would merge to form roleplaying games. Just like games of make-believe players take on the role of fantastic characters (in this case wasteland rangers, mutants, and raiders). Whenever there is conflict, however, there is a set of rules in place to ensure there is no dispute. Now the cop knows whether or not he shoots the robber. The rules tell him so.

At its heart, however, the rules of a roleplaying game exist only to further the story. You are telling the story of your characters, a grand epic with triumph, loss, victory, defeat, romance, and comedy. To make this even more fun you are not alone. Your friends are playing with you. And they are not playing your enemies, but rather your allies who will help you along the way. Just like in a truly great story, winning and losing are not measured by specific goals but rather in a narrative of triumph and accomplishment. The game only "ends" when the story is resolved, and even then the characters may return for another story, continuing the entertainment.

WHAT IS POST-APOCALYPTIC ROLE PLAYING?

Each roleplaying game has a particular setting. The setting determines your environment and characters. In a modern setting you might play secret agents or policemen, while in a medieval fantasy setting you might play knights or wizards or elves. Exodus is a post-apocalyptic setting. A post-apocalyptic setting is based on our own world, but set in a future where humanity is nearly destroyed, and survival itself is a struggle.



Origins of the Post-Apocalyptic Setting

The post-apocalyptic setting is one of the oldest science fiction settings, first used in the 1826 novel *The Last Man* by the inventor of science fiction herself, Mary Shelley. The post-apocalyptic setting really took off after the bombing of Hiroshima and Nagasaki at the end of World War II. For the first time humanity realized that they had the power to destroy themselves. Whether by Nuclear War as in *A Canticle for Leibowitz*, a plague as in the aforementioned *The Last Man*, or by extraterrestrial threat as in *When Worlds Collide*, the post-apocalyptic setting provides a rich background for stories about survival, struggle, and humanity itself.

Differences between Post-Apocalyptic RPGs and Fantasy RPGs

So what separates Exodus from a typical fantasy RPG? There are obvious differences. Exodus has guns, grenades, and lasers, and there is a distinct lack of wizards or elves. But more than that, fantasy RPGs tend to be about good versus evil. Whether you play a crusading knight for a mighty kingdom, or a bandit leading a resistance against an evil emperor, good and evil are starkly defined. Not so in Exodus. The people who help you when you fix their water supply may turn on you if you have food they need. Survival is more important than good and evil, and while there are definitely heroes and villains they live in a world of moral grays.

Differences between Post-Apocalyptic RPGs and Sci-Fi RPGs

Technically Exodus is a science fiction roleplaying game, but a post-apocalyptic game is not the same as a standard sci-fi game. In a normal sci-fi game technology is seen as a good thing. For every superweapon the enemy has, you have a nifty gadget to counteract it. Humanity has evolved, perhaps reaching the stars themselves. Lifespans are longer, people can build lasers into their arms and use psychic powers, and robots do everything for us. Not so in Exodus. In Exodus technology did not lift humanity up, it nearly destroyed it. Roads and cities are bombed out. People live in shacks created from scrap-metal. Cars are scarce and always about to run out of gas. Air travel is practically non-existent. Forget the stars, most people never leave the settlement where they were born. Humanity did not evolve, it devolved. Raiders roam the Wastelands like rabid dogs, no more civilized than animals. And sure, the rich and powerful might have lasers and robots, but your typical survivor has to make do with knives or, if he's lucky, a gun with maybe a clip or two of ammo left. Science fiction is normally about a bright, hopeful future, but Exodus is about surviving a rather depressing one.

WHAT IS THE OVERSEER?

As was mentioned before, players in Exodus are not competing against each other. While each character might have their own motivations, ultimately they are allies. But of course if the world were full of only allies it would make a very dull story. Someone has to play the villains, the monsters, and even the regular people who sell the characters equipment, hire them, and give them clues and advice. That person is the Overseer.

The Overseer as Player

Typically each player gets to play one character. That is the protagonist of their particular story. The Overseer gets to play many characters. In fact, the Overseer gets to play every other character in the story. Many of these characters will be incidental. After all, who is going to remember every nondescript shopkeep or caravan guard? But some of these characters are very memorable. The obsessed scientist who is trying to discover a cure for his daughter's illness. The boisterous ex-Raider who settled down to open up the city's biggest (and brawliest) bar. The mysterious femme fatale who always seems to be getting in the way of the heroes' plans. And of course, the villains. All the evil, dastardly villains whose plans of chaos and doom make them antagonists of legend. You get to play them all. Have fun with them.

The Overseer as Storyteller

As much fun as it is to play the cackling villain with the Fu Manchu mustache, it would be a pretty poor story if that villain won in the end. Although Exodus is a cooperative storytelling game, the Overseer is the glue that holds all those stories together. While the Overseer's characters are fun, they are not the protagonists. The players play the protagonists. And so it is the Overseer's job to use his characters, as well as the scenes and situations which he creates and describes, to further the protagonist's story. You are the storyteller. Make



them work for their victory, make them sweat and tremble and fear defeat, make them sacrifice for it, but then let them revel in the triumph of success.

The Overseer as Arbitrator

Although the rules are there to judge disputes between characters (or more frequently between characters and antagonists,) players tend to imagine all sorts of neat things that the rules do not cover. How difficult is it to find a load-bearing support strut in the middle of a firefight, after all? What if one character wants the townsfolk to elect Mayor Harvey by a landslide, but another only wants him elected by a slim margin? Just what sort of attack can you make with a half-ton decorative gong? In all matters of rules disputes, the Overseer is the final arbiter. As Overseer you should not only know the rules, but you should be able to decide how to handle situations they do not cover. Remember that the rules are only there to further the story. As Overseer you can change or invent rules as you go, so long as it makes the story better.

The Overseer as Facilitator

Your players all want to have fun, but for each player this means a different thing. Players tend to roughly fall into three categories. There is the Machiavellian, who wants to amass power and conquer the world (ostensibly for good). There is the dramatist, who wants his character to be filled with internal conflict and is focused on the relationships and story surrounding his character, and there is the power-gamer who wants to kill things and get neat stuff. None of these play styles are particularly wrong. As Overseer, it is your job to realize what sort of players you have, and ensure you run a game that will make them happy. Give the Machiavellian an opportunity to gain followers, or perhaps take over a band of raiders. Build a plot around the dramatist's sister being captured by slavers, and make him choose to rescue her, or his beloved. Ensure the power-gamer gets to fight grueling combats against powerful enemies, and reward him with fantastic weapons and armor. Know your players, and ensure the game gives them what they want. Make them work for it, though. Getting everything you want easily is never fun. Related to this is the balance between Overseer control and player control. Players do not want to feel like they are part of your story, they want to feel like they are telling their own story. Sometimes this means they will do something you never expected, like leave a village to fend for itself and instead try to track down the crazy hermit you had barely mentioned as a rumor. At a time like this you have two options. You can say "no", but that will make your players feel like you are forcing them to play in your story. Or you can change your game to accommodate them. While this can be difficult to do on the fly, the game will be far more enjoyable for your players if they feel like they are in control of the story.

THE OVERSEER'S TOOLS

Even a Trans-Genetic Mutant would not wander into the Wastelands without supplies, and an Overseer should not sit down to a game without the following items. While some of these are optional, they are all a good idea.

Rulebooks

At the very least you will need this Overseer's Guide, and the *Exodus Survivor's Guide*. It is also a good idea to have the *Exodus Wasteland Bestiary*, which includes rules on building the monsters of the Wastes, and the *Exodus Southwest Wasteland Guide* for additional setting information and character and equipment options.

Dice

Dice rolls are the main method for determining the outcome of events in Exodus. You will want to have dice of varying sizes, containing at least one die each with the following number of sides: 20, 12, 10, 8, 6, and 4. It is also a good idea to have at least two 10 sided dice to roll together for when a percentage needs to be generated. You can buy packs of dice at your local gaming store.





Adventure Notes

While you can run a game of Exodus off the top of your head, it is generally a good idea to spend some time before the game making notes. These notes include the plot of the current adventure, the stats of any non-player characters (especially antagonists), and general notes about the setting of your campaign.

Battlemapping

Combat in Exodus can be done entirely in your head, using your imagination. However, the Exodus rules allow for many different combat options, so most Overseers find it easier to use a battlemapping. A battlemapping is simply a grid of squares (usually about 1 inch square), and you can either make your own or purchase them at your local gaming or office supply store.

Miniatures

Once you have a nice battlemapping you need something to represent the characters. Although you can use anything, such as dice or coins, most players enjoy using miniatures to represent their characters, and using miniatures that look like their enemies can add a nice visual touch to help stimulate the imagination. There are many companies that make and sell miniatures.

Props

Imagine you are a player. You have found several pieces of a tattered old map pointing the way to a military bunker. You could imagine the map that your Overseer describes, but now imagine you were actually holding the pieces of the map in your hands, and you could put them together on the table in front of you. Spending a little extra time making physical props for your adventures provides great atmosphere, and enhances the gaming experience.

Index Cards

3x5 index cards are just handy to have around. You can write truncated versions of player character stats on them, along with the stats of the enemies they face, and put them in initiative order to help speed along combat and provide a handy reference for you.

Scratch Paper

Remembering the various hit point totals and temporary modifiers for your NPCs can be impossible. Always have some scratch paper handy to write down changes in stats, or jot down notes to yourself as the adventure unfolds.

Overseer Screen

As the Overseer, you should always know what your players roll on their dice. The same is not necessarily true in reverse, however. Having a simple card screen set up can not only hide your adventure notes from prying eyes, but can add mystery to certain dice rolls. Is there really no trap on that door, or did the technician just roll low? Only one way to find out.

Snacks

Gamers like snacks. This is a cosmic truth.

OVERSEER'S MECHANICS

Basic RPG concepts

The rules of Exodus are based on a collection of simple RPG concepts, used throughout this book. This section discusses these concepts, and what you need to know about them.

Rolling Dice and Dice Notation

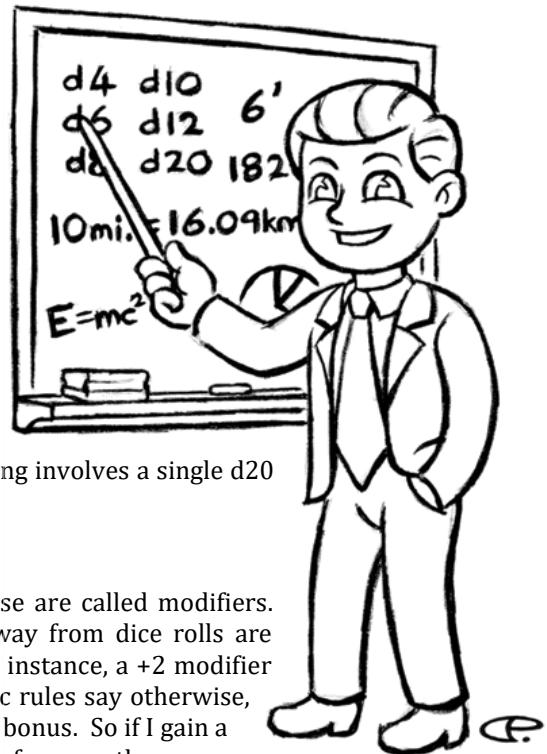
As mentioned before, the primary mechanic in Exodus is rolling dice. This determines all the random functions of the game. When you are expected to roll dice it will be written in the format: #d?, where # is the number of



dice being rolled, and ? is the number of sides the dice has. For instance, rolling a single 20-sided die (the standard roll for most checks in the game) would be written 1d20, or simply d20. Rolling three 6-sided dice would be written 3d6. When rolling multiple dice the numbers on each are added up to get the total. If I roll a 2, 3, and 5 on 3d6, then my result is 10. Occasionally a dice roll will have a modifier included. Modifiers are added to the result after it is totaled, and are written as a + or - after the dice notation. So 3d6+2 means rolling three six-sided dice, totaling up the results, and then adding 2 to that total.

The d20 Roll

The d20 roll is the core mechanic for Exodus. While other dice are used for things such as damage and hit points, a d20 is always used for the main roll. That means skill checks, attack rolls, saving throws, everything involves a single d20 roll, and then adding or subtracting various modifiers from it.



Bonuses, Penalties, and Modifiers

Various situations can grant bonuses or penalties to a dice roll. These are called modifiers. Modifiers that add to a dice roll are bonuses, modifiers that take away from dice rolls are penalties. Each modifier will have a particular title attached to it. For instance, a +2 modifier from a lockpick set is a circumstance bonus. In general, unless specific rules say otherwise, bonuses of the same type do not stack. You only take the single highest bonus. So if I gain a +2 circumstance bonus from a lockpick set, and a +1 circumstance bonus from another source, my total bonus would still only be +2. On the other hand, if I had a +2 circumstance bonus from my lockpick set, and a +2 enhancement bonus from another source, then my total bonus would be +4 because my bonuses would be of different types (circumstance and enhancement). Even if specific rules say that a particular bonus of the same type stacks, bonuses from the same source never stack. I could never use two lockpick sets to get double the bonus. Modifiers are one of the most powerful tools an Overseer has. By assigning a bonus or penalty to a check, an Overseer can guide the course of the game. If a character made a particular stirring speech they might gain a +2 bonus on their Diplomacy check. If a character is needlessly endangering himself while climbing to impress a lady, a -2 penalty might be called for. As always, the Overseer is final arbiter.

Skill Checks vs. Bonus/Penalty Modifier: In many instances a bonus or penalty is applied to a Skill Check roll. This, however, is term in multiple ways and may cause confusion on where to apply the modifier. A decrease in a Skill check's DC is a bonus, while an increase is a Penalty. Within this text we are conforming to modifiers applied to the character's dice roll instead of modifying a Skill check's DC, but either method works the same way.

Success and Failure

Before each roll the Overseer will set a particular Difficult Class, or DC, for a task. For simple tasks this may be as low as 5, while more difficult tasks can be over 20 or even 30. After making the d20 roll and applying all modifiers, the total is compared to the DC. If the total is equal to or greater than the DC then the task is a success. If the total is less than the DC then the task is a failure. Often the degree of success or failure is important. This is measured by how much the d20 roll beat the DC, or failed to meet the DC. For instance, getting 14 on a DC 15 Climb check is a failure and normally results in no further progress, but getting a 2 on a DC 15 Climb check normally results in the character losing his grip and falling.

Combat vs. Non-Combat

Normally time in Exodus is a fluid thing. You can make skill checks without worrying about the details of how many seconds they take, you can have long conversations with others, and you can spend time getting your favorite pistol cleaned just the way you want it. Since time is fluid, there is no need to worry about whose turn it is. Players can do things simultaneously, following the flow of the story. Once combat begins, however, it is a different matter. In combat gameplay is broken up into distinct rounds of 6 seconds each. Characters go



through these rounds in a particular order, and the amount of time it takes to do something suddenly becomes very important.

The Adventure

The characters are part of a grand and epic story, but that story will not be told all at once. Stories are broken up into plots called adventures. Typically an adventure will last for a single game session, though particularly long adventures can last for multiple game sessions. But like an episode of a television show, each adventure has a distinct beginning, middle, and end. It may be part of a much grander plot, but at least there is some resolution.

Adventure Rewards

Typically at the end of each adventure a character will receive certain rewards. Chief among these are Karma points, which players can use to improve their characters. But also they may receive changes to their reputations based on their actions, and possibly new equipment that they found along the way. In general you want characters to gain a level every 3-5 adventures, but this can be modified to fit your style of play.

The Campaign

As mentioned before, you can think of an adventure as an episode of a television show. But although each episode has a beginning, middle, and end, the show itself may have a grander plot. In a roleplaying game, this is the campaign. A campaign can contain many, many separate adventures, and it can either have a distinct, planned climax and ending, or it can be an open-ended campaign that keeps going as long as you play the game.

RUNNING A POST-APOCALYPTIC RPG

Exodus is different from most other roleplaying games. The post-apocalyptic genre is a wonderful intersection of fantasy, science fiction, and horror, but at the same time it is not any of those. So how do reflect that in your adventures? Read on, dear Overseer, read on.

What makes a setting Post-Apocalyptic?

On the surface this seems like a simple question. Post means after, and Apocalypse, well, that deals with the end of the world. So literally it's a setting that takes place after the end of the world. But it also means so much more.

What constitutes an apocalypse?

The word apocalypse itself originally meant a revelation, or vision. But thanks to a famous apocalypse of the end of the world found in the Bible, the word has taken on a very different meaning. Now an apocalypse means a disaster so grand, so all-encompassing, that the world itself is forever changed. This is no mere genocide or natural disaster. This is an event that blackens the skies, shakes the oceans from their beds, and wipes out mankind by the billions. It can be a man-made disaster, or a purely natural one, but to be an apocalypse it has to be on such a huge scale that it destroys the very foundations of our civilization. Mankind suddenly goes from being on top of the food chain to struggling against extinction itself.

The Future of the Present

While any world or time can have an apocalypse, most fictional apocalypses take place in the present day or near future, on Earth. The apocalypse of Exodus took place in the year 2012 in a slightly altered Earth. The government has underground fallout shelters and the occasional high-tech laser or robot, but for the most part the world prior to the apocalypse was our world. People still drove cars, used computers, and talked on increasingly complicated cell phones. Religions and political factions still waged wars of words (and occasionally more than words,) and ordinary citizens ignored all that and went about their lives. The apocalypse causes civilization to hurtle downward to the Stone Age, which means the grand utopian society the survivors are attempting to re-discover is our society. Perhaps the current President will be the last



President. Perhaps the current Pope will be the last Pope. Look around you. Now imagine what you see as a bombed-out ruin, with survivors scavenging lost technology like cars, computers, and guns, dreaming of the golden age in which you are living.

The Breakdown of Civilization

Think about our world. We currently live in a global economy. Manufacturing plants are built in small countries using cheap labor. Those countries would go bankrupt if bigger countries did not buy their products. Those bigger countries would starve if they did not have other countries to buy food from. Other countries base their entire economy on facilitating trade between big countries and small countries. Your computer was developed in a different hemisphere, built using parts manufactured across one ocean, and when you call tech support you get an operator across another ocean.

Now imagine that a great disaster suddenly cut the lines of communication. All phone networks are destroyed. All telecommunications satellites are gone. All computer servers go down. Bank records are all lost. There is no news of the outside world, because news stations no longer broadcast. And forget about the global economy, it takes you two days of travel on foot just to get to the next city, because the oil refineries that make gasoline for your car no longer function.

Civilization is destroyed overnight. Even those who survive the disaster will starve to death if there are no farms in their area. Cities are abandoned, because cities are inherently consumer-economies and there is no way to get goods from the country to the city. When a computer breaks down, it stays broken down unless you know how to fix it. Forget checking the internet or calling tech support.

And that's not even counting the shortage of resources, arable land, and drinkable water caused by the disaster itself.

Humanity would separate into very small communities, banding together to eke out an existence from dried-up farmland. Water would be rationed. Forget luxuries like gasoline. Without US Mints, economies would quickly regress to the barter system, or to inherently valuable coinage like copper and steel. The people over the mountains may as well not even exist anymore. The world becomes so much smaller, because you simply do not know what is happening elsewhere.

Eventually the greedy would get hold of guns and other weapons, and form raiding parties. They would steal food, water, supplies, and precious gasoline for their vehicles. Keep in mind that manufacturing plants are all gone. Once you use that gas it will not be replenished. No one is making any more. The amount of available gas, bullets, and other high-tech items to steal decreases as they are used, and people rely more and more on simple things they can create themselves: Food, simple weaponry, and rudimentary mechanical devices cobbled together out of spare parts. A fortunate city might have an electrical generator that they can keep in repair if the citizens sacrifice spare parts when needed, but why should they give up precious parts from their own stockpile, when those parts might save them someday?

Faced with the real threat of death, greed and survivalist instincts take hold. That is the world of Exodus.

POST-APOCALYPTIC GAME THEMES

Every good game has two things: Themes and Moods. Moods will be handled in the next section. A theme is an idea that runs throughout a story. Think of it as a moral lesson. These lessons can be simple (there are scary things in the dark,) to complex (false hope in utopia can lead to missed opportunities in reality). Although every game of Exodus is different, and influenced by the particular story the Overseer is writing, several themes work very well in the Exodus setting.

Survival

We take survival for granted. We work at a desk in an air-conditioned building, and we can pick up food at a supermarket or restaurant. Water is all but free, and if we get sick we have modern medicine. But in the world of Exodus, survival is a much more difficult proposition.



The harsh elements

Simply living in the world of Exodus exposes one to deadly radiation, and finding good anti-radiation medication can be an adventure in and of itself. Plus with limited electricity (if you have any electricity at all) air conditioning and heat become incredible luxuries. If a heat wave comes in you may cook alive inside your shack made of metal. In winter you may freeze to death. The post-apocalyptic landscape is filled with cliffs, crevasses, and deadly terrain that makes travel between two settlements highly dangerous. The ever-present threat of death from exposure should be everywhere, from the nausea you feel after taking too many RADs, to the bleached human skeletons that litter the Wasteland.

Limited resources

Food has to come from somewhere. So does water. In the world of Exodus the land is highly radiated, which means crops are small and shriveled, and water is likely not safe for human consumption. When faced with starvation, people get violent. After all, would you rather watch your family die a slow, painful death, or steal the food of the family next door? And that is only basic resources. Luxuries, like weapons, ammunition, repair parts, electricity, and the ever-so-rare gasoline, are even harder to find. Bands of barbaric Raiders roam the Wasteland to steal these elusive resources from others, so simply owning such treasures makes you a target.

Horrifying monsters

In our world a bear or a pack of wolves near a human settlement is a rare thing. This is because we have police, forest rangers, and a network of civilization to keep our streets safe. Not so in Exodus. The Wasteland is unpatrolled, and where humanity does not dwell wild beasts are ascendant. Even if the Wasteland was simply full of modern-day wild animals it would be a dangerous place, but the radiation has mutated these animals into twisted abominations of nature. Huge lizards taller than a man, giant insects with a taste for human flesh, and other horrific creatures lurk in the Wasteland, always ready to ambush you. When it gets dark caravans circle up and keep the fire roaring, guards nervously peering into the darkness, because they know that there are monsters out to get them.

Hubris

Tales of the apocalypse and its aftermath are tales of pride. Whenever man stands up and declares he is master of nature, nature answers him back in the harshest way imaginable. Even after the apocalypse, pride remains. Lessons are never learned.

Pride leads to the War

In Exodus the Great War that caused nuclear apocalypse can be directly blamed on pride. Mankind developed terrible weapons, powerful and deadly. In our hubris, we thought that we could use these weapons without consequences. Nobody won the Great War. Our pride destroyed ourselves, and every artifact of that war is a reminder of humanity's pride, from the old journal of a wartime general who insisted that "China will be nothing but a smoking testament to American power," to the recording of a politician's assurances that "No one would be foolish enough to start nuclear war."

Science is Evil

A key theme of the post-apocalyptic story, especially when the apocalypse is man-made, is that science is evil. Somehow by embracing science we have left behind our humanity. While this can be debated in the real world, it is an important convention of the post-apocalyptic genre. There are those in the world of Exodus who are determined to rediscover, and even advance, old science. Almost invariably these are crazed madmen, building at best devices so unstable that they could level a city, and at worst building superweapons to hold the post-Exodus world hostage.

Empires are Evil

Related to the evil of science is the evil of imperialist nations. In the world of Exodus governments are mostly confined to a single city, and consist of a group of people banding together for survival, but every so often someone decides they want more. They want to rebuild the United States, or carve out their own empire, and

the only way to do this is through conquest. It is the pride of man that makes him want to rule, and although that pride created the national tensions that led to the Great War, mankind has not learned its lesson.

Rebirth

The apocalypse sent mankind back to a new dark age. Civilization has hit rock bottom, and humanity is in tatters. But when you are at the bottom, the only way to go is up.

Restoring lost civilization

Raiders are attacking a village, and a neighboring village refuses to help. Why should they risk their necks? At the same time, the village being attacked has rich farmlands that could feed the people of both villages, but they are too stubborn and isolationist to offer their food to outsiders. But slowly the people find a better way. Food from the first village can buy protection from the second. Soon enough the two villages are working together. The Raiders may even realize there is a better life to be had settling in the villages than trying to steal from them. The slow climb from selfish, primitive, warring settlements back up to cooperation and civilization is one of the uplifting themes of Exodus. Civilization begins anew.

The milk of human kindness

The world of Exodus is a harsh world. Resources are limited, and so greed and selfishness are everywhere out of necessity. But although this is the normal state of things, it is not a universal state, and the exceptions stand out like beacons in the night. The man who selflessly gives his last piece of bread to a starving child he does not even know. The medic who tends to the sick and weak, charging nothing for his services. The man who offers himself to slavers if they will let others go. These tales of sacrifice and kindness are everywhere in the Wasteland if you know where to look, and they show that despite their mistakes humanity is not all bad. These stories will most often come from the player characters, who sacrifice themselves for the good of others.

Humanity always survives

As discussed in "Survival," merely staying alive is not easy in the world of Exodus. Yet despite this, humans are everywhere. A plague hits, radioactive mutant lizards attack, reactor leakage poisons the water supply, and yet humans carry on. Even though the definition of humanity has expanded to include Ghûls and Mutants, humanity itself will never be extinguished. No matter what may happen during an adventure, at the end people will rebuild and carry on.

Discovery

The Wasteland is a wide, barren place. Who knows what might be lurking out there? Well the characters might not know, but they are sure going to find out. Exploring and discovering the unknown is a major part of post-apocalyptic games.

Science is Good

So science is bad. Except when it is good. While a cackling mad genius with a warehouse full of cloning vats is almost certainly a villain, there are times when saving the day relies on finding just the right piece of technology. Whether that is the cure for a disease that is ravaging a settlement, or the replacement part that restarts an ailing electrical generator, or even the weaponry that give a band of plucky freedom fighters a fighting chance against slavers, discovering the right tech for the job is a common theme in Exodus.

Restoring Lost History

When the nuclear bombs fell, the Internet was destroyed. All that information was lost. And as for books, well, most of those were in libraries, and most libraries were in cities, and most cities are burned-out husks. A vast quantity of knowledge was simply lost during the Exodus, and this knowledge serves as a great hook for adventures. Just what is the history of the mysterious China that the Chi people came from so long ago? It's all well and good to say the mayor of Reno is descended from the original founders of the city, but who were they? And what is this holy document called the "Constitution" which the Steel Disciples claim they are sworn to



protect? A good knowledge of history is vital to making good decisions in the future, and thus rediscovering history is a vital task.

What happened to the rest of the world?

There are no satellites, no phone lines, no railroads, no planes, no internet, and to drive a car farther than a hundred miles is simply wasteful. So what happened to the rest of the world? Journeying beyond the borders of the Southwest Wasteland can make for an epic series of adventures. Whether you travel north to the fabled lands of Oregon, and even far-off Canada, or east across the imposing Rocky Mountains, or South to Mexico, or West across the mighty Pacific Ocean, discovery awaits. They have their own settlements, their own organizations, and their own methods of survival. Perhaps they have rediscovered some lost part of civilization that will help the Wasteland! Or perhaps they are a new threat that will consume it.

Moods in a Post-Apocalyptic Game

A theme is an ideal, a moral if you will, that an adventure explores. A mood, on the other hand, is how an adventure makes your players feel. Are they valiant and courageous? Are they fearful and timid? Are they overawed by the world around them? Much of this depends on how you set the mood.

Isolation

Billions of people died in the Great War. Most of Earth's population. Right now the American Southwest (where the main Exodus setting takes place) is a bustling area. It is not as crowded as the eastern United States, perhaps, but it is still full of sprawling metropolises, and even outside the cities there are a couple people for every mile of land. Not so in the Wasteland. You are all alone, no one can help you, and that feeling of isolation should permeate the game.

The Wasteland

Post-Exodus there are only a few settlements of any note in the Wasteland. Most of the Wasteland is wide open, and empty. Very, very empty. Lifeless. Wandering through the Wasteland should be eerie, if only because of the stillness. Oh sure, there are mutated monsters out there that can kill you, but even they are few and far between. For the most part it is lifeless desert. All alone, with only their thoughts and a few traveling companions for company, people begin to go mad.

All Alone in the Dark

Of course then night comes, and not only are you all alone in the Wasteland, but you are all alone in the dark. And you begin to remember stories of mutant creatures stalking through the wilderness. Was that a noise, or just your imagination? Are there eyes in the darkness? This leads somewhat to the next mood, horror, but being alone with your fears can often be even more troubling.

Racism, Classism, and Speciesism

Of course settlements still have people in them, but these people are isolationist, and often mistrustful of strangers. Everyone knows you can't trust Chi (and if you're in San Francisco, the Chi know you can't trust anyone else.) Everyone knows Mutants and *Ghuls* are no better than monsters. Everyone knows the rich would not care if the poor were all killed. Everyone knows the poor are a crime-ridden rabble that must be kept out of the settlements of civilized folks. And absolutely everyone knows that you cannot trust outsiders. When the characters enter a settlement they will be treated with suspicion and fear, even if they are there to help. Often times being around others can be even lonelier than being in the Wasteland.

Horror

There are frightening things out in the wastes, lurking in the dark, or charging at you in the light. These things are bigger than you, and they are out to get you. Play them right, and your players will feel the fear.



Trapped with Monsters

We fear that which we do not understand. That is the terror of the mutated monsters of Exodus. Giant insects have glittering compound eyes, each reflecting your horrified face. Creatures lurk beneath the sands of the Wasteland, moving through the earth to rise up within your camp and devour you. Caves, abandoned ruins, and long-deserted fallout shelters have become homes for twisted creatures of our imagination. Describe these creatures to your players. Describe how alien they are, how terrifying. Make them afraid.

The Inhuman Humans

Welcome to the future. Civilization has collapsed, but some fell further than others. Some humans have devolved, becoming barbarians. Somehow a monster is all the more terrifying when it is in a human body. A degenerate group of cannibals, or a group of well-dressed Mafiosos who have re-instituted ancient Aztec blood sacrifices in their board rooms, can be frightening in ways no mere monster could hope to be. The struggle for survival has pushed some humans over the edge. Show that in all its terrifying detail.

The Human Inhumans

Of course not all monsters are ravenous animals. Some mutations are clever. Some can be very clever indeed. Imagine an entire colony of giant mutant ants operating with an incredibly sophisticated hive mind. At first they are just terrifying monsters. And then they communicate via computers. Computers that they built. And they coldly, calmly inform you that you will become food for the Queen's larvae. By giving monsters a touch of humanity, you can often make them even more frightening.

Hope

Life in the Wasteland can be pretty bleak, and yet humans have one emotion that keeps them from despair. That emotion is hope. No matter what their situation, your players should always have hope. Hope not only for their characters, but hope for the world itself.

The light at the end of the tunnel

Even if it will take another two thousand years, humanity should never be doomed forever. Humankind is not a race that is on the way down, slowly fading to extinction. They are a race that suffered an apocalypse, a big one, but now are on the way back up. No matter how black things become, there is always that shiny future to aspire to.

Bastions of civilization

Exodus is full of horrifying villains, degenerate humans, and monsters, but there is also civilization. For all their classism and arrogance, the people of Reno are putting together a society. Though characters may not always agree with their methods, the Steel Disciples are establishing a national government once more. Major settlements can be bastions of civilization, lights in a dark world. The characters save a town, and the townsfolk overcome their distrust of strangers to show gratitude toward them. The Wasteland is still a dark place, but beacons of hope shine forth.

Big problems, little heroes

The world is huge, and there are many evil forces in it. These evil forces can seem overwhelming, and indeed, taken together they are overwhelming. And so sometimes it is important not to focus on the big picture, but on the small picture. Focus on the little triumphs the characters manage. Focus on how they stopped a vile group of slavers, and let them ignore for a while the fact that there are dozens of other groups just waiting to take their place. Focus on the lives the characters save, not on the lives they have no chance of saving. The characters cannot single-handedly save the whole world, but they can save parts of it.

Adventure

A band of heroes, struggling against all odds for some far-off goal. That is the essence of the epic adventure, and the Exodus setting is perfect for such stories. You don't even need a bullwhip and fedora.



Action and Adventure

Daring fights on catwalks over vats of acid, chases through the wasteland in cobbled together dune buggies, dastardly villains, mighty heroes, romance, intrigue, and peril, all make for a fantastic game. While the Exodus setting does lend itself for deep, contemplative stories on the essence of humanity, and humanity's hubris, never forget that sometimes it's fun just to punch a villain square in the jaw.

Travel to far off places

Due to the lack of vehicular transport the Wasteland is a much larger place than it might seem on a map (don't believe me? Try moving from San Francisco to Los Angeles in street view on Google Maps.) Think about spreading your adventure out over multiple locations, each one with its own unique feel. From the mob-ridden streets of Vegas, to the technological haven of Alamogordo, to the heavily patrolled city of Wendover, each stop can provide more clues to a lost piece of technology, or get you closer to catching the villain, as well as instill that epic sense of adventure.

This Alien Earth

The earth of Exodus is not the earth of today. The nuclear blast left it a Wasteland, yes, but a Wasteland is not just flat and cracked. There are still soaring mountains, high cliffs, and deep valleys. In addition, mutations have affected more than the animal life. What would a forest of mutated redwoods look like? How about a radioactive lake that glows at night? The Wastelands provide many scenic and alien landscapes to fill your players with a sense of wonder and adventure.

Comedy

The Exodus setting has a tradition of comedy. Yes, players may deal with horrific villains, depressing greed and pride, and dark themes of horror and civilization collapse, but that does not mean they should not laugh every so often.

The Humorous Bizarre

Sometimes it is fun just to have something silly happen. Something very silly. A *Ghūl* harvester with plants growing out of him that runs around demanding people taste him. A prospector who is obsessed with teaching rats how to tap-dance. Or even smaller examples, like the humorous drunk or the socially awkward egghead. Have you ever seen a Sasquatch throw a ball for his pet giant cockroach? Hilarious.

The Clever Parody

This is another tradition of the Exodus setting. Whether it involves meeting a couple of Steel Disciples who say Ni, or running into an old man fishing named Ernest Seamingway, Exodus games tend to have at least one parody per adventure. It is optional, but it lightens the mood and provides a lot of enjoyment. Remember, games are all about fun.

The Release of Tension

And that is ultimately why you provide comedic moments. Because after you have just snuck through the corridors of an abandoned fallout shelter with flickering lights and giant mutant spiders in every corner, it is good to release the tension. Let everyone laugh for a bit. Your players will do some of this for you, but you as the Overseer need to have a laugh occasionally as well.

Post-Apocalyptic Settings

This guide was written with the Exodus campaign setting in mind, but the rules and concepts presented can be used with any post-apocalyptic setting. This section contains some suggestions for alternate settings that take advantage of the Exodus rules.

Nuclear Apocalypse

The Exodus setting is, itself, a nuclear apocalypse, but it is far from the only such setting. Nuclear apocalypses are perhaps the most prominent of post-apocalyptic settings, encompassing the worst fears of the modern era.

When We Destroy Ourselves

When mankind split the atom it unleashed destruction that the world has never known. Although man has always been able to kill other men, for the first time we could cause devastation that scarred the very earth, and poisoned it for miles around. A single nuclear explosion would not destroy the world, but a nuclear war, consisting of the launching of even a small fraction of the world's stockpile of nuclear weapons, could leave the Earth a barren wasteland. In early nuclear apocalypse stories it was assumed the Cold War between America and Russia would become a hot war, then a nuclear war. In modern stories nuclear war is more often started by a terrorist faction or rogue nation. The cause of the war, however, is not nearly as important as its effects. The world is left cracked and empty, food and water are scarce, and what is left of mutated humanity must struggle to survive.

Radiation and Mutants

The key component of a nuclear post-apocalypse is radiation. Radiation is everywhere. In a setting soon after the bombs fall simply being in a non-shielded area can cause a harmful dose of RADs, while in a later setting only particularly irradiated areas are harmful. One common thread of the genre, however, is mutation. In the real world mutation caused by radiation is almost always lethal, or at least detrimental. In post-apocalyptic settings, however, radiation is assumed to transform entire species into other species. Small vermin become huge and dangerous, predators suddenly become monstrosities, and humans mutate into disfigured, but powerful, monsters.

The Scrap Metal World

Unlike some other apocalypses discussed, the nuclear apocalypse was a violent apocalypse. It did not just destroy humans, it destroyed the world as well. Cities are bombed out, roads are cracked, mountains are leveled, valleys are filled with rubble, and the world becomes a wasteland. Since most buildings (and thus technology within the buildings) were destroyed, the world is built of leftover parts. Vehicles are cobbled together from odd scraps. Houses are built with discarded, cracked sheets of metal. Everything is about to fall apart, and the discovery of a technology cache shielded from the devastation becomes a vital find.

Examples of a Nuclear Apocalypse

A Boy and his Dog by Harlan Ellison. While the characters are rather unheroic, it does show a world after nuclear apocalypse remarkably well.

The *Mad Max* movies, starring Mel Gibson. The quintessential example of a broken-down civilization struggling for resources after a nuclear apocalypse.

Six String Samurai, starring Jeffrey Falcon. While not to be taken seriously and mostly a metaphoric history of rock 'n roll, this is a delightful twist on the nuclear apocalypse scenario.

Pandemic Apocalypse

The Black Death wiped out somewhere between one-third and one-half of the population of Europe in the fourteenth century. Although it was not solely to blame, smallpox was likely the main factor in the destruction of as much as ninety percent, if not more of the Native American population following European contact. Both times the human race was saved by genetic diversity, because some people simply overcame and resisted the illness. But what if the illness was just a bit stronger? What if, like the Native Americans, we are not genetically diverse enough to resist the disease? What if only a few people were left?

The Plague to End All Plagues

Rather than merely a third or half of the human race, or a particular genetic group, the super-plague in a Pandemic Apocalypse has wiped out around 95% of the human race. If the plague is particularly adaptable then many animals, as well, may have been wiped out. Or perhaps the plague has only struck a few animals, or



none at all. Unlike a Nuclear apocalypse only living things are destroyed by a plague. The last days of humanity would likely have resulted in looting and destruction, but nothing on the scale of a nuclear apocalypse. Cities are still intact. Fruit sits rotting in abandoned supermarkets. While the abandoned signs of civilization are somewhat dirty, and likely overgrown with untended wilderness, they are still clearly recognizable. This makes the setting remarkably eerie.

Safe-zones and Bio-suits

Diseases are very adaptable life-forms. They mutate quickly, and often jump species. Because of this, even the remnants of humanity are not safe. There is always the chance that the disease will mutate to affect those previously immune. Or perhaps the survivors are not immune, but have survived only by avoiding contact with the disease. Because of this most of the remnants of humanity would dwell within quarantine zones, kept clean of biological contaminants. They would necessarily be xenophobic, for any visitors from the plague-ridden outside may carry the disease which could wipe them out. If traveling outside the safe-zone is necessary, it would be done in full bio-gear. Should such adventurers encounter wild beasts, or perhaps former humans now maddened and mutated by the plague, they must be careful not to rip their suit. If their suit rips they are contaminated. If contaminated, they may not be allowed back within the safe-zone.

The Search for the Cure

In the largest safe-zones those few scientists who survived work feverishly to cure the plague, and save the remnants of humanity so they might rebuild. Searching for the cure becomes the overarching quest of humanity. Samples must be taken from plague victims, rare herbs must be tracked down and found, and the research of other, rival safe-zones must be spied upon to ensure they are not hoarding the cure for themselves. And then there are the truly depraved, who see humanity's weakened state as an opportunity for power or wealth, and who will attempt to sabotage any attempts at a cure. If the plague is genetically-engineered, those responsible might try to sabotage research efforts in fear that their guilt will be discovered.

Examples of a Pandemic Apocalypse

The Stand by Stephen King. While this story quickly becomes a horror tale and a clash between good and evil, the setting is a fine example of a Pandemic Apocalypse, with a superflu wiping out most of mankind.

Twelve Monkeys. While most of this movie deals with a time-travel plot, the premise is a perfect pandemic apocalypse. The paranoia of going outside, and the psychological damage to Bruce Willis's character as a result, are very well shown.

The Last Man by Mary Shelley. The very first post-apocalyptic novel is a Pandemic Apocalypse. This is the one that started it all.

Monster Apocalypse

Radiation and disease are omnipresent fears. They are impossible to pinpoint or see. But sometimes the apocalypse manifests itself as something more specific. Humanity has been culled by monsters. Like the Enslaved Apocalypse the threat is clear and able to be fought, but unlike the Enslaved Apocalypse these monsters do not want to rule over humanity, they just want to destroy it.

Zombies, Vampires, and Aliens, Oh My!

The key component of a Monster Apocalypse is, well, monsters. Monsters can come in any shape and size, but they normally fall into three categories. The first are mindless monsters, like zombies. These are not intelligent, you cannot negotiate with them, and they simply try to kill every living thing they sense. The second are feeding monsters, like vampires. These monsters are often quite intelligent, but they have an irresistible compulsion to kill the living (often to feed on their flesh or blood.) These monsters might actually create their own society and keep humans as food stock, in which case the scenario becomes much more like the Enslaved Apocalypse. In a traditional monster apocalypse, however, these creatures are still mostly barbaric. Their individual intelligence makes them more dangerous than a mindless zombie, but their society remains tribal and savage. Finally there are genocidal monsters, like aliens or killer robots. These theoretically have a civilization, but it is far away and alien, and humans have no part in it. No, humans are for killing, either for conquest or experimentation. In this

situation the monsters are often quite advanced, using clever tactics and equipped with powerful futuristic weapons. Whatever the precise situation, the effect on humans is always the same. Humans are no longer on the top of the food chain. They cannot form permanent cities, for these will be found and the humans in them slaughtered. They must roam, always running, always hiding from the superior and deadly monsters.

My Best Friend is Undead Now

Sometimes dead humans just stay dead, but a frequent theme of the monster apocalypse is the conversion of those killed or taken prisoner. Humans killed by zombies rise as zombies, humans killed by vampires rise as vampires, humans killed by robots are remade as cyborgs. This creates dramatic villains, as friends and loved ones suddenly appear as mindless monsters. If the monsters are intelligent it is often even more horrific, as the intelligence behind the eyes of a lover is now an alien one that does not recognize you. Or worse yet, recognizes you, but is helpless to stop its monstrous nature.

Who is the real monster?

This is another frequent theme in a Monster Apocalypse. Being hunted by monsters often brings out the best in mankind, giving birth to heroes and a sense of camaraderie and brotherhood. But it also brings out the worst in mankind. A city might be established, remaining safe by paying a tithe of human sacrifices in order to hold off the monsters. Humans desensitized to a life as prey may lose their humanity, becoming little more than monsters themselves, stealing, killing, and worse at will. Or perhaps the monsters arose in the first place because of mankind's hubris, and those who created the monsters still roam free, perhaps wracked by guilt, or perhaps planning to take control of their creations and rule over mankind. As always, the true monsters are very human.

Examples of a Monster Apocalypse

I Am Legend by Richard Matheson. Somewhat of an inversion with the twist ending, but it does illustrate many of the key points. A man on the run from vampires, realizing man is the true monster. Avoid the movie, it missed the point.

Buffy the Vampire Slayer the TV series. All right, so it's not technically an apocalypse. The vampires have not taken over. But at night Sunnydale may as well be run by the monsters, and many episodes show the fear and tension of running from monsters, and finding the courage to fight back.

Last Blood by Bobby Crosby and Owen Gieni. This graphic novel is the perfect monster apocalypse. Zombies wish to feed on the flesh of the living, turning them into zombies. Vampires must protect the last remaining humans, or else forever lose their only remaining source of food. Brilliant.

Enslaved Apocalypse

The concept of tyranny is well understood. Dictators, warlords, and even self-styled democracies often oppress their people in the modern world. An Enslaved Apocalypse takes that idea even further. Technology itself is denied to the enslaved and oppressed. While their masters often have advanced technology, vehicles, powerful weaponry, and many comforts, their slaves are often reduced to Bronze Age technology, and even then clear weapons are denied them.

Computers/Aliens/Nazis have conquered the world!

How did this come about? Only through conquest. Not necessarily violent conquest, but conquest of some sort. This apocalypse is often combined with another, more natural apocalypse, with the natural apocalypse forming the catalyst that led to the rise of the oppressors. The powerful overseers could be anything. Perhaps a computer designed by humans to administer their world grew gradually more and more tyrannical. Perhaps powerful aliens cowed humans through superior technology. Perhaps intelligent monsters (see Monster Apocalypse, above), have decided to enslave humans so they have a constant supply of food and slave labor. Or perhaps the oppressors are human themselves, establishing a tyrannical regime over their fellows.

Haves/Jailors vs. Have-nots/Prisoners

Human nature is a funny thing. Very few humans willingly do things they consider evil, but rationalization (or indoctrination) can often rob them of the ability to tell evil from good. Throughout history slave owners have thought that they were doing a good thing, caring for and ruling over a class that could not care for themselves. In turn, many "Uncle Toms" grew to love their slavery, fearing what might happen if they did not have a master to put a roof over their head and food on their table. Very often in an Enslaved Apocalypse slavery has become the status quo. Perhaps it has been generations since the conquest of humanity, and most humans fear those who might rebel against their masters. On the other hand, many of the tyrants never consider that they might actually be tyrants. They often see themselves as quite generous, even while they live in luxury and their slaves live in Bronze Age squalor.

The Rebel Resistance

The one common thread through all Enslaved Apocalypses is the rebellion. Perhaps the conquest is a recent thing, and a rebel resistance remains. Or perhaps someone (perhaps even the characters) will rediscover some spark of rebellion after generations of complacency. But once that spark exists, it will not go away. The world is seen for what it is, and the enslavement of mankind becomes unbearable. They will have to be very careful, for the mere possession of a weapon or advanced technology may carry a deadly price. But slowly the rebellion will liberate others, steal the technology of their oppressors and learn how to use it, and eventually free mankind. Assuming they are not destroyed in the process.

Examples of an Enslaved Apocalypse

Battlefield Earth by L. Ron Hubbard. For all its strangeness, at its heart this story is about a primitive, savage human learning how to use alien technology to defeat the alien oppressors.

Terminator and its sequels. In a dark future, machines we created rose up and enslaved us. While the early movies are more of a Monster Apocalypse, later movies are clearly an Enslaved Apocalypse.

1984 by H.G. Wells. The quintessential Enslaved Apocalypse. This basic idea has been recycled dozens, if not hundreds of different times, and it forms the most common model for a dystopian future.

Natural Apocalypse

Watch the news. Compare the devastation caused by a great war to the devastation caused by a hurricane, a flood, or a major earthquake. For all its power to destroy itself, the military might of mankind pales in comparison to the power of nature. In a Natural Apocalypse a series of natural disasters on an unprecedented scale has wiped out civilization, perhaps due to constant pollution by man, or perhaps simply due to fickle fate.

Earth is trying to kill us

In reality the earth cares nothing for humans. Whether we survive or not, the earth continues. In a Natural Apocalypse game, however, the earth becomes a major antagonist. It is almost as if the earth itself is out to get the characters. No matter where they go, natural disasters seem to follow. Tornados chase their vehicle down the road, hurricanes strip the roof off their shelter, and hail pelts down on them from above. If the characters travel along a coast, that is when the tsunami will hit. Characters should fear travel, and should fear braving the elements, even while being forced to in order to gather needed supplies.

Humanity underwater and underground

With nature out to get them, most humans have taken refuge in the two places that are mostly safe: Underwater, and underground. Underwater habitats often come about as a result of melting polar ice caps, creating a flooded earth. While the surface of the ocean is often dangerous and storm-tossed, underwater is far more placid (though far from perfectly safe). Landlocked humans will go underground, where storms simply wash over them. Even powerful earthquakes do not collapse the mightiest of caves, though it can knock loose rocks and debris that can cause peril to those dwelling within. While these havens are far from safe, they are much safer than life on the disastrous surface.

Survive and repopulate

You cannot fight the earth. While it is possible that some scientists might discover weather control, which is highly unlikely since even the safest underground or underwater havens are frequently at the mercy of natural disasters, disrupting research. Because of this, a Natural Apocalypse is not stopped so much as survived. Eventually the environment will stabilize, and while it might be quite different from the environment humans are used to it will be survivable. In the meantime, extinction of the species is a real danger. Lives must be preserved. Uncontaminated food and water must be collected. And yes, babies must be born to ensure the human race does not die out.

Examples of Natural Apocalypses

The Day After Tomorrow. The movie may get the science wrong, but the visuals are exciting and it illustrates a true Natural Apocalypse.

Waterworld. Yes, this is one of the most critically panned movies of all time and it was a huge flop. But the core concept of a world covered in water, and a human race struggling to adapt to the new environment, is at the heart of any Natural Apocalypse.

Luddite Apocalypse

No, this is not what happens when the Luddites take over the world. Rather, in this apocalypse technology simply stops working. Perhaps it is because the Earth's magnetic poles reverse, instantly frying all electricity. Perhaps some mysterious alien presence (or even the hand of a deity) has caused electricity, and perhaps even complex mechanical devices to stop functioning.

What if electricity stopped working?

Think of all the ways you rely on technology every day. If you are like most people, you are not thinking hard enough. Modern humans have become used to technology. Even the oldest humans still living were born into a world of electricity, motorcars, airplanes, and refrigeration. Most of our food comes from large farming areas, traveling via a variety of vehicles hundreds of miles or more to local supermarkets. Those farms are highly automated, allowing a higher yield of food. Communication in the modern era is almost entirely technological. Even the mail is sorted, filed, and delivered using technology.

Modern man in the Stone Age

Historically speaking, leisure time is a relatively new concept. In an Amish Apocalypse all food, shelter, clothing, and everything else must be grown or manufactured locally, from local materials. Without technology to assist, these tasks will fill up an entire day. Life becomes a routine. Tend to your crops, repair your home, and mend your clothing. Concepts such as labor laws vanish as nothing is more important than getting the work done. To do otherwise is to risk starvation and exposure. Communities become tightly knit, with each person filling in a niche that relies on everyone else. Farmers rely on the blacksmith to repair their plow, while the blacksmith relies on the farmer in turn to eat. Without mints currency falls out of use, and a barter system is imposed. In such a society the profession of wandering adventurer (such as the characters) becomes vital once more. They ensure that travelers get to where they are going, they fight bandits and wild beasts, they are hired to supplement militia in wars, and they do anything else they are hired for.

The Joys of Simple Living

While this may sound very much like a traditional fantasy setting, never forget that humanity is not used to this life. Humans today are used to luxury, to leisure, and for having whatever they want without really working for it. A farmer's fields may stand in the shadow of a long-abandoned metropolis. Many may work tirelessly to restore technology, desperate to escape the new order. Others may come to prefer the simple communities of their new world, and fight to keep the old ways from returning. Humanity is uneasy in the Luddite Apocalypse, and many are willing to turn to banditry and thieving rather than giving up their life of ease.

Examples of the Luddite Apocalypse

Dies the Fire by S. M. Sterling. In 1998 an event occurs that causes technology to simply stop working. What follows is an epic tale of survival and the restructuring of civilization.

Yesterday's Apocalypse

Post-apocalyptic fiction is nothing new. It has been around since the birth of science-fiction itself. However, while 19th century apocalyptic fiction and modern apocalyptic fiction tend to use the post-apocalyptic wasteland as a warning against the evils of hubris and unfettered technology, there was a period in the 30s, 40s, and 50s where it was believed that the future would be bright, and that technology would lead to a better life. Normally called "Pulp", this innocent, action-packed style of story can form an excellent basis for a post-apocalyptic tale.

Ray guns and rocketmen

Pulp sci-fi has very little to do with actual science, and a whole lot to do with what looks cool. Technology takes on an art-deco appearance, with bullet-shaped rocketships, smooth-sided hovercars, and shiny silver ray guns. While this technology is mostly destroyed in a post-apocalyptic story, what technology remains retains this basic appearance. Form is much more significant than function, and strapping a rocketpack to your back and blasting into the sky works perfectly, laws of physics be damned. Scientific reality surrenders completely in this setting to the rule of cool: If it looks cool, it works.

Science cures all ills

In Yesterday's Apocalypse science is very rarely a bad thing. Although the apocalypse was likely caused by an evil mastermind wielding technology, the technology is not at fault. Scientists working in a post-apocalyptic lab might develop a new gadget for the hero traveling the post-apocalyptic wasteland. Improbable gadgets are used to keep away savage mutants and wild beasts. And even though the human race suffered a major setback, the eggheads of the world are working tirelessly to make sure the future is a better, brighter place.

Beat the evil mastermind

Very often in pulp fiction the villain is an over-the-top evil mastermind type. Think a Bond villain by way of Lex Luthor. Very likely the ultimate villain actually caused the apocalypse himself, but at the very least he is exploiting the lack of resources and damaged humanity for his own gain. Unlike most other post-apocalyptic settings this is not seen as a function of his flawed humanity, but rather is seen as an aberration. Most humans are good and heroic, but the villain is mad or just simply evil. His evil needs no justification or rationalization. He just likes being bad.

Examples of Yesterday's Apocalypse

Sky Captain and the World of Tomorrow. All right, so it is not a post-apocalyptic story. But this movie does perfectly (and intentionally) capture the pulp genre. Unlikely technology, bold heroes, and an evil mastermind who wants to, what else, destroy the world.

Adam Strange. This DC Comics series involves an earthman transported to an alien world, where he acts as their savior. The character of Adam Strange is very much a pulp hero, complete with jetpack and ray gun, and while the cities of Rann are very technologically advanced the world of Rann itself often shows a post-apocalyptic side, with horrific monsters and diabolical villains. Lately Adam Strange's adopted planet of Rann has been the victim of disaster after disaster, from war to natural disasters to the rise of a demon, increasing the apocalyptic aspects of these stories.

Tomorrow's Apocalypse

A standard post-apocalyptic setting occurs in the near future, and the remnants of humanity often get hold of rare modern devices that still work. But what if the apocalypse happens in the far future? This apocalypse can be anything, but rather than scrounging for rifles and K-rations the survivors will scrounge for lasers and food replicators. While that might seem like a cosmetic difference, it carries with it some major thematic changes.

You mean all we have is super-technology?

Like any other apocalypse scenario, the standard level of technology will be non-electronic. Makeshift spears and armor are still the basic weaponry available. The difference, of course, is that the rare bit of advanced technology is very, very advanced. The difference between the haves and the have-nots is even more starkly

defined, and a bunch of tribals with spears would likely have a difficult time defeating even one high-tech mercenary with a personal shield and an auto-targeting pulse laser. In the standard Exodus setting there are cars, but gas is rare. In a future scenario "gas" (likely some sort of energy packs) is still rare, but rather than cars it can fuel spaceships. Rather than a fallout shelter surviving off a still-ticking nuclear reactor, survivors might shelter in an orbiting space station that still retains basic functions after all these years.

The Technological wasteland

In a futuristic post-apocalypse there are certain technologies that are everywhere. These technologies are normally not equipment (weapons and armor are still rare), but they provide flavor and atmosphere. Color-changing tattoos, hair-dyes, and clothing might be common. A holographic AI mayor of town might not be too terribly uncommon, as long as there is a technician around to keep it repaired. Perhaps it would have developed certain habits like a stutter or a tendency to blink in and out of existence to indicate how damaged it is. While medicine and chems are still as rare as a modern post-apocalypse, the rare chems that can be found are more sophisticated, and the medicines may well be true cure-alls. A future apocalypse also opens up new locations, like space stations, underwater colonies, and even colonies on other planets (who may or may not be suffering under the same conditions).

Technology is the solution

If modern trends continue, then the world of the future will be even more reliant on technology than we are. Because of this the "technology is bad" message is not as well suited to the futuristic apocalypse. Rather, because of the utter dependence on technology, rediscovering advanced tech is likely the solution to the problem. An arid, radiation-poisoned landscape can provide food for the city once more if the proper terraforming technology is found. A deadly plague can be cured by panacea. All sorts of disasters and attacks can be weathered if the city's energy shield is fixed. Fixing and finding technology has even more importance when that technology is super-science.

Examples of Tomorrow's Apocalypse

Firefly. While the core worlds in this sci-fi series are still very high-tech, the border planets are devastated by war and live in a mix of primitive tech and whatever high-tech parts they can scrounge. A perfect example of tomorrow's apocalypse.

Dark Age Apocalypse

Most post-apocalyptic settings take place within a hundred years of the apocalypse. Often older folks, or even younger folks, remember the apocalypse and its horror. But what if hundreds of years have passed? What if everyone who remembers what society was like is dead? What if the apocalypse wiped out all computers, libraries, and history books? If all of history exists only in oral traditions handed down from a few survivors, how many errors would there be? Welcome to the second Dark Age, where man has not only lost modern technology, but he has forgotten he ever had it.

History lost

Computers and libraries were wiped out, at least on the surface. History is lost. Think about it for a moment. How much technical knowledge can you recall purely from memory? Can you quote the United States Constitution? All the amendments? How about the Geneva Convention? Do you know how to make indoor plumbing from scratch? How about a car? How about a microcircuit? Do you know how to create the materials needed to build those things? Now imagine that all your children can ever learn is what you can teach them. As generations pass some of that knowledge will be lost, especially if it is not practiced. Then their children only have their teaching, and their children, and so on. Eventually concepts that we take for granted vanish completely.

Saint Einstein

While history is not entirely treated as myth, it does become legendary. Certain aspects of modern life no longer have context, and thus become ritualized. For instance, the pledge of allegiance. What is now simply a recitation

of patriotic duty might quickly gain religious significance once the United States is but a vague memory. And since the pledge says it is to the flag, a United States flag could quickly become worshipped as a holy relic. But above all, scientists would hold a position of great religious significance. For the Dark Age Apocalypse has one thing that separates it from a standard medieval setting: The people of the Dark Age Apocalypse have stories of the glory days of high technology. Men like Einstein and Oppenheimer, and especially men who created technology that was used right before the end (like Toyota and Jobs,) would be almost religious figures. Indeed, they might be religious figures, invoked as saints by monks who work tirelessly to rediscover technology that they no longer understand in the slightest.

Rediscovering the present

The Dark Age Apocalypse has legends of our present. It was a golden age of technology and luxury. Many of them, including most adventurers, would wish to rediscover such a time. The quest for "modern" technology is omnipresent in the Dark Age Apocalypse. This might include seeking out sealed underground shelters, the only things to survive the apocalypse, or hunting down far-off communities that might have passed down different knowledge. Such efforts may only yield a scrap of blueprint, or a few pages of a burned tome, but even such meager advances would be worth it. Of course finding the technology is only the beginning. Imagine you found a blueprint with lots of strange scribbles on it that showed you exactly how to synergize your flarns to connect the hoobiju with the thingummie so liquid awesome flows into the macguffin. Would you be any better off than you were before? Do you even know if it's a good thing to fill a macguffin with liquid awesome? There would be entire monastic orders dedicated to studying these small scraps of knowledge, hoping to divine some meaning from them. But although the task seems insurmountable, bit by bit technology would slip back into society, starting with things like steam power and smelting, and slowly working its way upward.

Examples of a Dark Age Apocalypse

A Canticle for Leibowitz by Walter M. Miller Jr. The quintessential Dark Age Apocalypse novel, containing three stories about the Monks of Saint Leibowitz as they try to preserve and rediscover technology during different stages of a Dark Age Apocalypse.

Apocalypse in Space

In Exodus, and most other post-apocalyptic settings, the apocalypse occurs on Earth. However, space provides many opportunities for an apocalypse. Spaceships may break down and drift, leaving the crew stranded. Colonies may suffer some disaster that leaves them out of contact. While the precise nature of these apocalypses normally fall under one of the above settings, setting the apocalypse on a distant planet or on a spaceship creates a different kind of story.

Crashed colony ships and lost contact

In a standard Apocalypse, Earth is affected with all her billions of people. In an Apocalypse in Space, however, the population is usually much smaller. Even a large colony may have only a few thousand people, and a starship may have less than a hundred, or less than a dozen. While a fully colonized planet may have multiple colonies for characters to visit, many settings involve a single ship, or a single colony on an alien world. The key themes and moods of Exodus still apply. Communications satellites and arrays are shut down, or perhaps the nearest friendly colony is light-years away, which means communication is impractical. Space requires new necessities as well, such as breathable air, and radiation shields.

Hostile alien environments

Science tells us that life adapts to its environment. Humans, therefore, are highly adapted to earth. But by this token, humans would not be adapted to any other world. Any alien environment could be hazardous to human health, with poisonous chemicals in the air, excessive radiation, predatory creatures, and alien diseases. Survival on a post-apocalyptic earth is hard enough, but survival in space is literally impossible without high levels of technology to compensate for human frailty. Keeping that technology in good repair will be a constant theme of an Apocalypse in Space.

Which astronaut is the traitor?

This theme is so common in Apocalypse in Space stories that it is practically a necessity. If you are trapped in an Apocalypse in Space with other colonists or astronauts, one of them will be a traitor. Perhaps the traitor caused the apocalypse, or perhaps he just got caught in the disaster with everyone else. Perhaps he is just a villain. Perhaps he is simply greedy, and was paid for his work. Perhaps he is not evil, just of an opposing ideology. Or perhaps he is really a cyborg or an alien. Regardless, eventually his treachery will be uncovered, and characters will have to decide whether to punish him for his crimes, or pardon him so he can help them survive.

Examples of the Apocalypse in Space

Stargate: Universe. This television series involves a collection of military personnel and civilians trapped on a decaying alien spaceship, requiring them to brave dangerous planets to find the parts necessary to keep it running. A perfect Apocalypse in Space, with Doctor Rush as the “traitor” who caused the apocalypse (sort of).

Pitch Black. This movie is an Apocalypse in Space that starts out with simple survival, then quickly becomes a Monster Apocalypse. Plus Vin Diesel is always cool.

Battlestar Galactica. Alien foes utterly destroy the homeworlds, leaving the last remnants of humanity in a rag-tag fleet, fleeing through the stars. Both the original series and the remake are quintessential examples of the Apocalypse in Space. The new series especially uses the “Which Astronaut is the Traitor” idea as its main storyarc.

The Divine Apocalypse

If it were not for the Apocalypse of St. John (also known as the Biblical book of Revelation), the word Apocalypse would still mean “vision”. The concept of a disastrous end of the world was originally a religious one, with god creating the world and promising to one day destroy the world, whether because of the corruption of mankind, the interference of evil creatures, or simply because the end of the world is inevitable.

God is angry

In the Exodus setting the apocalypse was man made, but once unleashed it had no intelligence or direction. It was just a mindless force of nature that had no particular animosity toward man. In a Monster Apocalypse the apocalypse is made of intelligent creatures, malevolent and cruel but able to be fought. In a Divine Apocalypse, however, it is the divine itself that causes the Apocalypse. The divine is intelligent. It knows what it is doing, and it desires to do it, causing destruction with a sharp malevolence. But at the same time the divine is all-powerful (or at the very least, far more powerful than characters). Thus, it cannot be effectively fought. This combination of an undefeatable and malevolent enemy makes the Divine Apocalypse somewhat more inevitable than any other. It cannot be stopped, it can only be survived – and perhaps survived with the good guys winning.

Angels, demons, and you

When the apocalypse comes, the gods send their servants to the world. These can constitute many types of beings, from the Valkyries of the Norse to the jinni of Islam to the angels and demons of Christianity. But while their forms and attributes may be different, one thing is the same – these are spiritual creatures, formed by the divine. While they can do tremendous physical damage, their primary purpose is one of spiritual warfare. Thus a demon can level a city, yes, but it is all the more terrifying when it is corrupting an ordinary human into leveling it for him. Read up on horror games, and games with a strong moral or spiritual component. Think about how spiritual beings would interact with people, then steal or save their souls.

Inevitable Ends vs. Cosmic Battles

A key decision to make before beginning a Divine Apocalypse campaign is to decide whether the Apocalypse is inevitably foretold, or whether it is a cosmic battle. An inevitable Apocalypse is much like the Mayan or mainstream Christian Apocalypse, or the Norse idea of Ragnarok. It will unfold in a particular way, and a particular god or gods will do particular things, and there is nothing that can be done to change that. A cosmic

battle, on the other hand, generally has massive supernatural armies of good and evil fighting upon the earth with the final outcome undetermined. In the former case, the emphasis of the campaign simply becomes survival. You cannot stop or change what is happening, but you can try to survive it to the very end, and perhaps save others along the way. Perhaps there is a place of safety, such as the ancient city of Petra, where survivors can weather the divine storm while the rest of the world burns. In the latter case, however, there is more than just survival at stake. The characters can influence the battle, and determine whether good or evil triumphs. Will evil be destroyed as the earth is reborn through fire into a new paradise? Or will good be defeated, plunging the earth into eternal hell? Only the characters can decide.

Examples of the Divine Apocalypse

This Present Darkness and *Piercing the Darkness* by Frank Peretti. Not really an apocalypse story, but this tale of angels and demons descending on small towns feels like one. While the characters do get very preachy at times (and the book itself was written for evangelical Christians), the way Peretti's angels and demons interact with mankind contain a lot of good ideas.

Lucifer. This Vertigo Comics series is a spin-off from Neil Gaiman's *Sandman*, and follows the adventures of Lucifer after he abandons hell to strike out on his own. The series manages not only to work in the Biblical apocalypse, but also Ragnarok and various other end of the world myths.

Norse Mythology. Specifically the bits about Ragnarok, which is one of the more detailed accounts of an Apocalypse to be found in ancient myth, and contains many fantastic ideas.



CHAPTER II

THE WASTELAND

The Wasteland is a dangerous place to survive. Around every corner there is danger and risk of falling victim to the Wasteland. This chapter details civilization, hazards, and the terrain type of the Wasteland for the Overseer to place and use as challenges and obstacles for his player characters to overcome and survive within.

Some of the following material within this chapter is also presented in the Exodus Survivor's Guide. Several of the rules have been altered or changed and any differences between the Survivor's Guide and Overseer's Guide is now overruled by the text presented here.

DEATH, DYING, AND HEALING

Injury and Death

Hit points measure how hard a character is to kill. Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage

At 0 hit points, a character is disabled.

At -1 to -9 hit points, a character is dying.

At -10 or lower, a character is dead.

Massive Damage

Any time a character takes damage from a single hit that exceeds the character's Massive Damage Threshold, that damage is considered *massive damage*. A character's massive damage threshold is equal to the character's current Constitution score; it can be increased by taking the Improved Damage Threshold feat.

When a character takes massive damage that does not reduce his hit points to 0 or lower, the character must make a Fortitude save (DC 15); If the character fails the save, the character's hit point total is immediately reduced to -1. If the save succeeds, the character suffers no ill effect beyond the loss of hit points.

Creatures immune to critical hits are also immune to the effects of massive damage.

Non-lethal Damage

Non-lethal damage is dealt by unarmed attackers and some weapons. Melee weapons that deal lethal damage can be wielded so as to deal non-lethal damage, but the attacker takes a -4 penalty on attack rolls for trying to deal non-lethal damage instead of lethal damage. A ranged weapon that deals lethal damage cannot be made to deal non-lethal damage (unless it is used as an improvised melee weapon).

Non-lethal damage does not affect the target's hit points. Instead, compare the amount of non-lethal damage from an attack to the target's massive damage threshold. If the amount is less than the target's massive damage threshold, then the target is unaffected by the attack.

If the damage equals or exceeds the target's massive damage threshold, the target must make a Fortitude save (DC 15). If the target succeeds on the save, the target is dazed for 1 round. If the target fails, he or she is knocked unconscious for $1d4+1$ rounds.

Disabled (0 Hit Points)

When a character's current hit points drop to exactly 0, the character is disabled. The character is not unconscious, but he is close to it. The character can only take a single move or attack action each turn (but not both; nor can the character take full-round actions). The character can take non-strenuous move actions without further injuring himself, but if the character attacks or perform any other action the Overseer deems

as strenuous, the character takes 1 point of damage after completing the act. Unless the activity increased the character's hit points, the character is now at -1 hit points, and is dying.

Healing that raises the character above 0 hit points makes him fully functional again, just as if the character had never been reduced to 0 or lower.

A character can also become disabled when recovering from dying. In this case, it is a step up along the road to recovery, and the character can have fewer than 0 hit points (see Stable Characters and Recovery).

Dying (-1 to -9 Hit Points)

When a character's current hit points drop below 0 the character is dying. A dying character has a current hit point total between -1 and -9, inclusive.

A dying character immediately falls unconscious and can take no actions. The character loses 1 hit point every round. This loss continues until the character dies or becomes stable naturally or with help (see below).

Dead (-10 hit points or lower)

When a character's current hit points drop to -10 or lower, he is dead. A character can also die if his Constitution is reduced to 0.

Stable Characters and Recovery

A dying character (one with -1 to -9 hit points) is unconscious and loses 1 hit point every round until he becomes stable or dies.

Recovering without Help

Each round, a dying character makes a Fortitude saving throw (DC 20). If the save fails, the character loses 1 hit point and must make another save on his turn the next round.

If the save succeeds, the character becomes stable. A stable character stops losing hit points every round, but remains unconscious.

If no one tends to the stable character (see below), he remains unconscious for 1 hour, at which point he makes a Fortitude save (DC 20). If the save succeeds, the stable character regains consciousness, becoming disabled (see above). The character's current hit point total remains where it is, however, even though it is negative. If the save fails, the character remains unconscious.

An unaided stable, conscious character who has negative hit points (and is disabled) does not heal naturally. Instead, each day the character makes a Fortitude save (DC 20) to start recovering hit points naturally for that day; if the save fails, he loses 1 hit point.

Once an unaided character starts recovering hit points naturally, the character is no longer in danger of losing additional hit points (even if his current hit point total is still negative).

Recovering with Help

A dying character can be made stable by the use of the Treat Injury skill (DC 15). One hour after a tended, dying character becomes stable, he makes a Fortitude save (DC 20) to regain consciousness. If successful, the character becomes disabled (see above). If the character remains unconscious, he makes the same Fortitude save every hour until he becomes conscious. Even while unconscious, the character recovers hit points naturally, and he can return to normal activity when his hit points rise to 1 or higher.

Healing

After taking damage, a character can recover hit points through natural healing (over the course of days) or through medical technology (somewhat faster). In any case, a character cannot regain hit points past his full normal total.

Natural Healing

A character recovers 1 hit point per character level per evening of rest (8 hours of sleep). A character undergoing complete bed rest (doing nothing for an entire day) recovers 2 hit points per character level.

Healing Ability Damage

Ability damage returns at the rate of 1 point per evening of rest (8 hours of sleep). Complete bed rest (24 hours) restores 2 points per day.

Temporary Hit Points

Certain effects can give a character *temporary hit points*. When a character gains temporary hit points, make a note of his current hit points before adding the temporary hit points. When the temporary hit points expire, the character's hit points will return to the amount of the hit points before the temporary gain. If the character's hit points are already below that score at that time, all the temporary hit points have already been lost, and the character's hit point total does not drop.

When temporary hit points are lost, they cannot be restored as real hit points can be, even with medical treatment.

Increases in Constitution Score and Current Hit Points

An increase in a character's Constitution score — even a temporary one — can give the character more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored through normal healing. When a character's Constitution drops back down to its previous score after a temporary increase, the character's full normal hit points go down accordingly.

Chemical Addiction

Chemical or drug addiction is defined as the compulsive physiological need for a habit-forming substance. An addict is driven both by a gnawing hunger for his drug of choice and by the knowledge of how miserable they will be if they cannot obtain their fix. If they possess a supply of their drug they must fight the compulsion to take more and more "hits" of the substance; and, if they do not possess a supply, then they are consumed by the thought of how and when they will obtain more of their "poison" of choice.

Only characters, creatures, and NPCs with a Constitution score can benefit from chemical use and have the ability to suffer from chemical addiction.

A character can become addicted to a given chemical in a single dose if he is unlucky. Each time the character takes a dose of an addictive chemical he has a percentage chance of addiction that is listed in the Description of the chemical in Chapter 4 for the player's knowledge of the risk. If the percentile roll is within the chance of addiction the character becomes addicted.

Chemicals (Drugs)	Addiction Chance ¹	Addiction Effects ²	Fort Save
Alcohol	10%	-4 CHR, -2 WIS	25
Angel Dust (PCP)	40%	-4 INT, Fatigue	30
Afterburner	20%	-2 CON, -4 WIS	35
Black Sunshine	25%	Blindness	30
Burnout	35%	Blindness, Deafened, or both.	40
Cocaine	40%	-2 CON, Fatigue	35
Heroin	65%	-6 CHR, -4 CON, Exhaustion, Shaken	50
Inferno	20%	-8 DEX, -4 Initiative	45
LSD	25%	-4 INT, -4 Initiative	35
Marijuana	5%	-2 WIS	20
Meth	50%	-2 CON, -4 INT and WIS, Exhaustion	50
Mindmeld	15%	-6 INT and WIS	35
Mutagen	40%	-8 STR and -4 CON	45
Pain Pills	15%	-2 DEX and WIS	30
Opium	25%	-4 INT and WIS, -6 Initiative	
Rad-Blocker 2	10%	-2 Fortitude save	30
Vigorioids	25%	-6 STR and DEX, -2 Initiative	40
Voodoo	20%	-6 DEX, -2 Initiative	40

¹ Subtract the character's CON modifier from the base chance (or add if the CON mod is a penalty).

² If an ability score is reduced to 0 (except CON), then the character is catatonic until he is able to make the Fortitude save to beat the addiction. The character must be cared and treated for during this state or he faces starvation. If a character's CON is reduced to 0, then the character has overdosed on the drug and is dead Jim.

Chemical addiction is a temporary condition based on the chemistry of the individual chemical as denoted on the addiction chart on the following page. An addiction can last several days to weeks and has a detrimental effect on the character during the withdrawal and recovery period.

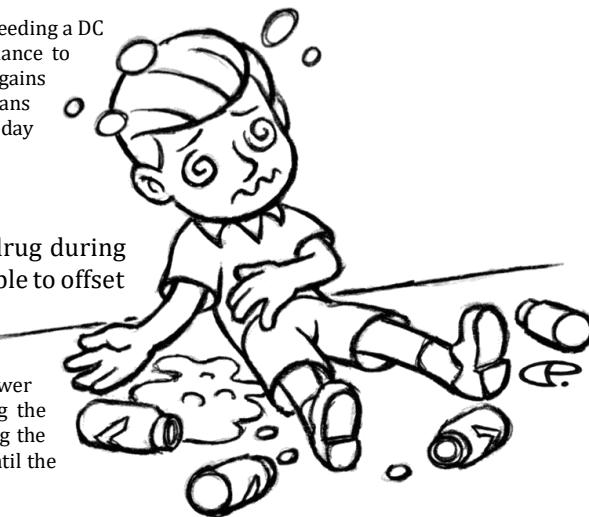
Chemical Addiction Terms

Addition %: This is the percentage of time that a user will become addicted to a particular chemical. Characters with a high Constitution score subtracts his CON modifier from the percentage change.

Addiction Effects: This is the detrimental effect the addiction, from the chemical, has on the addicted user until the character recovers by succeeding on a Fortitude save.

Fortitude Save: A character can break the addiction's detrimental effects with a successful Fortitude save. If the save is successful, the user will begin regaining his ability scores at their normal healing rate (usually 1 point per ability score per day). Failure means that the character fails to break the addiction, still suffering the effect until 24 hours has passed, where upon the save may be attempted again to break the addiction with a +1 cumulative recovery bonus per day of addiction.

Example: Rex has a +6 Fortitude save and is addicted to Mindmeld needing a DC 35 to succeed in breaking his addiction. Rex does not have a chance to succeed until 9 days have passed. After 9 days of addiction, Rex then gains a +9 resistance bonus for a total of +15 to his Fortitude roll. This means that now he has a chance to start to recover, which improves each day until the Fortitude save succeeds.



Chemical Use during Addiction

Poor willpower causes addicted characters to use the drug during an addition period. Using an addicted drug is a real possible to offset some of the addiction penalties, but the user gains the benefits only to add to the addiction penalty.

Example: Rex is addicted to Mindmeld, and does not have the willpower to resist the cravings and takes a dose. Rex is already suffering the addicted effects of -4 INT and WIS, but gains the benefits of taking the drug. Rex now only suffers a -2 INT and WIS and gains +2 CHR until the chemical effects lapse.

CONDITION SUMMARY

A number of adverse conditions can affect the way a character operates, as defined here. If more than one condition affects a character, apply both if possible. If not possible, apply only the most severe condition.

Ability Damaged

The character has lost 1 or more ability score points. The loss is temporary, and these points return at a rate of 1 per evening of rest. This differs from "effective" ability loss, which is an effect that goes away when the condition causing it goes away.

Ability Drained

The character has lost 1 or more ability score points. The loss is permanent.

Blinded

The hero cannot see at all, and thus everything has total concealment to him. The character has a 50% chance to miss in combat. Furthermore, the blinded character has an effective Dexterity of 3, along with a -4 penalty on the use of Strength-based and Dexterity-based skills. This -4 penalty also applies to Search checks and any other skill checks for which the Overseer deems sight to be important. The character cannot make Spot checks or perform any other activity (such as reading) that requires vision. Heroes who are blind long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the Overseer's discretion).

Concussion

The character has taken a mighty wound to the cranium scrambling his senses. He loses his Dexterity bonus and suffers 4 points of damage to INT and WIS. Additionally in combat, the concussed character can only make Standard actions until the effects of the concussion wears off. The effect of the ability damage returns at the standard ability healing rate.

Cowering

The hero is frozen in fear, loses his Dexterity bonus, and can take no actions. In addition, the character takes a -2 penalty to his Defense. The condition typically lasts 10 rounds.

Crippled

The hero has been crippled and suffers penalties to his Attributes based on the appendage that is crippled as described below:

Arm: The character suffers a -4 penalty to any Dexterity based skill check that require the use of both arms and/or hands. Additionally, the character suffers a -4 combat penalty if wielding any weapon both arms and/or hands.

Foot: The character's speed is reduced by 10 feet and he cannot use the Run action.

Hand: The character suffers a -4 penalties to any Dexterity based skill checks that require the use of both hands. Additionally, the character suffers a -4 combat penalty if wielding any weapon requiring more than one hand to use.

Leg: The speed of the character is reduced by one-half base (round up), and he cannot run. Additionally, he suffers a -4 penalties to any Dexterity based skill checks that require the use of both legs.

Dazed

Unable to act, a dazed character can take no actions, but still gets the benefit of his normal Defense. This condition typically lasts 1 round.

Dead

A character dies when his hit points drop to -10 or lower, or when his Constitution drops to 0.

Deafened

The hero cannot hear and takes a -4 penalty on initiative checks. The character cannot make Listen checks. Heroes who are deafened long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the Overseer's discretion).

Disabled

The character has 0 hit points. The character can take only a single move action or attack action, and takes 1 point of damage after any action.

Dying

The character is near death and unconscious, with -1 to -9 wound points. The character can take no actions, and each round a dying character loses 1 hit point until he dies or becomes stable.

Entangled

An entangled character takes a -2 penalty on attack rolls in addition to a -4 penalty to Dexterity. If the entangling bonds are anchored to an immobile object, the entangled hero cannot move. Otherwise, the character can move at half speed, but cannot run or charge.

Exhausted

Characters who are exhausted move at half speed and cannot run or charge. Furthermore, they take a -6 penalty to Strength and Dexterity. After 1 hour of complete, uninterrupted rest, an exhausted character becomes fatigued.

Fatigued

Characters who are fatigued cannot run or charge and take a penalty of -2 to Strength and Dexterity. After 8 hours of complete, uninterrupted rest, a fatigued character is no longer fatigued.

Flat-Footed

A character who has not yet acted during a combat is flat-footed, not reacting normally to the situation. A flat-footed character loses his Dexterity bonus to Defense and cannot make attacks of opportunity.

Grappled

When grappled, a character cannot undertake any action other than attacking with his bare hands, attacking with a light weapon, or attempting to break free from his opponent. The character loses his Dexterity bonus to Defense, except on attacks from characters with whom he is grappling.

Helpless

Paralyzed, sleeping, or unconscious characters are helpless. A helpless character has an effective Defense of 5 + size modifier. An attacker can attempt a coup de grace against a helpless character.

Irradiated

A character that has a RAD score is irradiated and may be suffering from the effects of Radiation Sickness (see Radiation for more details).

Nauseated

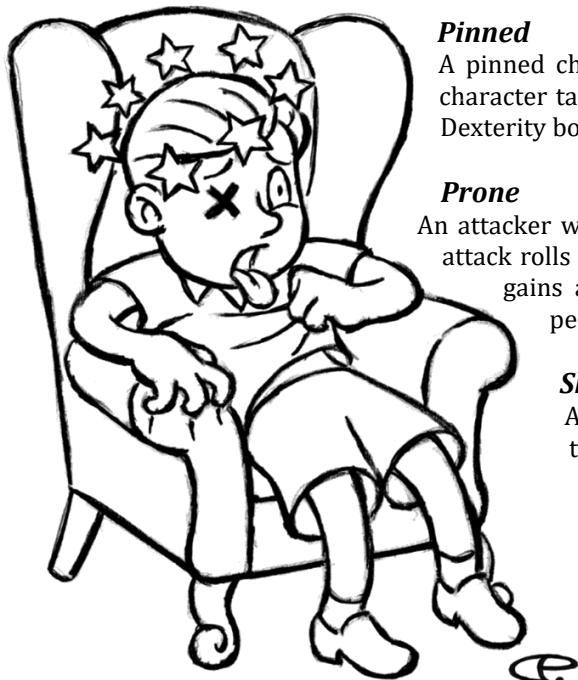
Characters who are nauseated are unable to attack or do anything else requiring attention or concentration. The only action such a character can take is a single move action per turn.

Panicked

A panicked character flees as fast as possible and cowers (see Cowering, above) if unable to get away. The character defends normally but cannot attack.

Paralyzed

Heroes who are paralyzed fall to the ground unable to move (they have an effective, but not actual, Dexterity and Strength of 0). They are helpless.



Pinned

A pinned character is held immobile (but not helpless) in a grapple. The character takes a -4 penalty to Defense against melee attacks and loses his Dexterity bonus to Defense.

Prone

An attacker who is prone (lying on the ground) takes a -4 penalty on melee attack rolls and cannot use bows or thrown ranged weapons. The character gains a +4 bonus to Defense against ranged attacks, but takes a -4 penalty to Defense against melee attacks.

Shaken

A shaken character takes a -2 penalty on attack rolls, saving throws, and skill checks.

Stable

A stable character is no longer dying, but is still unconscious.

Stunned

A character who becomes stunned loses his Dexterity bonus, drops what he is holding, and can take no attack or move actions. In addition, the character takes a -2 penalty to Defense. The condition typically lasts 1 round.

Unconscious

An unconscious character is unable to defend himself. The character is helpless and typically falls prone.

ENVIRONMENTAL DANGERS

Acid

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted on the Acid Damage table. Acid damage from an attack deals both Hardness to an object and the Hit Points of the living. Anything fully immersed in acid takes potentially more damage per round of exposure than from a splash.

Acid	Acid Damage	
	Splash *	Immersion*
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10

*Damage per round of exposure.

Acid also has a secondary attack to the living. Fumes from concentrated and potent acids that are inhaled are poisonous to those who come within 5 feet of the acid source. Staying within the area of acid fumes for more than 1 minute results in 1d3 Constitution damage each minute of the exposure. Breathers or Gas Masks filter the fuels into harmless vapors.

Cold

There are several different climates in the wasteland. Depending on where the characters are terrain-wise, they may find extreme shift in temperature as detailed under Temperature below. Of course not all cold comes from the temperature, sometimes it is manmade.

When characters come into contact with extreme levels of cold, like below the freezing point, they begin to suffer from the effects of frostbite and hyperthermia until removed from the effects that create the cold conditions. The character that is suffering from the effect of cold is allowed a Fortitude saving throw DC 10 + 1 per 10 degree below freezing (32° Fahrenheit) Success means the character suffers no damage. Failure the character takes 1d4 cold damage and is Fatigued. A new save is required every hour that the characters stay in the cold condition.

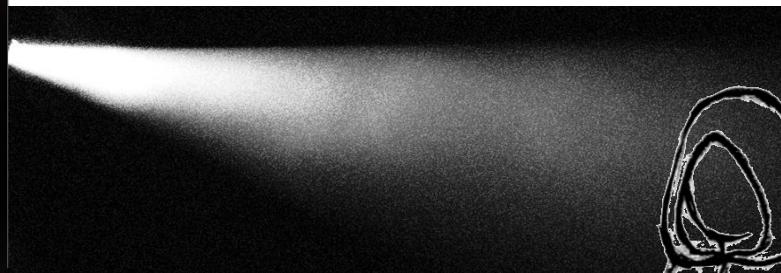
Equipment designed for cold climates grants a +4 equipment bonus on the saves against cold. A character who succeeds at a Survival check (DC 15) gains a +4 competence bonus on his Fortitude save vs. cold dangers.

Darkness

It is on a rare mission that characters will not end up in the dark somewhere. While some mutated characters may be able to see in the darkness or the character has equipment that provides night-vision, the normal character is essentially blind in total darkness. The Light Source table provides typical light sources found in a post-apocalyptic setting.

Light Sources		
Item	Radius	Duration
Candle	5 feet	4 hours
Chem-Light Stick	5 feet	1 hour
Flare, road	10 feet	2 hours
Flare, signal	20 feet	10 min.
Flashlight	20 feet*	6 hours
Halogen lantern	40 feet	12 hours
Lighter	5 feet	5 minutes
Torch	20 feet	1 hour

*Creates a beam 30 feet long and 5 feet high.





Disease

When a character is exposed to a treatable disease, the character must make an immediate Fortitude saving throw. The victim must make this roll when he comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease, or suffers damage from a contaminated attack. If the character succeeds, the disease has no effect on him — the character's immune system fights off the infection. If the character fails the save, he takes damage after an incubation period passes; once per day thereafter, the character must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that the character has fought off the disease and recovers, taking no more damage.

The characteristics of some treatable diseases are summarized on the adjoining Diseases table.

Type: The disease's method of delivery — ingested, inhaled, or via an injury — and the DC needed to save. Some injury diseases can be transmitted by a wound as small as an insect bite. Most diseases that are inhaled can also be ingested (and vice versa).

Incubation Period: The amount of time before initial damage takes effect (if the victim fails his Fortitude save).

Initial Damage: The initial damage the victim takes after the incubation period has passed.

Secondary Damage: The amount of damage the hero takes one day after taking initial damage, if he fails a second saving throw. This damage is taken each day the saving throw fails.

Disease Descriptions

Anthrax: Caused by a spore growing bacteria, anthrax was virtually eradicated in nature during the 20th century. Packets of the white spores which transmit the disease have been known to be weaponized. The disease can attack the intestines, the respiratory system, or the skin of those coming in contact with the spores (either naturally or artificially).

Blood Fly Virus: Also known as blood fly fever, this disease is spread by the bite of the blood fly. This virus attacks the immune system causing an extremely high fever reaction and a characteristic pattern of splotchy blood colored patches along the veins of the victims.

Dysentery: An explosive form of common nausea and abdominal pain. Typically carried in unpurified drinking water, the real danger of dysentery comes from dehydration due to not being able to hold down water. Virtually unheard of throughout much of modern history, after the war availability of water purification dropped leading to the return of the disease.

Ebola: Originating in Africa in the last years before global travel halted, Ebola is carried by bats who are immune to the virus. Spread through contact with bodily fluid or infected articles of clothing. Early symptoms include weakness, muscle and joint pain, progressing to vomiting, then shortness of breath, bleeding in unusual places and a rapid general decay. No cures for the disease was ever discovered.

		Diseases			
Disease	Type	Fort DC	Incubation Period	Initial Damage	Secondary Damage
Anthrax	Inhaled Injury	16	1d2 days	1 Con	1d4 Con*
Blood Fly Virus	Injury	12	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con*
Dysentery	Ingested	13	1 day	Nauseated	1d4 Con
Ebola	Contact	17	4 days	1d6 Str and 1 Con	1d4 Str and 1d4 Con
Glutton Syndrome	Ingested	14	22 days	1 Str	1d4 Str and 1 Con
Hantavirus	Injury	14	1 day	1d2 Str	1d2 Str* and 1d2 Con*
Mad Bovine Disease	Ingested	16	7 days	2d6 Int	1d6 Int
Muscular Degeneration	Inhaled	14	10 days	1 Str	1 Str
Necrotizing Fasciitis	Contact	13	1d6 days	1 Con	1d3 Con*
Pneumonia	Inhaled	12	1d4 days	1 Str	1d3 Str and 1d3 Con
Salmonellae	Ingested	13	1 day	1 Str and 1 Dex	1 Str and 1d3 Dex
Small pox	Inhaled Contact	15	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
Tuberculosis	Inhaled Contact	13	36 days	1 Con	1 Con

*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

Hantavirus: Spread primarily by contact with the aggressive rodents of the wastes, Hantavirus can also be contracted by consuming food or water tainted with rat feces or urine. Early symptoms include nausea, dizziness, and shortness of breath. In the later stages, Hantavirus causes the lungs to fill with fluid and drown the patient.

Glutton Syndrome: This mysterious disease acquired its name because it instills its victims with an unending sense of hunger that they can never seem to satisfy. Some have suspected that the cause is a new, possibly radioactively mutated intestinal parasite. Any day which the subject can eat three times the normal amount they automatically pass the Fortitude save for that day and delay the effects.

Mad Bovine Disease: A degenerative disease that affect the brain and spinal cord, Mad Bovine Disease is a major problem amongst the herds of the Southwest. Transmitted to humans when they eat contaminated meat, the disease slowly drives them to ever worsening dementia. Since the disease is transmitted by a mutated bacteria the usual means of cleansing food such as freezing and cooking are not effective. Symptoms can first appear anywhere between 1 week after ingestion and as much as 30 years.

Muscular Degeneration: A mysterious illness of unknown origins that appeared at some point during the Exodus, the survivors on the surface lacked the medical knowledge and equipment to be able to adequately identify the source or any possible treatments for the disease that struck hardest in the Southwest, particularly in desert areas. The disease slowly and incrementally seizes the muscles, deteriorating them incrementally until the victim can no longer carry their own weight. The disease is especially insidious as many people will have the disease for several days or even weeks before realizing the weakness they feel is connected to the illness.

Necrotizing Fasciitis: Caused by any of a number of so called "flesh eating bacteria", necrotizing fasciitis is a deep tissue skin infection which results in the deterioration of muscle and skin into necrotic dead tissue. Particularly grisly due to often requiring the surgical removal of the dead tissue to prevent the spread, necrotizing fasciitis is feared throughout the wastelands and those with signs of the disease are never admitted to any community.

Pneumonia: Caused by bacterial, fungal, or viral infection to the lungs, pneumonia is characterized by a wet sounding cough, fevers, chills, and a sharp stabbing pain in the chest. Sapping the patient's strength, pneumonia if left untreated can linger for weeks until the inability to breathe finishes off weaker victims of the disease.

Salmonellae: A food borne illness caused by consuming food that has not been properly and thoroughly cooked or was not properly refrigerated, salmonellae is a common occurrence in the wastelands where access to refrigeration and where most cooking is done over open flames and other make shift methods. Causing explosive expulsion of food and water, this disease is not contagious between humans and is also often referred to as food poisoning.

Small Pox: While once virtually eliminated through the use of vaccines, small pox has returned after the Last War. Covering the body with oblong sores that cover the body both externally and internally on the lungs, throat, mouth, and eventually the spleen. One of the deadliest and most contagious diseases that threaten the inhabitants of the wastes, there is no treatment for small pox once it has been contracted.

Tuberculosis: Another disease that was in sharp decline before the Last War, Tuberculosis has risen sharply since. Characterized by a chronic cough, often with blood especially in the later stages. Eventually sufferers are left bedridden and dying, unable to breathe through the fluid and damage to the lungs.

Drowning

When a character becomes trapped underwater or other liquid-based substance, he has the possibility of drowning. When immersed in the liquid and the character can no longer hold his breath, as detailed under Suffocation, he begins to drown as the liquid fills his lungs at which point he can no longer get oxygen to his

blood and brain. A character can hold his breath for one minute before needing to make a Fortitude save DC 20. If successful, the character can hold his breath for another 30 seconds, before requiring another Fortitude save at +5 DC. The Fortitude DC continues to increase by +5 each succession until failure occurs. If the character fails his Fortitude save, he begins to drown, taking 1d6 Constitution damage per round until dead.

Electricity

Electrical hazards come in many forms, including stun guns, downed power lines, and electric security fences. The Electricity Damage table gives damage values for various electrical hazards based on relative voltage. A

Electricity Damage			
Voltage Type	Examples	Damage	Fort DC
Jolt	Car battery, stun gun	1d3	10
Low voltage	Fuse box, electrical socket	2d6	15
Medium voltage	Industrial transformer, electric fence	4d6	15
High voltage	Power line, electric chair, lightning	10d6	20

character that suffers from an electrical discharge can make a Fortitude saving throw to reduce the damage by half. If that character is not grounded or is otherwise insulated from the current, a successful save indicates that no damage is suffered.

Falling

A character takes 1d6 points of damage for every 10 feet of a fall, to a maximum of 20d6 points which represents maximum velocity. If the character succeeds on a Reflex saving throw (DC 10, +1 for each 10 feet fallen), this damage is halved. If the saving throw fails, full damage is applied.

For falls under 60 feet, a character can make a Tumble check (DC 15) to treat a fall as if it were 10 feet shorter when determining the damage and Reflex saving throw DC required by the fall.

Falling Objects

Objects that fall upon characters (or creatures or vehicles) deal damage based on their size and the distance fallen, as noted in the Damage from Falling Objects table.

Objects deal the initial damage given in the Damage from Falling Objects table if they fall 10 feet or less. An object deals an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects of Fine size are too small to deal damage, regardless of the distance fallen.

Object Size	Damage from Falling Objects			
	Examples	Initial Damage	Reflex Save DC	Strength Check DC
Fine	Coin	0	n/a	n/a
Diminutive	Paperweight	1	0	n/a
Tiny	Wrench	1d3	5	n/a
Small	Vase	1d6	10	5
Medium-size	Oil barrel	2d6	15	10
Large	Piano	4d6	20	20
Huge	Vehicle	8d6	25	30
Gargantuan	Barn	10d10	30	40
Colossal	House	20d10	35	50

A successful Reflex save indicates that the target takes half damage. The size of the falling object determines the save DC.



If the save fails by 10 or more, and the object is at least three size categories larger than the character, the character is pinned under the fallen object. A pinned character cannot move but is not helpless. The character can make a Strength check to lift the object off himself or an Escape Artist check equal to a Strength check to get out from underneath. The Overseer can modify the DCs for these checks based on the circumstances.

Fire

Fire burns almost everything. A character exposed to flames might find their clothes, hair, or equipment on fire. When coming into contact with fire, there is a chance of something on the character combusting. The character is allowed a Reflex saving throw as detailed on the adjoin table to avoid catching fire. Success means that nothing caught fire. Failure results in the character's clothes or hair catching fire, whereas he takes damage immediately. In each subsequent round, the burning character must make another Reflex saving throw or take damage again. This process continues until the character is burned alive or he succeeds the save in which point, he is no longer on fire.

Fire			
Type	Save DC	Damage	Extinguisher
Alcohol	12	1d4	Foam / CO2
Combustible	15	1d6	Water / Chemical
Chemical	20	2d8	Powder
Electrical	15	1d4	Powder
Gases	15	1d6	Powder
Grease	18	2d4	Chemical
Petro	20	2d6	Foam / CO2
Situational Modifier			
Engulfed in Flame	+10	+2d6	
Immersed in Water	-20		
Smother Flames	-4		
Stop, Drop, and Roll	-4		

Light

Much like darkness, a very bright light, such as staring into the sun or viewing an atomic detonation, can cause temporary blindness. When a character is exposed to a blinding light, he must succeed a Fortitude save (DC 25) or suffer from Blindness for 1d6 minutes until the character's eyes readjust to the normal level of light of the environment. Some circumstance or equipment may extend or reduce the Blindness period as detail by the equipment or the Overseer.

Heat

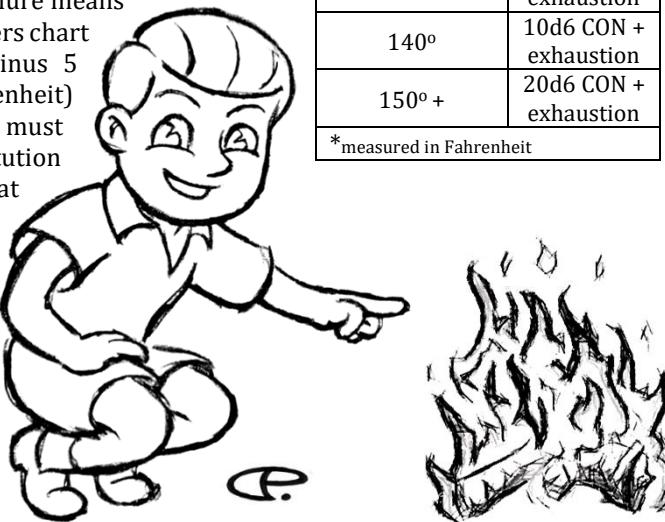
There are several different climates in the wasteland. Depending on where the characters are terrain-wise, they may find extreme shift in temperature as detailed under Temperature below. Of course not all heat comes from the temperature, sometimes it is manmade.

When characters come into contact with extreme levels of heat, like above 90° Fahrenheit, they begin to suffer from the effects of dehydration, heat exhaustion, heat stroke, and possible extreme sunburn until removed from the effects that create the hot conditions. Characters that are exposed to heat dangers must succeed a Fortitude saving throw (DC 10 + 1 per degree over 90°) or suffer from negative effects as detailed under Heat Dangers damage. Success means the character suffers no damage. Failure means the character takes damage based on the Heat Dangers chart and also becomes Fatigued. For every hour (minus 5 minutes for every 10° increment beyond 90° Fahrenheit) that the characters stay within the hot condition he must make a new saving throw. If a character's Constitution reach the score of zero, the character suffers a Heat Stroke and dies.

Equipment designed for hot climates grants a +4 equipment bonus to the character's Fortitude saving throw. A character who succeeds at a Survival check (DC 15) gains a +4 competence bonus on his Fortitude save vs. heat dangers.

Heat Dangers	
Temperature *	Damage
90°	1 CON + fatigue
100°	1d3 CON + fatigue
110°	1d6 CON + fatigue
120°	2d6 CON + exhaustion
130°	5d6 CON + exhaustion
140°	10d6 CON + exhaustion
150° +	20d6 CON + exhaustion

*measured in Fahrenheit





Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas, or is otherwise poisoned, the character must make a Fortitude saving throw. If the character fails, he takes the poison's initial damage (usually ability damage). Even if the character succeeds, he typically faces secondary damage 1 minute later. This secondary damage also requires a Fortitude saving throw to avoid.

Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

Perils of Using Poison

A character has a 5% chance (roll of 1 on 1d20) to expose himself to a poison whenever the character applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a 1 on an attack roll with a poisoned weapon must succeed at a Reflex saving throw (DC 15) or accidentally poison himself with the weapon.

Poison Immunity

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are immune to poison. Oozes and certain kinds of creatures are immune to poison, as detailed in their Descriptions, though it is conceivable that a special poison could be synthesized specifically to harm them.

Poison	Type	Fort DC	Initial Damage	Secondary Damage	Craft DC	Craft Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	24	4 hr.
Atomic Pepper Poison	Ingested Inhaled	15	2d4 Wis and Nauseated	2d4 Cha and 1d4 Con	16	2 hr
Atropine	Injury	13	1d6 Dex	1d6 Str	14	1 hr.
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	28	8 hr.
Chloroform ¹	Inhaled	17	Unconsciousness 1d3 hours	None	24	4 hr.
Cyanide	Injury	16	1d6 Con	2d6 Con	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	28	8 hr.
Deep Combine Oil	Injury	15	1 to all attributes	1d4 to all attributes	32	20 hours
Fungus Powder	Inhaled	14	1d4 Dex	1d2 Con	12	1 hr
Ghost Scorpion venom	Injury	19	1d6 Dex and slowed	1d6 Dex and Paralysis for 1d6 hours	n/a	n/a
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	18	2 hr.
Mega Monarch Powder	Ingested	13	1d4 Con	1d4 Str	14	1 hr
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	26	8 hr.
Pufferfish poison	Injury Ingested	17	1d6 Wis	1d6 Wis	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	30	15 hr.
Sea Snail Venom	Injury	14	Paralysis for 12 hours	Paralysis for 24 hours	n/a	n/a
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	n/a	n/a
Tear gas	Inhaled	15	Nauseated 1d6 rounds	—	21	4 hr.

Poison Descriptions

Arsenic: A colorless, odorless liquid or powder, Arsenic compounds have long been valued for being virtually impossible to detect when added to a food or drink.

Atomic Pepper Poison: So called atomic peppers grow throughout the wastes of the southwest. Far hotter than any pepper fit for human consumption, the concentration of capsaicin and Resiniferatoxin within these peppers is so potent that undiluted it can be deadly. If combined into an aerosol, this can also be used in a spray form.

Atropine: Extracted from any of several plants including the deadly nightshade, jimson weed, and mandrake roots, atropine affects the nervous system, speeding up the heart rate and bonding with the receptors that regulate rest and digestion. Used medicinally in small doses, large doses are lethal.

Chloral hydrate: This colorless solid is created by combining chlorine and ethanol. A sedative, chloral hydrate can also be used in small doses to create a state of mind conducive to hypnotic suggestion.

Chloroform: This dense, sweet smelling liquid is favored for use in knocking out victims due to the speed with which it causes total unconsciousness. Typically applied to a rag and held over the nose and mouth, chloroform can also be mixed in large quantities by rapidly combining chlorine (often from bleach) with chlorinate (such as the chemicals used to treat water). If combined in sufficient quantities this will yield a billowing, light gray cloud of chloroform gas.

Cyanide: Found in a wide variety of sources, including small amounts in apple and other fruit seeds, Cyanide was used as a pesticide, in mining, and medical applications.

Cyanogen: Made by reverting cyanide to its gaseous form, or suspending liquid cyanide in another gas, often using an oxygen tank.

Deep Combine Oil: Not one poison, but a combination of several, Deep Combine is the name given to an oil mixed by the most notorious poisoners of the Tribal Nation. The secret of the ingredients are held close by a select few, though its sale is widespread throughout the Southwest. Applied carefully to a blade or Arrow, the poison is characterized by its affecting the entire body and mind equally.

Fungus Powder: Certain mushrooms that grow in the more humid sections of the wastelands are known to be poisonous when their spores are inhaled. Industrious inhabitants have been known to grind these fungi and administer them in crude break open pouches which can be thrown like grenades to infect the air with the fine spore dust. This tactic is a favorite amongst NEMO raiding bands who use these crude effects to subdue potential victims.

Ghost Scorpion Venom: While giant scorpions evolved rapidly larger to survive in the harsh wastes, Ghost Scorpions did the opposite—growing ever smaller with more potent poison. While the diminutive creatures never attack humans naturally, their poison if harvested is incredibly powerful causing complete loss of sensation and eventual paralysis.

Knockout Gas: A generic term for any of a number of commercially or militarily created gas weapons. Creating knockout gas without the benefits of technology is very difficult, so most of the knockout gas in circulation currently was recovered from military and police storehouses from before the Last War.

Lead Arsenate: Used in solid form and as a spray application gas as a pesticide in commercial agriculture before the war, there are many large stockpiles of lead arsenate available for plunder and use, especially in rural areas.

Mega Monarch Powder: Mega Monarchs can grow to up to a three foot wingspan, their wispy black and red wings marking them out as dangerous prey for any predators who might consider the giant butterflies a tasty snack. Like their smaller cousins, mega monarchs are deadly if consumed. While this leaves them just as harmless to humans, enterprising poisoners know that if captured and ground into a fine powder they can be added to drinks or sprinkled over food they can be powerfully deadly.

Mustard Gas: This gas is named for its distinct yellow brown color. Originally used in trench warfare, mustard gas is heavier than air and slow to dissipate when released. It blisters the skin on contact and chokes its victims, forcing the air from their lungs and occupying that space instead. Long outlawed for having no practical purpose other than as a chemical weapon, mustard gas was manufactured in bulk during the lead up to the Last War.

Pufferfish Poison (fish): Though difficult to obtain, the poison of the pufferfish is an incredibly dangerous poison. A neurotoxin, it affects the nervous system directly and causes paralysis to individual organs by shutting off the flow of vital salt ions to sections of the body. If not administered in a fatal dose, the toxin leaves its victim in a state of extreme susceptibility to suggestion—awake but unable to act of their own volition, like living zombies. (If reduced to 4 or lower WIS will take commands of anyone making a DC 15 CHR check.) The poison's effect, if survived, are long lasting taking up to a week to clear out of the victim's blood stream

Rattlesnake venom: The most feared snake in the southwest, the Rattlesnake announces its presence with a shake of its tail. The art of milking snakes has long been practiced by the indigenous people of the Southwest and by scientist before the war. Those who know how value rattlesnake venom for its direct and dangerous effects.

Sarin nerve gas: A colorless and odorless liquid, Sarin nerve gas is one of the most potent methods of chemically incapacitating large numbers of people. Long outlawed by international treaty, Sarin nerve gas was used heavily during the Last War when it was delivered in rockets and bombs designed to drop smaller "bomblets" that cracked on impact releasing the gas.

Sea Snail Venom) Most commonly used by the Children of the Apocalypse, the venom extracted from overgrown snails along the coastline causes a near death experience, completely immobilizing the prey so that the slow moving snails can slowly digest them. The death loving cult use the venom intentionally as a way to get closer to death.

Scorpion/tarantula venom: Use for the venom of both common sized scorpions and tarantulas and the giant scorpions that roam the wastes.

Tear Gas: Like knockout gas, tear gas includes any of a number of sprayed or canister stored gas intended to irritate and detain an individual subject or a crowd. Some examples include CS gas used by the US Military and pepper spray which was sold commercially as a personal protectant before the last war.

Radiation

In an apocalyptic setting, the landscape has most likely been exposed to large doses of radiation from a variety of sources (i.e. nuclear detonation sites, nuclear reactor meltdowns, and toxic waste dumps). Places that were once safe to hold daily activities have become void of life from toxic radiation. Even though radiation levels will disappear over time, the effects of radiation on the human body is devastating.

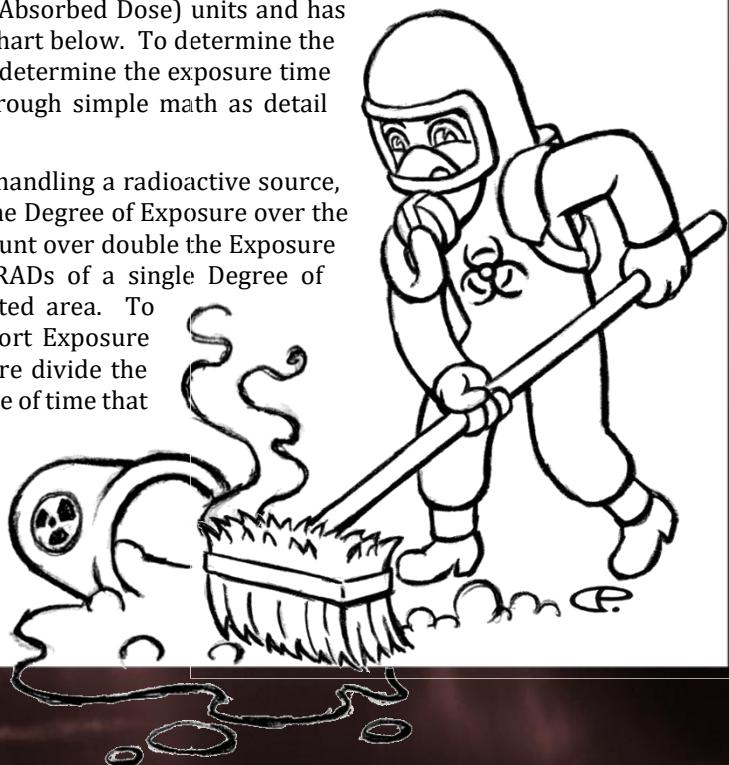
The following details the level of effects on animals and humans. Some sub-human mutated race are immune or resistant to the effects of radiation.

Effects of Radiation

When an animal, character, or other creature affected by radiation comes into contact with radioactive material (such as uranium or plutonium) or a radiated area, they are subject to radiation over an exposure period and possible radiation sickness damage depending on the degree of RAD exposure.

Radiation is measured in RAD (Radiation Absorbed Dose) units and has eight degrees of exposure as displayed in the chart below. To determine the degree of exposure consult the chart below to determine the exposure time and degree of RAD the characters receive through simple math as detail hereafter.

While a character is in a radiated area or handling a radioactive source, he gains the minimum amount of RADs from the Degree of Exposure over the course of the Exposure Period and the full amount over double the Exposure Period. A character can never exceed the RADs of a single Degree of Exposure, until moving into a deadlier radiated area. To determine how radiated a character is for short Exposure Periods not reaching the full length of exposure divide the minimum RADs of the Degree of Exposure by the of time that the character has been in the radiated area.



Radiation Exposure and Sickness				
Degree of Exposure	RAD	Exposure Period	Fort Save DC	Damage ¹
Weak	Less than 100	3 days	5	1d2-1 Con ²
Light	100-199	1 day	8	1d3-1 Con ²
Mild	200-299	6 hours	12	1d4-1 Con ²
Low	300-599	2 hours	15	1d6-1 Con ²
Moderate	600-999	30 minutes	18	2d4 Con
High	1000-4999	5 minutes	21	2d6 Con
Severe ²	5000-8000	1 minute	26	3d6 Con
Deadly ²	More than 8000	5 seconds	30	4d6 Con ³

¹ All radiated character suffers from a Radiated effect until the radiation sickness is removed or his RADs become 0.
² Minimum damage 0 Con.
³ If Constitution is reduced below zero there is a 1% chance per point below zero that the character will turn into a *Ghūl* instead of dying.

Example: Kenny explores some ruins that emit low levels of radiation. Kenny remains in the radiated area for an hour before leaving and returning back to town (an area that is not radiated). Kenny suffers light radiation exposure and has a RAD level of 150. Kenny loses 25 RADs over the course of the day and night, still having 125 RADs on the next day, and must succeed a Fortitude save under Light Radiation Exposure. The next day Kenny's RAD level drops by 25 again to 100, and he must make another Radiation Sickness Fortitude save under the Prolonging Damage.

Radiation Sickness

When a character is exposed to radiation, he may be afflicted with Radiation Sickness and its damaging effects. Radiation Sickness functions like other poisons except the character takes damage every exposure period multiple until his RAD drop below 100. The character is allowed to make Endurance check to half the effects of Radiation Sickness damage each period (min. 1; round down). However, the higher the RAD, the harder it will be to make an END check, as higher level of exposure bestows a penalty to the check.

If a character's END is reduced to zero by radiation damage, one of two scenarios happens. The character dies and it's game over for him or he becomes a Walker. If the character END is reduced below zero there is a 1% chance per point below zero that the character will turn into a Walker instead of dying. He will appear dead, but revive in 4 to 6 hours, and begin to suffer from a variety of flesh rotting diseases until his appearance resembles a zombie. It is up to the Overseer how long this will take.

Treating Radiation and RAD Recovery

A character can recover naturally from the effect of Radiation through natural healing and rest. Each day that a character is out of an irradiated area he regains 25 RAD + HR per day. Additionally, the drug Radium X can be used to stave off the effects of radiation sickness, with each dose removing 1000 RAD over the course of four hours.

Example: Kenny explores some ruins that emit low levels of radiation. Kenny remains in the radiated area for an hour before leaving and returning back to town (an area that is not radiated). Kenny suffers light radiation exposure and has a RAD level of 150. With an END 40, Kenny loses 29 RADs over the course of the day and night, still having 121 RADs on the next day, and must succeed an END check under Light Radiation Exposure or suffer the full damage to his END score.

Starvation and Thirst

Sometimes heroes might find themselves without food and water. In normal climates, heroes need at least a 1/2 gallon of fluids and about 1/4 a pound of decent food per day to avoid the threat of starvation. In very hot climates, heroes need two or three times as much water to avoid dehydration.

A character can go without water for one day plus the number of hours equal to his Constitution score. After this, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of damage. A character can go without food for three days, in growing discomfort. After this, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of damage. Damage from thirst or starvation cannot be recovered until the hero gets water or food, as needed.



Suffocation

A character in an airless environment (underwater, vacuum) can hold his breath for the number of rounds equal to his Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round to continue holding his breath. Each round, the DC of the Constitution check increases by 1.

When the character fails one of these Constitution checks, he begins to suffocate. In the next round, the character falls unconscious with 0 hit points. In the following round, the character drops to -1 hit points and is dying. In the third round after failing the check, the character dies of suffocation or drowning.

Smoke

Characters breathing heavy smoke or similar toxic gases must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking and coughing. Characters who choke for 2 consecutive rounds take 1d6 points of damage.

Smoke also obscures vision, giving one-half concealment (20% miss chance) to characters caught within.

Strangulation

When a character is strangled by an instrument or an attacker, use the rules below.

A character can strangle or choke a target of the same size category, one size category larger, or one size category smaller. The strangling attempt incurs an attack of opportunity.

To begin the choke, the attacker must succeed at an opposed grapple check. If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his breath for the number of rounds equal to his Constitution score. After this period of time, the target must make a Constitution check (DC 10, +1 for each previous check) every round to continue holding his breath. The target begins to suffocate on a failed check (see Suffocation and Drowning).

If at any time the target breaks free or slips free of the grapple, the stranglehold is broken (although any damage that was dealt remains). Note that a grappled target who is not pinned can use his attack action to strangle his attacker.

Temperature

The Exodus setting takes place in the southwest wasteland where extreme temperature can be found both day and night. The Exodus did not change the weather pattern all that much from the current day, beyond adding more greenhouse gases and radioactive hot spots. The adjoining chart details the region and typical temperature highs and lows for extreme weather conditions.

Temperature *		
Region	High	Low
Coast	90	-30
Desert	130	10
Mountains	100	-50
Plains	100	-10
Wind Modifier		
Wind 25 MPH		-10
Wind 50 MPH		-20
Wind 75+ MPH		-40

*measured in Fahrenheit

Toxic Waste

Toxic waste is hazardous waste that is radioactive or poisonous. In 2012, chemical and plastics manufacturing industry produced millions of barrels of waste in the service of the US military. The waste was stored in large caves or in underground facilities, and some companies dumped illegally near populated areas to save money. After the bombs dropped, these sites became another lost page in history. Most of these barrels of waste have eroded with time, leaving behind toxic puddles or pools.

Toxic waste affects characters and creatures in two ways: First, there is the chemical burn (treat as acid) and second, exposure to radiation (low).

Contact with toxic waste deals 1d6 points of damage per round and ignores 6 points of hardness. The damaging effects of the toxic waste lasts for 1d4 rounds after initial contact. Should a target be submerged in a pool of toxic waste, he will take 10d6 points of damage per round of submersion.

WILDERNESS TERRAIN AND HAZARDS

The earth consists of several different types of terrain, both made by mankind and millions of years of planetary development. This section details the different types of terrains found on earth, and terrain hazards that may be associated with the terrain type.

In addition to the modifier types presented in the *Exodus Survivor's Guide*: Skills section, Terrain modifiers are now added to this list. All unnamed bonus within this section is considered to be a Terrain modifier, regardless if it is a bonus or a penalty. Terrain modifiers do stack if they are from different circumstances from the terrain.

Getting Lost

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travelers striking off cross-country may become disoriented—especially in conditions of poor visibility or in difficult terrain.

Poor Visibility: Any time characters cannot see at least 60 feet in the prevailing conditions of visibility, they may become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night may be at risk, too, depending on the quality of their light sources, the amount of moonlight, and their access to lights or night vision technology.

Difficult Terrain: Any character in forest, hill, mountain, or swamp terrain may become lost if he or she moves away from a trail, road, stream, or other obvious path. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

Chance to Get Lost: If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Navigate check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through as detailed on the adjoining table.

A character with at least 5 ranks in Knowledge (geography) and Navigate gains a +2 competence bonus on the check. A compass also grants a +2 equipment bonus on the check, should the character own and use one.

Check once per 4 hours spent on overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check, however other characters may assist.

Effects of Being Lost: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Recognizing that You're Lost: Once per hour of random travel, each character in the party may attempt a Navigate check DC 20, to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost.

Setting a New Course: A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost

Terrain	Navigate DC
Desert	10
Forest	20
Hills	15
Mountain	25
Plains	10
Swamp	20
Map of Area	-10 DC
Night	+20 DC
Poor visibility	+10 DC

requires a Navigate check DC 15. If a character fails this check, he chooses a random direction as the "correct" direction for resuming travel.

Once the characters are traveling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described in Chance to Get Lost, above, to see if the party maintains its new course or begins to move at random again.

Conflicting Directions: It's possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a Navigate check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right.

Regaining Your Bearings: There are several ways to become un-lost. First, if the characters successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if conditions suddenly improve—the fog lifts or the sun comes up—lost characters may attempt to set a new course, as described above, with a +4 bonus on the Navigate check. Finally, some devices such GPS (if functioning) may make their course clear.

Aquatic Terrains

Aquatic terrain is the least hospitable to most PCs, because most characters cannot breathe underwater. An aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described within this section. But if characters find themselves in the water they will typically be near the surface and the kelp beds hundreds of feet below them won't matter. Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and non-flowing water (such as lakes and oceans).

Flowing Water: Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet ($1d4 \times 10$) per round. While fastest rapids send swimmers bobbing downstream at 60 to 90 feet ($5 + 1d4 \times 10$) per round. Fast rivers are always considered at least rough water (Swim DC 15), and whitewater rapids are stormy water (Swim DC 20). If a character is in moving water, move him downstream the indicated distance at the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream, provided they make their Swim check and has the movement enough to battle the current.

Swept Away: Characters swept away by a river moving 60 feet per round or faster must make Swim checks DC 20 every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, he arrests his motion by catching a rock, tree limb, or bottom snag—he is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three Swim checks DC 20 in a row. Characters arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (as described in Marsh Terrain).

Non-Flowing Water: Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction but Movement cost are doubled, unless the character has a Swim speed.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see $4d8 \times 10$ feet if the water is clear, and $1d8 \times 10$ feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or concealment to hide underwater (except along the seafloor). Listen and Move Silently checks function normally underwater.

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Armor Class, attack rolls, damage, and movement. In some cases a creature's opponents may get a bonus on attacks. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chest deep water, or walking along the bottom.

Condition	Underwater Combat Adjustments				Off Balance? ³
	Attack/Damage	Slashing/ Bludgeoning	Piercing	Movement	
Has a swim speed	-2/half	normal	normal	normal	No
Successful Swim check	-2/half	-2/half	quarter or half ¹	quarter or half ¹	No
Firm footing ²	-2/half	-2/half	half	half	No
None of the above	-4/half	-4/half	normal	normal	Yes

¹ A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.

² Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

³ Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range. Firearms attacks suffer no penalty when fired from land into water (except visibility penalties), but firearms will not function when submersed in water unless they have been designed or modified specifically for that purpose.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have $\frac{1}{2}$ Cover (+4 Defense, +2 Reflex) from opponents on land. A completely submerged creature has $\frac{9}{10}$ Cover (+10 Defense, +4 Reflex) against opponents on land. Certain military vision enhancers can negate these penalties.

Fire: Fire does not burn underwater. Certain chemical compounds can create a chemical fire that will burn underwater or superheat the water to create a column of steam which has the same effects. Such chemicals include napalm, pure sodium, and white phosphorus. Chemical compounds with this desired effect could be specially formulated with a Craft: chemical DC 20 skill check.

Blastscapes

Blastscapes exist in the center of the blast radius of nuclear explosions. The ground in the region has been levelled, leaving it barren, flattened, without feature or life of any kind. Hills have been levelled, forests wiped clean, water evaporated, and all marks of human habitation erased. The only terrain features left are trenches (as in plains terrain) created by rain runoff. A typical blastscape is roughly a 5 mile radius from the denotation point which is typically a 1 mile wide impact crater, unless the nuke was planned to explode over the landscape.

Blastscapes represent the very heart of post-apocalyptic radiation concentration and contaminate a 20 mile radius from the denotation point in varying degrees of radiation. Life within a blastscape suffers radiation level of 8000 RAD within exposure time of 1 minute (or 800 RAD/round). Outside this radius, but within the 20 mile radius, RAD level vary based on the terrain and the Overseer's judgement.

Caves and Caverns

Most caves are very small in structure and depth. However on rare occasion, caves expand into a network of tunnels and caverns with an entire set of their own underground features. These features are formed naturally without any pattern making up any of the following features.

Caves: Caves are large openings entering into a hilly, mountainous, or underground terrain surface. A cave span any number of depth, height and widths.



Radiation: For the most part caves and caverns reduce the amount of surface radiation by -10 RAD for every 10 feet of length from the outside world. Many Post-Apocalyptic that sought shelter in cave are survivors because of this fact. Radioactive material, like toxic waste, within a cave or cavern works on the same principal and is distorted by tunnels branching off of the main location of the radiation.

Stalagmite/Stalactite: These tapering natural rock columns extend from the floor (stalagmite) or the ceiling (stalactite). Stalagmites and stalactites provide a Cover bonus based on size for characters that use them for cover (see Cover).

Tunnel: Tunnels are passages than connect caves to caverns and other tunnels. A tunnel is usually no larger than 10 ft. wide or tall, but can run any length. Tunnels are generally formed by lava or water and will loop and wind through the earth or rock never following a straight path. Some tunnels are short or thin and are only passable only my crawling/squeezing through narrow openings cost double Movement and characters that are crawling/squeezing suffer -4 Attack and Defense penalty.

Underground Rivers/Lakes: Rivers and lakes of groundwater exist in caverns. This water is usually potable, and generally clean but with a chalky taste due to high mineral content.

CAVE-INS AND COLLAPSES (CR 8)

Cave-ins and collapsing tunnels are extremely dangerous. Not only do cave explorers face the danger of being crushed by tons of falling rock, even if they survive they may be buried beneath a pile of rubble or cut off from the only known exit. A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse.

Cave-ins function as a Falling Object with an additional slide zone equal to one-size smaller object than the cave-in's size dealing 50% of the smaller falling object damage to any creature, character, or object within the radius. Additionally, weakened ceilings within caves, caverns, or structures may collapse when subjected to an explosive or shockwave damage that bypass the object's Hardness. Characters with expertise in Knowledge (architecture and engineering) or Craft (stonemasonry) may notice a potential hazard by making a Spot DC 15 skill check. Characters that are not proficient with those skills take a -10 penalty to the skill check.

Characters caught in the bury zone of a cave-in that fail their Reflex save are subsequently buried alive and may be pinned. Characters that are buried alive will start to Suffocate after a number of minutes equal to 10 times their Constitution score. Other characters and characters that are not pinned can dig out their friends. Each 5ft. by 5ft. area of a Cave-in equal 2000 pounds of debris. Each minute, a character can clear rocks and debris equal to 5 times their heavy load limit with their hand, or 10 times if using the appropriate tools (such as crowbars, picks and shovels). Shaped explosives may be used with a successful Demolitions skill check (DC determined by the Overseer), but may also cause an additional cave-in and damage the trapped character.

Desert Terrain

Desert terrain exists in warm, temperate, and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold deserts), rocky desert (often temperate), and sandy desert (often warm).

Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it's easy to find water. And during the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described in Marsh Terrain, although there's little standing water.

Desert Terrain	Desert Category		
	Tundra	Rocky	Sandy
Light undergrowth	15%	5%	5%
Ice sheet	25%	—	—
Light rubble	5%	30%	10%
Dense rubble	—	30%	5%
Sand dunes	—	—	50%

The table above describes terrain elements found in each of the three desert categories. The terrain elements on this table are mutually exclusive; for instance, a square of tundra may contain either light undergrowth or an ice sheet, but not both.

Light Undergrowth: Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.

Ice Sheet: The ground is covered with slippery ice. Movement costs are doubled when entering or passing through a square covered by an ice sheet. Balance, Ride and Tumble skill checks within an ice covered area suffer a -5 penalty. Running or Charging across an ice sheet requires a Balance check DC10, else the character falls prone. Drive checks on an ice sheet suffer a -15 penalty.

Light Rubble: Small rocks are strewn across the ground, making nimble movement more difficult more difficult. Balance and Tumble checks suffer a -2 penalty.

Dense Rubble: This terrain feature consists of more and larger stones. Movement costs are doubled when entering or passing through a square covered by dense rubble. Balance, Move Silently, and Tumble checks suffer a -2 penalty.

Sand Dunes: Created by the action of wind on sand, sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

Other Desert Terrain Features: Tundra is sometimes bordered by forests, and the occasional tree isn't out of place in the cold wastes. Rocky deserts have towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes as described in Mountain Terrain. Sandy deserts sometimes have quicksand; this functions as described in Marsh Terrain, above, although desert quicksand is a waterless mixture of fine sand and dust. All desert terrain is crisscrossed with dry streambeds (treat as trenches 5 to 15 feet wide) that fill with water on the rare occasions when rain falls.

Stealth and Detection in the Desert: In general, the maximum distance in desert terrain at which a Spot check for detecting the nearby presence of others can succeed is $6d6 \times 20$ feet; beyond this distance, elevation changes and heat distortion in warm deserts makes spotting impossible. The presence of dunes in sandy deserts limits spotting distance to $6d6 \times 10$ feet. The desert imposes neither bonuses nor penalties on Listen or Spot checks. The scarcity of undergrowth or other elements that offer concealment or cover may make hiding more difficult.

Sandstorms (CR 3)

A sandstorm reduces visibility to $1d10 \times 5$ feet and provides a -4 penalty on Listen, Search, and Spot checks. A sandstorm deals $1d3$ points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear.

Floods

In many wilderness areas, river floods are a common occurrence. In spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.

During a flood, rivers become wider, deeper, and swifter. Assume that during a flood a river rises by $1d10 + 10$ ft., its width increases by $1d4 \times 10$ ft., and the speed of the river doubles. Fords may disappear for days, bridges may be swept away, and even ferries might not be able to manage the crossing of a flooded river. Swim checks in a flooded river become one category harder to swim in.



Forest Terrain

Forest terrain can be divided into three categories: sparse, medium, and dense. An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart.

The adjoining table describes in general terms how likely it is that a given square has a terrain element in it.

Trees: The most important terrain element in a forest is the trees, obviously. A creature standing in the same square as a gains 3/4th cover (+7 Defense, +3 Reflex). The presence of the tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has Defense 4, hardness 5, and 15 HP/inch of thickness. A Climb check DC 15 is sufficient to climb a tree. Medium and dense forests have massive trees as well. These trees take up an entire square and provide cover 9/10th cover (+10 Defense, +4 Reflex) to anyone behind them. They have Defense 6, hardness 8, and 20 HP/inch of thickness. Like their smaller counterparts, it takes a Climb check DC 15 to climb them.

Forest Terrain	Forest Type		
	Sparse	Medium	Dense
Typical trees	50%	70%	80%
Massive trees	—	10%	20%
Light undergrowth	50%	70%	50%
Heavy undergrowth	—	20%	50%

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs double movement to move through, and it provides 50% concealment (20% miss chance). Undergrowth increases the DC of Tumble and Move Silently checks by +4 because the rough terrain impeding movement. Heavy undergrowth provides 3/4th concealment (30% miss chance) and bestows a -8 penalty to Move Silently and Tumble skill checks. Heavy undergrowth is easy to hide in, granting a +8 bonus on Hide checks. Running and charging through undergrowth is impossible. Forest terrain with undergrowth are often clustered together with other forest features.

Forest Canopy: Very rarely, enterprising individuals will live on raised platforms far above the surface floor. These wooden platforms generally have rope bridges between them. To get to the treehouses, characters generally ascend the trees' branches (Climb DC 15), use rope ladders (Climb DC 5), or take pulley elevators (which can be made to rise a number of feet equal to a Strength check, made each round as a full-round action). Creatures on platforms or branches in a forest canopy are considered to have 3/4th Cover (+7 Defense, +3 Reflex) when fighting creatures on the ground, and in medium or dense forests they have 3/4th Concealment (30% miss chance) as well.

Other Forest Elements: Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails. Fallen logs generally stand about 3 feet high and provide cover just as low walls do. Movement over a fallen log cost an additional 5 feet of movement to cross. Finally, forest streams are generally 5 to 10 feet wide and no more than 5 feet deep.

Stealth and Detection in a Forest: In a sparse forest, the maximum distance at which a Spot check for detecting the nearby presence of others is $3d6 \times 10$ ft. In a medium forest, this distance is $2d8 \times 10$ ft., and in a dense forest it is $2d6 \times 10$ ft. Undergrowth provides ½ concealment (20% miss chance) and provides a +4 bonus to Hide skill checks (+8 in dense forest). Logs and trees provide ½ Cover (+4 Defense, +2 Reflex), and provides a +2 bonus to Hide skill checks. Background noise from a forest imposes a -4 penalty to Listen skill checks.

FOREST FIRES (CR 6)

Most campfire sparks ignite nothing, but if conditions are dry, winds are strong, or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees afire and start forest fires in this way. Whatever the cause of the fire, travelers can get caught in the conflagration.

A forest fire can be spotted from as far away as $2d6 \times 100$ feet by a character who makes a Spot check DC 5. If all characters fail their Spot checks, the fire moves closer to them and they automatically see it when it closes

to half the original distance. Characters who are blinded or otherwise unable to make Spot checks can feel the heat of the fire (and thus automatically “spot” it) when it is 100 feet away.

The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for 2d4×10 minutes before dying to a smoking smolder. Characters overtaken by a forest fire may find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper in its grasp.

Within the bounds of a forest fire, a character faces three dangers: heat damage, catching on fire, and smoke inhalation.

Heat Damage: Getting caught within a forest fire is even worse than being exposed to extreme heat (see Heat Dangers). Breathing the air causes a character to take 1d6 points of non-lethal damage per round. In addition, a character must make a Fortitude save (DC 15, +1 per previous check) every 5 rounds or take 1d4 points of lethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saving throw. In addition, those wearing metal armor or coming into contact with very hot metal risk serious burns taking 1d6 points of damage per round in contact with the metal.

Catching on Fire: Characters engulfed in a forest fire are at risk of catching on fire when the leading edge of the fire overtakes them, and are then at risk once per minute thereafter (see Fire hazards).

Smoke Inhalation: Forest fires naturally produce a great deal of smoke. Characters within a forest fire are subject to Smoke and Suffocation effects as detailed under those Environment Hazards.

BLACKENED FOREST

When a forested region has been impacted by a nuclear strike, a blackened forest is left behind. Stripped of all the undergrowth, the bare dirt showing between the remains of trees, turned into charcoal, broken off at various heights, stripped of all but the largest limbs and all leaves. Treat blackened forests as sparse forests for the purposes of visibility and the number of remaining trees. Blackened forests emit up to a 400 RAD radiation level within an exposure time of 2 hours (or 3.3 RAD/minute).

Hilly Terrain

A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hills terrain is divided into two categories: gentle hills and rugged hills. Hills terrain often serves as a transition zone between rugged terrain such as mountains and flat terrain such as plains.

Hills Terrain	Hill Type	
	Gentle Hill	Rugged Hill
Gradual slope	75%	40%
Steep slope	20%	50%
Cliff	5%	10%
Light undergrowth	15%	15%

Gradual Slope: This incline isn't steep enough to affect movement, but characters gain a +1 bonus on Melee attacks for higher ground against foes downhill from them.

Steep Slope: Characters moving uphill (to an adjacent square of higher elevation) must spend double movement costs to move through steep slope terrain. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a Balance check DC 10 upon entering steep slope terrain, while mounted characters must succeed a Ride check DC 10, else fall prone and slide down the slope at 30 feet per round taking 1d4 points of non-lethal damage for every 10ft. of descent. Characters can attempt a Tumble check DC 20 to stop the slide, but will still slide 10 feet. Tumbling on a steep slope bestows a -4 penalty to Tumble skill checks.

Characters driving vehicles down a steep slope must succeed a Drive check DC 20 (+2 DC for every multiple of 5mph over 10mpg), else risk flipping or overturning their vehicle dealing 3d6 points of damage (add +2d6 for each size category over small) to the vehicle, should the driver fail the check by 5 or more. Passengers within a vehicle that is flipping or has overturns takes half damage of the vehicles damage (Reflex save DC 15 for half). A flipping or overturned vehicle descend at a rate of 60ft. per round down a slope until the end.



Cliff: Cliffs come in various size of depths, height, and width. A cliff can be scaled with a Climb check DC 15 due to natural handholds and other small rocky features and outcroppings. Climbing a cliff cost double movement.

Light Undergrowth: Scrubby bushes and undergrowth grows on most hills providing $\frac{1}{4}$ concealment (10% miss chance) and bestows a -2 penalty to Move Silently and Tumble skill checks. Characters attempting to hide in light undergrowth receive a +2 bonus to Hide skill checks.

Other Hills Terrain Elements: Trees aren't out of place in hills terrain, and valleys often have active streams (5 to 10 feet wide and no more than 5 feet deep) or dry streambeds (treat as a trench 5 to 10 feet across) in them. Stream or streambed that fill with water always flows downhill.

Stealth and Detection in Hills: In gentle hills, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is $2d10 \times 10$ ft. and in rugged hills is $2d6 \times 10$ feet. A hilltop or ridge provides 3/4th Cover (+7 Defense, +3 Reflex) and a +8 bonus to Hide skill checks from anyone below the hilltop or ridge.

RADIATION PEAKS

In hilly terrain radiation levels vary between the tops of the hills and the valleys between them. Radiation at the top of a hill is degraded by 10 RAD for every 100ft. of elevation from the base level of radiation in the area.

Marsh Terrain

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (as described in Aquatic Terrain), which effectively are a third category of terrain found in marshes. The adjoining table describes terrain features found in marshes.

Marsh Terrain	Type	
	Moor	Swamp
Shallow bog	20%	40%
Deep bog	5%	20%
Light undergrowth	30%	20%
Heavy undergrowth	10%	20%

Bogs: Terrain that is part of a shallow bog has deep mud or standing water of about 1 foot in depth. It costs double movement to move through shallow bog terrain. Characters attempting to Tumble suffer a -4 penalty to their skill check.

Terrain that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 times the movement cost to move into or through a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Water in a deep bog provides $\frac{1}{2}$ Cover (+4 Defense, +2 Reflex) for Medium or larger creatures. Smaller creatures' gain 3/4th Cover (+7 Defense, +3 Reflex).

Deep bog terrain is usually surrounded by an irregular ring of shallow bog terrain. Both shallow and deep bogs grant a -4 penalty to Move Silently skill checks and a +8 bonus to Hide skill checks.

Undergrowth: Bushes and tall grasses in marshes function as undergrowth does in a forest (see above). Bog terrain does not have any undergrowth to alter any modifiers.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a Survival check DC 8 to spot the danger before stepping in, but charging or running characters don't have a chance to detect the danger before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her $1d2 \times 5$ feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a Swim check DC 15 every round to simply tread water in place, or a Swim check DC 20 to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see Drowning). Characters below the surface of a bog may swim back to the surface with a successful Swim check DC 25.

Rescue: Pulling a trapped character out of quicksand can be difficult. A rescuer needs a branch, pole, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a Strength check DC

15 to successfully pull the victim, and the victim must make a Strength check DC 10 to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a Swim check DC 15 immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, providing 1/4th Cover (+2 Defense, +1 Reflex). Moving through a hedge costs triple movement costs.

Wide hedgerows are more than 5 feet tall providing total cover, just as a wall does. Creatures that succeed a Climb check DC 10 may move over the hedge.

Other Marsh Terrain Elements: Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does.

Stealth and Detection in a Marsh: In a moor, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is $6d6 \times 10\text{ft}$, while in a swamp, this distance is $2d8 \times 10\text{ft}$. Undergrowth and deep bogs provide various levels of Concealment. Noise is a marsh imposes a -4 penalty to Listen checks, while the terrain itself bestow a -4 Move Silently penalty.

RAD BOGS

Marshes and swamps that have been caught in the radiation zones of nuclear explosions tend to concentrate the most dangerous doses of radiation in deep watery pits of quicksand, tar pits, or peat bogs. Treat these areas as quick sand, but with a radiation level of 1000 RAD over a 10 minutes exposure time (or 100 RAD/minute). The surrounding marshlands have a RAD of 250 and exposure time of 1 hour (or 4.1 RAD/minute).

Mountain Terrain

The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they're likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.

Mountains have an important terrain element, the rock wall that is marked on the border between squares rather than taking up squares itself.

Mountain Terrain	Mountain Type		
	Alpine Meadow	Rugged	Forbidding
Gradual slope	50%	25%	15%
Steep slope	40%	55%	55%
Cliff	10%	15%	20%
Chasm	—	5%	10%
Light undergrowth	20%	10%	—
Scree	—	20%	30%
Dense rubble	—	20%	30%

Gradual and Steep Slopes: These function as described in Hills Terrain.

Cliff: These terrain elements also function like their hills terrain counterparts but are much taller.

Chasm: Usually formed by natural geological processes, chasms function much like pits. Chasms are not hidden, so characters won't fall into them by accident. A typical chasm is $2d4 \times 10$ feet deep, at least 20 feet long, and anywhere from 5 feet to 25 feet wide. It takes a Climb check DC 15 to climb out of a chasm. In forbidding mountain terrain, chasms are typically twice as deep.

Light Undergrowth: This functions as described in Forest Terrain.

Scree: A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. Characters crossing a gradual slope suffer a -4 penalty to Balance, Drive, Move Silently, Ride, and Tumble skill checks, while a steep slope bestow a -8 penalty to those skill checks.



Dense Rubble: The ground is covered with rocks of all sizes. It costs double movement to move through terrain with dense rubble. Moving across dense rubble also grants a -8 penalty to Balance, Move Silently, and Tumble checks.

Rock Wall: A vertical plane of stone, rock walls require Climb checks DC 25 to ascend. A typical rock wall is $2d4 \times 10$ ft. tall in rugged mountains and double that in forbidding mountains. Rock walls are vertical terrain and are not represented as squares upon a battlemap.

Other Mountain Terrain Features: Most alpine meadows begin above the tree line, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (5 to 10 feet wide and no more than 5 feet deep) and dry streambeds (treat as a trench 5 to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they may be covered in ice sheets (as detailed in Desert Terrain).

Stealth and Detection in Mountains: As a guideline, the maximum distance in mountain terrain at which a Spot check for detecting the nearby presence of others can succeed is $4d10 \times 10$ feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there's little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin. As in hills terrain, a ridge or peak provides enough cover to hide from anyone below. Finally noise carries in the mountain through echoes, granting a +2 bonus to Listen skill checks.

RADIATION PEAKS

Radiation peaks in mountainous terrain can be more extreme than those in hills. Radiation at the top of a hill is degraded by 25 RAD for every 100ft. of elevation from the base level of radiation in the area.

AVALANCHES/LANDSLIDE (CR 8)

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be detected from as far away as $1d10 \times 500$ feet downslope by a character who makes a Listen or Spot check DC 10. If all characters fail their Spot checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. Some weather factors may increase the detection of an avalanche.

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone take $20d10$ points of damage (Reflex DC 35 for half damage) from the slide. Characters in the slide zone may be able to evade the sliding debris with a Reflex save DC 30, else they take $10d10$ points of damage. Characters also in the bury zone and those that fail their saves in the slide zone are relocated $2d10 \times 10$ ft. in the direction of the slide, which makes finding buried characters much harder (Spot penalty based on Overseer's assessment).

Characters caught in the bury zone are subsequently buried alive and are pinned. Buried alive characters will start to Suffocate after a number of minutes equal to 10 times their Constitution score. Other characters can attempt to dig out their friends. Each 5ft. by 5ft. area of avalanche equals 1000 pounds of heavy snow and landslides 2000 pounds of debris. Each minute, a character can clear snow or debris equal to 5 times their heavy load limit with their hand, or 10 times if using the appropriate tools (such as crowbars, picks and shovels). Shaped explosives may be used with a successful Demolitions skill check (DC determined by the Overseer), but may also cause an additional damage to the trapped character or cause an additional slide.

Avalanches and landslides travel downhill at a speed of 500ft per round. The typical avalanche or landslide has a width of $1d6 \times 100$ ft. from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width. To determine the precise location of characters in the path of an avalanche, roll $1d6 \times 20$ ft. from the intended slide zone edge.

Mountain Travel

High altitude can be extremely fatiguing—or sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the hardiest of survivors.

Acclimated Characters: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimatize themselves when they return. Creatures that do not breathe are immune to altitude effects.

Altitude Zones: In general, mountains present several possible altitude bands: low, medium, high and deadly altitude.

Low Altitude (lower than 4,900 feet): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

Medium Altitude (4,901 to 8,000 feet): Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save DC 15 each hour or become fatigued; further saving throw failure results in Exhaustion, and then 1d4 points of CON damage. Exhaustion and fatigue ends when the character descends to an altitude with more air and spends at least 1 hour breathing the normal levels of air. Acclimated characters do not have to attempt the Fortitude save.

High Altitude (more than 8,000 feet): At these elevations, creatures are subject to both high altitude fatigue and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 8,000 feet, he must succeed on a Fortitude save DC 25 each hour or become fatigued; further saving throw failure results in Exhaustion, and then 1d4 points of CON and INT damage. Exhaustion and fatigue ends when the character descends to an altitude with more air and spends at least 2 hours breathing the normal levels of air. Acclimated characters still have to make the Fortitude save but gain a +10 bonus.

Deadly Altitude (more than 13,000 feet): The highest mountains exceed 13,000 feet in height and provide no breathable air to any creature. Characters ascending to these heights need equipment to survive the harsh cold temperature and lack of oxygen.

Plains Terrain

Plains come in two categories: farms and grasslands. Farms are rare, though they exist again in settled areas, of course, while grasslands represent untamed plains and former farms that have been left unused after the Apocalypse.

The adjoining table shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting. The terrain elements in the table are mutually exclusive.

Plains Terrain	Plains Type	
	Farm	Grassland
Light undergrowth	40%	20%
Heavy undergrowth	—	10%
Light rubble	—	—
Trench	5%	—
Berm	—	—

Undergrowth: Whether they're crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.

Light Rubble: Light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example. It functions as described in Desert Terrain.



Trench: Often dug for irrigation purposes, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs double movement to move through or leave a trench. Creatures outside a trench who make a melee attack against a creature inside the trench gain a +1 bonus on melee attacks due to higher ground.

Berm: A berm is an earthen wall spanning several feet to block wind, rain, or runoff. Berm can form any shape, and is generally 5ft. tall and wide with multiple lengths. A berm provides $\frac{1}{2}$ Cover (+4 Defense, +2 Reflex) and cost double movement to cross. Standing on a berm grants a +1 bonus on melee attacks due to higher ground against opponents at ground level.

Fences: Wooden fences are generally used to contain. It costs double movement to cross a wooden or stone fence. A stone fence provides $\frac{1}{2}$ Cover (+4 Defense, +2 Reflex). Mounted characters can cross a fence without slowing their movement if they succeed on a Ride check DC 15. If the check fails, the steed stops at the fence.

Other Plains Terrain Features: Occasional trees dot the landscape in many plains. Hedgerows (described in Marsh Terrain) are found in plains as well. Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are also a commonplace.

Stealth and Detection in Plains: In plains terrain, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is $6d6 \times 40$ feet, although the specifics of your map may restrict line of sight. Plains terrain provides no bonuses or penalties on skill checks. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand.

Weather

Sometimes weather can play an important role in an adventure.

Random Weather is an appropriate for general use, and can be used as a basis for localized weather as detailed in the adjoining table.

Terms on the adjoining table are defined as follows:

Calm: Wind speeds are light (0 to 10 mph).

Cold: Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.

Cold Snap: Lowers temperature by -10° F.

Downpour: Treat as rain (see Precipitation, below), but conceals as fog. Can create floods (see Floods above). A downpour lasts for 2d4 hours.

Heat Wave: Raises temperature by $+10^\circ$ F.

Hot: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

Moderate: Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

Random Weather				
d%	Weather	Cold Climate	Temperate Climate ¹	Desert
01-70	Normal weather	Cold, calm	Normal for season ²	Hot, calm
71-80	Abnormal weather	Heat wave (01-30) or cold snap (31-100)	Heat wave (01-50) or cold snap (51-100)	Hot, windy
81-90	Inclement weather	Precipitation (snow)	Precipitation (normal for season)	Hot, windy
91-99	Storm	Snowstorm	Thunderstorm, snowstorm ³	Duststorm
100	Powerful storm	Blizzard	Windstorm, blizzard ⁴ , hurricane, tornado	Downpour

¹ Temperate includes forest, hills, marsh, mountains, plains, and warm aquatic.

² Winter is cold, summer is warm, and spring and autumn are temperate. Marsh regions are slightly warmer in winter.

hour period when the center of the storm moves through their area. Tornadoes are very short-lived ($1d6 \times 10$ minutes), typically forming as part of a thunderstorm system.

Precipitation: Roll d% to determine whether the precipitation is fog (01–30), rain/snow (31–90), or sleet/hail (91–00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

Storm (Duststorm/Snowstorm/Thunderstorm): These wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4–1 hours. See *Storms*, below, for more details.

Warm: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

Windy: Wind speeds are moderate to strong (10 to 30 mph); see Table: Wind Effects on the following page.

Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision and night vision, beyond 5 feet. Creatures more than 5 feet away from a character have concealment (20% miss chance) as only shadowy images are reflected through the fog.

Rain, Snow, Sleet, and Hail

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice.

Rain: Rain reduces visibility ranges by half, resulting in a -4 penalty on Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind.

Snow: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs double movement to move through a snow-covered square. A day of snowfall leaves 1d12 inches of snowfall on the ground.

Heavy Snow: Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see *Fog*). A day of heavy snow leaves 1d12x3 inches of snowfall on the ground, and it costs triple movement to move through a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4 times the height of the snowfall, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see *Storm*). Snow has the same effect on flames as moderate wind.

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground. Movement costs are double when moving through a sleet-covered square.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult bestowing a -4 penalty to Listen skill checks. There is a 5% chance that hail storm can become large enough that the hail stones deal 1 point of lethal damage per round during the storm to anything out in the open. Once on the ground, hail has the same effect on movement as sleet or snow.

Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a -8 penalty on Spot, Search, and Listen checks. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a -4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See *Wind Effects* for possible consequences to creatures caught outside without shelter during a storm.

Storms are divided into the following three types.

Duststorm: These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater duststorm to be accompanied by windstorm-magnitude winds (see Wind Effects). These greater duststorms deal 1d3 points of nonlethal damage each minute to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of minutes equal to $10 \times$ her Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d12 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. A bolt has a 10% chance to strike the ground or a metal object and another 10% chance to strike near a character's location. Should a bolt strike a character (1% chance) foolish enough to be out in a thunderstorm, he takes 10d6 points (Reflex/half) of electrical damage. Anyone within 30 feet of a bolt strike takes 5d6 points (Reflex/half) of damage. Failed saves also force a Constitution DC 20 check, with failure resulting in the character being dazed for 1d10 minutes. One in ten thunderstorms is accompanied by a tornado.

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Spot, Search, and Listen checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a Fortitude DC 20 save or face the effects based on size (see Wind Effects).

Powerful storms are divided into the following four types.

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

Blizzard: The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado.

Winds

The wind can create a stinging spray of sand or dust, fan a large fire, heel over small boats, and blow gases or vapors away. If powerful enough, it can even knock characters prone, interfere with ranged attacks, or impose penalties on skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a -4 penalty.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Listen checks are at a -8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado (CR 10): All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away, characters in close proximity to a tornado who fail their Reflex saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Ice Effects

Characters walking on ice must spend double movement costs to move through a square covered by ice. Characters on an icy square suffer a -5 penalty to Balance and Tumble checks. Also characters in prolonged contact with ice may run the risk of taking damage from severe cold (see Cold Dangers).

Wind Force	Wind Speed	Wind Effects			Wind Effect on Creatures ³	Fort DC
		Ranged Attacks Normal/Firearms and Artillery ¹	Creature Size ²			
Light	0–10 mph	—/—	Any	None	None	—
Moderate	11–20 mph	—/—	Any	None	None	—
Strong	21–30 mph	-2/—	Tiny or smaller	Knocked down	10	
			Small or larger	None		
Severe	31–50 mph	-4/—	Tiny	Blown away		
			Small	Knocked down		
			Medium	Checked		
			Large or larger	None		
Windstorm	51–74 mph	Impossible/-4	Small or smaller	Blown away	18	
			Medium	Knocked down		
			Large or Huge	Checked		
			Gargantuan or Colossal	None		
Hurricane	75–174 mph		Medium or smaller	Blown away		
		Impossible/-8	Large	Knocked down	20	
			Huge	Checked		
			Gargantuan or Colossal	None		
Tornado	175–300 mph	Impossible	Large or smaller	Blown away	Ref DC	
			Huge	Knocked down		
			Gargantuan or Colossal	Checked		

¹ Firearms include all small arms, artillery, tank guns but do not include grenades, grenade launchers or man portable rocket launchers.
² Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.
³ *Checked:* Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.
Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.
Blown Away: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.



Lava Effects

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round. Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round). Immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see Drowning).

WATER DANGERS

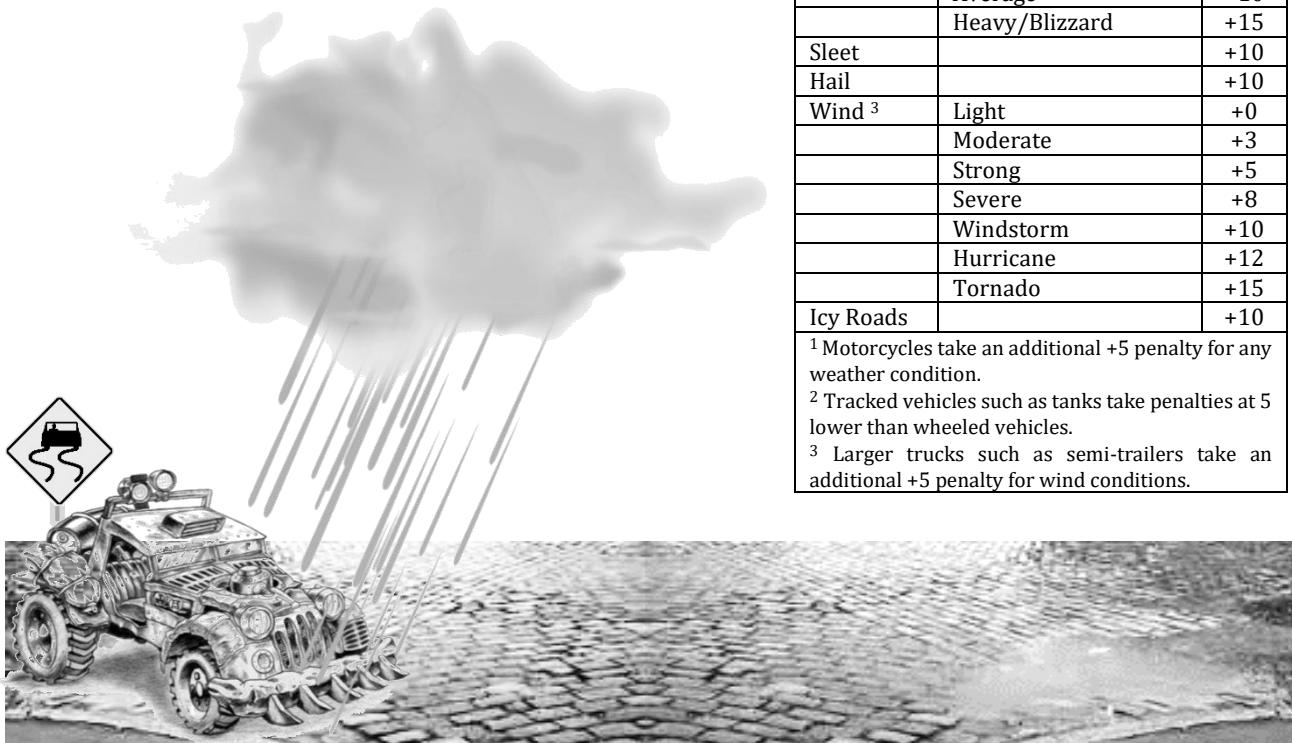
Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires skill checks with a Swim DC 10 skill check. Trained swimmers can just take 10. (Remember, however, that armor and encumbrance makes swimming attempts more difficult, as detailed under the Swim skill in the *Exodus Survivor's Guide*).

By contrast, fast-moving water is much more dangerous requiring a successful Swim DC 15 check to stay afloat. Characters failing their Swim check will take 1d3 points of nonlethal damage per round or uncontrollable movement or 1d6 points of lethal damage if flowing over rocks and cascades.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure.

Weather and Driving

Weather can have severe and dangerous effects on your ability to drive. Besides visibility difficulty, water and ice on pavement (or off road material) can lead to difficulty driving. The adjoin chart lists the increase in difficulty for driving in the listed weather conditions. These penalties are cumulative—therefore driving in rain, on ice covered roads, with high winds receives penalties for all three.



Weather and Driving ^{1, 2}		
Condition	Severity	DC Mod
Rain	Light	+0
	Average	+5
	Heavy/Thunderstorm	+10
Snow	Light	+5
	Average	+10
	Heavy/Blizzard	+15
Sleet		+10
Hail		+10
Wind ³	Light	+0
	Moderate	+3
	Strong	+5
	Severe	+8
	Windstorm	+10
	Hurricane	+12
Tornado		+15
Icy Roads		+10

¹ Motorcycles take an additional +5 penalty for any weather condition.
² Tracked vehicles such as tanks take penalties at 5 lower than wheeled vehicles.
³ Larger trucks such as semi-trailers take an additional +5 penalty for wind conditions.

RUINS AND STRUCTURES

Within the Wastelands are many ruined and unsafe structures left from before the Exodus. Many of these structures were only built to last for a limited amount of time; however, some of these structures have bested time and still remain as a testament to mankind's engineering skill.

As the Overseer, you can determine the effects of a structure that a party of character explores. Not all structures are unsafe, but as a rule of thumb, there is a 10% base chance that each floor of a building has a chance of unsafe conditions. This starts at the base ground floor entry of a typical building that is on a basement and cumulates as the building goes higher. Of course, the reverse is true for underground structures, here the lowest level would be the 10% base and would work upwards. So it is possible that a party of explorers entering an old fallout shelter would have 30% chance of encountering a structural mishap on the first floor or three.

There also are areas that have no damage or fallout shelter structures that have been repaired automations that are still linked to an operating computer system or dwellers within the structure. Such areas as this do not pose a structural threat and are rare encounters. A planned structural adventure should factor in a +1 EL to encounters that take place in a room or building with structural fault.

Below, details the different types of structures and structural dangers that a group of characters may encounter when searching unknown ruins.

Ruined Structure: Once occupied, this place is now abandoned. These structures have no human occupation, but may feature animals, mutated beasts, radiation hazards, raiders, or robots.

Occupied Structure: Whether held by *Ghūls* who weathered the Exodus on the surface, or reoccupied by returning humans coming out of the shelters, these structures feature active human control. More information on the types of humans that might occupy such structures can be found in the Settlements section.

Safe Storage: Bunkers, bomb shelters, and other structures designed to store people or items hidden underground exist throughout the Wastelands. Often locked and set with traps to keep others out, these types of structures were left intentionally difficult to access.

Natural Cavern Complex: Underground can provide shelter from the elements and fallout for those brave enough to venture into them. Created naturally and connected by a labyrinthine tunnel system, these caverns lack any sort of pattern, order, or decoration.

Fungi of all sorts thrive in caves, sometimes growing in huge forests of mushrooms and puffballs. Subterranean predators prowl these forests, looking for those feeding upon the fungi. Giant mutated bats, rats, and moles are common in natural caves. Some varieties of mutated fungus give off a phosphorescent glow, providing a natural cavern complex with its own limited light source.

Structural Dangers	Reflex Save	Damage
Collapse (ceiling 10x10)	15	3d6
Collapse (ceiling 20x20)	20	5d6
Collapse (floor 10x10)	18	3d6
Collapse (floor 20x20)	23	5d6
Collapse (structure, ¼)	20	5d6
Collapse (structure, half)	25	8d6
Collapse (structure, whole)	30	12d6
Collapse (wall 10x10)	15	3d6
Collapse (wall 20x20)	20	5d6
Falling Debris (small)	15	1d6
Falling Debris (large)	18	3d6
Floor (foot through floor)	12	1d4



Wasteland Ruins

Ruins were at one point occupied, however, after several decades of abandonment, decay, and nature has reclaimed these ruins. There are several different type of ruins in the wasteland, from stand-alone buildings of brick and mortar or simple wooden structures to massive underground complexes of poured concrete, natural caves, and steel-reinforced structures. The following details the different type of material that make up these ruins from the ground up.

Doors

Very few ruins will have working doors, if they even have doors left not scavenged for parts year ago. The following information and table details the common doors that can be found in both structures and ruins throughout the wasteland.

Fiberglass: These fiber reinforced plastic doors where manufactured in large numbers for homes as a substitute for steel doors. While not as strong as steel, fiberglass doors offered a sense of security at an affordable price over costly steel. Fiberglass doors are generally framed in wood and hung by aluminum hinges. A large majority of Fiberglass doors contained shatterproof glass for viewing visitors.

Steel: These steel doors where manufactured primarily for security and were quite costly to own. Steel doors are framed in steel and hung by steel hinges. Most steel door are solid, but some possessed a peephole.

Wooden: Wooden doors come in a variety of wood types and are crafted for both indoors and outdoors entrances. Exterior doors are thick sheets of layered wood pressed into a door and was designed for protection in the timeframe of the 19th and mid-20th century. When fiberglass dominated the marketplace, the wooden door became more of a collector's item than a practical choice of doors. However, wood remained the dominant use for interior doors. Most of the interior wooden door are hollow or panel-framed doors, making their use more for privacy than security.

Hinges

Most doors have hinges holding them upright and allowing them to swing a particular direction. Obviously, sliding doors do not as they usually have tracks or grooves instead, allowing them to slide easily to one side.

Standard Hinges: These hinges are metal, joining one edge of the door to the doorframe or wall. Remember that the door swings open toward the side with the hinges; so, if the hinges are on the PCs' side, the door opens toward them; otherwise it opens away from them. Adventurers can take the hinges apart one at a time with successful Disable Device checks (assuming the hinges are on their side of the door, of course). Such a task has a DC of 20 because most hinges are rusted or stuck. Breaking a hinge is difficult. Most have hardness 10 and 30 hit points. The break DC for a hinge is the same as for breaking down the door.

Nested Hinges: These hinges are much more complex than ordinary hinges, and are found only in areas of excellent construction. These hinges are built into the wall and allow the door to swing open in either direction. PCs can't get at the hinges to fool with them unless they break through the doorframe or wall. Nested hinges are typically found on pre-Exodus commercial business doors but sometimes elsewhere as well.

Pivots: Pivots aren't really hinges at all, but simple knobs jutting from the top and bottom of the door that fit into holes in the doorframe, allowing the door to spin. The advantages of pivots is that they can't be dismantled like hinges and they're simple to make. The disadvantage is that since the door pivots on its center of gravity (typically in the middle), nothing larger than half the door's width can fit through. Doors with pivots are usually glass turnstiles and are often quite wide to overcome this disadvantage. Another solution is to place the pivot toward one side and have the door be thicker at that end and thinner toward the other end so that it

Material	Typical Thickness	Doors			Break DC Stuck	Break DC Locked
		Hardness	HP			
Fiberglass	2 in.	5	25	25	25	25
Steel	2 in.	10	60	28	28	28
Wood, interior	1½ in.	2	15	13	15	
Wood, exterior	2 in.	5	25	23	25	
Open Locks						
Lock, deadbolt	—	15	30	25		
Lock, entry	—	10	20	20		
Hinge, aluminum	—	10	15	—		
Hinge, brass	—	10	20	—		
Hinge, bronze	—	10	20	—		
Hinge, steel	—	10	25	—		

opens more like a normal door. Secret doors in walls often turn on pivots, since the lack of hinges makes it easier to hide the door's presence. Pivots also allow objects such as bookcases to be used as secret doors.

Hinges and Locks: Doors may be locked, reinforced, or sometimes just stuck. All but the weakest characters can eventually knock down a door with a heavy tool such as a fireman's axe or a sledgehammer given time. For attempts to literally chop a door down with a slashing or bludgeoning weapon use the hardness and hit points given in the Doors table above.

Often the easiest way to overcome a locked or stuck door is not by demolishing it but by breaking its lock, bar, or hinges. When assigning a DC to an attempt to knock a door down, use the following as guidelines:

DC 10 or Lower: a door just about anyone can break open.

DC 11–15: a door that a strong person could break with one try and an average person might be able to break with one try.

DC 16–20: a door that almost anyone could break, given time.

DC 21–25: a door that only a strong or very strong person has a hope of breaking, probably not on the first try.

DC 26 or Higher: a door that only an exceptionally strong person has a hope of breaking.

Locks: Doors are often locked, and thus the Open Lock skill comes in very handy. Locks are usually built into the door, either on the edge opposite the hinges or right in the middle of the door. Built in locks either control an iron bar that juts out of the door and into the wall of its frame, or else a sliding iron bar or heavy wooden bar that rests behind the entire door. By contrast, padlocks are not built-in but usually run through two rings, one on the door and the other on the wall. More complex locks, such as combination locks and puzzle locks, are usually built into the door itself. Because such keyless locks are larger and more complex, they are typically only found in sturdy doors (strong wooden or metal doors).

The Open Lock DC to pick a lock often falls into the range of 20 to 30, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be unlocked separately. Sometimes locks are often trapped which may have various different traps (see Traps for more details).

Breaking a lock is sometimes quicker than breaking the whole door. If a PC wants to whack at a lock with a weapon, treat the typical lock as having hardness 15 and 30 hit points. A lock can only be broken if it can be attacked separately from the door, which means that a built-in lock is immune to this sort of treatment. In an occupied structure, every locked door should have a key somewhere.

A special door (see below for examples) might have a lock with no key, instead requiring that the right combination of nearby levers must be manipulated or the right symbols must be pressed on a keypad in the correct sequence to open the door.

Stuck Doors: Wasteland ruins are often damp, and sometimes doors get stuck, particularly wooden doors. Assume that about 10% of wooden doors and 5% of non-wooden doors are stuck. These numbers can be doubled (to 20% and 10%, respectively) for long-abandoned or neglected structures.

Barred Doors: When characters try to bash down a barred door, it's the quality of the bar that matters, not the material the door is made of. It takes a DC 25 Strength check to break through a door with a wooden bar, and a DC 30 Strength check if the bar is made of iron. Characters can attack the door and destroy it instead, leaving the bar hanging in the now-open doorway.

Secret Doors: Disguised as a bare patch of wall (or floor, or ceiling), a bookcase, a fireplace, or a fountain, a secret door leads to a secret passage or room. Someone examining the area finds a secret door, if one exists, on a successful Search check (DC 20 for a typical secret door to DC 30 for a well-hidden secret door).

Many secret doors require a special method of opening, such as a hidden button or pressure plate. Secret doors can open like normal doors, or they may pivot, slide, sink, rise, or even lower like a drawbridge to permit access. Builders might put a secret door down low near the floor or high up in a wall, making it difficult to find or reach.



Floors

Floors in buildings come in a wide varieties of materials. Constructed of two layers in most areas the sub-floor and the floor covering. The subfloor provides the structure and for the floor, while the covering improves the comfort of walking on, and the aesthetics of looking at the floor.

SUBFLOORS

Clay: Clay or packed dirt floors are common in poorer areas and in basements and sublevels. The existing earth is packed tightly and smoothed over before the covering is applied.

Stone/Concrete: Stone or concrete floors are sturdier than clay floors

FLOOR COVERING

Carpeting: Made from manmade fibers woven together, carpet is standard in many living areas and smaller office buildings. Uncommon in larger public buildings. Move Silently checks made on carpet grants a +2 bonus.

Laminate: Made out of pressed plywood, laminate is a less stylish though more durable version of wood flooring.

Stone: Typically used in public structures, polished marble or other stones are used for floor covering due to their sturdiness and look. Much more expensive and difficult to install, stone floors were most used in civic structures. Move Silently checks on stone floors suffer a -4 penalty.

Tile: Made from ceramic, plastic, vinyl, or other composite materials, tile were used in homes (especially in kitchens, bathrooms, and basements), as well as most commercial structures.

Wood: Considered one of the most stylish choices of floors for homes before the Exodus, wood floor are durable, though their surfaces can be scratched easily and they warp if wet or in too damp of climates. Move Silently checks on wood flooring bestows a -2 penalty.

Light Rubble: Small chunks of debris litter the ground. Light rubble bestows a -4 penalty to Balance, Move Silently, and Tumble skill checks.

Dense Rubble: The ground is covered with debris of all sizes. It costs 2 squares of movement to enter a square with dense rubble. Dense rubble bestows a -8 penalty to Balance, Move Silently, and Tumble skill checks.

SPECIAL FLOORS

Acoustic Dampening: Installed between the floor covering and subfloor, acoustic dampening consists of special material designed to reduce the sound from footfalls. This type of material will negate penalties on Move Silently skill checks from the floor types above.

Slippery: Water, ice, or blood can make almost any floor covering (including bare stone subfloors) treacherous. Only carpet and bare earth subfloors are unaffected. Slippery floors bestows a -8 penalty to Balance, Ride, and Tumble skill checks.

Grating: A grate often covers a pit or an area lower than the main floor. Grates are usually made from metal, but can also be made from plastic or synthetic materials. Many grates have hinges to allow access to what lies below (such grates can be locked like any door), while others are permanent and designed not to move. A typical 1-inch-thick iron grate has 25 hit points, hardness 10, and a DC of 27 for Strength checks to break through it or tear it loose.

Ledge: Ledges allow creatures to walk above some lower area. They often form balconies around large rooms, or provide a place for viewing the area below from above. Narrow ledges (12 inches wide or less) require those moving along them to make Balance checks. Failure results in the moving character falling off the ledge. Ledges

sometimes have railings. In such a case, characters gain a +8 bonus to his Balance check to move along the ledge. A character who is next to a railing gains a +4 circumstance bonus on his or her opposed Strength check against attacks that may push them off the edge, such as a Bull Rush.

Ledges can also have low walls 2 to 3 feet high along their edges. Such walls provides 1/4th Cover (+2 Defense, +1 Reflex) against attackers within 30 feet on the other side of the wall, as long as the target is closer to the low wall than the attacker is.

Sliding Floors: A sliding floor is a type of trapdoor, designed to be moved and thus reveal something that lies beneath it. A typical sliding floor moves so slowly that anyone standing on one can avoid falling into the gap it creates, assuming there's somewhere else to go. If such a floor slides quickly enough that there's a chance of a character falling into whatever lies beneath—a spiked pit, a vat of burning oil, or a pool filled with sharks—then it's a trap.

Walls

Exterior walls enclose structures, while interior walls divide them into rooms. Exterior walls will feature a strong, secure material (wood, stone, concrete, or brick, or metal) lined on the inside with drywall or plaster. Interior walls consist of a wooden frame with plaster or dry wall covering on either side. Walls can come in multiple layers—a wall could feature a brick exterior, insulated form frame, concrete block interior, and still be covered in plaster or drywall. In these cases, add the thickness together to find the total thickness, but use only the exposed surface for the climb DC.

Wall Type	Walls					Climb DC
	Typical Thickness	Break DC	Hardness	HP ¹		
Adobe	1 ft.	20	5	80	15	
Aluminum plate/siding	3 in.	30	10	75	30	
Brick/Stone	10 in.	40	10	100	21	
Concrete Blocks/Sheeting	1 ft.	35	8	90	25	
Plaster	6 in.	15	2	40	30	
Drywall	4 in.	10	--	30	30	
Rebar Reinforced Concrete	1 ft.	45	12	180	25	
Render	1 ft.	45	12	120	30	
Steel Frame	3 in.	35	15	90	--	
Structural Insulated Panels	6 in.	25	8	65	--	
Timber Frame	6 in.	20	5	60	--	
Wood Panels/Plank	6 in.	20	5	60	20	
Vinyl Siding	3 in.	25	5	50	35	

¹ Per 10-foot-by-10-foot section.

Adobe: Made from mud and clay, adobe bricks are an ancient technique that was still in use up to the time of the Exodus, especially in the Southwest United States where the traditional style provided a strong aesthetic. Since the bricks are textured they provide an easy surface to climb and are soft enough that small finger indentions can be pushed into the material while climbing.

Aluminum plate/siding: Some older homes are made with aluminum siding—panels of aluminum layered one over the other as the exterior covering of a wall. Other buildings, often industrial or retail, are made with smooth aluminum plates for walls. These buildings, known as “Morton buildings”, typically feature very few interior rooms.

Brick/Stone: Made by stacking bricks or cut stones and sealing them together with mortar, brick and stone houses have been the standard for strength, insulation, and style for much of human history. In the last century before the exodus, the cost of building such structures had made them the purview of only the wealthy, and commercial building had all moved to other more cost efficient materials as well. Interior walls are also occasionally lined with bricks or stone for aesthetic purposes.

Concrete blocks/sheeting: Also called cinder blocks, concrete blocks or large concrete sheets became the standard for construction of industrial and commercial buildings of three or fewer stories in the years before the Exodus. Nearly as strong as brick or stone, concrete was much cheaper to build with.

Drywall: Made up of manufactured boards of a thin layer of plaster sandwiched between two sheets of paper, drywall or plasterboard was one of the most common interior wall materials prior to the exodus. It is however very frail and vulnerable to moisture.

Plaster: Made by applying wet plaster over thin wooden slats, plaster walls fell out of favor due to the ease of installing drywall sheets. One of the weaker and less durable materials available, plaster walls do not stand up well to wetness and can be broken with relatively little force.

Rebar Reinforced Concrete: Made by running metal bars called “rebar” through wet concrete, Rebar reinforced concrete is the most structurally stable material available to builders before the Exodus. It was used most often for structures over three stories, and very large commercial structures.

Render: Made by applying a hard coat of plaster to cover a brick or stone wall, render lends additional strength and thickness to an already strong building material.

Structural Isolated Panels: A type of framing material that uses wood and concrete with hard insulation material fitted inside. These panels lock together to create the frame of a structure, with brick, stone, siding, or wood planks on the exterior side, and plaster or drywall to cover the interior. Structural Isolated Panels offer more strength and better insulation than timber frames.

Timber Frame: Made from rectangular wood timbers which are often referred to by their dimensions in inches by feet (two by fours, eight by fours, etc.), timber frames leave open, blank spaces in between the wall coverings on either side of them. This space is usually filled with insulating material in exterior walls, but interior walls framed with timber often have empty space in between the frame timber or “studs” that wall coverings are attached to.

Wood panels/plank: A cheap and easy construction style uses wood, either fashioned into square or rectangular panels, or rough cut planks. When rough cut, and using a single layer of planks this style of construction is often referred to as “log cabins”. This is the preeminent construction style for building made after the exodus as it has a very low requirement for technology to build.

Vinyl Siding: a covering that waterproofed, insulated, and colored houses, vinyl siding was very popular in the last years before the Exodus due to its very low maintenance requirements—never needing to be repainted or waterproofed due to its synthetic nature.

ROOMS

Rooms come in all shapes and sizes. Rooms have both an original purpose (before the Exodus), and if they are currently occupied

Common Rooms: Dining rooms, living rooms, family rooms, and other rooms designed for groups of people to interact are common rooms. Most feature a few furniture pieces—several chairs and a couch, or a table and set of chairs. Most houses have 1-3 common rooms. Most commercial buildings have two—a lobby and a break room.

Hallways: Spaces that serve to connect other rooms, hallways are an especially dangerous area in many structures due to the limited width which makes movement difficult.

Industrial: Industrial structures feature mostly large open rooms with production equipment present. Most of this equipment will not be functioning, though these structures are commonly used to set up forges and other antique profession stations which have become necessary since the Exodus.

Living Quarters: Rooms where people sleep, most bedrooms feature a single bed and several dressers, and occasionally a chair. Most houses have 1-3 bedrooms. Structures which have been converted to house people

after the Exodus may feature many beds, bunks, or simply blanket rolls and sleeping bags on the floor to house a large number of refugees.

Sale floor: This is a massive open area with shelves and other fixtures that were used to display product for sale. Sales floors have been primarily picked clean of their products, though the large open spaces are perfect to convert into shelter for many organizations fitting multiple common rooms, living quarters, and work areas into the largely empty space. Gymnasiums are similar, though without the shelves. Theaters and churches also feature a similar open space, but with benches or chairs for seating.

Work Area: Whether small conference rooms, offices, or rooms previously used for other professions, work areas are designed to serve a specific intent.

SPECIAL FEATURES

Elevators: Elevators or lifts are designed to travel between floors, without the need to use stairs. Unless a structure has power supply, elevators will not function. Elevator doors can be pried open with a Strength check DC 15. Some tools, like a pry bar, will grant a +2 equipment bonus. Elevator doors are also subject to becoming stuck as detailed under Doors above, and may increase the DC to open.

Fallout shelters: The shelters have largely been abandoned now that the Exodus is over, the inhabitants streaming forth to the surface, however some are still occupied, either sealed or being used as living quarters. Accessible by stairs (if connected to another structure), or more commonly hatch, fallout shelters are radiation proof when sealed, as well as airtight and waterproof. They feature their own air purification systems to keep clean air supplied when sealed.

Stairs: The usual way to connect different levels of a structure is with stairs. Straight stairways, spiral staircases, or stairwells with multiple landings between flights of stairs are all common in multiple level structures, as are ramps (sometimes with an incline so slight that it can be difficult to notice; Spot DC 15). Stairs are important access ways, and are sometimes guarded or trapped.

Gradual Stairs: Stairs that rise less than 5 feet for every 5 feet of horizontal distance they cover don't affect movement, but characters who attack a foe below them gain a +1 tactical bonus on attack rolls from higher ground. Most stairs are gradual, except for spiral stairs (see below).

Steep Stairs: Characters moving up steep stairs (which rise at a 45 degree angle or steeper) must spend double movement to ascend the stairs. Characters running or charging down steep stairs must succeed a Balance check DC 10 or stumble and ending their movement $1d2 \times 5$ feet later. Characters who fail by 5 or more fall down the stairs take $1d4$ points of damage for every 10 feet they travel. Steep stairs grant a -4 penalty to Tumble checks.

Spiral Stairs: This form of steep stairs is designed to make defending a fortress easier. Characters gain $\frac{1}{2}$ Cover (+4 Defense, +2 Reflex) against foes below them on spiral stairs because they can easily duck around the staircase's central support.

Railings and Low Walls: Stairs that are open to large rooms often have railings or low walls. They function as described for ledges (see Special Floors).

Vaults: Found in banks and some larger commercial buildings, vaults are secured by a combination lock that is very difficult to crack requiring an Open Lock DC 35 – 50 skill check (based on security level of the vault lock). Waterproof, and airtight, vaults are ideal for storing ammunition, food, and other supplies. Vaults, however, offer no protection against radiation.

HIGHWAYS AND CITY STREETS

Across much of the Southwest, roads and streets remain intact. In settlements and ruins where cities used to reside, these streets tend to form a grid, separating blocks of structure from one another and connecting all the areas of the city to one another. In the country, highways run for long stretches at a time connecting former

cities to one another. Many current settlements lie in what was previously wilderness, not necessarily connected by these roads.

Bridges: Crossing chasms, rivers, or other obstacles, bridges are dangerous sections on many roads. In inclement weather bridges adds -2 penalty to skill checks (for instance, wind, rain, and ice would add a total -6 beyond the ordinary penalties on bridges, bringing the penalty to a -8 total.)

City Streets: City streets cover most former cities and are made of asphalt, concrete, or dirt. A properly maintained street will provide a +2 bonus to Drive or Ride skill checks.

Highways: Highways cover distances between settlements and are either made from asphalt or concrete. Most highway have fallen into disrepair, however stretches that are properly maintained will provide a +4 bonus to Drive or Ride skill checks.

Off road: Driving vehicles not specifically designed to be driven off road imposes a -2 penalty to Drive skill checks.

Rubble and Potholes: Most roads after the Exodus have fallen into serious disrepair and are crumbling and are filled with potholes. Potholes and rubble will bestow a penalty to Drive and Ride skill checks at the Overseers discretion and may reduce movement.

ABOVE AND BENEATH THE STREETS

Rooftops: If enough building are clustered closely together, characters can run across the rooftops moving from one roof to another. Getting to a roof usually requires climbing a wall, unless the character can reach a roof by jumping down from a higher window, balcony, or bridge. Flat roofs, common only in warm climates are easy to run across. Moving along a roof requires a Balance check as detailed in the adjoining chart.

Roof Type	Balance DC
Flat	—
Low	10
Conventional	15
Steep	20

Eventually a character will run out of roof to run on, requiring a long jump across to the next roof or down to the ground. The distance to the next closest roof is usually $1d3 \times 5$ feet horizontally, but the roof across the gap is equally likely to be 5 feet higher, 5 feet lower, or the same height. Use the guidelines in the Jump skill (a horizontal jump's peak height is one-fourth of the horizontal distance) to determine whether a character can make the jump.

Sewers: Most sewer system are residential consisting of 3ft diameter or smaller pipe, making it impossible to traverse. However, in larger pre-Exodus metropolises, larger labyrinth-style sewer system consisting of 10ft wide and tall (or larger) tunnels existed designed for easy maintenance for water and sewage issues. Getting into a metropolis sewer system requires most characters to open a grate or manhole and descend a ladder or rungs. Some of these sewers also had access points in basements of commercial buildings, or access points at watersheds and flood runoff sites. The sewer mains run beneath streets with pipes connecting structures for both water and sewage needs. Typical metropolises had manholes on every block for access into the sewer system. Without water coming from plumbing, these man-sized sewers tend to be dry unless rainwater has recently been washed in. A Navigate check DC 20 is required to navigate from place to place using a metropolis sewer system.

Wasteland Settlements

In the harsh environments of the wastelands, every pocket of population no matter how small or large has both a reason and a means of existence which allows them to survive the various hazards that surround them. Characters will have a large variety of reasons to seek out settlements. Defining a few key details can add variety and interest into the game while opening different avenues for natural progression of plots and deeper character development.

The key characteristics of a settlement are:

Settlement Size: The number of individuals that call the settlement home.

Purpose: The reason that the settlement exists.

Organization: How the settlement is governed.

Protection: The method that allows the settlement to stay safe (relatively) from raiders and other attacks.

Economy: The variety of goods which are produced and valued in the settlement.

Settlement

Wasteland settlements come in a wide variety of sizes. The size of a settlement affects how likely it is that any given specific item can be found for trade there, as well as affecting their attitudes towards outsiders. The smaller the settlement the less likely the inhabitants are to be welcoming to strangers.

Community: A community consists of less than five buildings, typically occupied by a single extended family totally less than 20 people. Communities generally do not possess any trade goods beyond food.

Village: A village consists of 20 to 50 individuals. Unlike communities, the individuals of a village are not typically related and are the smallest settlements that engage in trade or commerce of any kind.

Town: A town consists of more than 50 individuals, but less than 200. More robust than villages, towns range widely in character.

City: A city is a settlement of more than 200 individuals, but less than 500. Cities are few and far between in the wastes and are typically known of for many miles. Cities are usually the trade hubs of a region providing trade goods to lesser settlements.

Metropolis: A metropolis is a large settlement of more than 500 individuals. Metropolises are very rare numbering only a handful in the entire world and are usually staged around or upon a precious pre-war resource (such as a clean water source, coal mine, or a pre-war military base).

Purpose

The reason that a settlement was founded often illuminates a great deal about the character and disposition of the people inhabiting it.

Agricultural: Established in a location where growing crops remains possible, agricultural settlements are defined by the nature of the bounties they are able to harvest from the earth. The predominant crop tends to be available for trade, while agricultural settlements value finished goods of all varieties.

Camp: Composed of individuals in transit, camps do not remain in the same location for long. The reason the individuals which form the camp are traveling tends to be enroute to forming or joining a settlement of another variety. Camps will trade for traveling supplies readily and may hire security for their trip or allow additional members to join as passengers in their caravan.

Religious: Founded by members of a like-minded philosophy, religious settlements tend to be suspicious of outsiders, unless an affiliation is shared. They will gladly welcome converts, though there tend to be a great number of taboos and rules which may lead to difficulties for newcomers or passersby.

Mercantile: Established as a trading post where individuals from other settlements can meet to engage in commerce. Mercantile settlements tend to be fragmented, with a large number of itinerant population and very few permanent settlers. They are friendly to outsiders, so long as the chance for a profit remains.

Military: Founded by a gang or militia, military settlements tend to be composed entirely of able bodied and armed individuals. Unfriendly towards any who does not fit into their larger plans, military settlements are typically well guarded, hostile, and highly dangerous.

Mining: Situated on a plentiful source of minerals, metals, oil, or other natural resources, mining settlements continue to produce material which they barter for food and other necessities. Tied to the location of their raw material, mining settlements are friendly to those who have materials they need. They are also willing to take on able bodied workers (sometimes by force).

Salvage: Springing up around the edges of ruined pre-war cities, salvage communities exist to mine the technologies and wonders of the past. Typically fairly mobile, skirting the edges were members will foray deeper and deeper into the ruined cities before moving along to another edge when the useful parts to be found have been stripped.

Scientific: Established or surviving since the war, some outpost settlements exist for the sole purpose of studying some scientific phenomena or experimenting in a field of study. Whether focused on studying radiation, genetics, or natural phenomena these settlements tend to be insular and inscrutable to outsiders who do not share the inhabitants advanced scientific or medical knowledge.

Wilderness: Established to take advantage of natural food sources (abundant prey for hunting, wild fruits and berries to be gathered), wilderness settlements are found in remote locations. Typically they remain very small in population due to the limited number of people the land can sustain in this primitive manner.

Organization

Every settlement regardless of the size is governed either formally or informally in some manner. The organization will determine who leads the settlement and the power structure. Knowing this information will give an idea of how the players might look to interact with the settlement.

Commune: Structured so that all members of the settlement are theoretically equal. Sometimes a small group will stand out as intellectual leaders of the community, however this status is not official. Communes are designed to benefit all members equally and split all work equally as well.

Cult: With a single figure raised to a deific status, cults tend to be very top heavy in their organization. Often a very small handful of clergy and the cult leader themselves will be the only individuals in the settlement with any authority. Cults tend to be fanatical in their devotion to a tightly structured ideal.

Company: Typically employed in resource based settlements (agriculture and mining), these communities are governed as though they are corporations of old. Lead by a manager, with a series of supervisors to oversee workers, company power structures are similar to military organizations, but with a differing set of terminology and somewhat looser strictures.

Democracy: While very few communities have sprung up which rely on complex offices of elected officials, some settlements either feature a direct democracy (in which every major decision is voted on by the entire community) or limited representational democracies (electing typically a small council, a mayor, and occasionally a sheriff.) Democracy tends to be some of the most welcoming of wasteland settlements, but even in these new arrivals will need to prove their intentions before being allowed to stay indefinitely.

Dictatorship: A single ruler has declared himself the sole decision maker of the settlement. Whether styling himself as a king, an emperor, or some other invented title. Typically ruling with an iron fist, any decisions for the community would be run through the boss. Visitors will either be given very limited access, or taken immediately to meet with the boss upon arrival.

Gang: Criminally structured settlements which have loose informal hierarchies, with a strong often brutal leader who rules with an iron fist (and must do so to keep the unruly elements in line.) Acceptance into such a settlement always involves proving oneself in a series of tasks and hazing. Individuals in a gang settlement are always trying to show dominance over their peers, often in cruel ways, willing to sell one another out while holding to an unspoken “code of the streets”.

Matriarchy/Patriarchy: Smaller settlements can exist made up of primarily a single family. Some grow even larger incorporating entire clans of extended families. These settlements have an acknowledged leader, either formally or informally, typically the most senior member of the family. Age and lineage determine the respect paid to various members of the community. Outsiders can be seen very suspiciously, though to continue the family younger, eligible aged sons and daughters require potential suitors and the matriarch or patriarch may often be on the lookout for potential candidates.

Militia: Whether a surviving tradition of a former wartime unit or a para-military organization formed more recently the settlement has a single commander and a defined hierarchy into which most or every individual fits. In a militia, layers of leadership cascade up in a tightly ordered pyramids.

Protection

Every settlement requires a means to protect itself. Most will use a combination of these methods, though there will be a single one which stands out as the primary means which keeps it safe amongst the hazards of the waste.

Elite Guards: Some settlements rely on a few highly skilled individuals for their protection. Whether a small and able constabulary, or a single famous sheriff or lawman who keeps the peace. These settlements tend to struggle with larger raiding bands.

Fortified: Whether built from stone or wood, these settlements have taken inspiration from the ancient past, erecting a wall or other enfilade around their settlement. This provides a concentrated area where the guards can patrol, stationing themselves near the gate. Some walls will be built with manned towers at the edges. Some will also be built with a walkway at the top for patrols to circumnavigate the perimeter.

Heavily Armed Guards: While all settlements will have guards, some will stand out as really well equipped. Possibly carrying machine guns or grenades. They will often have mounted weapon positions at the locations most logical to approach the settlement.

Hidden Location: Some settlements find safety in the locations they choose to inhabit. Whether built in a series of natural caverns, along cliff sides, deep in a remote mountain valley, or even in the ruined sewer system of a former city, these settlements cannot simply be stumbled upon. Even those who know of their existence and general location will have difficulty finding them as their whereabouts are jealously guarded secrets.

Militia: The entire population of the settlement has some training with arms and are tasked to defend themselves and can be called upon to defend the settlement as a whole in times of need.

Natural Defenses: Like fortified settlements, some settlements rely on natural advantages to aid in their protection. Built on hilltops, or against seashores or rivers, these settlements limit the approaches which must be guarded by cutting off avenues of approach with pre-existing terrain features.

Numerous Guards: Some settlements deploy large numbers of patrols and stationary guards. Roaming patrols in these settlements find safety in numbers, cruising the borders of the settlements in groups of 5 to 10 guards.

Economy

Each settlement values different varieties of objects on a differing scale. Typically a settlement will have one variety of material they produce, one they covet which they attempt to trade for, and to be fairly neutral towards the rest.

Foodstuffs: Whether grain, animal products, or salvaged canned goods, foodstuffs include any humanly edible material.

Produced by: agricultural, salvage, wilderness

Coveted by: military, mining, scientific

Finished goods: Whether newly produced rough goods or salvaged products this category includes any manufactured object that does not expressly fall into another category.

Produced by: religious, salvage, scientific

Coveted by: agricultural, wilderness

Livestock: Bovines, pigs, horses, and other animals which can be trained to a purpose or raised for food.

Produced by: agricultural

Coveted by: mercantile, wilderness

Medical supplies: Drugs, chemicals, needles, and medical machines like X-rays that remain from before the war as well as medicinal herbs and folk treatments.

Produced by: salvage, wilderness

Coveted by: scientific

Raw Materials: Lumber, metal ore, cut rock, or any other variety of material good for making into other materials.

Produced by: mining

Coveted by: mercantile

Vehicles: Including both the vehicle as well as repair parts and fuel. This category includes any motor driven vehicle regardless of purpose.

Produced by: salvage

Coveted by: mercantile, military, mining

Weapons: Ammunition, firearms, explosives as well as melee weapons like swords, knives, clubs and spears whether salvaged or newly forged.

Produced by: mercantile, salvage, scientific

Coveted by: religious, military



CHAPTER III: NON PLAYER CHARACTERS

A Non-Player Character (or NPC) is a character or creature that is controlled by the Overseer. NPCs serve a variety of purpose throughout your adventure story by filling in roles from a common beggar to a mighty warlord. While most NPCs that your players will encounter are of the human race, other sentient creatures also fall into this category. The attitudes of a NPC range in variety as detailed under the Diplomacy skill in the *Exodus Survivor's Guide*.

NPCs fill a few different roles in a Role Playing Game. First off, most NPCs are the working mechanics of civilization and structure among the human race. These individuals are part of a working infrastructure that maintains the needs and survival of their community. These NPCs provide clues, dialog, plot, and services to your characters during their adventure and generally range from helpful, friendly, or indifferent attitudes. These type of NPCs usually do not require a statistic block, but if they do it is generalized down to the relevant Ability or Skills that may apply as detailed further in the chapter.

Secondly, are the bad, corrupted, and the evil NPCs. These are the guys that are behind plots that oppose the adventurers, and usually are what also drives the plot of the story. In most cases these NPCs are going to fight or attempt to prevent the characters from succeeding in their mission by sabotage or other means. Usually these NPCs are structured, with a Boss with several minions, but sometimes it is just one evil genius manipulating all the strings behind the plot, staying one step ahead of the investigators. For an example statistic block see below in Example NPCs.

Animal and other creature or monsters are also considered NPCs, but generally only within combat, unless an animal is a plot device to find Timmy trapped in a well. You will control the action of the creature, just like any other NPC, except their will not be spoken dialog, as with human NPCs. The *Exodus Bestiary* details animal and critters in a wide range of normal to mutant or radioactive. More information on this type of NPC is found within the Bestiary, to include instructions on how to build a creature from the ground up and assign a Challenge Rating (CR).

This chapter focuses on the human or sentient NPC. Several example NPCs are found below along with a unique list of Quirks that can be added to a NPC to make them stand out from the norm. Several NPC Advanced Classes designed for powerful NPCs is detailed also. Lastly, NPC wealth by challenge rating to prevent overpowering your NPCs with deadly equipment is detailed.





NON PLAYER CHARACTERS

A Post-Apocalyptic setting is filled with all sorts of critters and mutated monsters which are detailed in the *Exodus Bestiary*, but the most important part of the wasteland is the Non-Player Characters or NPC(s) for short. As the Overseer you will create the important NPCs that make up the humanity of the world, whether for good or evil.

Creating a NPC is simple. For brief encounters, such as gathering information or mercantile interactions, you only need the relevant statistics that would apply to any opposed roll, as in the example presented. For combat situations, you will need to put more effort into your creation, and this may take some effort and time to create the full statistic block.

When creating a potential combative NPC, whether he is fighting with or against the characters, it is easy to overpower the NPC through equipment, level, and statistics. It is recommended to use the following instructions to build your NPC as detail in the overview below.

NPC OVERVIEW

Name

Every NPC has a name, nickname, or assigned number. Whatever you name your NPC will go here.

Challenge Rating (CR)

A NPC's Challenge Rating provides the measure of his toughness in a combat situation. The NPCs challenge rating is determined by his Class Levels plus any special modifiers (such as Race, creature type, excess equipment ...) as detailed further below.

Size (Sz)

A NPC's size falls generally into one of three size categories (small, medium, and large), but there may be exceptions based on the type of NPC. Each size category includes a size modifier that applies to the creature's Defense and Attack rolls; a modifier that applies to Grapple checks; and a modifier that applies to Hide checks, which are detailed in the *Exodus Survivor's Guide* and *Wasteland Bestiary*.

NPC Type

A NPC's type is usually human or a mutated human sub-race, but on occasion based on your needs it may be something else like animal.

Hit Dice (HD) and Hit Points (HP)

A NPC's Hit Dice is based on his Class Levels just like a player character. To determine Hit Points, however, assign standard average (or 50%) Hit Points plus modifiers, which is the general standard for a minion NPC. Hit Points for important or boss type NPCs fights can be increased in range up to 90% of the NPC's maximum potential Hit Points.

Massive Damage Threshold (Mas)

When a NPC takes damage from a single attack equal to or greater than its current Constitution, it must succeed on a Fortitude save (DC 15) or immediately drop to -1 hit points and become unconscious, unless a feat or

Hank Pearson

Human Male, Caravan Foreman
WIS 16, Sense Motive +12.

Statistic Block

Name (Challenge Rating)

Class/Level; Size/NPC Type; Hit Dice + Modifiers; Hit Points; Massive Threshold; Initiative Modifier; Speed; Defense (touch, flat-footed) (Defense modifiers); Base Attack Bonus; Grapple Modifier; Attack Modifier (Attack type) (damage + modifiers); Full Attack Modifier (Attack type) (damage + modifiers); Battlemap Spacing and Weapon Reach; Saving Throws modifiers (Fort, Ref, Will); Ability Scores.

Background: Exodus Survivor's Guide option

Occupation: Exodus Survivor's Guide option

Feats:

Languages:

Skills:

Traits: Exodus Survivor's Guide option

Talents:

Equipment:

talent states otherwise. If the damage would reduce the NPC to -1 hit points or fewer anyway, the massive damage threshold does not apply, and there is no need to make the Fortitude save.

Initiative (Init)

The NPC's modifier on initiative checks is usually equal to its Dexterity modifier, and any feat or talent that may provide an additional bonus to Initiative.

Speed (Spd)

A NPCs tactical speed on land is the amount of distance it can cover in one move action. Speed may be modified by equipment, feats, and talents.

Some animal or mutant character NPCs may also have other modes of movement as detailed below. No special combat or movement actions can be initiated (like charge, run, trip ...) unless stated otherwise below.

Burrow: The NPC can tunnel through dirt a specific distance as a move action.

Climb: A NPC with a climb speed has the Climb skill at no cost and gains a +8 species bonus on Climb checks. The NPC climbs the denoted speed as a move action and can choose to take 10, even if rushed or threatened while climbing. Accelerated climbs (double the given climb speed or its normal land speed, whichever is less) are made at a -5 penalty. While climbing the NPC also retains its Dexterity bonus to Defense (if any) and opponents get no special bonus on their attack rolls against him.

Fly: The NPC can fly at the given speed if carrying no more than a medium load. All fly speeds include a parenthetical note indicating his maneuverability:

Perfect: The creature can perform almost any aerial maneuver it wishes. During a movement action this creature can maneuver at 360°.

Good: The creature is agile in the air, but cannot change direction as readily as one with perfect maneuverability. During a movement action this creature can maneuver at 270°.

Average: The creature can fly as adroitly as a small bird. During a movement action this creature can maneuver at 180°.

Poor: The creature flies as well as a very large bird. During a movement action this creature can maneuver at 90°.

Clumsy: The creature can barely fly at all. During a movement action this creature can maneuver at 45°.

Flying NPCs can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. It can make only a standard attack, but this deal double damage. NPCs that are flying can use the run action in flight, provided they fly in a straight line.

Swim: A NPC with a swim speed can move through water at the given speed without making Swim checks. It gains a +8 species bonus on any Swim check to perform some special action or avoid a hazard. The NPC always can choose to take 10, even if distracted or endangered while swimming. Swimming NPCs can use the run action while swimming, provided they swim in a straight line.

Defense

A NPC's Defense is 10 plus any modifiers (which are in a parenthetical mention of contributing modifiers) from Class Bonus, Dexterity, Equipment, Feats, Race, or Talents. The NPC's "touch" Defense is determined by discounting armor modifiers. His "flat-footed" Defense is determined by discounting Class and Dexterity bonuses. Defense also include Damage Reduction from various different types of damage.

Base Attack Bonus (BAB)

A NPC's Base Attack Bonus is determined by his Class Levels and possible Race. This is used to calculate his Grapple modifier as well as the maximum bonus to attack rolls. Add any modifiers from Feats or Talents to the NPC Base Attack Bonus.

Grapple Modifier (Grap)

Whenever a creature makes an opposed grapple check, apply this modifier to its d20 roll. The total modifier on grapple checks is determined as follows: base attack bonus + Strength modifier + grapple modifier + size modifier.

Primary Attack (Atk)

If a NPC moves more than 5 feet in the same round it attacks, it makes only a single attack using its primary attack bonus. This bonus includes modifications for Size and Strength (for melee attacks) or Dexterity (for ranged attacks). A NPC with the Weapon Finesse feat can use its Dexterity modifier on its primary attack. The damage and primary weapon type are noted in parentheses.

A NPC primary attack damage includes its full Strength modifier (or 1.5 times its Strength bonus for wielding a two-handed melee weapon).

Full Attack (Full Atk)

A NPC that takes no more than a 5-foot step during its turn can make a full attack which may include multiple attacks based on BAB. A NPC's full attack includes both its primary attack and its secondary attacks (if any).

The primary attack bonus includes modifications for Size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. A NPC's primary attack damage includes its full Strength modifier (or 1.5 times its Strength bonus for wielding a two-handed melee weapon). Secondary attacks take a -5 penalty on attack rolls, which is already figured into the Class levels for BAB (see Character Classes in the *Exodus Survivor's Guide*).

Fighting Space (FS)

Fighting space approximates the amount of space a NPC or creature needs to move and fight effectively, and how much space it occupies on a grid of 5-foot-by-5-foot squares.

Reach

A NPC's reach is the distance at which it can strike targets without needing to adjust its position on the grid.

While several large or larger creatures have a reach more than the adjacent 5ft. square, characters and NPC usually only have a reach with equipment, such as a long spear or whip. When measuring diagonally, every second square counts as two squares. A NPC with greater than normal reach usually gets an attack of opportunity against a character if the character approaches it, because the character enters a square it threatens before he or she can attack it. (This does not apply if the character takes a 5-foot step.)

Saves (SV)

A NPC's Fortitude, Reflex, and Will saving throw modifiers take into account ability score modifiers, feats, and any talents.

Abilities

NPCs have the same six ability scores as characters: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Cha).

Background

Backgrounds are optional rule presented for characters in the Exodus Survivor's Guide. While it is fine to give a background to a NPC, it is not necessary, as this just determines Class Skills and back ground flavor. When building NPCs it is just easier to give the NPC the class skills that is relevant to the NPC type.

Occupation

Occupations work similar to Backgrounds and are optional. An occupation determines some Class skills and starting wealth, which is not needed when building NPCs. There are rules for NPCs that detail wealth by NPC level detailed later in the chapter.

Feats

NPCs use the same Feats that are available to characters provided from multiple Exodus source books.

Skills

This section lists alphabetically all of the NPC's skills by name along with skill modifiers that include adjustments for ability scores and any bonuses from feats or talents. Skill for NPCs are based on class levels, and the NPC may have both Class and Non-Class Skills.

Languages: The languages the NPC understands. All NPCs start with their native language and any others that are purchased with skill points.

Traits

Personality Flaws and Traits are another optional rule for NPCs that can be applied to further enrich a NPC. A complete list of can be found in the Exodus Survivor's Guide and Southwest Guide. A more detailed optional rules expanded list can be downloaded under Exodus: Web Supplement: Personality Flaws and Traits. However, NPCs also have their own Traits section that affect CR listed later in this chapter. So you can use any of the three different rulings as you see fit.

Talents

NPCs use the same Talents that are available to characters provided from multiple Exodus source books.

Equipment

NPC BUILDING

NPC creation is an important part of any OGL compatible role-playing game, as it allows the Overseer to alter and create unique as non-player characters for the player characters to encounter and overcome. The following sections detail the creation and building of a NPC from determining Challenge Rating (CR) and Combat Encounter Level (CEL) suitable in the Exodus world to the value of Experience (XP) Earned from defeating said created NPC.

Step 1: Concept

The first step of creating an NPC is the concept. First, select the type of NPC, which will most likely a playable race from the *Exodus Survivor's Guide* or other sourcebooks. Type determines fixed Ability Scores and common Traits associated with the Race. Second, assign a physical description.

Step 2: Determining the CR of the Concept

Once the concept of the NPC is imagined, the next step of building process is to determine Statistics based off of Class and Level. Determining Ability points is done on average of the Point-Buy method using 28 points, however, for a tougher opponent use 32 points. This adds a base of CR +0 to the NPCs CR which is detailed in the section "Challenge Rating".

Step 2-1: Type/ Class Level

A Creature type must be chosen to determine the Base CR of the creature (if any). Most NPCs are playable races and this will be their type. Playable races add to the Base CR as detailed in the adjoining chart. For Creature types (such as a dog) consult the *Wasteland Bestiary* for the Base CR.

All class levels that a NPC has adds +1 per level to the Base CR minus 1.

Example: A 6th level Aggressive Human NPC adds +5 CR to the Base (6 CR from Class -1 = 5 CR).



Step 2-2: Ability Score

Determining Ability score is done on average of the Point-Buy method as detailed in the *Survivor's Guide*, using 28 points. However for a tougher opponent use 32 points. Ability Score adds CR +0 to the NPC's base CR.

Step 2-3: Stats

One Ability Score has been placed, next is to fill in all of the general stats, based on class levels in a Statistic Block. This includes BAB, Class Abilities, Saving Throws, Speed, and so-on.

Step 2-4: Skills

Based on Class Level type, NPCs will receive a number of Class Skill and Skill Points. Determine what skills your NPC has and assign skill points to the skills. Don't forget to add in Ability modifiers to your skills when done.

Step 2-5: Feats and Talents

Just like a character, NPCs gain both feats and talents, which may alter some statistic as detailed above. List all of the feat and talents and make any necessary stat changes as needed.

Step 2-6: Optional Rules

Exodus provides several optional rules that are not found in the d20 Modern SRD. These options include Background and Traits which will alter statistics. While optional, some NPCs will need these for background or personality flavor. To build on personality, a NPC-only Trait options has been built and is presented further in this chapter. This NPC-only Traits affects the Base CR of the NPC.

Step 2-7: Hit Dice / Hit Points

Hit Dice are determined by Class Levels. Each Hit Die from a class level contributes $\frac{1}{2}$ of the die type + 0.5 Hit Points + Con modifier to the NPC's total Hit Points. The total of all Hit Points contributed in this way is rounded down, if necessary, and is the NPC's total Hit Points. Feats and Talents may add to the Hit Point total and are detailed below.

Example: A 6th level Aggressive Human NPC has a d10 HD and adds +5.5 HP for each level. This NPC also has a 13 Con gaining a +1hp modifier per level ($5.5 \times 6 + 6 = 39$ hp).

Step 2-8: Equipment

Place logical conceptual equipment based on the NPCs class level wealth rating which is detailed further in this chapter.

Step 3: Creating the Concept

Once the concept has been created, with all of the property traits selected, implant all of the information into a statistics block. Below, several useful charts have been compiled that will aid you in your NPC building multiple cross-referencing book references.

NPC Creation Point-Buy

This Point-Buy method of generating Ability Scores is the same as the player characters, in which you pick the NPC's Ability Scores based on a set number of points on the adjoining sidebar. Each of the NPC's Ability Scores starts at a base of 8 and can be adjusted up or down using the point-buy method to spend or gain points. Average NPCs uses a base of 28 points to buy Ability Scores, but this number can be adjusted to make weaker (25 points) or more (32 points) powerful NPCs without changing the CR. Add any modifiers to the Ability Scores from Race or Traits after all Ability Scores are placed. No Ability Score can be less than 1 after modifiers are added. If a modifier results in a score of less than 1, adjust as needed to bring the score to 1.

Point Cost	Ability Score	Point Cost	Ability Score
-4	5	5	13
-2	6	6	14
-1	7	8	15
0	8	10	16
1	9	13	17
2	10	16	18
3	11	20	19
4	12	24	20

NPC Racial Modifiers

Each player race in Exodus has several modifiers that apply to Ability Scores, Skills, and other character creation options. A brief summary is included below that includes races detailed in the *Exodus Survivor's Guide* and the *Southwest and Texas Guides*.

Race	Ability Mod	Saving Throws
Bio-Genetic Mutant	+2 STR, -2 (CHA or WIS)	—
Craven	+1 STR, +2 CON, -3 INT	+2 Fort
Dreg	+2 WIS, -2 DEX, -2 CHA	—
Ghūl	+2 WIS, -2 STR, -2 DEX	+2 Fort, +2 Will
Human	—	—
Symbiotic Mutant	See DNA Traits	See DNA Traits
Trans-Gen Mutant	+4 STR, +2 CON, -2 INT, -2 WIS, -2 CHA	—



NPC Type	CR
Race	mod
Bio-Gen Mutant	+1
Craven	+1
Dreg/Ghūl	+0
Human	+0
Symbiotic Mutant	+0
Trans-Gen Mutant	+2

Score	Ability Score	Score	Ability Score
Modifier	Modifier	Modifier	Modifier
0*	—	15	+2
		16	+3
1	-5	17	+3
2	-5	18	+4
3	-4	19	+4
4	-3	20	+5
5	-3	21	+5
6	-2	22	+6
7	-2	23	+6
8	-1	24	+7
9	-1	25	+7
10	0	26	+8
11	0	27	+8
12	+1	28	+9
13	+1	29	+9
14	+2	30	+10

* If any Ability Score except Constitution reaches 0, the character is incapacitated, unconscious, and considered helpless. If the character's Constitution score reaches 0, the character is dead.

Aggressive Class (HD d10)											
Level	Base HP ¹	BAB	Fort	Ref	Will	Skill Points ²	Feats	Talents	Defense Bonus	Wealth ³	
1st	5	+1	+2	+0	+0	2 + Int Mod x4	2	1	+1	300	
2nd	11	+2	+3	+0	+0	2 + Int Mod	3	1	+2	900	
3rd	16	+3	+3	+1	+1	4 + Int Mod	3	2	+2	1800	
4th	22	+4	+4	+1	+1	6 + Int Mod	4	2	+3	3000	
5th	27	+5	+4	+1	+1	8 + Int Mod	4	3	+3	4500	
6th	33	+6/+1	+5	+2	+2	10 + Int Mod	5	3	+3	6300	
7th	38	+7/+2	+5	+2	+2	12 + Int Mod	5	4	+4	8400	
8th	44	+8/+3	+6	+2	+2	14 + Int Mod	6	4	+4	10800	
9th	49	+9/+4	+6	+3	+3	16 + Int Mod	6	5	+5	13500	
10th	55	+10/+5	+7	+3	+3	18 + Int Mod	7	5	+5	16500	

¹ This is the base HP before modifiers from Constitution or other character creation options are added.

² Level 1 Skill Points are added to the number of the class level of the NPC for the total Skill Points.

³ The average wealth in steel coin the NPC has to purchase equipment.





Defensive Class (HD d8)											
Level	Base HP ¹	BAB	Fort	Ref	Will	Skill Points ²	Feats	Talents	Defense Bonus	Wealth ³	
1st	4	+0	+0	+1	+0	5 + Int Mod x4	2	1	+2	300	
2nd	9	+1	+0	+2	+0	5 + Int Mod	3	1	+3	900	
3rd	13	+1	+1	+2	+1	10 + Int Mod	3	2	+3	1800	
4th	18	+2	+1	+2	+1	15 + Int Mod	4	2	+4	3000	
5th	22	+2	+1	+3	+1	20 + Int Mod	4	3	+4	4500	
6th	27	+3	+2	+3	+2	25 + Int Mod	5	3	+5	6300	
7th	31	+3	+2	+4	+2	30 + Int Mod	5	4	+5	8400	
8th	36	+4	+2	+4	+2	35 + Int Mod	6	4	+6	10800	
9th	40	+4	+3	+4	+3	40 + Int Mod	6	5	+6	13500	
10th	45	+5	+3	+5	+3	45 + Int Mod	7	5	+7	16500	

¹ This is the base HP before modifiers from Constitution or other character creation options are added.
² Level 1 Skill Points are added to the number of the other class level for the total Skill Points.
³ The average wealth in steel coin the NPC has to purchase equipment.

Cautious Class (HD d8)											
Level	Base HP ¹	BAB	Fort	Ref	Will	Skill Points ²	Feats	Talents	Defense Bonus	Wealth ³	
1st	4	+0	+0	+1	+1	4 + Int Mod x4	2	1	+1	300	
2nd	9	+1	+0	+2	+2	4 + Int Mod	3	1	+2	900	
3rd	13	+2	+1	+2	+2	8 + Int Mod	3	2	+2	1800	
4th	18	+3	+1	+2	+2	12 + Int Mod	4	2	+3	3000	
5th	22	+3	+1	+3	+3	16 + Int Mod	4	3	+3	4500	
6th	27	+4	+2	+3	+3	20 + Int Mod	5	3	+3	6300	
7th	31	+5	+2	+4	+4	24 + Int Mod	5	4	+4	8400	
8th	36	+6/+1	+2	+4	+4	28 + Int Mod	6	4	+4	10800	
9th	40	+6/+1	+3	+4	+4	32 + Int Mod	6	5	+5	13500	
10th	45	+7/+2	+3	+5	+5	36 + Int Mod	7	5	+5	16500	

¹ This is the base HP before modifiers from Constitution or other character creation options are added.
² Level 1 Skill Points are added to the number of the other class level for the total Skill Points.
³ The average wealth in steel coin the NPC has to purchase equipment.

NPC PERSONALITY FLAWS AND TRAITS

Barrier

Defeating this type of opponent in battle requires a concentrated offense.

CR Adjustment: +1

Effect: An opponent with a Barrier has some form of magnetic repulsion shielding that deflects the first successful attack each round. This technology is built into an armor or another item on the NPC and is destroyed by an EMP attack or at the end of the combat.

Berserk

This NPC suffers from the ancient Nordic berserker fury. Battle causes him to go into a mad frenzy attacking foes while frothing at the mouth.

CR adjustment: +1

Effect: This NPC will charge or run into melee combat and remain there attacking until there are no opponents left standing. When this NPC

attacks in melee (regardless of hit or miss), he becomes more and more frenzied gaining a consecutive +1 bonus to attack and damage rolls (max. +10). If he is unable to attack in melee during any round, he loses all attack and damage bonuses and instead takes 1d6 damage.

Bloodthirsty

Blood and violence is this NPC's bread and butter.

CR Adjustment: +1

Effect: Upon each successful damaging attack the NPC deals, he gains +1d3 temporary Hit Points. If he renders a target to 0 or fewer hit points, he also gains a +2 competence bonus to attack and damage rolls.

Cheerleader

KILL, KILL, KILL, makes the blood flow! BLOOD, BLOOD, BLOOD, makes the wild weeds grow!

CR Adjustment: +0, special

Effect: All allies gain a +1 morale bonus to attack rolls as long as the cheerleader is within 60 feet. If the cheerleader is killed, they all instead suffer a -1 morale penalty to attack rolls.

Special: NPC allies can only benefit from the effects of only one cheerleader NPC.

Comically Bad Luck

This NPC suffers from a comical case of stoogism.

CR Adjustment: -2

Effect: This opponent fumbles on any failed roll. The fumble is non-damaging, but funny and inconvenient granting the PCs a +1 morale bonus to all attack or skill rolls.

Cowardly

Yup, this NPC cowpoke has a yellow streak as wide as the Grand Canyon and twice as deep.

CR Adjustment: +0

Effect: This NPC suffers a -4 penalty to Willpower saves against Intimidation or fear-based effects. However, he gains a +2 bonus to Hide checks and his Run speed modifier is x6.

Crack Tactician

Every once in a while the characters come across an NPC enemy who just really knows their stuff.

CR Adjustment: +2

Effect: This opponent is a combat prodigy gaining a +2 tactical bonus to all attack, damage, and saving throw rolls in battle. Additionally, he has the perfect counter for every situation making him immune to Critical Hits, as well as PCs bonuses for flanking and stealth attacks.

Crazed

This NPC is big and ugly. So don't make him angry, you wouldn't like him when he's angry.

CR Adjustment: +1

Effect: When the opponent is reduced to 50% or less hit points, he goes completely haywire, furiously attacking anyone (friend or foe) within reach. He may only make a single melee attack at his highest BAB, but may Cleave into targets within 5ft. step of his position without the need to down his opponent as per the feat description. He may only Cleave a target once during any round of combat.

Desperate

This NPC gains faith for each opponent that falls in combat.

CR Adjustment: +1

Effect: When a PC or their one of their allies is reduced downed in combat, this NPC gains a +2 morale per down opponent to attack rolls. In addition, when an opponent falls in combat by his hand or another's, he immediately gains the benefit of the Second Wind talent.

Duck for Cover

This NPC is great at taking cover in a firefight, but if he's left in the open he does a whole lot worse.

CR Adjustment: +0

Effect: When taking cover this NPC gains a +4 Defense tactical bonus. However, when he doesn't have cover to use, he is flat-footed until cover is found.

Efficient Killer

This NPC knows who is on the ropes and strikes such targets with to eliminate with priority.

CR Adjustment: +1

Effect: An Efficient Killer can automatically detect when an opponent is at 25% of his maximum hit points. Attacking this target grants a +1 tactical bonus to attack rolls and +1d4 points of damage.

Filthy

Life in the wastes is rough and dirty, but it would pay to take a shower every once in a while.

CR Adjustment: +0

Effect: A filthy opponent is covered with a layer of grime granting him a +4 circumstance bonus to Escape Artist skill check and bestowing a -4 penalty to opponent's attempts to grapple with him.

Hard Mode

This type of NPC holds back, until pissed off. Then he reveals that he was holding back using kid-gloves.

CR Adjustment: +2



Effects: Taking a casual approach to combat, this NPC fights normally until injured at which point he reveals that he was fighting with his weak hand. When switching hands, he gains one extra attack at his highest BAB every round, and receives a +2 competence bonus to attack rolls and damage.

Hair Trigger

This NPC is quick to fire at targets causing frequent misses.

CR Adjustment: +0

Effect: The NPC makes one additional firearm attack each round, but all of his attacks suffer a -5 attack penalty on top of any other bonuses or penalties. Additionally this NPC cannot deal critical hits to PCs.

Home Turf

The NPC is stronger than normal on certain types of environments or terrain.

CR Adjustment: +1

Effect: When in or on a specified environment or terrain, this NPC receives a +2 competence bonus to attack, saving throw, and physical skill-based rolls. Additionally his familiarity with the environment or terrain grants him a +2 terrain bonus to Defense.

Jerk

Nobody likes them, but being a Jerk is something of an advantage in combat.

CR Adjustment: +1

Effect: When this NPC hits someone in combat, he drops a scathing one-liner sarcastic insult that may hurt the PC's feelings. The target PC must make a CHR check (DC 15) or suffer a -2 penalty to all rolls on his next round of actions.

Last Laugh

Some people are stubborn needing to get that last laugh in before kicking the bucket.

CR Adjustment: +1

Effect: When this NPC is reduced to 0 or less, he makes one final attack at his highest BAB as a free action against the opponent that dealt the blow. The attack is accompanied by a witty barb or colorful saying.

Last Man Standing

This guy is destined to be the last man standing in a fight.

CR Adjustment: +2

Effect: This NPC has trained his body to withstand grueling punishment. He receives a Hardness of 5, which stacks with any other bonuses to his defense.

Lethal

This NPC has studied the human anatomy and know all of the critical weak points.

CR Adjustment: +3

Effect: This NPC is limited to one attack per round regardless of his BAB progression. His attacks are focused on precision to strike his target's weak point. All damaging hits deals double damage. If a critical hit is made the damaging blow deals 4 times the damage.

Losing Steam

The NPC starts quick out of the gate, but then fights an uphill battle with his endurance to maintain in the fight.

CR Adjustment: -1

Effect: The first two rounds of combat, this NPC receives a +2 bonus to attack rolls. However, each round of combat beyond that, he suffers a cumulative -1 to attack rolls (to a maximum of -10).

Lunkhead

What this NPC lacks in smarts, he makes up in brawn and toughness.

CR Adjustment: +1

Effect: When hit in melee this NPC turns 50% of lethal damage into non-lethal damage. Additionally all critical hit modifiers upon him are reduced by 1 multiplier.

Massive Attacks

As a fan of pre-Exodus baseball, this NPC swings for fence with each attack.

CR Adjustment: +2

Effect: When hitting an opponent this NPC deals double STR damage and may force a knockdown, leaving his opponent prone, unless a Reflex DC 10+STR mod is successful.



Mook

This guy is hired muscle to make an impression from the boss. He is just here for a payday and there is no payday dying.

CR Adjustment: -2

Effect: Anytime this NPC HP drops below 50% of maximum, they run away or surrender (Overseer's option).

Mosquito

By reverse osmosis and SCIENCE, this NPC has the ability to transfer damage to healing.

CR Adjustment: -1

Effect: Whenever this NPC attacks an opponent and score a hit, he deals 50% of normal damage and heals 10% of the dealt damage to himself.

Mr. Dynamite

This guy loves explosives and pack and repacks them himself for that extra KaBoom!

CR Adjustment: +2

Effect: All explosives that this NPC uses deals an extra 2d6 in damage and the blast radius is increased by 5ft.

Offensive Stance

Observing the mighty Kung Fu style of the Praying Mantis Daniel-son, this NPC has learned to counter-attack on being hit.

CR Adjustment: +2

Effect: As a move action this NPC can go into an offensive stance. This stance lasts until his next action and allows him to counter-attack any opponent's attacks that are within an adjacent tile. The counter-attack uses his highest BAB.

One Hit Wonder

The first hit guaranteed or your money back.

CR Adjustment: +0

Effect: This NPC gains a one-time +20 morale bonus to his first attack in combat, but suffers a -4 to hit each round thereafter.

Ragdoll

Why roll with the punches when you can fly with them.

CR Adjustment: -1

Effect: When this NPC is hit by an attack that deals more than 1 point of damage, he stumbles backwards 5 feet (provoking Attack of Opportunities, if any). Should he take more than 5 points of damage he flies backwards 10 feet landing prone (also provoking Attack of Opportunities, if any). If he hits an obstacle because of the knockback he takes 1d4 of lethal damage.

Rampage

When surrounded by enemies, this NPC goes on a killing rampage. He has all the worst traits of a gangster spliced rhinoceros.

CR Adjustment: +1

Effect: When surrounded by at least 2 opponents within adjacent tiles, this NPC attacks deal an additional 1d4 damage. However, if there are no targets that he can engage in melee on his next turn, he throws a violent tantrum damaging himself, dealing 1d6 damage to himself.

Ranged Precision

Military life in the wasteland has made this NPC make every bullet count.

CR Adjustment: +1

Effect: When attacking from more than 30 feet away from an opponent this NPC gains a +2 competence bonus to attack rolls and deals +1 damage.

Rube Goldberg

Because just hitting people normally is boring.

CR Adjustment: +0

Effect: The Rube Goldberg trait allows the NPC to seemingly make extremely complicated actions that wind up having the same effects as regular attacks. The trait has no effect aside from looking awesome.

Example: As opposed to shooting someone with a gun, the NPC shoots a beer bottle next to the intended target, shatter it, cause a shard of glass to fly through the air and slice a rope above the target, which makes a plank fall on him dealing the same amount of damage as the bullet.



Sniper

Taking out targets from a distance is this NPCs specialty.

CR Adjustment: +1

Effect: When this NPC attacks from at least 60ft. from his target and is behind cover, he gains a +2 bonus to attack rolls and deals an additional 1d6 damage.

Squabbler

This guy loves to argue, especially with his allies.

CR Adjustment: -1

Effect: This NPC constantly talks back to his allies, causing all of his allies within 60ft. to suffer a -2 morale penalty to attack rolls.

Stampeder

This man thinks he is a herd of stampeding cattle, charging headlong into opponents.

CR Adjustment: +1

Effect: A stampeding NPC will charge into combat from opponent to opponent. When charging he gains 3 times the normal movement and deals an additional dice of damage to foes hit by his charge. Opponent that are hit must make an opposed STR check or be knocked prone and trampled. A trample opponent takes an additional 1d6 points of damage.

The stampeder NPC also ignore 25% or less cover and any terrain penalties to movement when charging.

Taunting Target

This NPC makes jabs and mocks opponents that are inferior in combat.

CR Adjustment: +0

Effect: This guy mocks his opponents openly when they miss him gaining a +1 bonus to his Defense.

Tired

You can have all the spirit in the world, but it doesn't matter if you're exhausted.

CR Adjustment: -1

Effect: Any time this opponent has to move more than 20 feet on his turn, he becomes visibly tired, breathing heavily. He takes a -4 attack to his next attack roll.

Trip Up

Watch your step, this NPC has long legs!

CR Adjustment: +1

Effect: When attacking a target, this NPC may attempt a trip attack as a free action. This attack causes an attack of opportunity, but if successful, he trip his opponent gaining a free attack.

Unnerving

There's something a little off-putting about this NPC.

CR Adjustment: +0

Effect: Whether it's a strange laugh, a nervous tic, or a bizarre gaze, this NPC causes both his enemies and allies to misstep in fear. All targets within 60 feet of the Unnerving NPC suffer a -2 morale penalty to attack, saving throws, and skill rolls.

Anyone who end their turn adjacent to this Unnerving NPC are subject to his creepy effect and suffer double the penalties.

Untouchable

This guy is impossible to take down without a lot of luck or without finding a weak point.

CR Adjustment: +3

Effect: For some odd reason this guy is decked out in impenetrable or supernatural armor that is destroyed upon his death. Normal attacks deal no damage to an opponent with Untouchable trait, but slows his speed by 10ft. per round. Only critical hits and targeted attack against a weak spot is the only way to damage him.

By spending a move action a PC may attempt to Spot a weak point by successfully making a Spot DC 20 check. A PC that have spotted the weak point can communicate it to other PCs as a free action.

War Cry

Some War Cries can provide strength in battles. Others just sound ridiculous.

CR Adjustment: +0

Effect: This NPC shrieks out a bloodcurdling cry as a free action before making an attack. If the attack hits, it becomes an unconfirmed critical hit. The NPC still must confirm the critical attack. The NPC can only shout a War Cry once per combat,

Weak Stomach

Call me Chum, because this is most likely is what you'll see on the ground.

CR Adjustment: -2

Effect: Some people are just not cut out for fighting. This NPC has a weak stomach and takes a cumulative -1 penalty to attack and damage rolls per round (maximum -5) whenever he is engaged in combat with an opponent that is damaged.

EXAMPLE NPCs

Below list example NPCs in a range of levels that are designed for particular roles within any Post-Apocalyptic setting. While most of these NPCs can be used in any Apocalyptic setting, some are specific to the Exodus setting using source material from the *Exodus Survivor's Guide* and *Southwest Guide*.

Bowman

In a post-apocalyptic world bullets become a rare resource. This caused some wastelanders to revert to basic hunting techniques using the bow and arrow.

Bowman (CR 3)

Aggressive 2/Dynasty Bowman 2; Medium Human; HD 2d10+2d6+8; hp 26; Mas 14; Init +4; Spd 30 ft.; Defense 22 (+4 Class, +4 Dex, +4 Equip), touch 18, flat-footed 18, PDR 1; BAB +3; Grap +3; Atk +10 ranged (composite bow, 1d8, 20/x3, 40 range) or +3 melee (bow 1d4); Full Atk +10 or +8/+8 ranged (composite bow, 1d8, 20/x3, 40 range) or +3 melee (bow 1d4); FS 5 ft. sq.; Reach 5 ft.; SV Fort +5, Ref +6, Will +3; Str 11, Dex 18, Con 14, Int 12, Wis 12, Cha 10.

Class Abilities: Archery Master, Rapid Archery, Close Combat.

Background: Chi Descendant.

Occupation: Soldier.

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

Languages: Chinese, English, Spanish.

Skills: Balance +9, Climb +1, Hide +9, Knowledge (tactics) +8, Move Silently +9, Spot +8, Tumble +8.

Traits: Chemical Reliance, Flexible

Talents: Evasion.

Equipment: Arrows (60), Compound Bow, Combat Leather Jacket, Healing Salve (2), Inferno (1), and Waterskin.

You're Next

This NPC is very deliberate about who he's going to layeth the smack down on.

CR Adjustment: +1

Effects: Each round, as a free action this NPC selects a target and indicates them out in a very obvious way, such as by pointing at them. All attacks on selected target are made with a +2 competence bonus.

Caravan/City Guard

In large populated areas in the wasteland, guards are needed to protect the city and its resources from bandits and other wasteland dangers. This also doubles for caravans that travel throughout the wasteland. Caravan or city guards report to an employer that is responsible for guard detail.

Caravan/City Guards (CR 2)

Medium Human; HD 3d10+6; hp 22; Mas 14; Init +2; Spd 30 ft.; Defense 15 (+2 Class, +2 Dex, +1 Equip), touch 12, flat-footed 13; BAB +3; Grap +5; Atk +5 melee (pipe 1d6+2 x2) or ranged +7 (10mm 2d6); SV Fort +6, Ref +2, Will +0; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Background: Survivalist

Occupation: Soldier

Feats: Advanced Firearm Proficiency, Archaic Weapon Proficiency, Armor Proficiency (light), Brawl, Burst Fire, Personal Firearm Proficiency, Simple Weapon Proficiency.

Languages: English.

Skills: Intimidate +3, Listen +2, Spot +6.

Talents: Gunslinger, Pistoleer

Traits: Physically Fit, One Hander

Equipment: Ammunition (10mm – 48 rounds), Colt 6520 10mm, Leather Jacket, Meat Jerky (4), Metal Canteen, and 25 steel.



Elite Caravan/City Guards (CR 4)

Aggressive Class 3/Soldier 2; Medium-sized human; HD 5d10+15; hp 42; Mas 17; Init +2; Spd 30 ft.; Defense 24 (+4 Class, +1 Dex, +9 Equip), touch 15, flat-footed 19, PDR 7, EDR 5, LDR 5, XDR 7; BAB +4; Grap +6; Atk +6 melee (1d3+2, unarmed strike) or +7 ranged (2d8+1); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +8, Ref +5, Will +2; Str 14, Dex 14, Con 17, Int 10, Wis 12, Cha 8.

Background: Shelter Dweller

Occupation: Soldier

Feats: Armor Proficiency (light, medium), Archaic Weapons Proficiency, Combat Martial Arts, Exotic Weapon Proficiency (energy guns), Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus, Weapon Specialization.

Skills: Intimidate +4, Knowledge (tactics) +4, Listen +6, Spot +6.

Talents: Remain Conscious, Damage Reduction 1/-

Equipment: Ammunition – Fusion Cell (2), Combat Armor Mk II, Riot Shield, EM 500 Laser Pistol,

Cultist

Various cults have sprung to life after the apocalypse each differing in their belief. While some cults follow the old ways (pre-apocalypse) of life, others have found an apocalyptic theme to worship.

Cultist Fanatic (CR 1)

Aggressive 2; Medium Humans; HD 2d10+4; hp 15; Mas 14; Init +7; Spd 20 ft.; Defense 16 (+2 Class, +4), touch 16, flat-footed 14; BAB +2; Grap +0; Atk: +6 ranged (10mm 2d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +5, Ref +3, Will +1; Str 7, Dex 18, Con 14, Int 10, Wis 12, Cha 17.

Background: Cultist

Occupation: Military

Feats: Defensive Martial Arts, Harmless, Improved Initiative, Point Blank Shot, Weapon Focus (pistol)

Languages: English.

Skills: Hide +16, Move Silently +12

Traits: Flexible

Talents: Sneak Attack, Snipe

Equipment: Ammunition (10mm - 48 rounds), Colt 6520 10mm, Cultist Outfit, Metal Canteen, and 25 steel.

Cultist (CR 2)

Cautious 3; Medium Human; HD 3d8+6; hp 20; Mas 14; Init +7; Spd 30 ft.; Defense 15 (+2 Class, +3 Dex), touch 15, flat-footed 12; BAB +2; Grap +0; Atk: +2 (combat knife 1d4-1); FS: 5 ft./5 ft.; SV Fort +4, Ref +5, Will +2; Str 8, Dex 16, Con 14, Int 12, Wis 12, Cha 17.

Background: Cultist

Occupation: Cultist

Feats: Defensive Martial Arts, Harmless, Improved Initiative, Weapon Focus (combat knife)

Languages: Arabic and English.

Skills: Bluff +7, Diplomacy +7, Sense Motive +7.

Traits: Extreme Personality, Super Model

Talents: Coordinate, Inspiration

Equipment: Chemical Grenade (Tear Gas), Cultist Outfit, Combat Knife, and 25 steel.

Missionary (CR 4)

Aggressive 1/Missionary 4; Medium Humanoid; HD 1d10+4d8+10; hp 33; Mas 14; Init +5; Spd 30 ft.; Defense 15 (+3 Class, +2 Dex), touch 15, flat-footed 13; BAB +5; Grap +5; Atk +7 ranged (10mm 2d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +5, Ref +3, Will +3; Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 18.

Class Abilities: Missionary Position (+2), Traveler

Background: Cultist

Occupation: Cult Leader

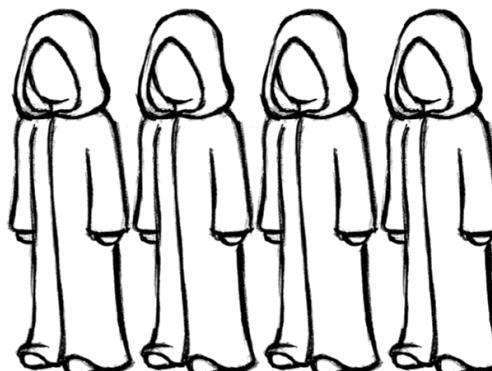
Feats: Defensive Martial Arts, Dodge, Elusive Target, Harmless, Improved Initiative

Talents: Charm (male), Coordinate, Inspiration

Traits: Beautiful and Good NATURED

Skills (41): Bluff +12, Diplomacy +12, Knowledge (science) +10, Move Silently +9, Navigate +7, Sense Motive +8.

Equipment: Ammunition (10mm - 48 rounds), Colt 6520 10mm, Cultist Outfit, Metal Canteen, and 500 steel.



Drunk

The typical barroom patron that has had too many to drink and is being annoying to others.

Drunk (CR ½)

Aggressive 1; Medium Human; HD 1d10+2; hp 7; Mas 14; Init +2; Spd 30 ft.; Defense 12 (+1 Class, +1 Dex), touch 11, flat-footed 11; BAB +1; Grap +3; Atk +3 melee (unarmed 1d6+1 non-lethal); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4, Ref +1, Will +1; Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

Background: Urban Survivor

Occupation: None

Feats: Archaic Weapon Proficiency, Personal Firearm Proficiency, Power Attack, and Simple Weapon Proficiency.

Languages: English.

Skills: Climb +4, Gamble +1, Hide +3, and Spot +2.

Traits: None

Talents: Strong Attack

Equipment: Clothes (simple), Meat Jerky, Rotgut, and 10 copper coin.

Farmers and Herders

Farmers and Herders work outside of villages and cities growing crops and tending to herd animals that provide food for their community and families.

Farmer/Herder (CR 1)

Defensive 2; Medium Human; HD 2d8+4; hp 13; Mas 14; Init +0; Spd 30 ft.; Defense 12 (+2 Class), touch 10, flat-footed 12; BAB +1; Grap +2; Atk +2 melee (pitchfork 1d8+1); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +2, Ref +2, Will +1; 2 Str 13, Dex 10, Con 14, Int 10, Wis 12, Cha 13.

Background: Tribal

Occupation: Farm Hand

Feats: Alertness, Animal Affinity, Archaic Weapon Proficiency, Simple Weapons Proficiency, and Track

Skills: Barter +2, Climb +1, Craft (structural, light) +2, Drive (bovine herd) +4, Handle Animal +13, Knowledge (earth and life sciences) +2, Listen 2; +4, Navigate +3, Perform (dance) +1, Profession (farmer/herder) +4, Ride +2, Spot +5, and Survival +2.

Traits: Good NATURED, Large Body

Talents: Skill Emphasis (handle animal)

Equipment: Clothing (Tribal), Knife, Nuka-Cola (2), Pitchfork, and 20 steel.

Farmer/Herder (CR 3)

Defensive 4; Medium Human; HD 4d8+8; hp 26; Mas 14; Init +0; Spd 30 ft.; Defense 14, touch 10, flat-footed 14 (+4 Class); BAB +2; Grap +4; Atk +4 melee (spear 1d8+2) or +5 melee (unarmed 1d6+2, lethal or non-lethal); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +3, Ref +2, Will +3; Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 13.

Background: Survivalist

Occupation: Farm Hand

Feats: Alertness, Animal Affinity, Archaic Weapon Proficiency, Brawl, Defensive Martial Arts, Simple Weapons Proficiency, and Track.

Skills: Barter +3, Climb +2, Craft (structural, light) +2, Drive (bovine herd) +4, Handle Animal +15, Knowledge (earth and life sciences) +2, Listen +5, Navigate +4, Perform (dance) +1, Profession (herder) +6, Ride +4, Spot +5, and Survival +4.

Traits: Good NATURED, Large Body

Talents: Skill Emphasis (handle animal), Strong Punch

Equipment: Clothing (Tribal), Iguana-on-a-Stick (4), Knife, Nuka-Cola (2), Pitchfork, Water (2), 50 steel.

Farmer/Herder (CR 5)

Defensive 6; Medium Human; HD 6d8+12; hp 39; Mas 14; Init +0; Spd 30 ft.; Defense 14 (+5 Class), touch 10, flat-footed 15; BAB +3; Grap +5; Atk +5 melee (pitchfork 1d8+2) or +6 melee (unarmed 1d6+2, lethal or non-lethal) FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4, Ref +3, Will +3; Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 13.

Background: Survivalist

Occupation: Farm Hand

Feats: Alertness, Animal Affinity, Archaic Weapon Proficiency, Brawl, Defensive Martial Arts, Personal Firearm Proficiency, Simple Weapons Proficiency, Strong Back, and Track.

Skills: Barter +5, Climb +4, Craft (structural, light) +2, Drive (bovine herd) +5, Handle Animal +15, Knowledge (earth and life sciences) +3, Listen +5, Navigate +5, Perform (dance) +1, Profession (herder) +7, Ride +5, Spot +5, and Survival +8.

Traits: Good NATURED, Large Body

Talents: Extreme Effort, Skill Emphasis (handle animal), Strong Punch



Equipment: 10mm ammunition (12), Clothing (Tribal), Colt 6522 10mm, Iguana-on-a-Stick (4), Knife, Nuka-Cola (2), Pitchfork, Water (2), 160 caps and 100 steel.

Gangbangers

Low level gang members that travel in packs of 4 to 10 members. These guys are the eyes and ears on the streets for higher level organized crime rings.

Gangbanger (CR ½)

Aggressive 1; Medium Human; HD 1d10+2; hp 7; Mas 13; Init +3; Spd 30 ft.; Defense 14 (+1 Class, +3 Dex), touch 13, flat-footed 11; BAB +1; Grap +4; Atk +4 melee (lead pipe 1d6+4); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +3, Ref +3, Will +0; Str 16, Dex 16, Con 13, Int 10, Wis 11, Cha 10.

Background: Gangster

Occupation: Criminal

Feats: Armor Proficiency (light), Brawl, Dodge, Simple and Archaic Weapon, Personal Firearms.

Languages: English.

Skills: Bluff +2, Intimidate +4, Gamble +1, Knowledge (streetwise) +2, Sense Motive +1, Sleight of Hand +1, and Spot +2.

Traits: Bloody Mess, Gifted.

Talents: Melee Smash

Equipment: Clothes (simple) and Lead Pipe.

Gangbanger (CR 1)

Aggressive 2; Medium Human; HD 2d10+4; hp 15; Mas 13; Init +3; Spd 30 ft.; Defense 15 (+2 Class, +3 Dex), touch 13, flat-footed 12; BAB +2; Grap +5; Atk +5 melee (Pipe 1d6+4) or +5 ranged (.22 1d4); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 13, Int 10, Wis 11, Cha 10.

Background: Gangster

Occupation: Criminal

Feats: Armor Proficiency (light), Brawl, Dodge, Power Attack, Simple and Archaic Weapon, Personal Firearms.

Languages: English.

Skills: Bluff +2, Intimidate +5, Gamble +1, Knowledge (streetwise) +2, Sense Motive +2, Sleight of Hand +1, and Spot +3.

Traits: Bloody Mess, Gifted.

Talents: Melee Smash

Equipment: Ammunition (.22 – 3 rounds), Clothing (simple), Lead Pipe, and Zip Gun.

Gang Member (CR 2)

Aggressive 3; Medium Human; HD 3d10+6; hp 33; Mas 13; Init +3; Spd 30 ft.; Defense 15 (+2 Class, +3 Dex), touch 13, flat-footed 12; BAB +3; Grap +6; Atk +6 melee (Pipe 1d6+5) or +6 ranged (10mm 1d10); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ none; AL none; SV Fort +4, Ref +4, Will +1; Str 16, Dex 16, Con 13, Int 10, Wis 11, Cha 10.

Background: Gangster

Occupation: Criminal

Feats: Archaic Weapon Proficiency, Armor Proficiency (light), Brawl, Dodge, Power Attack, Personal Firearms Proficiency Simple Weapon Proficiency, and Toughness.

Languages: English.

Skills: Bluff +3, Intimidate +6, Gamble +1, Knowledge (streetwise) +2, Sense Motive +2, Sleight of Hand +1, and Spot +5.

Traits: Bloody Mess, Gifted.

Talents: Improved Melee Smash, Melee Smash

Equipment: Ammunition (10mm – 12 rounds), Clothing (simple), Colt 6520 10mm, and Lead Pipe.

Martial Artist

Martial arts is a defensive combat style widely practiced in pre-apocalyptic times by Asian cultures and a few other dedicated individuals throughout the world. While still taught after the apocalypse primarily as a discipline, martial artists can be found in the wasteland through various trained individual in a wide range of employment.

Martial Artist (CR 1)

Aggressive 2; Medium Human; HD 2d10+6; hp 17; Mas 16; Init +1; Spd 30 ft.; Defense 15 (+2 Class, +1 Dex, +1 Dodge, +1 Equip), touch 14, flat-footed 13; BAB +2; Grap +5; Atk Unarmed +5 melee (unarmed 1d6 +1d4 +3); FS: 5 ft./5 ft.; SV Fort +6, Ref +1, Will -1; Str 17, Dex 13, Con 16, Int 10, Wis 9, Cha 8.

Background: Chi Descendant

Occupation: Soldier

Feats: Combat Martial Arts, Defensive Martial Arts, Dodge, Mobility

Language: Chinese

Skills: Jump +8, Tumble +6

Talents: Karate

Traits: Physically Fit

Equipment: Cloth armor and 50 steel.

Martial Artist (CR 3)

Aggressive 4; Medium Human; HD 4d10+15; hp 49; Mas 16; Init +2; Spd 30 ft.; Defense 16 (+3 Class, +2 Dex, +1 Equip), touch 15, flat-footed 14; BAB +4; Grap +8; Atk Kick +10 melee (1d10+1d4+8, 19-20/x2); FS: 5 ft./5 ft.; SV Fort +7, Ref +3, Will -1; Str 18, Dex 14, Con 16, Int 10, Wis 8, Cha 8.

Background: Wanderer

Occupation: Athlete

Feats: Brawl, Combat Martial Arts, HtH Fighter, Improved Combat Martial Arts, Power Attack, Street Fighting, Toughness

Language: Chinese

Skills: Jump +11, Tumble +9

Talents: Hammer Attack, Strong Attack

Traits: Heavy Handed, Physically Fit

Equipment: Cloth armor and 100 steel.

Dynasty Warrior (CR 6)

Aggressive 2/ Dynasty Warrior 5; Medium Human; HD 7d10+24; hp 65; Mas 16; Init +2; Spd 25 ft.; Defense 26 (+5 Class, +2 Dex, +2 Dodge, +2, Equip, +5 Morale), touch 24, flatfooted 17; PDR 1, EDR 1, LDR 1, XDR 1; BAB +7; Grap +11; Atk: Wakizashi +13 (1d10 +2d6 +1d4 +11, 18-20/x2); Full Atk Wakizashi +13/+8 melee (1d10 +2d6 +1d4 +11, 18-20/x2); FS: 5 ft./5 ft.; SV Fort +9, Ref +5, Will 0; Str 18, Dex 14, Con 16, Int 10, Wis 8, Cha 8.

Background: Chi Descendant, Gypsy

Occupation: Outcast

Feats: Combat Reflexes, Defensive Martial Arts, Dodge, Dodger, Elusive Target, Medium Armor Proficiency, Mobility, Power Attack, Sunder, Toughness, Weapon Focus (sword)

Language: Chinese

Skills: Tumble +12

Talents: Blades, Deflect Projectile, Melee Deflection, Signature Weapon (Wakizashi), Skirmisher, Superior Defense, Weapon Mastery, Weapon Specialization.

Traits: Diverse Background, Physically Fit

Equipment: Field Suit, Wakizashi, and 250 steel.

**Kung Fu Master (CR 10)**

Aggressive 2/ Kung Fu Master 9; Medium Human; Medium Humanoid; HD 2d10 +9d8 +22; hp 73; Mas 14; Init +4; Spd 30 ft.; Defense 27 (+8 Class, +4 Dex, +2 Dodge, +2 Equip), touch 25, flat-footed 19, PDR 1, EDR 1, LDR 1, XDR 1; BAB +8; Grap +9; Atk Unarmed +9 melee (2d4+1, 19-20/x2); Full Atk Unarmed +9/+9/+4 melee (2d4+1, 19-20/x2); FS: 5 ft./5 ft.; SV Fort +8, Ref +10, Will +3; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 12.

Martial Arts Techniques: Cackling Crow (DC 20), Chicken Scratch Stomp, Cluck and Peck, Dance of the Dueling Cocks, Feather's Fly, The Colonel's Recipe.

Background: Chi Descendent

Occupation: Soldier

Feats: Combat Martial Arts, Combat Reflexes, Combat Throw, Defensive Martial Arts, Dodge, Dodger, Improved Combat Martial Arts, Improved Combat Throw, Mobility.

Language: Chinese and English

Skills: Climb +15, Jump +17, Tumble +23

Talents: Karate, Living Weapon

Traits: Extreme Personality, Flexible

Equipment: Field Suit and 500 steel.

Medic

A medic can be found in most villages, towns, or cities caring for the inhabitance. However, on some occasion they are found traveling through the wasteland with other organizations, like a military outfit or the Savior's Army.

Medic (CR 1)

Defensive 2; Medium Human; HD 2d8+2; hp 11; Mas 12; Init +0; Spd 30 ft.; Defense 13 (+3 Class), touch 10, flat-footed 13; BAB +1; Grap +1; Atk +1 melee (unarmed 1d4 non-lethal); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +2, Ref +2, Will +3; Str 10, Dex 10, Con 12, Int 15, Wis 14, Cha 13.

Background: City Dweller

Occupation: Doctor

Feats: Focused, Healer, and Medic.

Languages: Arabic, English, and Spanish.

Skills: Barter +5, Concentration +8, Craft (chemical) +7, Gather Information +6, Knowledge (behavioral science) +7, Knowledge (medicine) +7, Profession (medic) +7, Research +6, Spot +5, and Treat Injury +11.

Traits: Book Smart, Skilled

Talents: Healing Knack

Equipment: Antidote (2), Doctor's Bag, Clothing (scrubs), Medical Kit, Medpak (4), and 50 steel.

Medic (CR 3)

Defensive 4; Medium Human; HD 4d8+4; hp 22; Mas 12; Init +0; Spd 30 ft.; Defense 14 (+4 Class), touch 10, flat-footed 14; BAB +2; Grap +2; Atk +2 melee (unarmed 1d4 non-lethal); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +2, Ref +2 Will +3; Str 10, Dex 10, Con 12, Int 16, Wis 14, Cha 13.

Background: City Dweller

Occupation: Doctor

Feats: Focused, Healer, Medic, and Surgery.

Languages: Arabic, Chinese, English, and Spanish.

Skills: Barter +8, Concentration +10, Craft (chemical) +8, Gather Information +8, Knowledge (behavioral science) +8, Knowledge (medicine) +8, Profession (medic) +8, Research +7, Spot +6, and Treat Injury +13.

Traits: Book Smart, Skilled

Talents: Healing Knack, Healing Touch 1

Equipment: Antidote (4), Clothing (scrubs), Doctor's Bag (2), Doctor's Coat, Medical Kit (2), Medpak (4), Super Medpak (1), Vigoroids (1), and 100 Steel.

Medic (CR 5)

Defensive 6; Medium Human; HD 6d8+6; hp 33; Mas 12; Init +0; Spd 30 ft.; Defense 15 (+5 Class), touch 10, flat-footed 15; BAB +3; Grap +3; Atk +3 melee (unarmed 1d4 non-lethal); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +3, Ref +4, Will +5; Str 10, Dex 10, Con 12, Int 16, Wis 14, Cha 13.

Background: City Dweller

Occupation: Doctor

Feats: Focused, Healer, Medic, Medical Expert, and Surgery.

Languages: Arabic, Chinese, English, and Spanish.

Skills: Barter +10, Concentration +12, Craft (chemical) +12, Gather Information +10, Knowledge (behavioral science) +10, Knowledge (medicine) +10, Profession (medic) +10, Research +8, Spot +6, and Treat Injury +17.

Traits: Book Smart, Skilled

Talents: Healing Knack, Healing Touch 1, Healing Touch 2

Equipment: Antidote (4), Clothing (scrubs), Doctor's Bag (2), Doctor's Coat, Medical Kit (2), Rad Blocker 2 (4), Radium X (4), MedPak (8), Super MedPak (2), Vigoroids (2), and 300 steel.

Medic (CR 7)

Defensive 8; Medium Human; HD 8d8+8; hp 44; Mas 12; Init +0; Spd 30 ft.; Defense 16 (+6 Class), touch 10, flat-footed 16; BAB +4; Grap +4; Atk +4 melee (unarmed 1d4 non-lethal); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +3, Ref +4, Will +5; Str 10, Dex 10, Con 12, Int 17, Wis 14, Cha 13.

Background: City Dweller

Occupation: Doctor

Feats: Defensive Martial Arts, Focused, Healer, Medic, Medical Expert, and Surgery.

Languages: Arabic, Chinese, English, and Spanish.

Skills: Barter +12, Concentration +14, Craft (chemical) +15, Gather Information +11, Knowledge (behavioral science) +12, Knowledge (medicine) +12, Profession (medic) +12, Research +9, Spot +7, and Treat Injury +19.

Traits: Book Smart, Skilled

Talents: Chemist, Healing Knack, Healing Touch 1, Healing Touch 2

Equipment: Antidote (4), Vigoroid (2), Clothing (scrubs), Doctor's Bag (2), Doctor's Coat, Medical Kit (4), Mindmeld (2), Medpak (12), Rad Blocker 2 (4), Radium X (4), Super Medpak (4), Trauma Pack (2), Vigoroids (2), and 500 steel.

Law Enforcement

Law Enforcers cover a variety of duties. Some patrol a wasteland region bringing miscreants and wrong doers to justice. Other law enforcers are stationed in cities or villages protecting the townsfolk from evils within and out.

Law Enforcement (CR 4)

Aggressive 5; Medium Human; HD 5d10+5; hp 32; Mas 16; Init +1; Spd 30 ft.; Defense 16 (+3 Class, +1 Dex, +2 Equip), touch 11, flat-footed 15, PDR 1; BAB +5; Grap +8; Atk +8 melee (nightstick 1d4+3) or ranged +6 (10mm 2d6 or .20 2d6 19-20 x2); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +5, Ref +2, Will +1; Str 16, Dex 12, Con 13, Int 11, Wis 11, Cha 12.

Background: City Slicker

Occupation: Law Enforcement

Feats: Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, and Simple Weapon Proficiency.

Languages: English.

Skills: Barter +4, Bluff +4, Diplomacy +4, Gather Information +4, Intimidate +4, Investigate +3, Knowledge (Behavioral Science) +3, Knowledge (Current Events) +3, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Listen +3, Profession (Law Enforcement) +2, Search +3, Sense Motive +4, and Spot +3.

Traits: Extreme Personality, Physically Fit

Talents: Evasion, Extreme Effort, and Remain Conscious

Equipment: Ammunition (10mm - 24 rounds), Ammunition (.20 slug - 8 rounds), Colt 6520 10mm, Leather Armor, Night Stick, Shotgun (double barrel .20).

Law Enforcement (CR 6)

Aggressive 7; Medium Human; HD 7d10+7; hp 45; Mas 16; Init +1; Spd 30 ft.; Defense 18 (+4 Class, +1 Dex, +3 Equip), touch 15, flat-footed 17, PDR 1, XDR 1; BAB +7/+2; Grap +12; Atk +10 melee (nightstick 1d4+3) or ranged +9 (10mm 2d6 or .20 2d6 19-20 x2); Full Atk +10/+5 melee (nightstick 1d4+3) or ranged +9/+4 (10mm 2d6 or .20 2d6 19-20 x2); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +3, Will +2; Str 16, Dex 12, Con 13, Int 11, Wis 11, Cha 12.

Background: City Slicker

Occupation: Law Enforcement

Feats: Brawl, Combat Throw, Defensive Martial Arts, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, and Simple Weapon Proficiency.

Languages: English.

Skills: Barter +4, Bluff +5, Diplomacy +4, Gather Information +4, Intimidate +5, Investigate +5, Knowledge (Behavioral Science) +3, Knowledge (Current Events) +5, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Listen +4, Profession (Law Enforcement) +3, Search +4, Sense Motive +6, and Spot +4.

Traits: Extreme Personality, Physically Fit

Talents: Evasion, Extreme Effort, Gunslinger, and Remain Conscious

Equipment: Ammunition (10mm - 24 rounds), Ammunition (.20 slug - 8 rounds), Colt 6520 10mm, Leather Armor MKII, Night Stick, Shotgun (double barrel .20).

Law Enforcement (CR 8)

Aggressive 9; Medium Human; HD 9d10+9; hp 58; Mas 16; Init +1; Spd 30 ft.; Defense 19 (+5 Class, +1 Dex, +3 Equip), touch 16, flat-footed 17, PDR 1, XDR 1; BAB +9/+4; Grap +14; Atk +12 melee (nightstick 1d4+3) or ranged +11 (10mm 2d6 or .20 2d6 19-20 x2); Full Atk +12/+7 melee (nightstick 1d4+3) or ranged +11/+6 (10mm 2d6 or .20 2d6 19-20 x2); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +4, Will +3; Str 16, Dex 13, Con 13, Int 11, Wis 11, Cha 12.

Background: City Slicker

Occupation: Law Enforcement

Feats: Brawl, Combat Throw, Defensive Martial Arts, Dodge, HtH Evade, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, and Simple Weapon Proficiency.

Languages: English.

Skills: Barter +4, Bluff +5, Diplomacy +5, Gather Information +4, Intimidate +5, Investigate +6, Knowledge (Behavioral Science) +3, Knowledge (Current Events) +5, Knowledge (Streetwise) +6, Knowledge (Tactics) +6, Listen +6, Profession (Law Enforcement) +3, Search +6, Sense Motive +8, and Spot +6.

Traits: Extreme Personality, Physically Fit

Talents: Evasion, Extreme Effort, Gunslinger, Pistoleer, and Remain Conscious.

Equipment: Ammunition (10mm - 24 rounds), Ammunition (.20 slug - 8 rounds), Colt 6520 10mm, Leather Armor MKII, Night Stick, Shotgun (double barrel .20).





Merchant

Merchants are salesmen that sale a variety of goods in the wasteland. Most merchants will be found in or around a hub of activity, while other may be found traveling in a caravan from city to city.

Merchant (CR 2)

Defensive 3; Medium Human; HD 3d8+3; hp 16; Mas 12; Init +0; Spd 30 ft.; Defense 12 (+2 Class), touch 10, flat-footed 12; BAB +1; Grap +1; Atk +1 melee (unarmed 1d4 non-lethal) or +1 ranged (.45 2d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +2, Ref +2, Will +2; Str 11, Dex 10, Con 12, Int 12, Wis 12, Cha 15.

Background: City Slicker

Feats: Attentive, Deceptive, Educated, Personal Firearm Proficiency, Simple Weapon Proficiency.

Languages: Chinese and English.

Skills: Barter +14, Bluff +10, Diplomacy +10, Gather Information +8, Knowledge (Business) +7, Knowledge (Current Events) +5, Knowledge (Drugs) +5, Knowledge (Popular Culture) +5, Knowledge (Streetwise) +7, Listen +2, Navigate +5, Profession (Merchant) +5, Sense Motive +5, and Spot +4.

Traits: Good NATURED, Skilled

Talents: Fast-Talk, Skill Emphasis (Barter)

Equipment: Ammunition (.45 – 20 rounds) Clothing (merchant), Colt M1911 .45, and 300 steel.

Merchant (CR 5)

Defensive 6; Medium Human; HD 6d8+6; hp 33; Mas 12; Init +0; Spd 30 ft.; Defense 15 (+5 def bonus), touch 10, flat-footed 15; BAB +3; Grap +3; Atk +3 melee (unarmed 1d4 non-lethal) or +3 ranged (.45 2d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +3, Ref +3, Will +3; Str 11, Dex 10, Con 12, Int 12, Wis 12, Cha 16.

Background: City Slicker

Feats: Attentive, Deceptive, Educated, Personal Firearm Proficiency, Point Blank Shot, Precise Shot, Simple Weapon Proficiency, Trustworthy.

Languages: Chinese and English.

Skills: Barter +16, Bluff +9, Diplomacy +14, Gather Information +12, Knowledge (Business) +9, Knowledge (Current Events) +6, Knowledge (Drugs) +6, Knowledge (Popular Culture) +6, Knowledge (Streetwise) +8, Listen (cc) +2, Navigate +6, Profession (Merchant) +8, Sense Motive +9, and Spot (cc) +5.

Traits: Good NATURED, Skilled

Talents: Fast-Talk, Skill Emphasis (Barter), Smooth Talker.

Equipment: Ammunition (.45 – 20 rounds) Clothing (merchant), Colt M1911 .45, and 600 steel.

Merchant (CR 9)

Defensive 10; Medium Human; HD 10d8+10; hp 36; Mas 12; Init +0; Spd 30 ft.; Defense 17 (+7 Class), touch 10, flat-footed 17; BAB +5; Grap +5; Atk +5 melee (unarmed 1d4 non-lethal) or +5 ranged (.45 2d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4, Ref +5, Will +4; Str 11, Dex 10, Con 12, Int 13, Wis 12, Cha 16.

Background: City Slicker

Feats: Alertness, Attentive, Combat Expertise, Deceptive, Educated, Personal Firearm Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Simple Weapon Proficiency, Trustworthy.

Languages: Chinese and English.

Skills (91): Barter +15 (+18), Bluff +11 (+14), Diplomacy +13 (+16), Gather Information +14, Knowledge (Business) +11, Knowledge (Current Events) +8, Knowledge (Drugs) +8, Knowledge (Popular Culture) +8, Knowledge (Streetwise) +10, Listen (cc) +4, Navigate +8, and Profession (Merchant) +10, Sense Motive +11, and Spot (cc) +9.

Traits: Good NATURED, Skilled

Talents: Charm (female +10 to Charisma based skills), Fast-Talk, Skill Emphasis (Barter), Silver Tongue, Smooth Talker.

Equipment: Ammunition (.45 – 20 rounds) Clothing (merchant), Colt M1911 .45, and 1000 steel.



Mutant Army

The United States military created a super-soldier program that survived and thrived from the apocalypse.

Mutant Scout (CR 5)

Aggressive 3; Medium Mutated Trans-Genetic Mutant; HD 3d10+9; hp 25; Mas 16; Init +2; Spd 30 ft.; Defense 17 (+2 Class, +2 Dex, +3 Equip), touch 14, flat-footed 15, PDR 5, EDR 1, LDR 1; BAB +3; Grap +9; Atk Brawl +6 melee (1d3+2) or Rifle +5 ranged (2d10); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4, Ref +3, Will +2; Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 8.

Background: Mutant Army

Occupation: Military

Feats: Advanced Firearms Proficiency, Archaic Weapon Proficiency, Armor Proficiency (light and mutant), Brawl, Heavy Weapons, Personal Firearm Proficiency, Point Blank Shot, Track

Languages: English.

Skills: Hide +3 (+13), Move Silently +5, Spot +5, Survival +5.

Talents: Sneak Attack, Snipe

Traits: Physically Fit

Equipment: AK 47 Rifle, Ammunition (7.62) (50 rounds), Grenade (fragmentation) x2, H-Rations (30), RoboCore Stealth Belt 1010 (+10 to hide), Undercover Vest (mutant-sized), Water (30).

Mutant Soldier (CR 5)

Aggressive 3; Medium Trans-Genetic Mutant; HD 3d10+9; hp 25; Mas 16; Init +3; Spd 25 ft.; Defense 19, (+2 Class, +3 Dex, +4 Equip), touch 15, flat-footed 16, PDR 3, EDR 2, LDR 2, XDR 2; BAB +3; Grap +10; Atk +7 melee (combat knife 1d4+4 19-20 x2) or +6 ranged (7.62 full auto 2d8 to an 10 foot square, DC 15 reflex to evade); FS: FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +4, Will +1; Str 19, Dex 14, Con 16, Int 10, Wis 14, Cha 8.

Background: Mutant Army

Occupation: Soldier

Feats: Advanced Firearms Proficiency, Archaic Weapon Proficiency, Brawl, Heavy Weapon Proficiency, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Strafe Shot.

Languages: English.

Skills: Listen +8, Spot +8

Talents: Evasion, Robust

Traits: Heavy Handed, Physically Fit

Equipment (each): Ammunition 7.62 (100 rounds), Combat Knife, Fragmentation Grenade (2), M60 LMG 7.62, Trans-Genetic Mutant Armor.

Mutant Brawler (CR 6)

Aggressive 4; Medium Trans-Genetic Mutant; HD 4d10+12; hp 34; Mas 19; Init +3; Spd 30 ft.; Defense 16 (+3 Class, +3 Dex), touch 16, flat-footed 13, PDR 4; BAB +4; Grap +12; Atk Spiked Knuckles +10 melee (1d6+1d4+4; 19-20 x2) or brawl +10 melee (1d4+1d4+4); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +7, Ref +4, Will +0; Str 19, Dex 16, Con 16, Int 10, Wis 9, Cha 8.

Background: Mutant Army

Occupation: Military

Feats: Brawl, Defensive Martial Arts, Improved Damage Threshold, Street-Fighting, Power Attack

Languages: English.

Skills: Move Silently +11, Tumble +8

Talents: Fisticuffs, Thick Skin

Traits: Flexible

Equipment: Spiked Knuckles.

Mutant Berserker (CR 9)

Aggressive 5/Mutant Berserker 2; Medium Trans-Genetic Mutant; HD 5d10+2d12+21; hp 61; Mas 21; Init +2; Spd 25 ft.; Defense 21, (+4 Class, +3 Dex, +5 Equip.) touch 16, flat-footed 18, PDR 4, EDR 2, LDR 2, XDR 2; BAB +7/+2; Grap +20; Atk +12 melee (karate 1d10+10, x2) or ranged +9 (7.62 full auto 2d8 to an 10 foot square, DC 15 reflex to evade); Full Atk: +12/+5 melee (karate 1d10+10, x2) or ranged +9/+4 (LMG 7.62 full auto 2d8 to an 10 foot square, DC 15 reflex to evade); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +5, Ref +7, Will +4; Str 20, Dex 14, Con 16, Int 10, Wis 14, Cha 8.

Background: Mutant Army

Occupation: Soldier

Feats: Advanced Firearms Proficiency, Archaic Weapon Proficiency, Brawl, Defensive Martial Arts, Heavy Weapon Proficiency, Improved Damage Threshold, Improved Grapple, Personal Firearms Proficiency, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (Unarmed).

Skills: Intimidate +4, Listen +6, Spot +6, Tumble +6

Talents: Evasion, Karate (x3)

Languages: English.

Traits: Heavy Handed, Physically Fit

Class Abilities: Adrenaline Rush, Destructive Rage, Improved DR +1



Equipment: Ammunition 7.62 (100 rounds), Combat Knife, M60 LMG 7.62, M72A3 LAW Rocket Launcher, Trans-Genetic Mutant Armor MKII.

Mutant Commando (CR 9)

Aggressive 5/ Mutant Commando 2; Medium Trans-Genetic Mutant; HD 7d10+18+9; hp 65; Mas 20; Init +3; Spd 30 ft.; Defense 22 (+4 Class, +3 Dex, +5 Equip), touch 17, flat-footed 19, PDR 5, EDR 2, LDR 2, XDR 2; BAB +7/+2; Grap +20; Atk +12 melee Unarmed (1d8+12, x2), or +10 ranged (.223 2d10); Full attack: +12/+7 Unarmed (1d8+2, x2) or +10/+5 ranged (.223 2d10); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +9, Will -1; Str 20, Dex 14, Con 17, Int 14, Wis 7, Cha 8.

Class Abilities: Improved Stealth, Silent Death (+1d6)

Background: Mutant Army

Occupation: Ranger

Feats: Archaic Weapon Proficiency, Brawl, Heavy Weapon Proficiency, Improved Brawl, Improved Damage Threshold, Improved Grapple, Knock-Out Punch, Toughness (2), Track.

Languages: English.

Skills: Climb +10, Hide +12 (+16), Jump +10, Listen +4, Move Silently +12 (+16), Spot +4, Survival +4

Talents: Evasion, Robust, Sneak Attack (+1d6), Uncanny Dodge

Traits: Heavy Handed, Physically Fit

Equipment: Ammunition .223 (60 rounds), M16A1 rifle, Plastic Explosive (x2), Trans-Genetic Mutant Armor MKII.

Pit Fighters

With the destruction of the world, athletic pursuits was reduced to pugilistic brawling, both informal and organized.

Pit Fighter (CR 1)

Aggressive 2; Medium Humanoid; HD 2d10+4; hp 13; Mas 15; Init +3; Spd 30 ft.; Defense 17 (+2 Class, +3 Dex, +1 Equip), touch 16, flat-footed 14; BAB +2; Grap +8; Atk Brawl +8 melee (1d4+4); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +5, Ref +3, Will +0; Str 18, Dex 16, Con 15, Int 8, Wis 10, Cha 8.

Background: Feral Child

Occupation: Athlete

Feats: Brawl, Combat Throw, Defensive Martial Arts

Languages: English.

Skills: Balance +8

Talents: Fisticuffs

Traits: Physically Fit

Equipment: Clothes (simple), Leather Jacket, and 50 steel.

Pit Fighter (CR 3)

Aggressive 4; Medium Humanoid; HD 4d10+8; hp 26; Mas 14; Init +2; Spd 30 ft.; Defense 17 (+3 Class, +2 Dex, +2 Equip), touch 15, flat-footed 15, PDR 1; BAB +4; Grap +8; Atk Martial Arts +10 melee (1d4+1d4+6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +5, Ref +1, Will +0; Str 19, Dex 14, Con 14, Int 14, Wis 9, Cha 14.

Background: Survivalist

Occupation: Athlete

Feats: Armor Proficiency (light), Brawl, Combat Martial Arts, Knock Out Punch, Power Attack, Street-Fighting, Weapon Focus (unarmed)

Languages: English.

Skills: Bluff +7, Intimidate +7, Tumble +6

Talents: Improved Melee Smash, Melee Smash

Traits: Gifted

Equipment: Meat Jerky (10), Leather Armor, and 300 steel.

Prize Fighter (CR 6)

Aggressive 4/ Prizefighter 3 Medium Humanoid; HD 7d10+28+9; hp 75; Mas 21; Init +0; Spd 30 ft.; Defense 17 (+5 class, +1 Dex, +1 Equip), touch 16, flat-footed 16; BAB +7/+2; Grap +15; Atk Punch +16 melee (1d8+1d4+6); Full Atk Punch +16/+11 melee (1d8+1d4+6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +10, Ref +4, Will +1; Str 20, Dex 12, Con 18, Int 10, Wis 8, Cha 9.

Background: Orphan

Occupation: Athlete

Feats: Brawl, Improved Bull Rush, Improved Brawl, Improved Damage Threshold, Improved Grapple, Improved Knockout Punch, Knockout Punch, Power Attack, Street-Fighting, Toughness (2), Whirlwind Attack

Languages: English.

Skills: Bluff +5, Intimidate +9, Sense Motive +4

Talents: Fisticuffs, Melee smash, Strong Attack

Traits: Physically fit

Equipment: Boxing Gloves, Boxing Gloves (loaded), Cloth armor, Prizefighter Belt, and 1000 steel.

Raiders

Raiders are a band of cutthroats and miscreants that pillage, plunder, and prey on the weak. Raiders work in bands and will do whatever is necessary to survive and thrive in the wasteland. A band of raiders will consist of anywhere from 2 to 12 members.

Raider (CR 1)

Aggressive 2; Medium Human; HD 2d10+4; hp 15; Mas 14; Init +2; Spd 30 ft.; Defense 15 (+2 Class, +2 Dex, +1 Equip), touch 12, flat-footed 13; BAB +2; Grap +4; Atk +4 melee (combat knife 1d4+2 19-20 x2) or ranged +5 (9mm 2d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +5, Ref +2, Will +0; Str 15, Dex 15, Con 14, Int 9, Wis 10, Cha 8.

Background: Survivalist

Occupation: Criminal

Feats: Advanced Firearm Proficiency, Archaic Weapon, Burst Fire, Personal Firearms Proficiency, Quick Reload, Simple Weapon Proficiency and Track.

Languages: English.

Skills: Climb +5, Gamble +3, Handle Animal +1, Hide +5, Intimidate +2, Jump +5, Knowledge (earth and life sciences) +1, Move Silently +4, Navigate +1, Ride +4, Search +1, Spot +1, and Survival +4.

Traits: None

Talents: Gunslinger

Equipment: Ammunition (9mm – 48 rounds), Colt 635 9mm SMG, Combat Knife, Leather Jacket, Meat Jerky (4), Rotgut (2) and 20 steel.

Raider (CR 3)

Aggressive 4; Medium Human; HD 4d10+8; hp 30; Mas 14; Init +2; Spd 30 ft.; Defense 17 (+3 Class, +2 Dex, +2 Equip), touch 12, flat-footed 15, PDR 1; BAB +4; Grap +7; Atk +7 melee (combat knife 1d4+3 19-20 x2) or ranged +8 (9mm 2d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +3, Will +1; Str 16, Dex 15, Con 14, Int 9, Wis 10, Cha 8.

Background: Survivalist

Occupation: Criminal

Feats: Advanced Firearm Proficiency, Archaic Weapon, Burst Fire, Confident, Personal Firearms Proficiency, Quick Reload, Simple Weapon Proficiency, Track, and Weapon Focus (Colt 935 9mm).

Languages: English.

Skills: Climb +5, Gamble +7, Handle Animal +1, Hide +6, Intimidate +6, Jump +5, Knowledge (earth and life sciences) +1, Move Silently +5, Navigate +1, Ride +4, Search +1, Spot +2, and Survival +5.

Traits: None

Talents: Blades, Gunslinger

Equipment: Ammunition (9mm – 60 rounds), Beer (4), Colt 635 9mm SMG, Combat Knife (2), Leather Armor, Meat Jerky (4), Rotgut (2), Medpak (2), and 40 steel.

Raider Leader (CR 5)

Aggressive 6; Medium Human; HD 6d10+12+3; hp 48; Mas 14; Init +2; Spd 30 ft.; Defense 20 (+3 Class, +3 Dex, +4 Equip), touch 13, flat-footed 17, PDR 1; BAB +6/+1; Grap +9; Atk +10 melee (combat knife 1d4+3 19-20 x2) or ranged +12 (9mm 2d6) or ranged +9 (Molotov Cocktail 2d6); Full Atk +10/+5 melee (combat knife 1d4+3 19-20 x2) or ranged +12/+7 (9mm 2d6) or ranged +8/+3 (Molotov Cocktail 2d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +4, Will +1; Str 16, Dex 15, Con 14, Int 9, Wis 10, Cha 8.

Background: Survivalist

Occupation: Criminal

Feats: Advanced Firearm Proficiency, Archaic Weapon, Bonus Ranged Damage, Burst Fire, Confident, Personal Firearms Proficiency, Quick Reload, Simple Weapon Proficiency, Toughness, Track, and Weapon Focus (Colt 935 9mm).

Languages: English.

Skills: Climb +5, Gamble +7, Handle Animal +1, Hide +6, Intimidate +10, Jump +5, Knowledge (earth and life sciences) +3, Move Silently +5, Navigate +1, Ride +4, Search +2, Spot +10, and Survival +6.

Traits: Kamikaze, One Hander

Talents: Blades, Coordinate, Gunslinger

Equipment: Ammunition (9mm – 60 rounds), Beer (4), Vigoroid (1), Colt 635 9mm SMG, Combat Knife (2), Leather Armor, Meat Jerky (4), Molotov Cocktail (4), Rotgut (2), Super Medpak (1), Medpak (4) and 120 steel.

Ranger

Rangers are similar to law enforcers, but are specialists in righting wrongs out in the extreme environments of the wasteland. While organized, like the Desert Rangers, the majority of rangers generally work alone in the wasteland, serving their own breed of justice.



Ranger (CR 5)

Aggressive 6; Medium Human; HD 6d10+12+3; hp 51; Mas 14; Init +2; Spd 30 ft.; Defense 17 (+3 Class, +2 Dex, +2 Equip), touch 12, flat-footed 15, PDR 1; BAB +6/+1; Grap +8; Atk +9 melee (bat 1d6+3) or ranged +9 (.223 2d6); Full Atk +9/+4 melee (bat 1d6+3) or ranged +9/+4 (.223 2d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +7, Ref +4, Will +3; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Background: Wanderer

Occupation: Ranger

Feats: Advanced Firearm Proficiency, Archaic Weapon Proficiency, Dodge, Heroic Surge, Personal Firearms Proficiency, Simple Weapon Proficiency, Toughness, Track, Weapon Focus (Baseball Bat), and Weapon Focus (Colt Rangemaster .223).

Languages: English.

Skills: Balance +5, Climb +8, Handle Animal +6, Hide +8, Jump +6, Listen +7, Knowledge (earth and life sciences) +6, Move Silently +7, Navigate +6, Ride +7, Search +6, Spot +7, Survival +10, and Swim +6.

Traits: Skilled

Talents: Evasion, Melee Smash, Skilled Hunter

Equipment: Ammunition (.223 – 40 rounds), Baseball Bat, Beer (2), Colt Rangemaster .223, Combat Knife, Leather Armor, Meat Jerky (4), Radium X (2), Medpak (4), Waterskin (3), and 60 steel.

Ranger (CR 8)

Aggressive 9; Medium Human; HD 9d10+18+3; hp 70; Mas 17; Init +6; Spd 30 ft.; Defense 21 (+5 Class, +2 Dex, +4 Equip), touch 12, flat-footed 19, PDR 1; BAB +9/+4; Grap +8; Atk +12 melee (bat 1d6+3) or ranged +12 (.223 2d6); Full Atk +12/+7 melee (bat 1d6+3) or ranged +12/+7 (.223 2d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +8, Ref +5, Will +4; Str 14, Dex 14, Con 14, Int 10, Wis 13, Cha 11.

Background: Wanderer

Occupation: Ranger

Feats: Advanced Firearm Proficiency, Archaic Weapon Proficiency, Dodge, Heroic Surge, Improved Initiative, Personal Firearms Proficiency, Simple Weapon Proficiency, Toughness, Track, Weapon Focus (Baseball Bat), and Weapon Focus (Colt Rangemaster .223).

Languages: English.

Skills: Balance +4, Climb +10, Handle Animal +8, Hide +8, Jump +8, Listen +8, Knowledge (earth and life sciences) +6, Move Silently +6, Navigate +8,

Ride +5, Search +8, Spot +8, Survival +10, and Swim +8.

Traits: Skilled

Talents: Evasion, Melee Smash, Skilled Hunter

Equipment: Ammunition (.223 – 80 rounds), Baseball Bat, Beer (2), M16A1 .223, Combat Knife, Combat Leather Armor, Meat Jerky (4), Radium X (4), Rad-Blocker 2 (2), Super Medpak (1), Medpak (4), Waterskin (3), and 90 steel.

Slaver

Slavers are very similar to raiders, with the exception of capturing their prey to sell on the slave market.

Slaver (CR 4)

Aggressive 5; Medium Human; HD 5d10+10+3; hp 40; Mas 14; Init +1; Spd 30 ft.; Defense 16 (+3 Class, +1 Dex, +2 Equip), touch 11, flat-footed 15, PDR 1; BAB +5; Grap +7; Atk +7 melee (spiked knuckles 1d4+2) or ranged +8 (10mm 2d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +2, Will +1; Str 14, Dex 12, Con 15, Int 12, Wis 11, Cha 10.

Background: Wanderer

Occupation: Criminal

Feats: Adrenaline Rush, Advanced Firearm Proficiency, Alertness, Archaic Weapon Proficiency, Confident, Personal Firearms Proficiency, Simple Weapon Proficiency, Strafe, and Toughness.

Languages: English and Tribal.

Skills: Barter +4, Bluff +6, Forgery +3, Gamble +8, Gather Information +6, Intimidate +9, Knowledge (streetwise) +5, Listen +4, Navigate +3, Profession (slaver) +4, Sense Motive +4, Spot +4, and Survival +5.

Traits: Fast Shot, One-hander

Talents: Gunslinger, Remain Conscious, Skill Emphasis (Intimidate)

Equipment: Ammunition (10mm – 60 rounds), H&K MP9 SMG, Leather Armor, Meat Jerky (1), Medpak (3), Inferno (1), Rotgut (1), Spiked Knuckles, Vigoroid (3), and 200 steel.

Slaver Leader (CR 7)

Aggressive 8; Medium Human; HD 8d10+14+3; hp 61; Mas 14; Init +1; Spd 30 ft.; Defense 19 (+4 Class, +1 Dex, +4 Equip), touch 11, flat-footed 18, PDR 2, EDR 2, LDR 4, XDR 2; BAB +8/+3; Grap +10; Atk +10 melee (sledgehammer 1d8+2) or ranged +10 (shotgun 2d8); Full Atk +10/+5 melee (sledgehammer 1d8+2) or ranged +10/+5 (shotgun 2d8); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +8, Ref +3, Will +2; Str 14, Dex 13, Con 15, Int 12, Wis 11, Cha 10.

Background: Wanderer

Occupation: Criminal

Feats: Adrenaline Rush, Advanced Firearm Proficiency, Alertness, Archaic Weapon Proficiency, Confident, Dodge, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapon Proficiency, Strafe, and Toughness.

Languages: English and Tribal.

Skills: Barter +10, Bluff +10, Forgery +3, Gamble +8, Gather Information +6, Intimidate +12, Knowledge (streetwise) +5, Listen (cc) +4, Navigate +3, Profession (slaver) +6, Sense Motive +8, Spot (cc) +5, and Survival +5.

Traits: Bloody Mess, Fast Shot

Talents: Gunslinger, Intimidating Gaze, Remain Conscious, Skill Emphasis (Intimidate)

Equipment: Ammunition (.12 gauge - 24 rounds), Beer (2), Inferno (3), Fragmentation Grenade (2), Medpak (5), Metal Armor, Meat Jerky (6), Rotgut (1), Sledgehammer, Super Medpak (2), Vigoroid (3), Winchester Combat Shotgun, and 500 steel.

Soldier

Soldiers are the elite military units that serve an organization or other power within the wasteland. However, not all soldiers still serve in an army. Many have deserted or retired from active service and now serve as mercenaries for hire.

Soldier (CR 2)

Aggressive 3; Medium Human; HD 3d10+6+3; hp 25; Mas 14; Init +2; Spd 30 ft.; Defense 18 (+2 Class, +2 Dex, +4 Equip), touch 12, flat-footed 16, PDR 2, EDR 2, LDR 4, XDR 2; BAB +3; Grap +4; Atk +4 melee (combat knife 1d4+1 19-20 x2) or ranged +6 (shotgun 2d8); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +5, Ref +3, Will +1; Str 13, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Background: City Dweller

Occupation: Military

Feats: Armor Proficiency (light), Armor Proficiency (medium), Personal Firearms Proficiency, Point Black Shot, Simple Weapon Proficiency, and Toughness.

Languages: English.

Skills: Bluff +2, Gamble +3, Hide +2, Intimidate +3, Knowledge (current events) +3, Knowledge (streetwise) +3, Knowledge (tactics) +3, Listen +1, Move Silently +2, Navigate +2, Search +2, Spot +3, and Survival +5 (+9 urban).

Traits: None.

Talents: Extreme Effort, Gunslinger, Remain Conscious.

Equipment: Ammunition (.12 gauge - 24 rounds), Combat Knife, Medpak (2), Metal Armor, Vigoroid (1), Winchester Combat Shotgun, and 60 steel.

Soldier (CR 4)

Aggressive 5; Medium Human; HD 5d10+10+3; hp 40; Mas 14; Init +2; Spd 30 ft.; Defense 19 (+3 Class, +2 Dex, +4 Equip), touch 12, flat-footed 17, PDR 2, EDR 2, LDR 4, XDR 2; BAB +5; Grap +7; Atk +7 melee (combat knife 1d4+2 19-20 x2) or ranged +9 (shotgun 2d8); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Background: City Dweller

Occupation: Military

Feats: Armor Proficiency (light), Armor Proficiency (medium), Precise Shot, Personal Firearms Proficiency, Point Black Shot, Simple Weapon Proficiency, and Toughness.

Languages: English.

Skills: Bluff +3, Gamble +4, Hide +3, Intimidate +4, Knowledge (current events) +3, Knowledge (streetwise) +4, Knowledge (tactics) +4, Listen +2, Move Silently +3, Navigate +2, Search +3, Spot +4, and Survival +5 (+9 urban).

Traits: None.

Talents: Damage Reduction, Extreme Effort, Gunslinger, Remain Conscious.

Equipment: Ammunition (.12 gauge - 24 rounds), Combat Knife (2), Inferno (1), Medpak (4), Metal Armor, Vigoroid (2), Winchester Combat Shotgun, and 100 steel.

Soldier (CR 6)

Aggressive 7; Medium Human; HD 7d10+14+3; hp 55; Mas 14; Init +2; Spd 35 ft.; Defense 20 (+4 Class, +2 Dex, +4 Equip), touch 12, flat-footed 18, PDR 2, EDR 2, LDR 4, XDR 2; BAB +7/+2; Grap +9; Atk +9 melee (combat knife 1d4+2 19-20 x2) or ranged +10 (shotgun 2d8); Full Atk +9/+4 melee (combat knife 1d4+2 19-20 x2) or ranged +10/+5 (shotgun 2d8); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +7 Ref +4, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Background: City Dweller

Occupation: Military

Feats: Armor Proficiency (light), Armor Proficiency (medium), Precise Shot, Personal Firearms Proficiency, Point Black Shot, Simple Weapon Proficiency, and Toughness.

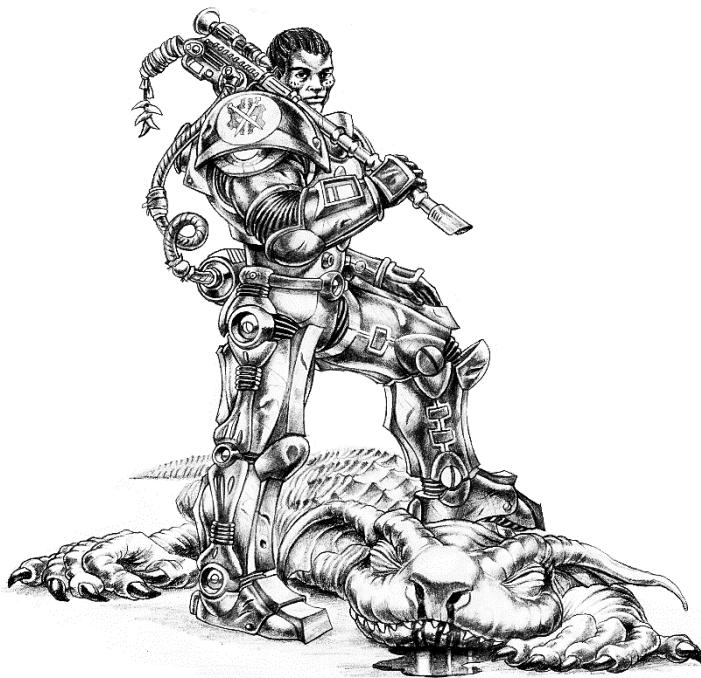
Languages: English.

Skills: Bluff +3, Gamble +5, Hide +4, Intimidate +5, Knowledge (current events) +3, Knowledge (streetwise) +4, Knowledge (tactics) +5, Listen +3, Move Silently +4, Navigate +2, Search +4, Spot +6, and Survival +6 (+10 urban).

Traits: None.

Talents: Damage Reduction, Extreme Effort, Gunslinger, Increased Speed, Remain Conscious.

Equipment: Ammunition (.12 gauge – 48 rounds), Combat Knife (2), Fragmentation Grenade (2), Inferno (1), Medpak (4), Mindmeld (1), Metal Armor, Super Medpak (2), Vigoroid (2), Winchester Combat Shotgun, and 140 steel.



Technician

Technicians are few and far between in the wasteland as most of the technology is several decades older than the technician. Most technician work in cities keeping the electrical and mechanical needs working. However, some technician can be found working with salvage groups in the wasteland.

Technician (CR 3)

Defensive 1/Technician 2; Medium Humanoid; HD 3d8+6; hp 19; Mas 14; Init +2; Spd 30 ft.; Defense 22 (+4 Class, +2 Dex, +6 Equip), touch 16, flat-footed 20, PDR 4, EDR 3, LDR 4, XDR 3; BAB +1; Grap +3; Atk +4 ranged (12 gauge slug 2d10, 20/x3) or +2 ranged (12 gauge slug both barrels, 3d10, 20/x3); FS 5 ft. sq.; Reach 5 ft.; SV Fort +2, Ref +5, Will +2; Str 14, Dex 14, Con 14, Int 18, Wis 10, Cha 8.

Class Ability: CompuWhiz, Improvised Tools, He Who Reaps

Background: Techno-Reaper

Occupation: Technician

Feats: Builder, Creative, Weapon Focus (shotgun)

Languages: Arabic, English, French, Spanish.

Skills: Computer Use +10, Craft (electronic) +13, Craft (mechanical) +13, Craft (salvage) +10, Disable Device +10, Knowledge (technology) +10, Repair +13, Research +8, Search +10

Traits: Super Genius, Tech Wizard

Talents: Mechanic, Mr. Goodwrench

Equipment: Ammunition (.12 gauge slug – 12 rounds), Combat Armor, Duct Tape, Multipurpose Tool, Sawed-off 12-gauge Shotgun, and 75 steel.

Tribal Nation

Technicians are few and far between in the wasteland as most of the technology is several decades older than the technician. Most technician work in cities keeping the electrical and mechanical needs working. However, some technician can be found working with salvage groups in the wasteland.

Tribal Warrior (CR 3)

Aggressive 2/Tribal Warrior 2; Medium Human; HD 4d10+4; hp 26; Mas 12; Init +1; Spd 30 ft.; Defense 14, (+2 Class, +1 Dex, +1 Equip) touch 13, flat-footed 13; BAB +3; Grap +5; Atk +5 melee (spear 1d6+2 x2) or ranged +4 (short bow 1d6, x3 or spear 1d6+1); SV Fort +3, Ref +6, Will +2; Str 14, Dex 12, Con 12, Int 10, Wis 13, Cha 10.

Background: Tribal

Occupation: Military

Feats: Archaic Weapon Proficiency, Brawl, Power Attack, Simple Weapon Proficiency, Track

Languages: Tribal.

Skills: Spot +5, Survival +9, Tumble +6.

Talents: Evasion, Remain Conscious

Traits: Physically Fit

Equipment (each): Arrows (20), Short Bow, Spear

Beastmaster (CR 6)

Aggressive 1/ Beastmaster 6; Medium Human; HD 1d10+6d8+14; hp 46; Mas 14; Init +2; Spd 25 ft.; Defense 18 (+3 Class, +3 Dex, +2 Equip,) touch 16, flat-footed 15, PDR 1; BAB +5; Grap +7; Atk +8 melee (machete 1d6+2, 19-20/x2) or ranged +8 (compound bow 1d8+2, x3); SV Fort +5, Ref +7, Will +4; Str 14, Dex 16, Con 14, Int 12, Wis 13, Cha 12.

Class Ability: Animal Friend (HD 6), Animal Friend MKII (HD 5), and Animal Friend MKIII (HD 3)

Background: Tribal

Occupation: Adventurer

Feats: Animal Affinity, Animal Friend, Archaic Weapon Proficiency, Armor Proficiency (light), Point Blank Shot, Precise Shot, Simple Weapon Proficiency, Track.

Languages: English and Tribal.

Skills: Balance +8, Climb +8, Handle Animal +10, Hide+10, Move Silently+10, Ride +8, Search+6, Sense Motive +5, Spot +8, Survival +8.

Talents: Evasion, Tag Team

Traits: Flexible, Small Frame

Equipment: Arrows (20), Athletic Sport Pads, Compound Bow, Flash Grenade, Hockey Mask, Machete, Meth Cube x4, Morphine.

Wise Guy

Wise Guys are the elite soldier of the many organized crime families that rule the wasteland. These enforcers are ruthless deadly killers, undertaking difficult tasks that lower level operatives, like gangbangers, fail to complete. Wise guys generally work alone, but on rare occasion, two or more will work together on difficult jobs.

Wise Guy (CR 5)

Aggressive 6; Medium Human; HD 6d10+12; hp 45; Mas 14; Init +6; Spd 30 ft.; Defense 17 (+3 Class, +2 Dex, +2 Equip), touch 12, flat-footed 15; BAB +6/+1; Grap +8; Atk +9 melee (combat knife 1d4+2 19-20 x2) or ranged +10 (M1928 2d6); Full Atk +9/+4 melee (combat knife 1d4+2 19-20 x2) or ranged +10/+5 (M1928 2d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +7, Ref +4, Will +2; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Background: Gangster

Occupation: Wise Guy

Feats: Advanced Firearm Proficiency, Archaic Weapon Proficiency, Armor Proficiency (light), Defensive Martial Arts, Dodge, HtH Evade, Improved Initiative, Personal Firearms Proficiency, Simple Weapon Proficiency, and Weapon Focus (SMG).

Languages: English and Japanese.

Skills: Barter +3, Bluff +6, Demolitions +6, Disguise +5, Disable Device +5, Escape Artist +5, Forgery +4, Gamble +4, Gather Information +3, Intimidate +7, Knowledge (Current Events) +3, Knowledge (Streetwise) +5, Listen +3, Move Silently +5, Search +4, Sense Motive +5, Sleight of Hand +5, and Spot +5.

Traits: One-hander, Sex Appeal

Talents: Defensive Roll, Evasion, Uncanny Dodge 1.

Equipment: Ammunition (.45 - 100 rounds), Clothing (suit), Combat Knife (2), Fragmentation Grenade (3), Inferno (1), Medpak (5), Mindmeld (1), Thompson M1928 SMG, Vigoroid (1), and 600 steel.



Wise Guy (CR 7)

Aggressive 8; Medium Human; HD 8d10+16; hp 63; Mas 14; Init +6; Spd 30 ft.; Defense 18 (+4 Class, +2 Dex, +2 Equip), touch 12, flat-footed 16; BAB +8/+3; Grap +10; Atk +11 melee (combat knife 1d4+2 19-20 x2) or ranged +12 (M1928 2d6 or Laser Pistol 2d8 19-20 x2); Full Atk +11/+6 melee (combat knife 1d4+2 19-20 x2) or ranged +12/+7 (Thompson M1928 2d6 or Laser Pistol 2d8); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +8, Ref +4, Will +2; Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 10.

Background: Gangster

Occupation: Wise Guy

Feats: Advanced Firearm Proficiency, Archaic Weapon Proficiency, Armor Proficiency (light), Defensive Martial Arts, Dodge, Exotic Weapon Proficiency (Energy Weapon), HtH Evade, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapon Proficiency, and Weapon Focus (SMG).

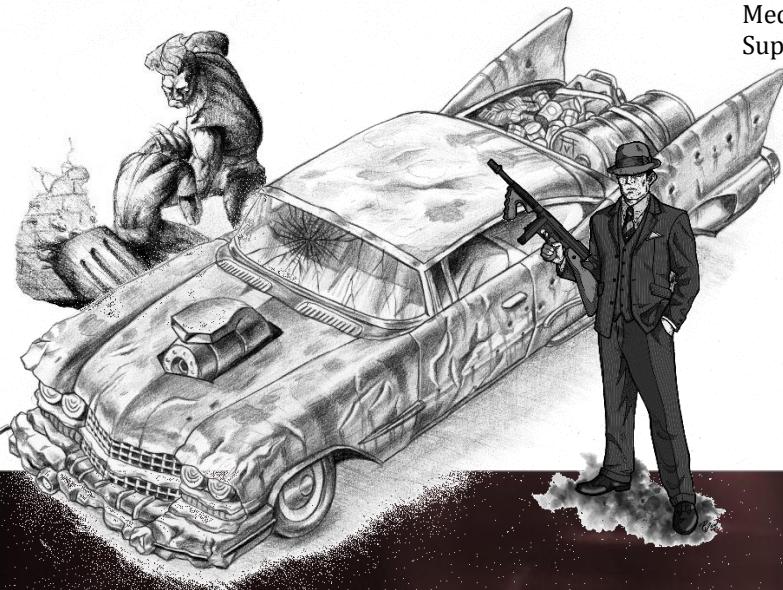
Languages: English and Japanese.

Skills: Barter +3, Bluff +7, Demolitions +7, Disguise +5, Disable Device +6, Escape Artist +6, Forgery +4, Gamble +5, Gather Information +3, Intimidate +8, Knowledge (Street) +3, Knowledge (Underworld) +5, Listen +6, Move Silently +5, Search +5, Sense Motive +6, Sleight of Hand +5, and Spot +6.

Traits: One-hander, Sex Appeal

Talents: Defensive Roll, Evasion, Opportunist, Uncanny Dodge 1.

Equipment: Ammunition (.45 – 100 rounds), Ammunition (Fusion Cell – 50 rounds), Clothing (suit), Combat Knife (2), EM 500 Laser Pistol, Fragmentation Grenade (3), Inferno (2), Medpak (5), Mindmeld (2), Plasma Grenade (3), Super Medpak (2), Thompson M1928 SMG, Vigoroid (2), and 800 steel.



Made Man (CR 10)

Aggressive 5/Made Man 5; Medium Human; HD 5d10+5d8+20; hp 69; Mas 14; Init +6 ; Spd 30 ft.; Defense 22 (+5 Class, +2 Dex, +5 Equip), touch 17, flat-footed 20, PDR 3, EDR 1, LDR 1, XDR 1; BAB +8/+3; Grap +9; Atk +11 melee (combat knife 1d4+1) or ranged +13 (7.62 2d8); Full Atk +11/+6 melee (combat knife 1d4+1) or ranged +13/+8 (7.62 2d8); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +9, Ref +6, Will +5; Str 12, Dex 15, Con 14, Int 12, Wis 12, Cha 14.

Class Ability: Sneak Attack +1d6 and an 8th level companion.

Background: Gangster

Occupation: Wise Guy

Feats: Advanced Firearm Proficiency, Archaic Weapon Proficiency, Armor Proficiency (light), Defensive Martial Arts, Dodge, HtH Evade, Improved Initiative, Magnetic Personality, Personal Firearms Proficiency, Point Blank Shot, Simple Weapon Proficiency, and Weapon Focus (Rifle).

Languages: English and Japanese.

Skills: Barter +4, Bluff +7, Demolitions +4, Disguise +2, Disable Device +4, Escape Artist +6, Forgery +4, Gamble +5, Gather Information +6 (+10), Intimidate +6 (+10), Knowledge (Street) +3, Knowledge (Underworld) +5, Listen +4, Move Silently +5, Search +1, Sense Motive +6, Sleight of Hand +2, and Spot +5.

Traits: Extreme Personality, Sex Appeal

Talents (6): Defensive Roll, Evasion, Opportunist, Remain Conscious, Uncanny Dodge 1, Uncanny Dodge 2.

Equipment: AK-47, Ammunition (7.62 – 100 rounds), Ammunition (Fusion Cell – 50 rounds), Clothing (suit), Combat Knife (2), Concealed Mesh Suit, Fragmentation Grenade (4), Inferno (2), Medpak (5), Mindmeld (2), Plasma Grenade (3), Super Medpak (2), Vigoroid (2), and 2500 steel.





CHAPTER IV

ENCOUNTERS AND REWARDS

Encountering foes in most role-playing games is a mechanic that is necessary to resolve conflict between at least two parties. The combat rules (as detailed in the *Exodus Survivor's Guide*) detail how to run a combat, but not how to balance and design a combat encounter. Nor will you find the proper rewards that should be granted to the characters for victory. Below you will find the basic mechanics to design a combat encounter that is suitable to challenge the characters based on their average party level. Rewards are detailed further in the chapter.

ENCOUNTERS

Setting up a challenge or combat encounter is based on various factors presented below. Read through this section completely as many of the d20 Modern SRD rules have been slightly altered or new rules have been added to be in line with the encounter and experience rules presented in the *Wasteland Bestiary*.

Challenge Ratings

Challenge Rating (CR) is a number of difficulty based on the abilities and strengths of each opponent that will encounter player characters. To determine a CR consult the *Wasteland Bestiary* for more details on critters and monsters. NPC CR is detailed in the prior chapter.

While CR give the rating toward one individual combatant, it does not complete the formula of multi-combatant encounters or other situations that may alter the CR. This is detailed further in the next section.

Combat Encounter Level (CEL)

A Combat Encounter Level (CEL) is the overall challenge of an encounter designed by the Overseer, whether it is overcoming an obstacle or defeating creatures or NPCs in combat. This section will detail Combat Encounter Levels designed for four Exodus player characters.

When determining the challenge for the characters, the Challenge Rating (CR) of a single combatant equals the Combat Encounter Level. When there are multiple creatures or situation factors, the combat encounter level increases or decreases, as detailed in the adjoining table and further information below. Use the adjoining table to determine the Combat Encounter Level to set up a combat encounter with NPC or creatures of the same CR.

Creatures with class levels, usually limited to humanoids and programmed military robots, add their class levels to their creature CR -1 to get their new CR total.

NPCs CR equal their class level -1, but may have modifiers based on equipment, NPC Trait, or race (see NPCs in the prior chapter for more details).

Some situations place multiple combatants of different Challenge Ratings in a single Combat Encounter, which uses a different formula to determine the

CEL	Combat Encounter Levels Number of Creatures of same CR									
	1	2	3	4	5	6	7	8	9	10
1	1	½	¼	-1	-2	-3	—	—	—	—
2	2	1	½	¼	-1	-2	-3	—	—	—
3	3	2	1	½	¼	-1	-2	-3	—	—
4	4	3	2	1	½	¼	-1	-2	-3	—
5	5	4	3	2	1	½	¼	-1	-2	-3
6	6	5	4	3	2	1	½	¼	-1	-2
7	7	6	5	4	3	2	1	½	¼	-1
8	8	7	6	5	4	3	2	1	½	¼
9	9	8	7	6	5	4	3	2	1	½
10	10	9	8	7	6	5	4	3	2	1
11	11	10	9	8	7	6	5	4	3	2
12	12	11	10	9	8	7	6	5	4	3
13	13	12	11	10	9	8	7	6	5	4
14	14	13	12	11	10	9	8	7	6	5
15	15	14	13	12	11	10	9	8	7	6
16	16	15	14	13	12	11	10	9	8	7
17	17	16	15	14	13	12	11	10	9	8
18	18	17	16	15	14	13	12	11	10	9
19	19	18	17	16	15	14	13	12	11	10
20	20	19	18	17	16	15	14	13	12	11

Combat Encounter Level. When determining a mixed CR to make a CEL, take the highest creature or NPC CR and add +1 CR, then take the average level of all other combatants (rounding down) and add it to the CR to get the total CEL rating for the encounter.

Example: A 6th level aggressive class human (CR 5) with three trained dogs (CR 1) equals $5 + 1 + 1$ CR total to make a 7 CEL.

Environmental situations may increase or decrease the Combat Encounter Level based on a number of favorable advantages or disadvantages. Whenever the situation of an environment favors one side of the combat such as 1/2 cover or more, or a reduction of movement, it adds +1 CEL to the encounter if it is in the opponent's favor, -1 CEL if it is in the player characters' favor. The rule made simple: if there are multiple environment situations, add +1 CEL for each situation. Should both combatants encounter the same environmental situations, then there is no CEL adjustment, as neither party is gaining an advantage.

Example: The player characters leave a building and are ambushed by a group of mercenaries that use a smoke bomb to obscure the characters' vision. The smoke bomb's duration will last the entire, or most of, the combat encounter, giving the mercenaries an advantage of picking off any players that emerge from the smoke increasing the CEL by +1. However, should the players retreat into the building and take cover until the smoke bomb clears the CEL does not increase putting the playing field back to normal. Should the players use some nearby ruins for cover against the advancing mercenaries, the players then have the advantage reducing the CEL by -1.

Setting up a Combat Encounter

Combat is only a portion of the challenge the characters must face while adventuring in the wasteland. Other challenges, such as environmental dangers and skill-based challenges in the wasteland are detailed in the Overseer's Guide. It is recommended that the total of all encounter challenges not exceed 4 times the Average Party Level, as detailed below.

Average Party Level (APL): To determine APL, add together all of the player character levels including any animal's CR (that is not an Advanced Class feature) or NPCs that are aiding the characters, and divide by the number of characters, assisting creatures, and NPCs to determine the APL of the group. APL plays a factor in the number of Combat experience earned, and represents the challenge presented by the group.

Challenging the players can be a difficult balancing act based on the genetic makeup of the group. The following chart details the levels of challenge that the character can face and the expected outcome of an average combat encounter. Based on the group of characters you may need to decrease or increase the difficulty of this chart.



APL vs. CEL		
Difference	Challenge	Outcome
- 3	None	No injuries
- 2	Very Easy	Minor injuries if any
- 1	Easy	Some minor injuries
0	Normal	Minor to moderate injuries
+1	Difficult	Moderate injuries, expect one character to fall unconscious
+2	Hard	Moderate injuries, one character may perish
+3	Extreme	Critical injuries, multiple characters may perish
+4	Deadly	Critical injuries, most characters will perish
+5	Fatal	Fatal injuries, all characters should perish

DESIGNING AN ADVENTURE

All of the material listed here within as well as within the *Exodus Survivor's Guide*, *Wasteland Bestiary* and other Exodus materials is designed for the Overseer to create an adventure that is challenging to the players while maintaining a level of fun. Below details the formula that is used in the *Exodus OPS* line of wasteland adventures.

Introduction:

The introduction of an adventure is the plot hook device to draw the characters into the main plot. This can be via an acquaintance, courier, message board, mistaken identity, or rumors. While this does not cover every possibility, it does cover the common plot hooks.

Encounters:

Encounters are what the characters will need to overcome in order to complete the goal of the plot. It is recommended to have 3 – 5 challenge/combat or a combination of the two, one parody encounter, and at least two role-playing encounters in a 4 hour game session. You should play these encounters to the strengths of how the players build their characters. A team of scientists and engineers will not be able to defeat a group of hulking mutants, while a group of ex-militants will not be able to crack a computer to shut down a high-tech murderous A.I.

Challenge: This type of encounter will rely on the characters attribute scores and/or skills in order to prevail over the challenge and continue with the plot. Challenges should have multiple solutions for the characters to defeat.

Combat: When progressing toward a goal, sometimes on purpose or random, the character will run afoul of NPCs that will oppose them, or it might be a hungry wasteland critter looking for a snack. Either case, combat will happen. It is recommended that you create NPC combatants (or use those provided in Chapter 3) with a 28-point build as detailed in the *Exodus Survivor's Guide*, except for the Boss, use 32 point instead. Critters are detailed in the *Wasteland Bestiary*.

Parody: One of the background feature that is used in the Exodus world is the Parody encounter. Parody of past and present that are relevant to your group of players is best. While post-apocalyptic references are the best in a wasteland setting, so are other pop-culture parodies that have been advertised for years on end.

Example: A huge-sized glass pitcher in the shape of a face is found buried in the desert sand. The glint of exposed glass reflecting off of the sun brings this to the attention of the character, whom will explore and examine further. Digging the glass pitcher out of the sand, the characters also find broken cinderblocks and a large broken skateboard around the pitcher. This is a parody of the Kool-Aid mascot.

Role-Playing: In most cases every plot has NPCs that the characters will need to interact with. These NPCs can be anyone that furthers the goal or plot of the adventure. NPCs are detailed in Chapter 3, but you as the Overseer must bring them alive with relevance within your plot.

Conclusion:

All adventures come to an end, which is the conclusion. A conclusion may be one-sided such as success or failure. Then again, a conclusion may have levels of success and failure along with consequences for the characters action during their quest to accomplish their goal and complete the plotline. After creating an adventure, try and think of the many possibilities that your players will attempt in order to complete the adventure, and these will be your conclusions.





REWARDS

An essential mechanic in any role-playing game is to reward the player characters with character growth and monetary wealth through currency or possessions. The following section details experience and other common rewards that a character earns through accomplishments.

EXPERIENCE

Experience Points (XP) is a reward player characters receive when overcoming and completing quests or tasks. The Exodus Rules uses a different form of experience than the d20 Modern SRD, although you can still use the experience mechanic in the d20 Modern rulebook in place of what is presented below.

Experience is broken down to several types of life-growing experiences; Combat, Quests, Role-playing, and Skill Tasks. Each of these experience provided a certain number of Experience Points based on the difficulty involve to overcome and are detailed below.

Combat XP

Throughout the course of an adventure, it is very likely that the characters will encounter violent NPCs or hungry territorial creatures that they will need to defeat in order to progress to accomplish their goal. The following formula details how to determine XP gained from defeating or routing an enemy in combat.

Creature/NPC XP = CEL (plus/minus difference of APL) times total HP of the creatures or NPCs

Example 1: Four player characters, of 1st level (APL 1), are attacked by a group of four medium-sized canines (CEL 4), while exploring the wasteland. The characters are successful in defeating the canines (13 hp) in combat. The canines' experience point value for the encounter equals (4 CEL plus (4 CEL - 1 APL) times (13 hp times 4 creatures)) $4+3 \times 52 = 364$ XP gained for the characters to split.

Example 2: Four player characters, of 14th level (APL 14), are attacked by a Meatclaw Lizard (CEL/CR 12) while exploring a radioactive toxic waste dump (CEL +1). The characters manage to defeat the Meatclaw (115 hp) in combat. The combat experience points value for the encounter equals (13 minus 1 times 115) 1380 XP gained for the characters to split.

When gaining Experience Points, all characters that are actively involved in the conflict receive an equal split of the XP (round down). This is done by dividing the total number of XP earned by the number of characters figured into the APL.

Quest XP

When a group of characters complete a large contract, quest, or story, they earn an achievement award for completion of the storyline. The typical reward you grant is based on the difficulty of the entire story. While this is an optional rule, it is recommended to give out 100 x APL to each player for quest completion.

Role-Playing XP

The point of a role-playing game is to role-play, instead of roll-play (which is detailed under Combat and Skill XP). When a player is in character and plays to his strengths and flaws within a role playing encounter, a small XP reward should be awarded for that particular role-playing interaction. The amount given is entirely up to you, the Overseer, but 50xp is standard and suitable award for common interactions that further the plot.

Skill Check XP

Skill checks interact with nearly all other form of XP types and are only awarded when they are essential in overcoming an encounter. While these checks are very common, mostly with random luck involved, making difficult checks (20 or higher) to overcome an issue plays into both Quest and Role-Playing XP. Skill checks have a standard table based on multiples of 5 that start at 0 and end at 50 in level of difficulty. Most characters will

have expertise in one or more skills allowing them to reach toward that impossible goal of 50. The following formula details the challenge of difficulty for skill check DC 20 or higher (DC - APL times 25XP). Skills checks or 19 and under are not awarded XP as these are not classified as a difficult skill check.

Example: A thief has locked himself in a room at a public lodge. The door is made of reinforced wood, with a bolt lock requiring a Disable Device (Open Lock DC 25) or a Strength check of 35 to open. The characters APL is 5 and none of them can break down the door. Two of the four character attempt to Disable Device (one assisting the other for a +4 bonus). The pair open the lock making the skill check. The party earns XP for overcoming the obstacle to get to the thief's lair. (DC 25 - APL 5 = 20 times 25XP = 500 XP to split between the characters)

LOOT

Beyond being a hero in a role-playing game, the player always seek to find items through exploration, quest rewards, and sometime theft. This is known simply as loot or looting. Players want their characters to be rewarded with fame, items, money, and residency. Much like setting up an encounter to challenge the characters, the amount of loot granted to the characters as rewards can shift the balance of your game.

There are several ways you can balance out the amount of loot rewarded to the players after an encounter or quest has been conquered. Not every reward needs to be a bag of coins or high profile armor or weapons. However, the player character do deserve fame and loot for accomplishing goals in your adventures. When designing the adventure that character are undertaking, set an amount of loot to use for the entire adventure.

Below are some examples of low-tech to high-tech campaigns that may be useful to gage the level of rewards that the characters should receive. These rewards can be any kind of reward, like equipment, future favors or services, money, room and board, and so on.

Challenge Types

Combat rewards is the total equipment and money that will be found on the opponents after the combat is complete and the bodies are looted.

Objectives are rewards that are given to the character for completing a specific task or obtaining an object for their employer.

Challenge Type	Wealth Value		
	Low-Tech	Average	High-Tech
Combat	250 x APL	500 x APL	1000 x APL
Objective	200 x APL	400 x APL	800 x APL
Quest Completion	500 x APL	1000 x APL	2000 x APL
Random Loot	100 x APL	200 x APL	400 x APL
Salvage	25 x APL	50 x APL	100 x APL

Quest Completion is the reward that the character receive for seeing the quest through to the conclusion. These rewards may vary depending on the success and any consequences that may affect a positive conclusion.

Random Loot is miscellaneous equipment, gear, and money found through the adventure that has not been found or acquired by others.

Salvage is salvageable materials in good condition that can be sold or used to craft goods or make repairs. The most common salvage is building material and scrap metal.



CHAPTER V

ARTILLERY AND TRAPS

In a post-apocalyptic setting, most of the large scale weapons, weapon of mass-destruction, and other implements of death and destruction have faded to history. Most of the personnel whom knew how to create, load, and properly fire these weapons have also long faded away. Artillery and other larger weapons should be used as a deterrent or plot device. Using a weapon of this scale would destroy the player characters. For a great example, review the movie "Beneath from the Planet of the Apes", where a group mutated humans worship an atomic warhead and the hero is stuck between Apes seeking his capture and mutated humans with a doomsdays device.

This chapter will detail artillery (or weapon of mass destruction) and traps that are found throughout the wasteland by crafty survivalists.

ARTILLERY

Artillery are weapons of destruction requiring a team of operators and sometimes a large amount of power to operate correctly. This section details these weapon and the requirement needed in order to use them.

Heavy Machineguns: These large .50cal machine or mini-guns are mounted on mobile units and deal an auto-fire attack to area. While detailed in the *Exodus Survivor's Guide*, these weapons were under powered for character use. While you may leave this rule alone, it is recommended instead to use 1d6 for each bullet fired from the unit into the auto-fire attack area. The reflex saves will remain as detailed in the EXS.

Howitzer: This weapon of destruction is the modern cannon firing a 105mm mortar shell up to 10 miles away. Most howitzers are mobile unit, however military site or vessels will have fixed stationary units.

Missile: These launched weapons of destruction come in a variety of forms and levels of destruction and are launched from either a mobile or stationary rocket artillery unit. The types listed below are the common types of missiles that may still be found in or around military bases or depots or in the hands of pre-Exodus militant survivors. Most of these will require a guided delivery system and power source in order to use.

Anti-Aircraft: These missile also known as "surface to air" missiles are fired against aircrafts and have a range up to 5 miles. The original designs also allow this type of missile to be also used as Anti-Armor missile.

Anti-Armor: These short range missile are generally launched from a mobile unit and were designed to take out armored units, like tanks. The maximum range of this type of missile is $\frac{1}{2}$ mile.

Ballistic: This "surface to surface" missile is used in ground assaults to take out enemy forces before sending in the infantry. These types of missiles are generally mounted to a mobile unit, but are also found mounted to military warships. They have a range up to 190 miles when fired.

Cruise: This "air to air" or "air to surface" missile is only attached to aircrafts due to its extreme weight. When launched this missile speeds at a rate of 550mph to it target up to 680 miles away.

Guided Delivery System: Most missiles require a guided-targeting system using infrared, laser, radiative, radio wave, or satellite guidance.



Nuclear Missile: When a Nuclear Missile detonates, it creates a blast radius of 5 miles, destroying everything within the area and creates a deadly radioactive crater or blast scape 1 mile in diameter from the impact. All life and structures within the blast radius are vaporized to radioactive dust. Reinforced concrete or thick metal of at least 1-foot thick that are underground instead take 20d10 point of damage to the structure, which may cause a collapse and leak in high or lower levels of radiation. Living creatures and plant life within the 5 to 10 mile radius of the blast immediately suffer high levels of radiation and take 20d10 points of shockwave damage (Reflex save DC 35/half).

Radioactive fallout from the blast will contaminate a 40-mile radius from the detonation point of origin. There are 8 stages of radiation that are created from a Nuclear Missile. For every 5-miles out from the point of detonation, the level of radiation is reduced by one stage. The radiation effects start at Deadly (which is a death sentence) and eventually at the 40 mile mark become Weak radiation. Various terrain types or other effects may alter the amount of radiation in an area (see Terrain).

Treat any **Nuclear Plant** meltdown as a nuclear missile detonation.

Weapon	Crew	Damage	Radius	Reflex Save	Max Range	Reload Time	Size	Weight
Heavy Machinegun ¹	1 or 2	1d6/bullet	—	Varies	0.5mi	2r	L	100
Howitzer	4	10d10	40ft	35	10.5mi	2r	H	4100
Missile, Anti-Aircraft ^{2,3,4}	2	10d10	20ft	30	3mi	—	M	68
Missile, Anti-Armor ^{2,3,4}	2	10d10	20ft	30	1mi	—	M	68
Missile, Ballistic ²	2	20d10	40ft	30	75mi	—	H	3700
Missile, Cruise ²	2	30d10	50ft	35	190mi	—	H	3500
Mortar	3	10d6	15ft	25	3.5mi	1r	L	50
Nuclear Missile ⁵	2	special	special	35	3000mi	—	G	7100

¹ Only a single crew is needed if unit is mounted.
² Requires guidance system to launch.
³ Ignores Hardness.
⁴ May also be portable through launching tube.
⁵ See description for more details.

TRAPS

Locations which are guarded, patrolled, or otherwise occupied might be equipped with traps intended to keep others out. Highways, hallways, and staircases are common places where traps will be placed.

Types of Traps: A trap can be either mechanical or electronic in nature. Mechanical traps include pits, arrow traps, falling blocks, and anything else that depends on a simple mechanism to operate. A mechanical trap can be constructed by a PC through successful use of the Craft (trap making) skill (see Designing a Trap, below, and the skill description).

Electronic traps feature require wires, a power source, and a triggering device in order to operate. Most commonly linking a sensor or signal receiver to an explosive, most electronic traps can only be used once. An electronic trap can be constructed by a PC through a successful use of the Craft (explosive) skill.

MECHANICAL TRAPS

A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the players receive a saving throw to mitigate its effects. Traps that attack with arrows, sweeping blades, and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap's design.

Creatures who succeed on a DC 20 Search check detect a simple mechanical trap before it is triggered. (A simple trap is a snare, a trap triggered by a tripwire, or a large trap such as a pit.)

A character with the trap sense class feature who succeeds on a Search DC 21 (or higher) check detects a well-hidden or complex mechanical trap before it is triggered. Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

ELEMENTS OF A TRAP

All traps—mechanical or electronic—have the following elements: trigger, reset, Search DC, Disable Device DC, attack bonus (or saving throw or onset delay), damage/effect, and Challenge Rating. Some traps may also include optional elements, such as poison or a bypass. These characteristics are described below.

Trigger

A trap's trigger determines how it is sprung.

Motion Sensing: Electronic motion sensors were commonly available before the Exodus and many have been refitted from their original benign purposes to serve as triggering mechanism for traps. Any motion by a medium or larger creature with in the area of the sensor will activate the trap. Most sensors have either a 10 ft. radius sphere or a 15 ft. cone area.

Pressure Sensing: These traps activate when a person or object places weight onto a plate placed on or under the ground. They can be modified to only trigger when a given threshold of weight applies the correct amount of pressure—the trap's operator chooses a creature size from Tiny to Huge. The trap will only activate when a creature or vehicle that size category or larger steps onto it.

Radio Controlled: These traps are activated manually by an operator sending a signal via radio or other electronic device. Programmed to activate when a particular frequency is received, it is very rare that these will activate accidentally and usually the operator must be in visual contact to trigger the trap when its target is near. Radio controlled traps can be triggered from any distance dependent only on line of sight, and the range of the radio device being used to send the signal.

Touch: A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger may be physically attached to the part of the mechanism that deals the damage or it may not..

Timed: This trigger periodically springs the trap after a certain duration has passed.

Trip Wire/ Infrared: Trip wires can be strung across a narrow opening. The trap activates when the wire is pulled, cut, or stepped on. Electronic traps can use an infrared sensor to the same effect—anything cutting the laser beam

Wire Controlled: Like radio controlled traps, wire controlled traps must be manually triggered. A simple trigger mechanism connects to the trap with a length of wire or cable. Wire controlled traps have a limited range determined by the length of available wire.

Reset

A reset element is the set of conditions under which a trap becomes ready to trigger again.

No Reset: Short of completely rebuilding the trap, there's no way to trigger it more than once. Traps using explosives have no reset.

Repair: To get the trap functioning again, you must repair it.

Manual: Resetting the trap requires someone to move the parts back into place. This is the kind of reset element most mechanical traps have.

Automatic: The trap resets itself, either immediately or after a timed interval. Some electronic traps have this variety of reset.

Repairing and Resetting Mechanical Traps

Repairing a mechanical trap requires a Craft (trap making) check against a DC equal to the one for building it. The cost for raw materials is one-fifth of the trap's original market price. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required for repair in place of the market price.

Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, you should set the time and labor required.

Bypass (Optional Element)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it's a good idea to build in a bypass mechanism —something that temporarily disarms the trap. Bypass elements are typically used only with mechanical traps; spell traps usually have built-in allowances for the caster to bypass them.

Lock: A lock bypass requires a DC 30 Open Lock check to open.

Hidden Switch: A hidden switch requires a DC 25 Search check to locate.

Hidden Lock: A hidden lock combines the features above, requiring a DC 25 Search check to locate and a DC 30 Open Lock check to open.

Search and Disable Device DCs

The builder sets the Search and Disable Device DCs for a trap.

Mechanical Trap: The base DC for both Search and Disable Device checks is 20. Raising or lowering either of these DCs affects the base cost (Table: Cost Modifiers for Traps) and possibly the CR (Table: CR Modifiers for Traps).

Electronic Trap: The DC for both Search and Disable Device checks is equal to 25. Raising or lowering either of these DCs affects the base cost (Table: Cost Modifiers for Traps) and possibly the CR (Table: CR Modifiers for Traps).

Attack Bonus/Saving Throw DC

A trap usually either makes an attack roll or forces a saving throw to avoid it. Occasionally a trap uses both of these options, or neither (see Never Miss).

Pits: These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Reflex save (DC set by the builder) avoids it. Other save-dependent mechanical traps also fall into this category.

Pits in dungeons come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the Climb skill, the Jump skill, or various pieces of equipment means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a DC 20 Search check, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a DC 20 Reflex save to avoid falling into it. However, if she was running or moving recklessly at the time, she gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, and garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so that they spring back shut after they open. The trapdoor might lock once it's back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a DC 13 Strength check is needed to keep a spring-loaded door open.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, lava, or even water at the bottom. Spikes at the bottom of a pit deal damage as daggers with a +10 attack bonus and a +1 bonus on damage for every 10 feet of the fall (to a maximum bonus on damage of +5). If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself.

Animals sometimes live in pits. Any animal that can fit into the pit might have been placed there by the dungeon's designer, or might simply have fallen in and not been able to climb back out.

A secondary trap at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when she's least ready for it.

Ranged Attack Traps: These traps fling darts, arrows, spears, or the like at whoever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a composite bow with a high strength rating which provides the trap with a bonus on damage equal to its strength rating.

Melee Attack Traps: These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus.

Explosive Traps: Explosive traps offer reflex saves to reduce damage. They may also feature secondary projectiles. The builder will set the attack bonus for secondary projectiles.

Damage/Effect

The effect of a trap is what happens to those who spring it. Usually this takes the form of either damage or a spell effect, but some traps have special effects.

Pits: Falling into a pit deals 1d6 points of damage per 10 feet of depth.

Ranged Attack Traps: These traps deal whatever damage their ammunition normally would. If a trap is constructed with a high strength rating, it has a corresponding bonus on damage. Ranged traps made with firearms cannot benefit from strength rating.

Melee Attack Traps: These traps deal the same damage as the melee weapons they "wield." In the case of a falling stone block, you can assign any amount of bludgeoning damage you like, but remember that whoever resets the trap has to lift that stone back into place.

A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.

Explosive Traps: These traps deal whatever damage the explosive normally would.

Special: Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or ability damage for poison. Saving throws and damage depend on the poison or are set by the builder, as appropriate.

Miscellaneous Trap Features

Some traps include optional features that can make them considerably more deadly. The most common such features are discussed below.

High Explosive: While all explosives are dangerous, some are so powerful that even the greatest of reflexes cannot fully protect you. These traps cannot have their damage reduced below half damage regardless of class features or special abilities (such as Evasion or Improved Evasion).

Gas: With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have the never miss and onset delay features (see below).

Liquid: Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have the never miss and onset delay features (see below).

Multiple Target: Traps with this feature can affect more than one character.

Never Miss: When the entire wall moves to crush you, your quick reflexes won't help, since the wall can't possibly miss. A trap with this feature has neither an attack bonus nor a saving throw to avoid, but it does have an onset delay (see below). Most traps involving liquid or gas are of the never miss variety.

Onset Delay: An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay.

Poison: Traps that employ poison are deadlier than their nonpoisonous counterparts, so they have correspondingly higher CRs. To determine the CR modifier for a given poison, consult Table: CR Modifiers for Mechanical Traps. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

Pit Spikes: Treat spikes at the bottom of a pit as daggers, each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. Pit spikes do not add to the average damage of the trap (see Average Damage, below).

Pit Bottom: If something other than spikes waits at the bottom of a pit, it's best to treat that as a separate trap (see Multiple Traps, below) with a pressure sensing trigger that activates on any significant impact, such as a falling character.

Touch Attack: This feature applies to any trap that needs only a successful touch attack (melee or ranged) to hit.

EXAMPLE TRAPS

CR 1

40 mm Frag Grenade Trip Wire: CR 1; electronic; trip wire trigger; no reset; Reflex save half DC 15; 3d6 10 ft. radius; Search DC 25; Disable Device DC 20; *Market Price:* 850 coins.

Basic Arrow Trap: CR 1; mechanical; motion sensing trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20. *Market Price:* 2,000 coins.

Camouflaged 40 mm Frag Grenade Trip Wire: CR 1; electronic; trip wire trigger; no reset; Reflex save half DC 15; 3d6 10 ft. radius; Search DC 30; Disable Device DC 20; *Market Price:* 1850 coins.

Camouflaged Pit Trap: CR 1; mechanical; pressure sensing trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20. *Market Price:* 1,800 coins.



Deeper Pit Trap: CR 1; mechanical; pressure sensing trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23. *Market Price:* 1,300 coins.

Fusillade of Darts: CR 1; mechanical; pressure sensing trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20. *Market Price:* 500 coins.

Obvious 40 mm Frag Grenade Trip Wire: CR 1; electronic; trip wire trigger; no reset; Reflex save half DC 15; 3d6 10 ft. radius; Search DC 20; Disable Device DC 20; *Market Price:* 450 coins.

Obvious Frag Grenade Trip Wire: CR 1; electronic; trip wire trigger; no reset; Reflex save half DC 15; 3d6 20 ft. radius; Search DC 20; Disable Device DC 20; *Market Price:* 400 coins.

Obvious Pipe Bomb: CR 1; electronic; pressure sensing trigger; no reset; Reflex save half DC 12; 3d6 10 ft. radius; Search DC 20; Disable Device DC 20; *Market Price:* 150 coins.

Pipe Bomb: CR 1; electronic; pressure sensing trigger; no reset; Reflex save half DC 12; 3d6 10 ft. radius; Search DC 25; Disable Device DC 20; *Market Price:* 250 coins.

Poison Dart Trap: CR 1; mechanical; pressure sensing trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (scorpion venom, DC 11 Fortitude save resists, 1d2 Str/1d2 Str); Search DC 20; Disable Device DC 18. *Market Price:* 700 coins.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus scorpion venom poison); Search DC 22; Disable Device DC 20. *Market Price:* 1,300 coins.

Portcullis Trap: CR 1; mechanical; pressure sensing trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20. *Note:* Damage applies only to those underneath the portcullis. Portcullis blocks passageway. *Market Price:* 1,400 coins.

Proximity Alarm: CR 1; electronic, motion sensing trigger; automatic reset; Reflex save DC 18 negates; loud alarm and flashing lights; Search DC 20; Disable Device DC 20; *Market Price:* 1,000 coins

Razor-Wire across Hallway: CR 1; mechanical; trip wire trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15. *Market Price:* 400 coins.

Rolling Rock Trap: CR 1; mechanical; pressure sensing trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22. *Market Price:* 1,400 coins.

Scything Blade Trap: CR 1; mechanical; trip wire trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20. *Market Price:* 1,700 coins.

Spear Trap: CR 1; mechanical; pressure sensing trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20. *Note:* 200-ft. max range, target determined randomly from those in its path. *Market Price:* 1,200 coins.

Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20. *Market Price:* 500 coins.

Wall Blade Trap: CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/x4, scythe); Search DC 22; Disable Device DC 22. *Market Price:* 2,500 coins.

CR 2

Bricks from Ceiling: CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20. *Market Price:* 2,400 coins.

Camouflaged Pipe Bomb: CR 2; electronic; pressure sensing trigger; no reset; Reflex save half DC 12; 3d6 10 ft. radius; Search DC 30; Disable Device DC 20; *Market Price:* 2450 coins.

Camouflaged Pit Trap: CR 2; mechanical; pressure sensing trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19. *Market Price:* 3,400 coins.

Frag Grenade Trip Wire: CR 2; electronic; trip wire trigger; no reset; Reflex save half DC 15; 3d6 20 ft. radius; Search DC 25; Disable Device DC 20; *Market Price:* 1300 coins.

Javelin Trap: CR 2; mechanical; pressure sensing trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18. *Market Price:* 4,800 coins.

Large Net Trap: CR 2; mechanical; pressure sensing trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25. *Note:* Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save. *Market Price:* 3,000 coins.

Obvious Explosively Formed Projectile (EFP): CR 2; pressure sensing trigger; no reset; +10 Attack; 4d4 damage; touch attack; Search DC 20; Disable Device DC 20; *Market Price:* 1700.

Obvious Timed Dynamite: CR 2; electronic; timed trigger; no reset; Reflex save half DC 15; 4d10 20 ft. radius; Search DC 20; Disable Device DC 20; *Market Price:* 2100 coins.

Pit Trap: CR 2; mechanical, pressure sensing trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 2,000 coins.

Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle plus Scorpion venom poison); Search DC 22; Disable Device DC 17. *Market Price:* 4,720 coins.

Spiked Pit Trap: CR 2; mechanical; pressure sensing trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15. *Market Price:* 1,600 coins.

Tripping Chain: CR 2; mechanical; trip wire trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. *Market Price:* 3,800 coins. *Note:* This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.

Well-Camouflaged Pit Trap: CR 2; mechanical; pressure sensing trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20. *Market Price:* 4,400 coins.

CR 3

Camouflaged Frag Grenade Trip Wire: CR 3; electronic; trip wire trigger; no reset; Reflex save half DC 15; 3d6 20 ft. radius; Search DC 30; Disable Device DC 20; *Market Price:* 4800 coins.

Camouflaged Pit Trap: CR 3; mechanical; pressure sensing trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18. *Market Price:* 4,800 coins.



Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27. *Market Price:* 14,100 coins.

EFP: CR 3; pressure sensing trigger; no reset; +10 Attack; 4d4 damage; touch attack; Search DC 25; Disable Device DC 20; *Market Price:* 3700.

Hail of Needles: CR 3; mechanical; trip wire trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22. *Market Price:* 5,400 coins.

Obvious Double Frag Grenade Trip Wire: CR 3; electronic; trip wire trigger; no reset; Reflex save half DC 15; 6d6 20 ft. radius; Search DC 20; Disable Device DC 20; *Market Price:* 600 coins.

Obvious Plasma Grenade Trip Wire: CR 3; electronic; trip wire trigger; no reset; Reflex save half DC 15; 5d10 20 ft. radius; Search DC 20; Disable Device DC 20; *Market Price:* 900 coins.

Pit Trap: CR 3; mechanical, pressure sensing trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 3,000 coins.

Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (Deep Combine Oil, DC 15 Fortitude save resists, 1 to all Attributes/1d4 to all attributes); Search DC 19; Disable Device DC 15. *Market Price:* 2,900 coins.

Spiked Pit Trap: CR 3; mechanical; pressure sensing trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20. *Market Price:* 3,600 coins.

Stone Blocks from Ceiling: CR 3; mechanical; pressure sensing trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. *Market Price:* 5,400 coins.

Timed Dynamite: CR 3; electronic; timed trigger; no reset; Reflex save half DC 15; 4d10 20 ft. radius; Search DC 25; Disable Device DC 20; *Market Price:* 4600 coins.

CR 4

Camouflaged Pit Trap: CR 4; mechanical; pressure sensing trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17. *Market Price:* 6,800 coins.

Camouflaged Timed Dynamite: CR 4; electronic; timed trigger; no reset; Reflex save half DC 15; 4d10 20 ft. radius; Search DC 30; Disable Device DC 20; *Market Price:* 12,100 coins.

Collapsing Column: CR 4; mechanical; touch trigger (attached); no reset; Atk +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24. *Market Price:* 8,800 coins.

Double Frag Grenade Trip Wire: CR 4; electronic; trip wire trigger; no reset; Reflex save half DC 15; 3d6 20 ft. radius; Search DC 25; Disable Device DC 20; *Market Price:* 2600 coins.

Obvious Land Mine: CR 4; electronic; pressure sensing trigger; no reset; Reflex save half DC 20; 4d12 15 ft. radius; Search DC 20; Disable Device DC 20; *Market Price:* 3250 coins.

Pit Trap: CR 4; mechanical, pressure sensing trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 4,000 coins.

Plasma Grenade Trip Wire: CR 4; electronic; trip wire trigger; no reset; Reflex save half DC 15; 5d10 20 ft. radius; Search DC 25; Disable Device DC 20; *Market Price:* 2600 coins.

Poisoned Dart Trap: CR 4; mechanical; pressure sensing trigger; manual reset; Atk +15 ranged (1d4+4 plus Scorpion venom poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); Search DC 21; Disable Device DC 22. *Market Price:* 12,090 coins.

Spiked Pit Trap: CR 4; mechanical; pressure sensing trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price:* 4,000 coins.

Wall Scythe Trap: CR 4; mechanical; pressure sensing trigger; automatic reset; Atk +20 melee (2d4+8/x4, scythe); Search DC 21; Disable Device DC 18. *Market Price:* 17,200 coins.

Water-Filled Room Trap: CR 4; mechanical; pressure sensing trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (5 rounds); liquid; Search DC 17; Disable Device DC 23. *Market Price:* 11,200 coins.

Wide-Mouth Spiked Pit Trap: CR 4; mechanical; pressure sensing trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 25. *Market Price:* 7,200 coins.

CR 5

Camouflaged Frag Grenade Trip Wire: CR 5; electronic; trip wire trigger; no reset; Reflex save half DC 15; 3d6 20 ft. radius; Search DC 30; Disable Device DC 20; *Market Price:* 6100 coins.

Camouflaged Pit Trap: CR 5; mechanical; pressure sensing trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17. *Market Price:* 8,500 coins.

Camouflaged Plasma Grenade Trip Wire: CR 5; electronic; trip wire trigger; no reset; Reflex save half DC 15; 5d10 20 ft. radius; Search DC 30; Disable Device DC 20; *Market Price:* 8,100 coins.

Falling Block Trap: CR 5; mechanical; pressure sensing trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25. *Market Price:* 15,000 coins.

Flooding Room Trap: CR 5; mechanical; motion sensing trigger; automatic reset; no attack roll necessary (see note below); Search DC 20; Disable Device DC 25. *Note:* Room floods in 4 rounds. *Market Price:* 17,500 coins.

Fusillade of Darts: CR 5; mechanical; pressure sensing trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25. *Market Price:* 18,000 coins.

Land Mine: CR 5; electronic; pressure sensing trigger; no reset; Reflex save half DC 20; 4d12 15 ft. radius; Search DC 25; Disable Device DC 20; *Market Price:* 6250 coins.

Obvious Plastic Explosive w/ Cord Detonator CR 5; electronic; wire controlled trigger; no reset; Reflex save half DC 18; 5d8 damage 10 ft. radius +1d4 5 ft. radius; Search DC 20; Disable Device DC 20; High Explosive; *Market Price* 1150 coins.

Obvious Plastic Explosive w/ Remote Detonator CR 5; electronic; remote controlled trigger; no reset; Reflex save half DC 18; 5d8 damage 10 ft. radius +1d4 5 ft. radius; Search DC 20; Disable Device DC 20; High Explosive; *Market Price* 3850 coins.



Obvious Plastic Explosive w/ Timed Detonator CR 5; electronic; timed trigger; no reset; Reflex save half DC 18; 5d8 damage 10 ft. radius +1d4 5 ft. radius; Search DC 20; Disable Device DC 20; High Explosive; *Market Price* 7220 coins.

Obvious Plastic Explosive w/ Trip Wire Detonator CR 5; electronic; trip wire trigger; no reset; Reflex save half DC 18; 5d8 damage 10 ft. radius +1d4 5 ft. radius; Search DC 20; Disable Device DC 20; High Explosive; *Market Price* 2150 coins.

Pit Trap: CR 5; mechanical, pressure sensing trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 5,000 coins.

Poison Wall Spikes: CR 5; mechanical; pressure sensing trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Ghost Scorpion poison, DC 19 Fortitude save resists, 1d6 Dex and *slowed*/1d6 Dex and paralysis 1d6 hours); Search DC 17; Disable Device DC 21. *Market Price:* 12,650 coins.

Spiked Pit Trap: CR 5; mechanical; pressure sensing trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 21; Disable Device DC 20. *Market Price:* 13,500 coins.

Spiked Pit Trap (80 Ft. Deep): CR 5; mechanical; pressure sensing trigger, manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price:* 5,000 coins.

CR 6

Built-to-Collapse Wall: CR 6; mechanical; motion sensing trigger; no reset; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 14; Disable Device DC 16. *Market Price:* 15,000 coins.

Camouflaged Land Mine: CR 6; electronic; pressure sensing trigger; no reset; Reflex save half DC 20; 4d12 15 ft. radius; Search DC 30; Disable Device DC 20; *Market Price:* 13,250 coins.

Compacting Room: CR 6; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 25); walls move together (12d6, crush); multiple targets (all targets in a 10-ft.-by- 10-ft. room); never miss; onset delay (4 rounds); Search DC 20; Disable Device DC 22. *Market Price:* 25,200 coins.

Fusillade of Spears: CR 6; mechanical; motion sensing trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 20. *Market Price:* 31,200 coins.

Obvious Double Array EFP: CR 6; pressure sensing trigger; no reset; +15 Attack; 8d4 damage; touch attack; Search DC 20; Disable Device DC 20; *Market Price:* 7400.

Obvious IED With 105 MM Shell: CR 6; electronic; pressure sensing trigger; no reset; Reflex save half DC 20; 5d10 damage 20 ft. radius; Search DC 20; Disable Device DC 20; High Explosive; *Market Price:* 4000.

Plastic Explosive w/ Cord Detonator CR 6; electronic; wire controlled trigger; no reset; Reflex save half DC 18; 5d8 damage 10 ft. radius +1d4 5 ft. radius; Search DC 20; Disable Device DC 20; High Explosive; *Market Price* 2450 coins.

Plastic Explosive w/ Remote Detonator CR 6; electronic; remote controlled trigger; no reset; Reflex save half DC 18; 5d8 damage 10 ft. radius +1d4 5 ft. radius; Search DC 25; Disable Device DC 20; High Explosive; *Market Price* 7200 coins.

Plastic Explosive w/ Timed Detonator CR 6; electronic; timed trigger; no reset; Reflex save half DC 18; 5d8 damage 10 ft. radius +1d4 5 ft. radius; Search DC 25; Disable Device DC 20; High Explosive; *Market Price* 11,520 coins.

Plastic Explosive w/ Trip Wire Detonator CR 6; electronic; trip wire trigger; no reset; Reflex save half DC 18; 5d8 damage 10 ft. radius +1d4 5 ft. radius; Search DC 25; Disable Device DC 20; High Explosive; *Market Price* 5420 coins.

Spiked Blocks from Ceiling: CR 6; mechanical; pressure sensing trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20. *Market Price*: 21,600 coins.

Spiked Pit Trap (100 Ft. Deep): CR 6; mechanical; pressure sensing trigger, manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price*: 6,000 coins.

Whirling Poison Blades: CR 6; mechanical; timed trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +10 melee (1d4+4/19-20 plus poison, dagger); poison (Cyanide, DC 16 Fortitude save resists, 1d6 Con/2d6 Con); multiple targets (one target in each of three preselected 5-ft. squares); Search DC 20; Disable Device DC 20. *Market Price*: 30,200 coins.

Wide-Mouth Pit Trap: CR 6; mechanical; pressure sensing trigger, manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25. *Market Price*: 28,200 coins.

CR 7

Camouflaged Plastic Explosive w/ Cord Detonator CR 7; electronic; wire controlled trigger; no reset; Reflex save half DC 18; 5d8 damage 10 ft. radius +1d4 5 ft. radius; Search DC 30; Disable Device DC 20; High Explosive; *Market Price* 9750 coins.

Camouflaged Plastic Explosive w/ Remote Detonator CR 7; electronic; remote controlled trigger; no reset; Reflex save half DC 18; 5d8 damage 10 ft. radius +1d4 5 ft. radius; Search DC 30; Disable Device DC 20; High Explosive; *Market Price* 15,200 coins.

Camouflaged Explosive w/ Timed Detonator CR 7; electronic; timed trigger; no reset; Reflex save half DC 18; 5d8 damage 10 ft. radius +1d4 5 ft. radius; Search DC 30; Disable Device DC 20; High Explosive; *Market Price* 20,320 coins.

Camouflaged Plastic Explosive w/ Trip Wire Detonator CR 7; electronic; trip wire trigger; no reset; Reflex save half DC 18; 5d8 damage 10 ft. radius +1d4 5 ft. radius; Search DC 30; Disable Device DC 20; High Explosive; *Market Price* 9750 coins.

Double Array EFP: CR 7; pressure sensing trigger; no reset; +15 Attack; 8d4 damage; touch attack; Search DC 25; Disable Device DC 20; *Market Price*: 11,900.

IED With 105 MM Shell: CR 7; electronic; pressure sensing trigger; no reset; Reflex save half DC 20; 5d10 damage 20 ft. radius; Search DC 25; Disable Device DC 20; High Explosive; *Market Price*: 8000.

Obvious Large EFP: CR 9; pressure sensing trigger; no reset; +15 Attack; 10d4 damage; touch attack; Search DC 20; Disable Device DC 20; *Market Price*: 9,500.

Obvious IED With 120 MM Shell: CR 7; electronic; pressure sensing trigger; no reset; Reflex save half DC 20; 6d10 damage 20 ft. radius; Search DC 20; Disable Device DC 20; High Explosive; *Market Price*: 4750.



Water-Filled Room: CR 7; mechanical; pressure sensing trigger; manual reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); water; Search DC 20; Disable Device DC 25. *Market Price:* 21,000 coins.

Well-Camouflaged Pit Trap: CR 7; mechanical; pressure sensing trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 27; Disable Device DC 18. *Market Price:* 24,500 coins.

CR 8

Camouflaged Double Array EFP: CR 8; pressure sensing trigger; no reset; +15 Attack; 8d4 damage; touch attack; Search DC 30; Disable Device DC 20; *Market Price:* 21,400.

Camouflaged IED With 105 MM Shell: CR 8; electronic; pressure sensing trigger; no reset; Reflex save half DC 20; 5d10 damage 20 ft. radius; Search DC 30; Disable Device DC 20; High Explosive; *Market Price:* 17,000.

Deathblade Wall Scythe: CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus Deep Combine Oil and Ghost Scorpion Venom poisons, scythe); Search DC 24; Disable Device DC 19. *Market Price:* 31,400 coins.

IED With 120 MM Shell: CR 8; electronic; pressure sensing trigger; no reset; Reflex save half DC 20; 6d10 damage 20 ft. radius; Search DC 25; Disable Device DC 20; High Explosive; *Market Price:* 9250.

Large EFP: CR 8; pressure sensing trigger; no reset; +15 Attack; 10d4 damage; touch attack; Search DC 25; Disable Device DC 20; *Market Price:* 13,500.

Obvious IED With 155 MM Shell: CR 7; electronic; pressure sensing trigger; no reset; Reflex save half DC 20; 8d10 damage 20 ft. radius; Search DC 20; Disable Device DC 20; High Explosive; *Market Price:* 5500.

Well-Camouflaged Pit Trap: CR 8; mechanical; pressure sensing trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18. *Market Price:* 16,000 coins.

CR 9

Camouflaged Large EFP: CR 9; pressure sensing trigger; no reset; +15 Attack; 10d4 damage; touch attack; Search DC 30; Disable Device DC 20; *Market Price:* 24,000.

Camouflaged IED With 120 MM Shell: CR 9; electronic; pressure sensing trigger; no reset; Reflex save half DC 20; 6d10 damage 20 ft. radius; Search DC 30; Disable Device DC 20; High Explosive; *Market Price:* 19,250.

Dropping Ceiling: CR 9; mechanical; pressure sensing trigger; repair reset; ceiling moves down (12d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16. *Market Price:* 12,600 coins.

IED With 155 MM Shell: CR 9; electronic; pressure sensing trigger; no reset; Reflex save half DC 20; 8d10 damage 20 ft. radius; Search DC 25; Disable Device DC 20; High Explosive; *Market Price:* 10,500.

Obvious Plasma Bomb: CR 9; electronic; pressure sensing trigger; no reset; Reflex save half DC 25; 10d6 damage 30 ft. radius; Search DC 20; Disable Device DC 20; High Explosive; *Market Price:* 21,500.

Wide-Mouth Pit Trap: CR 9; mechanical; pressure sensing trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. *Market Price:* 40,500 coins.

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 9; mechanical; pressure sensing trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus Deep Combine Oil poison each); Search DC 20; Disable Device DC 20. *Market Price:* 11,910 coins.

CR 10

Camouflaged IED With 155 MM Shell: CR 10; electronic; pressure sensing trigger; no reset; Reflex save half DC 20; 8d10 damage 20 ft. radius; Search DC 30; Disable Device DC 20; High Explosive; *Market Price:* 21,500.

Crushing Room: CR 10; mechanical; pressure sensing trigger; automatic reset; walls move together (16d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); Search DC 22; Disable Device DC 20. *Market Price:* 29,000 coins.

Crushing Wall Trap: CR 10; mechanical; pressure sensing trigger; automatic reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25. *Market Price:* 25,000 coins.

Plasma Bomb: CR 10; electronic; pressure sensing trigger; no reset; Reflex save half DC 25; 10d6 damage 30 ft. radius; Search DC 25; Disable Device DC 20; High Explosive; *Market Price:* 28,500.

Poisoned Spiked Pit Trap: CR 10; mechanical; pressure sensing trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus Deep Combine Oil and Ghost Scorpion poison each); Search DC 16; Disable Device DC 25. *Market Price:* 19,700 coins.

DESIGNING A TRAP

Mechanical Traps: Simply select the elements you want the trap to have and add up the adjustments to the trap's Challenge Rating that those elements require (see Table: CR Modifiers for Mechanical Traps) to arrive at the trap's final CR. From the CR you can derive the DC of the Craft (trap making) checks a character must make to construct the trap.

Electronic Traps: As with mechanical traps, you don't have to do anything other than decide what elements you want and then determine the CR of the resulting trap. Electronic traps use the same CR adjustments as Mechanical traps, but begin with 1 higher base CR. Additionally, some features are cost more or less for electronic traps. Reset features are not available on traps with explosives.

Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (see the tables below) to the base CR for the trap type.

Mechanical Trap: The base CR for a mechanical trap is 0. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

Electronic Trap: For an electronic trap, the base CR is 1.

Average Damage: If a trap (either mechanical or electronic) does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 7. Use this value to adjust the Challenge Rating of the trap, as indicated on the tables below. Damage from poisons and pit spikes does not count toward this value, but damage from a high strength rating and extra damage from multiple attacks does.

Multiple Traps: If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

Multiple Dependent Traps: If one trap depends on the success of the other (that is, you can avoid the second trap altogether by not falling victim to the first), they must be treated as separate traps.

Designing Traps	
Feature	CR Mod
<i>Search DC¹</i>	
15 or lower	-1
25-29	+1
30 or higher	+2
<i>Disable Device DC¹</i>	
15 or lower	-1
25-29	+1
30 or higher	+2
<i>Reflex Save DC (Pit or Other Save-Dependent Trap)</i>	
15 or lower	-1
16-24	+0
25-29	+1
30 or higher	+2
<i>Radius (explosives)</i>	
10 ft. or less	-1
25 ft. or more	+1
<i>Attack Bonus (Melee or Ranged Attack Trap)</i>	
+0 or lower	-2
+1 to +5	-1
+6 to +14	+0
+15 to +19	+1
+20 to +24	+2
<i>Damage/Effect</i>	
Average damage	+1/7 points ²
<i>Miscellaneous Features</i>	
High Explosive	+2
Liquid	+5
Multiple target	+1 (or +0 if never miss)
Onset delay 1 round	+3
Onset delay 2 rounds	+2
Onset delay 3 rounds	+1
Onset delay 4+ rounds	-1
Pit spikes	+1
Touch attack	+1
<i>Poison/Disease Agent</i>	
Atomic Pepper Poison	+2
Atropine	+2
Cyanide	+4
Cyanogen	+2
Deep Combine Oil	+3
Fungus Powder	+1
Ghost Scorpion Venom	+2
Knockout Gas	+2
Lead Arsenate (Gas)	+2
Mustard Gas	+3
Pufferfish Poison	+2
Rattlesnake Venom	+3
Sarin Nerve Gas	+3
Sarin Nerve Gas	+3
Sea Snail Venom	+2
Scorpion/Tarantula Venom	+1
Tear Gas	+1
Anthrax	+1
Ebola	+2
Necrotizing Fasciitis	+1
Small Pox	+1
Tuberculosis	+1

¹ Add +5 DC for Electronic Traps

² Rounded to the nearest multiple of 7 (round up for an average that lies exactly between two numbers).

Multiple Independent Traps: If two or more traps act independently (that is, none depends on the success of another to activate), use their CRs to determine their combined Encounter Level as though they were monsters. The resulting Encounter Level is the CR for the combined traps.

Trap Cost

The base cost of a mechanical trap is 1,000 coins. Apply all the modifiers from the Cost Modifiers for Traps chart for the various features you've added to the trap to get the modified base cost.

The final cost is equal to (modified base cost x Challenge Rating) + extra costs. The minimum cost for a mechanical trap is (CR x 100) coins.

After you've multiplied the modified base cost by the Challenge Rating, add the price of any explosive or poison you incorporated into the trap. If the trap uses one of these elements and has an automatic reset, multiply the poison or explosive cost by 20 to provide an adequate supply of doses.

Multiple Traps: If a trap is really two or more connected traps, determine the final cost of each separately, then add those values together. This holds for both multiple dependent and multiple independent traps (see the previous section).



Cost Modifiers for Traps	
Feature	Cost Modifier
<i>Trigger Type</i>	
Pressure Sensing	—
Motion Sensing	+1,000 coins
Radio Controlled	+500 coins (mechanical)/ +100 coins (electronic)
Touch	—
Touch (attached)	-100 coins
Timed	+1,000 coins
Trip Wire/Infrared	—/+200 coins
Wire Controlled	-500 coins
<i>Reset Type</i>	
No reset	-500 coins ¹
Repair	-200 coins ²
Manual	—
Automatic	+500 coins (mechanical)/ 0 coins (electronic or timed triggers) ²
<i>Bypass Type</i>	
Lock	+100 coins (Open Lock DC 30)
Hidden switch	+200 coins (Search DC 25)
Hidden lock	+300 coins (Open Lock DC 30, Search DC 25)
<i>Search DC³</i>	
19 or lower	-100 coins x (20 - DC)
20	—
21 or higher	+200 coins x (DC - 20)
<i>Disable Device DC</i>	
19 or lower	-100 coins x (20 - DC)
20	—
21 or higher	+200 coins x (DC - 20)
<i>Reflex Save DC (Pit or Other Save-Dependent Trap)</i>	
19 or lower	-100 coins x (20 - DC)
20	—
21 or higher	+300 coins x (DC - 20)
<i>Attack Bonus (Melee or Ranged Attack Trap)</i>	
+9 or lower	-100 coins x (10 - bonus)
+10	—
+11 or higher	+200 coins x (bonus - 10)
<i>Damage Bonus</i>	
High strength rating (ranged attack trap)	+100 coins x bonus (max +4)
High Strength bonus (melee attack trap)	+100 coins x bonus (max +8)
<i>Miscellaneous Features</i>	
Never miss	+1,000 coins
Poison	Cost of poison ⁴
Explosive	Cost of explosive

¹ no discount for explosives

² Available only on electronic traps that feature no explosive

³ For electronic traps use 25 in place of 20 when figuring.

⁴ Multiply cost by 20 if trap features automatic reset.

CHAPTER VI

EXODUS CAMPAIGN GUIDE

The wasteland is home to a variety of organizations, each with their own goals and methods of operation. When planning an Exodus campaign, one of the most important factors that you can consider is which organizations you will feature during your adventures. The balance between different factions has a huge influence on the setting that you are creating. This chapter contains advice on how to create the right balance between various organizations and how to use them most effectively in games.

In the world of Exodus, organizations fall into three broad groups, The Good, The Bad, and The Ugly. Good factions are the ones that are dedicated to helping others and building a new future for humanity. These different organizations all have a different idea about what this future should look like and what means should be used to obtain it, but they are generally friendly to each other. Just because a faction has been labeled as good doesn't mean that its members are morally perfect. Individual people all have their flaws and weaknesses and belonging to a good organization does not change that. The organizations themselves sometimes have practices and beliefs that are seen as unethical by others. The Techno-Reapers are justly accused of valuing technology more than human life. The Steel Disciples are often criticized for their militant attitude and the Tribal Nation is often xenophobic and untrusting.

Bad factions are organizations that act in their own self-interest without regard for others. This category of organizations includes criminal gangs and raiders of all stripes. The bad factions live by the sword, using violence and intimidation to take what they want from others. Some of them want territory, others want barter and coin, but all of them place their own wellbeing above the needs and rights of anyone else. Some bad organizations are merely selfish while others are needlessly cruel and sadistic.

Ugly organizations are more than just selfish and aggressive. These factions are intent on nothing less than mass murder and genocide. These factions are not content with simply taking what they want, they wish to violently assimilate everyone around them and ruthlessly murder anyone who will not join them.

Obviously, these groups all have a much different view of themselves than others do. The members of the Chi Dynasty certainly don't consider themselves to be bad; they see themselves as the architects of a new empire built for the benefit of their children and grandchildren. The Vegas Mafia consider themselves to be honest businessmen who are living in a lawless and violent age. Even the most extreme groups like the Children of the Apocalypse do not view themselves as evil. From their point of view they are on a divinely inspired mission to purge the world of evil. Taking these varied perspectives into consideration, it is easy to see how the bad and ugly organizations can come to view themselves as the righteous parties in a conflict with the so-called good factions.

Of course, there are also organizations that put no stock in moral arguments at all. These factions feel that everyone in the wasteland is equally immoral and no one has the right to look down on anyone else. Members of these organizations often justify their actions by saying that they are only "doing what it takes to survive." These organizations view life through the perspective of kill or be killed. Ethical discussion is something that belonged to the pre-Exodus world.

The balance of power in the Southwest Wastelands is based on the interaction between these different types of organizations. Good factions cooperate with each other on occasion but they also keep secrets from each other. Bad groups are generally antagonistic to everyone else but they can be convinced to make alliances with each other should the need arise. Ugly factions are more than willing to manipulate others to their own ends but they have no true allies. The ugly organizations view their associates as patsies that will be disposed of the moment they are no longer useful.



Using Organizations in the Game

You have to be careful when introducing various organizations to your adventure. Adding too many good factions will cause the game world to seem less threatening and brutal. If some of the player characters are members of one or more of the good organizations than it is inevitable that these organizations will play some role in your campaign. However, it is best to keep this involvement limited and brief. The party should never find itself tagging along after a group of Steel Disciples or a Techno-Reaper recovery team for a prolonged length of time. This kind of arrangement can lead to the player characters becoming minor players in the story. The best use of a good organization in an adventure is one that is helpful but not overwhelming. The organization cannot be allowed to hog the spotlight away from the party. Perhaps an injured character stumbles into a Savior's Army Medical tent or a group of lost characters encounters a Desert Ranger who points them in the right direction. These encounters can give the characters a taste of what these organizations are about without having them take over the adventure. It is a different story if the player characters find themselves surrounded by enemies only to be rescued by the Steel Disciples or another allied organization.

You should also be careful about overloading the adventure with too many bad and ugly organizations. Too many factions may leave the players confused about who they are really supposed to be fighting. Throwing a lot of adversaries at the party at once may leave them feeling helpless and ready to bug out. It can be interesting to place the party between two rival factions and have them play both sides against the middle. It is also fun to give the party a choice of potential allies from which to choose. Using organizations this way makes the world of Exodus seem like a real place with complex politics. It also empowers the players by making them feel like their choices have real consequences in the game world.

It is a mistake to think that good characters will always find themselves working with good organizations and against less reputable ones. Things just aren't that simple in the world of Exodus. A relatively moral player character may be forced to help a bad organization by a variety of circumstances. A selfish and immoral character might take a job offer from a good organization simply because the pay is good. Likewise, any type of organization can be used as adversaries for the players. Even good characters might find themselves on the run from the Steel Disciples or the Desert Rangers should the right circumstances occur.

Organizations in Brief

Good

Desert Rangers: A loosely affiliated band that aids wasteland travelers and leads fights against raiders and slavers.

Ghūl Collective / Dregs: The Dregs are the survivors of early Trans-Genetic experiments who have established a settlement in the ruins of Oakland and Berkley. Their scouting arm is known as the *Ghūl* Collective.

Savior's Army: A pacifistic religious group that provides medical care to all in need.

Steel Disciples: The descendants of people who survived the Exodus by taking shelter in a vast military bunker. The Disciples wish to build up a powerful military force that can restore order to the wastelands.

Techno Reapers: Based in Los Alamos, the Reapers believe that salvaging the remnants of pre-Exodus technology is the key to restoring human civilization. This group will go to great lengths in order to secure lost technology for their collection.

Tribal Nation: The descendants of Native American tribes who survived the Exodus by taking shelter in a series of caves around the Grand Canyon. Also known as Beastmasters, the members of the Tribal Nation are known for their ability to control animals. This group is allied with other so-called "tribals," people who have abandoned technology and live a primitive existence in the wild.

Bad

Chi Dynasty: The descendants of Chinese Americans who spent the Exodus in a privately funded shelter beneath San Francisco. They revere their founding patriarch as a prophet with the ability to see the future. The Chi live in a neo-feudalistic society and they are deeply mistrustful of outsiders.

NEMO: The New Era of Mexican Order ("Nueva Era de la Orden Mexicana" in Spanish). This organization began as an alliance of Mexican rebel groups and criminal gangs who desired to reclaim the American Southwest for

Mexico. After conquering the ruined city of Phoenix, NEMO abandoned its ambitious military campaign and turned to raiding, slavery, and other criminal enterprises.

Vegas Mafia: The city of Las Vegas is run by four wealthy crime families that have restored a small strip of the old city. The families share control of the city's many profitable businesses including salvage operations, gambling, drugs, prostitution, and slavery.

Slaver's Union: Vile and contemptible, the Slaver's Union is a confederation of gangs and individuals that make their living through the slave trade. Members of the Union are marked with a facial tattoo known as the "Union Brand."

Unity: Though they are not universally viewed as being bad, the members of the Unity cult are entirely focused on the well-being of their own group and have no interest in anything else. The leader of the cult "Smiling Bob" is an enigmatic figure who is entirely dedicated to increasing his personal wealth.

Ugly

Mutant Army: The Mutant Army was created by the Trans-Genetic Warrior Project shortly before the Exodus. They believe that they are the next step in human evolution and that other people are only worthy of being their slaves. The Mutant Army buys children from slave traders in order to convert them into Trans-Genetic Mutants.

Children of the Apocalypse: A fanatical religious cult that worships the Holy Fire that cleansed the world of impurity. The Children believe that it is their duty to continue this great work by taking control of as many weapons of mass destruction as they can find.

Organizations as Antagonists

The most obvious use for bad and ugly organizations in a campaign is as antagonists for the player characters to battle against. Each organization has its own unique style and method of operation. The differences between organizations can greatly affect the mood of a campaign. Utilizing different factions can also make a big difference in terms of game play. A raider outfit can be bargained with; they may even retreat when faced with overwhelming odds. Lunatics such as the Children of the Apocalypse will never retreat and they will not negotiate.

There are a number of different techniques that you can make use of when you are introducing an organization as the primary antagonist of your adventure or campaign.

Allies Turned Enemies: The players begin the adventure by working with the organization in question. However, this relationship takes a nasty turn and the party is forced to battle against their former allies or employers. This could happen because the player characters are betrayed by the other faction or because the party has second thoughts about working with such an immoral group.

Rivals: The party is working in direct competition against the villainous organization. Both groups are after the same thing. While this competition may not start out bad, the rivalry eventually devolves into all out conflict.

Protecting the Weak: A classic of role-playing adventures. In this scenario the player characters are out to defend a small settlement from the ravages of the bad guys. The party may be working for pay or they may be doing it out of the goodness of their own hearts.

Hired Guns: The characters are employed by a rival faction or an individual that has a beef against the faction in question. In this situation the party has a slight advantage against the enemy organization because they are striking first.

Revenge: The villainous organization is seeking revenge against the player characters for a real or perceived offense against them. The party is tracked and ambushed wherever they go as the enemy faction seeks to settle this blood debt. This scenario can be presented as a spiral of violence. A minor conflict between the party and the organization leads to another and another in a cycle of death and vengeance.



New Villainous Organizations

Do not feel that you have to limit yourself to only using the organizations that have been listed in the Exodus core books. It is completely acceptable to create your own bad and ugly factions. Not only does this help make the campaign feel like your own unique creation but it can create an interesting surprise for players that are familiar with the pre-existing organizations that are detailed in the Exodus books. Below you will find a number of examples you can use to form new factions in the southwest wastelands.

Rogue Military Computers: Before the Exodus, the United States government built a number of powerful military computers and placed them in fallout shelters deep under the ground. These artificial intelligences outlived their creators and many of them are still active. Each computer has control of its own force of military robots. Some of these AI's are merely doing what they are programmed to do, such as defending the perimeter of their home base. Others have gone insane and are actively plotting to attack and enslave human populations.

Raiders: An ever present threat in the wastelands, raiders attack travelers and settlements in order to take what they want by force. You can create your own raider factions with unique names, methods of operation, and even signature weapons.

Street Gangs: Street gangs are found in any settlement with a relatively large population. Some gangs are nothing more than homeless children who fight and steal in order to survive. Others are dangerous criminal syndicates that deal in drugs, weapons, vice, and murder for hire.

Corrupt Police: In some settlements the local law is no better than a legal gang. There are a number of ways you can turn a local police force or town militia into a villainous organization. Some police forces are paranoid and ultra-violent. These groups do not hesitate to use lethal force against any perceived threat. Others are bought and paid for by powerful factions within the settlement. These police units are loyal only to the highest bidder and have no regard for true law and order. Still others go even further. Sometimes the police are not satisfied with taking bribes from criminals and simply take control of the local syndicates. These police forces shake down local citizens, rob travelers, sell drugs, and make sure that they get the lion's share of any profit made from vice or other crimes.

Organizations by Setting

Different types of organizations are naturally at home in different types of settings. The specific location that your campaign takes place in will have a big effect on the types of organizations that the characters will encounter. If you decide to focus an adventure on wasteland settlements than that will influence

Wasteland Settlements: These areas are relatively civilized and have populations that range from a few dozen to a few thousand. Wasteland settlements offer some degree of pre-Exodus technology and at least some essential services. Wasteland settlements are often home to gangs. Major factions establish bases in wasteland settlements and most factions have such a settlement as their capitol. Some of the major factions have a presence in settlements across the wasteland. Members of the Savior's Army, Slaver's Union, Steel Disciples, and the Unity cult can be found almost anywhere in the southwest. Raiders and slavers occasionally attack smaller settlements, making these organizations a natural part of this setting.

Open Wilderness: Far from the safety and comfort of civilized areas are vast stretches of wasteland that are thinly populated and extremely dangerous. Characters are more likely to encounter wasteland creatures than actual people. The only factions you are likely to encounter out in the deep wastes are raiders, tribals, and the occasional desert ranger. NEMO raiding parties and Mutant Army scouts might also be a problem.

Ruins: The ruins of civilization are scattered across the wastelands. Many ruins have been buried beneath the desert sands or picked clean by salvage teams but there are still many unexplored sites that hold priceless treasures. The ruins attract the attention of all sorts of organizations, particularly the Techno-Reapers, Children of the Apocalypse, and the Mutant Army. Ruined military bases and neighboring cities can also be home to rogue military computers and their robotic servants.

Urban Areas: There are no large cities detailed in the main Exodus books. However, an Overseer can create an urban area "off the map" and use it for adventures in the big city. A large city that has survived the Exodus is likely to be plagued with problems. Overcrowding, poverty, rampant crime, and limited resources combine to make the urban environment a treacherous place.

Gangs and corrupt police are the types of organizations that you are most likely to find here, though there are sure to be others as well. You may import established factions from the southwest wastelands into your big city or you may develop new organizations that are unique to your setting. Creating a post-apocalyptic city can be quite an interesting and fun challenge. The factions that you place in this setting are going to be a critical element in this process. The factions that you create help you establish the setting and the themes being explored in the campaign.

A good place to start is by deciding how this city operates. Maybe your urban area is a lawless gangland where the authorities are struggling to keep control of the population. On the opposite end of the spectrum, the city might be run by a brutal dictatorship that keeps the masses in a state of mindless servitude. There is truly no limit to the possibilities. The city could be controlled by an oligarchy of rich families, a monolithic corporation, a religious cult, or a renegade computer. Perhaps one section of the city has been walled off and converted into a massive prison where people are exiled for breaking the law. Maybe those who defy the authorities are forced to participate in gladiatorial combat for the entertainment of a televised audience.

Good, Bad, and Ugly NPCs

Player characters will interact with the various organizations through non-player characters that the encounter during the adventure. Using NPCs wisely is an important part of developing a fun and interesting campaign. NPCs that belong to a specific faction are going to behave in different ways than the typical, indifferent characters that the player characters usually find.

Good NPCs

Characters that belong to good organizations should be used rarely. There simply aren't that many of them and they are more than outnumbered by bad and ugly factions. That being said, good NPCs are perhaps the easiest to role-play in the game. These characters will help the player characters if their intentions seem good and work against them otherwise. Don't assume that these NPCs will automatically know which side the player characters are on. Just because the party hasn't done anything obviously wrong doesn't mean that they will instantly earn the trust of a good organization. On the other hand, just because the character raise a little ruckus doesn't mean that good NPCs will come after them with guns blazing.

Desert Rangers: Desert Rangers are among the few good NPCs that the party is likely to encounter as lone individuals. Rangers help wasteland travelers who become lost, run out of supplies, or encounter trouble in the open wilderness. Members of this group have an abiding hatred of slavers and will likely aid anyone on a mission to kill a slaver gang or rescue their captives. Rangers make excellent guides and trackers and their advice can be crucial to survival in the deep wastes.

Ghūl Collective / Dregs: Because Ghūls are often persecuted by human society, it is most likely that the player characters will make contact with Dregs or members of the Ghūl Collective on the outskirts of a human settlement. Ghūls remember the time before the Exodus and this gives many of them technical knowledge that most wasteland inhabitants lack. Members of the collective trade in rumors and information and are thus very valuable to characters that need to keep track of current events.

Savior's Army: If the party comes across members of the Savior's Army then they can expect free medical care and requests for supplies just like any other wasteland traveler. These people have an abiding religious conviction that precludes violence so no one should ever expect them to help out in a fight.

Steel Disciples: Steel Disciples are usually encountered as individuals or in small groups. Sometimes a disciple knight will be backed by a local group of affiliated volunteers. Generally speaking, any disciple that the player characters come across is likely to be on a mission of some sorts or else occupied protecting an individual settlement. Therefore they will be too busy to lend much help to the party. The disciples do make use of hired guns and other freelancers to perform missions for them, such as tracking down criminals or providing extra muscle during a mission.

Techno-Reapers: One is most likely to encounter members of the reaper cult at their base in Los Alamos or crawling through ruins in search of lost technological artifacts. Reapers often hire out guards and scouts to help them on their retrieval expeditions and they will happily buy any lost fragment of technology that the party comes across. Unlike other good factions, Techno-Reapers have a singular focus on their goal of preserving pre-



Exodus technology. For this reason, the reapers are far less likely to help someone from the goodness of their hearts and are more likely to barter with anyone who needs their expertise.

Tribal Nation: The tribals are justifiably suspicious of outsiders and this can lead to a degree of hostility between them and other benevolent factions. That being said, members of the Tribal Nation do sometimes hire others to perform jobs for them rather than leave their own territory. They also trade with other wasteland dwellers but people venturing through their territory should remain on their best behavior.

Bad NPCs

It is only a matter of time before the party encounters one or more members of a bad organization. These factions are too numerous and widespread to avoid them completely. The most obvious way to use this type of character is as an adversary or rival. However, the relationship between the player characters and bad NPCs doesn't have to be antagonistic. Some of these organizations can help the party by selling them weapons, hard to find items, and information. They can also provide the characters with job opportunities, though there is a possibility of betrayal that comes with any such offer.

Chi Dynasty: Members of the Chi Dynasty tend to stay very close to their home base in the San Francisco Bay area. They also run a mercantile outpost known as Barter Town. Dynasty warriors also launch long distance raids against the Junkyard in order to salvage raw materials. The Chi are not opposed to trading with outsiders but they will only do so on their terms. Only on very rare occasions will the Chi hire freelancers for missions as they prefer to rely on their own warriors. Anyone who violates the sovereign territory of the Chi Dynasty will come into immediate conflict with members of this faction.

NEMO: The raiders of NEMO are headquartered in Phoenix but they can be found patrolling all across Arizona. Any chance meeting with a member of this organization is likely to end with robbery and enslavement. However, if the player characters decide to make friendly contact with NEMO NPCs then they will have the opportunity to buy a wide range of rare and hard to get goods.

Vegas Mafia: Members of the Vegas Mafia always meet new people with a hand extended. This faction can be found all over the wasteland and not just in Vegas itself. Mafia members rarely interact with player characters directly; instead they have underlings and middlemen acting on their behalf. The Vegas Mafia has built its place in the world by providing luxury and vice to wasteland travelers. A clever character can probably negotiate with them for almost any service, so long as the price is right. The mafia families are always looking for hired guns to do their dirty work for them and they regularly post bounties on people who have crossed them.

Slaver's Union: You can find members of the Slaver's Union anywhere that has legalized slavery and quite a few places that do not. Unless the player characters are in the market for a new slave it is not likely they will have much to talk about with NPCs from this faction. The union does not deal in any other trade and they prefer to personally deal with people who have crossed them.

Unity: Missionaries from the Unity cult travel extensively across the wasteland in search of new people to whom they can preach the word. They are generally regarded as harmless, if a bit eccentric. An NPC from this cult will certainly try to convert the player characters to the Unity religion, or at least get them to think about it. Any character who responds to this proselytizing will be encouraged to make a pilgrimage to the Well of Souls (Lake Tahoe).

Ugly NPCs

The player characters are not likely to have any positive interactions with members of the ugly organizations. At best the ugly characters will attempt to manipulate the party or get them to do their dirty work. These characters will have no problem sending the party on a suicide mission. If the player characters are not immediately useful to the organization then it is likely that they will be killed for sport.

The schemes of ugly factions invariably involve conquest and slaughter. The goal of these organizations is absolute domination and there is no limit to the amount of violence and cruelty that they will unleash to achieve that end. Using ugly organizations as antagonists adds a darker dimension to an adventure. It is bad enough when raiders or slavers attack a settlement but there are sure to be some survivors. Ugly organizations are genocidal maniacs who have no purpose other than slaughter and carnage.

Mutant Army: Very few people ever encounter members of the Mutant Army and live to tell about it. They have a relationship with the Slaver's Union from whom they buy children for their Tran-Genetic conversion process. They will instantly attack anyone else who approaches their territory. Units from the Mutant Army occasionally launch surprise attacks against human settlements for the purpose of combat training.

Children of the Apocalypse: The children are usually found defending the Junkyard from incursions by outlaw salvage crews and Chi raiders. They also venture out into the wastes in search of weapons of mass destruction. The children trade their salvage rights for barter brought in by other factions so they maintain good relationships with outsiders. Few people know the true goals and philosophy of the Children of the Apocalypse. Player characters can buy scrap from the cult or negotiate for salvage rights within the Junkyard. The children occasional hire freelancers to perform scouting missions for them or provide extra muscle during raids but they are sure to keep the true purpose of these missions secret. Anyone who has prolonged contact with an NPC from this faction will eventually be indoctrinated into the religion of Holy Fire. The children have a habit of forcefully persuading those who resist their conversion attempts.



APPENDIX A

THE EXODUS LEXICON

In this section we'll discuss many of the terms you will see in this book. Some of them are terms used for game mechanics, others terms used in the Exodus campaign setting.

Advanced Class: Advanced classes allow you to specialize your character further, granting additional abilities to those who meet the prerequisites.

Attributes: The core statistics of a character. They are comprised of Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA).

Background: Your character's history before the start of the campaign. Backgrounds provide starting proficiencies and class skills, and occasionally other abilities.

Chems: A slang term for various drugs, legal and illegal.

Chi: A xenophobic group of humans that occupy San Francisco.

Children of the Apocalypse: A cult that worships the cleansing fire of the war, based out of Los Angeles.

Class: A character's class determines most of a character's stats, including their attack, defense, and saving throws.

Copper Coins: The cheapest form of currency in the Wasteland. 100 copper coins are worth 1 steel coin.

d20: Short for 20-sided die. The primary mechanic in Exodus.

Defense: A statistic that measures your skill at not being hit. Those wishing to hit you must roll this number or higher.

Desert Rangers: The last remnants of true law enforcement in the Wasteland.

Difficulty Class (DC): The target number that must be rolled on a d20 roll to succeed at the attempted task.

Equipment: This is your stuff. It includes weapons, armor, food, water, and anything else you carry.

Exodus: The mass migration during the Great War as the remnants of mankind hid in underground fallout shelters from nuclear devastation.

Feats: Feats give your character special abilities. Every character starts with at least 2 feats, and gain more as they advance.

Ghûl: A once-human being that was either exposed to massive amounts of radiation, or was a failed part of the Government's super-soldier project.

Ghûl Collective: A network of Ghûl spies and operatives operating out of Project Trinity in Berkley and Oakland.

Greenback: The pre-Exodus American currency, the dollar bill. Greenbacks are used in portions of the Wasteland (like Texas) as currency instead of Steel coin.

Hit Points (HP): Hit points are the amount of damage your character can take. If you take more damage than you have hit points, you start dying.

Human: Those that survived the War and the Exodus without too much mutation. Most survivors in the Wasteland are humans.

Karma Points (KP): Rewards gained through adventures. Karma points can be used to improve characters.

Melee: Melee is when you are close enough to fight with hand-to-hand weapons. Most Melee attacks rely on Strength.

Monster: The Wasteland is not a safe place. Wild animals were mutated by the radiation into hideous monsters. Their one common trait is that they all seem to want to kill characters.

Mutant: The short term for Trans-Genetic Mutants. These are the result of government super-soldier research just before the War. They are bigger, stronger, and uglier than humans.

Mutant Army: Most Mutants have banded together in the Mutant Army, a military force based out of Los Alamos.

NEMO: The New Era Mexican Order. A group of bandits, raiders, and slavers that have banded together in Phoenix to bring the Wasteland under their control.

Non-Player Character (NPC): Any character controlled by the Overseer, rather than the players. This includes allies, antagonists, and incidental characters.

Occupation: What your character does besides adventuring. Occupations determine class skills and starting wealth, and occasionally grant other abilities.

Overseer: The Overseer runs and arbitrates games of Exodus, and plays all the non-player characters.

Player Character (PC): The protagonists of the story. These are the characters played by the players.

Post-Apocalyptic: A setting taking place after the decimation of mankind by some disaster, plague, or other event.

RAD: Short for Radiation Absorbed Dose. A measurement of how much radiation you have taken.

Ranged: Whenever you are too far away for hand-to-hand combat. Most ranged attacks rely on Dexterity.

Reputation: A measure of a character's fame and infamy with the various organizations of the Wasteland.

Saving Throw: A reflexive roll made in response to an event that challenges a character's Fortitude, Reflexes, or Will.

Savior's Army, The: A pacifist group that provides medical and spiritual aid to those in need.

Skills: Skills reflect a character's training and talent in various fields.

Slaver: Those who capture and sell sentient beings. They are despised by most, but few try to stop them.

Southwest Wasteland: The main setting for Exodus, comprising of the former states of California, Nevada, Utah, Arizona, and New Mexico.

Steel Coins: The main form of currency in the Wasteland.

Steel Disciples: The remnants of the old United States government, based out of Wendover.

Talents: Special, heroic powers your character has, gained through character advancement.

Techno-Reapers: A cult dedicated to finding and restoring pre-War technology, based out of Alamogordo.

Traits: Traits are optional unique abilities for characters, chosen at character creation.

Tribal: The remnants of Native American nations that survived the War, along with those who have chosen to join their way of life.

Unity: A cult based out of Lake Tahoe that believes all souls are linked together in the Union.

Vegas Mafia, The: Five organized crime families that run Las Vegas, and exert power over criminal activities across the Wasteland.

War, The: The War. The Great War. A rain of nuclear fire that obliterated the entire world. Some survived. Most did not.





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The Exodus Overseer's Guide is d20/OGL product designed for Game Masters running a Post-Apocalyptic Role-Playing Game. This Guide enhances the rules presented by d20 Modern core rulebook and Modern SRD, by Wizards of the Coast, and uses the d20 Modern system.

Game Master's rules presented within use several alternative rules from that of the d20 Modern rulebook as well as rules within the Exodus Survivor's Guide, Southwest Guide, and Wasteland Bestiary. While these other Exodus products are not required to use this product, it is recommended to be familiar with these texts.

This Guide is compatible with the d20/OGL System and other similar products using these rules.