



**EVOLUTION
SYSTEM**

PUBLIC TEST-PLAY

BETA V.1



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The following material contains the public test-play beta ver. 1 of the Evolution System used in conjunction with a limited version of the Exodus Post-Apocalyptic Role Playing Game created by Glutton Creeper Games.

We do thank you for downloading our product and viewing the content within. We do also appreciate that you are interested in this play test and do hope that you do join our forums at www.4hrgames.com to post your comment and feedback on the Evolution System.

About the Evolution System:

The Evolution System began in 2006 by freelanced author John Wyatt shortly after leaving the Wizards of the Coast, Living Greyhawk campaign setting as a Triad Member in the region of Furyondy. Having been involved writing several adventure set within the d20/OGL system, this had become a time consuming chore to complete. The higher the level of the adventure the more details the Game Master needed to create for the bad guys; which can consume quite a bit of time. Out of this the concept of the Evolution System began, a way to make it easier for the Game Master to design the adventure and combatants. Over several years between 2006 and 2010 the Evolution System went through varying degree of game mechanics, but was shelved at version 4. With new vigor version 4 was up taken one again and revised in 2014. Outside testers tried the product, and mostly positive feedback returned, prompting a final revision to version 6, the public test-play beta release. This product.

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EVOLUTION SYSTEM

COMING SPRING 2015

Vlaanderen Sourcebook

By Jeffrey Witthauer and John Wyatt

Vlaanderen is a Dark Fantasy campaign set just out of the dark ages on a solitary island surrounded by the endless ocean. The land was created by the Titan Gods, whom changed and destroyed their work over petty indifferences. After nearly destroying all of their creations on Vlaanderen, they turned over the control to mankind that they created in their own varied image.

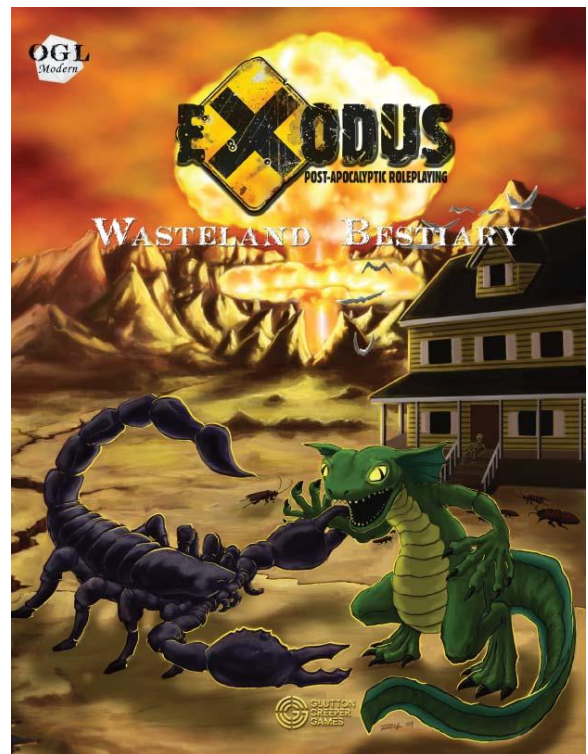
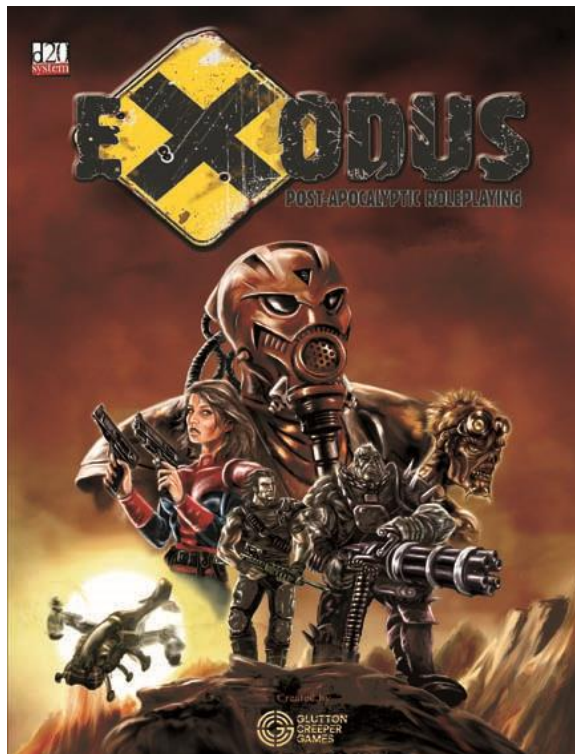
Centuries pasted with mankind in control, when an ancient god that slumber in the Void awoke and took vengeance on the remaining Titans with his agents, the Elder Lords. The fighting between the Elders, Mankind, and Titans drove the lands into a Dark Age that nearly eradicated all life.

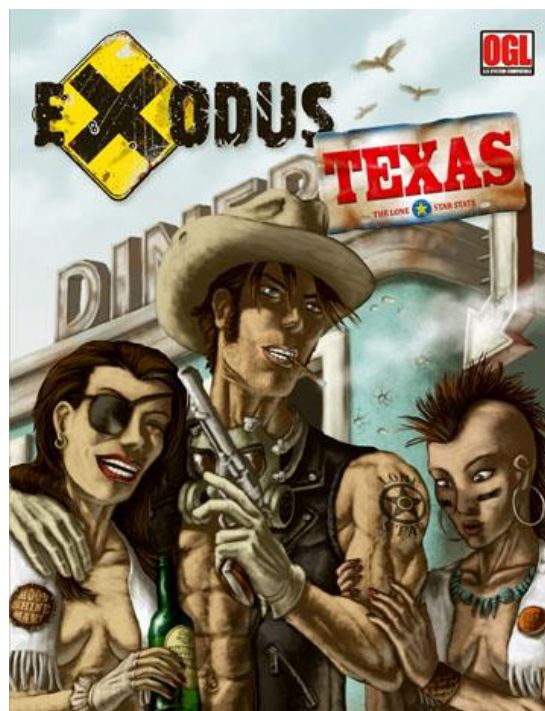
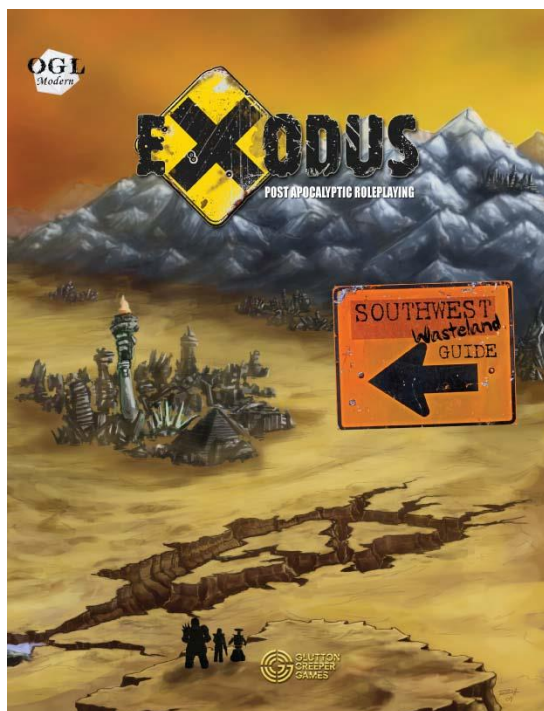
Two centuries have pasted since the Godwars, and mankind has started to recover and somewhat thrive as a civilization. For some, the history of the Godwars and what transpired is a mystery that need to be solved, while other just hear the calling to adventure.



The Calling is a campaign of monthly adventures set in Vlaanderen setting that will start releasing on the launch of the Vlaanderen Sourcebook in Spring 2015. The first two adventure will be free, followed by a monthly fixed price of \$5.00 USD for each thereafter.

Out Now
d20 / OGL / Pathfinder





COMING 2015

EXODUS OVERSEER'S GUIDE

WASTELAND ADVENTURES #28 to #40

EXODUS EVOLUTION SYSTEM (Full Release)

Evolution System Play-Test License

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CHAPTER I

EVOLUTION BASICS

⇒ Evolution Basics

Dice Notation

These rules use the following die notations:

d6 = six-sided die

d10 = ten-sided die

d100 = two ten-sided dice (A number between 1 and 100 is generated by rolling two different colored ten-sided dice. One die (designated before rolling) is the tens digit. The other die is the ones digit. A roll of a 10 represents the number zero on the ten and one digits; except if two 10s are rolled which results in the roll of 100.)

BASIC TASK RESOLUTION SYSTEM

These rules assume a standardized system for determining the success or failure of any given task. That system is: *d100 vs. Characteristic (+ or - Modifiers) or Combat Skill (+ or - Modifiers)*.

If the result of the d100 roll + the Modifiers is equal or less than the *Characteristic* or *Combat Skill* score, the test is successful. Any other result is a failure. A result of 01 is always successful, and a result of 100 is always a failure.

⇒ Characteristics

In Evolution, every player character has six Characteristic Scores that represent mental and physical attributes. These scores range from 01 to 99. A limit, if any, will be specified in the rules.

A character or creature with an Endurance score of 0 is an automaton, dead, or the undead. A 0 or negative number in any other score means the character is helpless and cannot move stuck in a catatonic state until treated (see Characteristic Loss).

Strength (STR)

This is how strong you are. Strength determines your load capacity, the amount of weight you can carry, drag, or lift before becoming encumbered, and lastly the character's muscle weight. The primary use of this characteristic is actions requiring raw strength.

Any creature that can physically manipulate other objects has a Strength score. A creature with no Strength score cannot exert force, usually because it has no physical body or because it does not move and creature automatically fails Strength attempts.

Dragging Power: 20 lbs. x STR

Lifting Power: 5 lbs. x STR

Weight Gain: 1.5 lbs. x STR

Agility (AGI)

This is how agile and quick you are to spring into action. Agility determines your natural defense through quickness to dodge attacks and blast-effects. The primary use of this characteristic is actions requiring quickness or speed, removal of traps, sleight of hand, and stealth attempts.

Any creature that can move has an Agility score. A creature with Agility score of 0 cannot move. If it can act, it applies its Strength characteristic instead.

Action Points: All Races start with a static amount of AP (see Race) that they spend on various actions each revolution (see Combat and Tactic: Action Points). A high Agility score grants the character extra AP as denoted in the adjoining table.

Reaction Time (RT): A high Agility grants the character a bonus, as denoted in the adjoining table, to his Initiative to determine order of actions during Combat. Add the bonus to the die roll.

Movement: All Races start with a static base Movement Rate (see Race) that they can move per revolution during combat (see Combat and Tactic: Movement). The higher the Agility the more range a character can move each revolution of actions as denoted by the adjoining chart. Each level of your score stacks with the previous bonus.

AGI Score	Bonus AP	Bonus RT	Bonus MR ¹
30	—	+1	—
40	—	—	+1
50	+1	—	—
60	—	+1	+1
80	—	—	+1
90	—	+1	—
99+	+1	—	+1

¹ Movement in Hex-Squares

Endurance (END)

This is your health, resistance to damage, and survivability. Endurance determines whether you have better or poorer health and the threshold of pain that you can endure. It affects your survival chances against chemical addiction, disease, and poisons.

If a character's Endurance changes, his life force also increase or decrease accordingly at the same time.

All living creature has an Endurance score. A creature with 0 Endurance (such as an apparition, automation, or hologram) has no “physical” body or metabolism. It is immune to characteristic damage, and does not suffer lethal damage, unless stated elsewhere.

Bonus Life Force: The higher the END score, the more bonus Life Force and Knock Out resistance you have as denoted in the adjoining table. Each level of your score stacks with the previous bonus.

Damage Resistance: A high END score will grant a natural resistance to all types of damage. Add any bonus granted to your existing EDR or PDR. Each level of your score stacks with the previous bonus.

Death: A character or creature with an Endurance score of 0 is an automaton, dead, or the undead. A 0 or negative number in any other score means the character is helpless and cannot move stuck in a catatonic state until treated (see Characteristic Loss).

AGI Score	Bonus LF	Bonus KO	Natural DR
10	+1	+1	—
20	+1	+1	—
30	+1	+2	—
40	+2	+2	—
50	+2	+3	+1
60	+2	+3	—
70	+3	+4	—
80	+3	+4	—
90	+3	+5	+1
99+	+4	+5	+1

Intelligence (INT)

This is how big your brain is and measures your level of smartness. The primary use of this characteristic is knowledge attempts and recollection of past memories. Intelligence also determines the number of Languages that a character can, speak, understand, and write.

Any creature that can think, learn, or remember has an Intelligence score. A creature with 0 Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions and morale effects) and automatically fails Intelligence checks, unless stated otherwise in the rules.

INT Score	Bonus Languages	Read/Write
40	+1	—
50	—	+1
80	+1	—
90	—	+1
Languages		
Arabic	Italian	
Chinese	Japanese	
English	Slavic	
French	Spanish	
German	Tribal	

Languages: All characters start knowing how to read, speak, and write their native racial language, unless they choose the Background: Feral or take the Flaw: Illiterate. A character can learn a new language or how to read/write a language when his INT score reaches higher levels as denoted in the adjoining table. Each level of your score stacks with the previous bonus.

Perception (PER)

Perception is composed of sight, sound, and the mind. This is your awareness of surroundings and general reasoning, the sense of knowing right from wrong and common sense. It determines your power of deduction and overall willpower against mind-influencing effects (charms, compulsions and morale effects).

Any creature that can perceive its environment in any fashion has a Perception score. Anything with no Perception score is a static object, not a creature.

Charisma (CHR)

This is your attitude, charm, and personality. Charisma determines your appearance (inside and out), likeability to others, and your influence over them. Charisma is the ability to bluff, charm, influence others, and reason.

Any creature capable of telling the difference between itself and other things has a Charisma score.

⇒ Advantages

An advantage is a power-up skill that the character learns through experience and training. Characters must purchase advantages by spending Evolution Points earned through adventuring (see EVP for more details). A list of common Advantages is detailed in Chapter 3.

⇒ Combat Skills

The following skills are basic skill essential to the evolution system. Your Overseer may omit combat skills or expand on the basic combat skills to define more specialized categories covering hard to find unusual weapons or based by campaign setting.

Combat skills reflect a character's ability to defend and to fight in hand-to-hand, melee, and ranged combat. All combat skills are broken down into the following eight sub groups.

At character creation, racial options grant two combat skills (based on race chosen) at a base of 20 points plus the starting value presented in the sidebar. Improving combat skills beyond the starting value is done through the expenditure of Evolution Points (see EVP for more details).

Archery is the trained skill in the use of bows and slingshots.

Brawl is combat includes the expertise in using one's body to fight or grapple, dealing KO damage.

Block is a defensive combat skill to block brawl, melee, and thrown attacks.

Dodge is a defensive combat skill to dodge any attacks.

Firearm is the trained skill in the use of handguns, shotguns, sub-machine guns, and rifles.

Combat	Starting Value
Archery	10% (AGI + PER)
Block	10% (PER + STR)
Brawl	10% (STR x2)
Dodge	10% (AGI x2)
Firearm	10% (PER x2)
Heavy Weapon	10% (INT + PER)
Magic	10% (INT + CHR)
Melee	10% (PER + STR)
Thrown	10% (STR x2)

Heavy Weapons cover a variety of crew-manned firearms, large-sized firearms, and launchers.

Magic covers assault and defensive spells.

Melee combat determines one's ability to utilize a bladed or blunt weapon held in one or two hands.

Thrown combat is one's resolve in the use of thrown weapons.

⇒ Support Skills

Support skills complement Characteristics through specific specialties of each Characteristic. Each stage of character building process offers Support Skill bonuses. Support skill adds the support bonus listed to that aspect of the Characteristic. When dealing with the type of support that is relevant to the Characteristic check, you add the support bonus to your Characteristic; else you don't have anything to add. Your Overseer may omit or expand on the basic support skills to define more specialized support skills based on his campaign setting.

Strength

Climb: It's easier to climb surfaces.

Intimidate: The use of might or muscle to intimidate a person.

Jump: Can jump farther and higher than the average man.

Swim: Know how to swim better and longer.

Agility

Acrobatics: Can flip, tightrope walk, and tumble.

Animal Riding: Can ride a horse or other riding animals with ease.

Dance: Trained in knowledge and executions of the art of various dance styles.

Disable/Set Trap: The knowhow to disable and set up traps.

Drive: Can drive an animal pulled vehicle.

Escape Artist: Can escape binds and other restraints.

Pick Locks: Can open a locked lock with proper tools.

Rope Use: Know how to make knots and other various rope tricks.

Sleight of Hand: Quick action of the hands to usually for disappearing / reappearing card tricks and the pilfering of pockets.

Stealth: Hiding out of sight and moving silently.

Endurance

Hold Breath: Can hold breathe longer than the normal man.

Stamina: Have an increase stamina than the normal man.

Survival: Know how to build shelter from the elements and how to find food and water in the wilds.

Intelligence

Alchemy: Skilled in the chemical arts of poison and potion making.

Civics: Knowledge of the government and laws of the land.

Craft, Art: Can craft painting and sculptures with the proper tools as well as value the work.

Craft, Smith: Can smelt ore and craft metal objects with a forge and the proper tools.

Craft, Structures: Can set up blueprints and build structures with the proper tools.

Decipher: Knowledge to decode an encrypted message.

Forgery: Skilled in copying other handwriting.

History: Knowledge of the history and historical objects of Vlaanderen.

Medicine: Knowledge and treatment of healing, medicine, and surgical practices.

Nature: Knowledge of fauna, flora, and places of power in Vlaanderen.

Religion: Knowledge of the various religions and religious practices throughout Vlaanderen.

Repair: Knowledge and execution of repairs to objects and structures.

Science: Knowledge of various other sciences not already covered in this section.

Technology: Crafting and knowledge of advance experimental scientific devices and theories.

Perception

Hunting: Knowledge of capturing and killing animals for food or sport.

Intuition: Gut feeling about an emotion from another individual.

Navigation: Knowledge of the landscape and mapping of the shards in the sky to know exact location in Vlaanderen.

Search: Keen sense to notice the concealed or hidden.

Track: Ability to identify, locate, and follow a set of footprints or other identifying properties.

Charisma

Animal Training: Knowledge to a domesticated animal in a set of instructions through command gestures or words.

Barter: The ability to haggle for a better deal when buy or selling goods.

Black Market: Knowledge of various contact to sell illegal items that cannot not normally be sold to a legitimate merchant.

Deception: The art of speech to bluff or lie and make it believable.

Disguise: A change of appearance to disguise an individual from identification.

Intelligence Gathering: The gathering of information from various people on a particular subject.

Perform: The art and execution of various perform arts, like juggling and singing.

Persuasion: The ability to make others see your point of view and to go with it.

Presence: The ability to be noticed by your mere presence through appearance, charm, and reputation.

⇒ Basic Rules

Resolving Conflicts

All problems or tasks are resolved through the use of d100. Characters or the game's Overseer must match or roll under their Characteristic score that is relevant to the conflict. If a character matches or rolls under their score, then they are successful in resolving the issue. If the character rolls 01 then they have a critical success accomplishing the extraordinary (Some skill advantages can improve critical or lethal success). If the character rolls 100, it is a catastrophic failure (The Jinx trait changes this to 98-100).

Resolving Combat is the same as problems, except that the character might need to succeed several times in order to defeat his opponent or opponents. When the character successfully hits an opponent with a weapon or firearm, the opponent receives a dodge attempt (see Combat and Tactics). If the dodge fails, the opponent suffers a number of wounds determined by weapon type and other related modifiers.

Lethal Success in Combat: In combat, if the result of a d100 roll is equal or less than the critical success rate (normally 01%), then the character scores a lethal hit, dealing double the number of wounds to the target.

Catastrophic Failure in Combat: In combat, if the result of a d100 roll is equal or more than the failure rate (normally 100%), then the character fumbles, losing his remaining AP for the revolution and suffer an appropriate effect detailed from his Overseer.

Bonuses and Penalties

Any bonus or penalty added to a resolve a conflict or task is added or subtracted to the character's relative characteristic score or combat skill before the d100 roll is made. The success of the score is then based off of the adjusted characteristic or combat score. Bonus and Penalty of the same type normally do not stack or add together unless the description below states otherwise. On multiple bonuses or penalties that doesn't stack, use the higher bonus or penalty.

Bonus/Penalty Types

Circumstance: These are situational bonuses or penalties that are given by the Overseer to fit an individual, strange, or unique situation. There may be multiple circumstance bonuses or penalties that apply to situation. As long as the situation is different, the bonus or penalty will stack.

Enhancement: This bonus or penalty is created from a magical or supernatural effect.

Equipment: This bonus or penalty is associated with the use of weapons or the wearing of armor.

Occupational: This is a bonus gained from an occupation. These bonuses are rare.

Racial: This type of bonuses or penalties are associated to one's own unique race.

Support: This bonus is granted from various character creation elements or advancement option. Support bonuses always stacks with other support bonuses.

Surprise: This bonus is given out by the Overseer when a surprise occurs and is unique to each surprise type of action.

Tactical: This bonus or penalty is associated with combat and terrain. There may be multiple tactical bonuses or penalties that apply to situation. As long as the tactical situation is different, the bonus or penalty stack.

Bonus/Penalty Type
Circumstance
Enhancement
Equipment
Occupational
Racial
Support
Surprise
Tactical

CHAPTER II

CHARACTER CREATION

This chapter details the process necessary to design a character suitable for use in any campaign setting. The character creation process will take up to two or more hours depending on familiarity with the setting and system. There are several divisions within this chapter that should be followed in the order presented. Each division provides several options for customization that result in a unique end-character. Grab some scrap paper, you are going to need it.

The Exodus campaign setting has several human and mutant races available for players. First the player will need to look over the available races and select a choice for his character. Refer to section 1 for individual race details.

Next the player chooses a Background for his character. Backgrounds represent the faction that a character belongs to or has been brought up in and can influence Characteristics changes and other skills.

Once the character's Background has been determined the player is free to choose Personality Flaws and Traits to further enhance his character. Flaw provide a negative result while traits provide a positive benefit. Some Flaws provide both a negative and a positive, however, the negative always outweighs the positive in these cases.

Next has the player chooses an Occupation for his character. Occupations represent what a character did in a defined role before he started adventuring. Occupation adds starting Advantages, Support Skills, and Starting Funds. In some rare cases, an Occupation may add a small bonus to a Characteristic.

Lastly the player must determine his characteristic scores and combat skills scores as detailed under Characteristic Score Generation below. Your Overseer will direct you to the method used in his campaign. Now record all of your scores to a character sheet. All that is left is to choose: equipment, calculate Life Force totals, and prepare a physical Description and background story for the character.

⇒ Characteristic Score Generation

Characteristic and Combat skill scores are generated by one of the selected method presented below. An Overseer will approve the best method of generation for his campaign. These are campaign starting methods, and not designed for new players joining an already ongoing Evolution game.

Balance

The Balance method of generating Characteristic scores in an Evolution setting is by rolling 5d10 (generating 5 to 50) eight times. Drop the highest and lowest score and place the other six results to a score of the player's choice. Next determine each Combat skill based on the Combat Starting Value chart located in the Combat Skills section above. Finally, add any modifiers to the Characteristic and Combat skill scores from Background, Race, Skilled Trades, or Traits. If a modifier results in a score of less than 2 or greater than 60, the player must adjust his allocations to those totals as directed by his Overseer.

Build

The Build method of generating Characteristic scores in an Evolution setting is by having all scores start at the value of 2 and then buying points on a 1 to 1 basis to the characteristics of the player's choice from 138 build points. Add any modifiers to the Characteristic and Combat skill scores from Background, Flaws, Occupation, Race, and Traits. If a modifier results in a score of less than 2 or greater than 60, the player must adjust his allocations to those totals as directed by his Overseer.

Standard

The Standard method of generating Characteristic scores in an Evolution setting is by rolling 5d10 (generating 5 to 50) and placing the total result to a score of the player's choice. Continue to roll for each of the 6 Ability Score. Next determine each Combat skill based on the Combat Starting Value chart located in the Combat Skills section above. Finally, add any modifiers to the Characteristic and Combat skill scores from Background, Race, Skilled Trades, or Traits. If a modifier results in a score of less than 2 or greater than 60, the player must adjust his allocations to those totals as directed by his Overseer.

Static

The Static method of generating Characteristic scores in an Evolution setting is by having all scores start at the same value of 25 and then adjusting based on Character options chosen. Add any modifiers to the Characteristic and Combat skill scores from Background, Flaws, Occupation, Race, and Traits. If a modifier results in a score of less than 2 or greater than 60, the player must adjust his allocations to those totals as directed by his Overseer.

Plus

The Plus method of generating Characteristic scores in an Evolution setting is by rolling 5d10 (generating 5 to 50) seven times. Drop the lowest score and place the other six results to a score of the player's choice. Next determine each Combat skill based on the Combat Starting Value chart located in the Combat Skills section above. Finally, add any modifiers to the Characteristic and Combat skill scores from Background, Race, Skilled Trades, or Traits. If a modifier results in a score of less than 2 or greater than 60, the player must adjust his allocations to those totals as directed by his Overseer.

⇒ Section 1: Races

Bio Genetic Mutants

Bio-Genetic Mutants (Bio-Gens or Half-Mutants) are the offspring of a male Trans-Genetic Mutant and a Human Female through the Genesis Project. The Genesis Project is a hybrid mutant program implemented by the scientists of the Mutant Army in 2024 to swell the ranks of the Mutant Army with hybrid human/mutants by 2040. As part of the project, human females were bought from slavers or captured in settlement raids to host the Bio-Gen births, of which 99.9% resulted in the fatality of the female.

During 2042, several of the Genesis Project scientists noted that the Bio-Genetic Mutants displayed greater intelligence than the Trans-Genetics and were capable of breeding without degradation of intellect in the second generation of Bio-Gens. The Trans-Gens scientists created a distraction through the use of potential defectors by overloading the security of the Mutant Army compound

Evolution Terms (Race)

Base: This is a starting value used at character creation that covers a variety of different Evolution statistics and mechanics. Base values do not add together if a character has the same base value of a statistic or mechanic. The character receives the higher base value and does not benefit for the lower value.

Action Points (AP): The number of points that may be spent on combat actions.

Combat Skills: The starting bonus to a combat skill the character possess'.

Life Force (LF): The number of wounds a character can endure before falling unconscious.

Movement (MV): The number of hexes or squares a character can move on a combat grid during combat.

Modifiers: These are racial bonuses and penalties a player gains to his character for selecting a particular race. Each race has different modifiers.

Size (SZ): The size of the character as defined by object size.

Physical Stats

Every race has physical stats that give the typical range of height and weight.

- To determine height add the height modifier to the base height.
 $Ht\ mod + Base = Ht$
- To determine weight take the height modifier result and times it by the weight modifier, then add to base weight plus STR adjustment.
 $(Ht\ mod \times Wt\ mod) + Base + \frac{1}{2} STR = Wt$

in Los Alamos and escaped with nearly all of the Bio-Genetic Mutants and related projects to an undisclosed secret Military Base in the northern Utah region.

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

Base Values

- Action Points: 4
- Combat Skills: +20 Melee, +20 to one other combat skill of the player's choice.
- Life Force/KO: 7
- Movement: 4 hex-squares

Bio-Mutant Modifiers

Bio-Genetic Mutants gain the following racial modifiers at character creation:

- Size: Medium
- +10 bonus Endurance or Strength
- -10 penalty to Charisma.
- +10 points to one Combat skill of choice.
- Physical Damage Resistance: PDR 1

Human Nature

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

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

Dwarves

Dwarves are small humans that growth was stunted do to a genetic flaw in their DNA. After the Great War, more dwarves where born due to the high level of radiation causing mutation in the parents reproductive system. Dwarves are treated for the most part as any other human but have also been called: Gnome, halfling, hobbit, midget, munchkin, and troll as a stereotype.

Base Values

- Action Points: 4
- Combat Skills: +20 to two combat skills of the player's choice.
- Life Force/KO: 6
- Movement: 3 hex-squares

Physical Stats				
Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	36 in.	+1d10 in.	90 lb.	x1d10 lb.
Female	32 in.	+1d10 in.	65 lb.	x1d10 lb.
	Average Height		Average Weight	
Male	41 in. (3' 5")		115 lb.	
Female	37 in. (3' 1")		90 lb.	

Dwarven Modifiers

Dwarfs gain the following racial modifiers at character creation:

- Size: Small
- +10 bonus Charisma and Endurance
- +10 bonus to Dodge combat skill
- Cover counts as the next higher protection category.
- Using a large-sized weapon bestows a –20 penalty to the relative combat skills.
- **Dwarven Toss:** An ally can toss the dwarf character like a sack of potatoes as long as they can lift the dwarf's weight (including equipment) with a successful STR attempt. Dwarfs have a toss range of 1 hex-square. Failed attempts use the Explosive miss chart in Chapter 4. (No the dwarf character doesn't explode!)

Human Nature

Same as Human below.

Humans

Humans are the primary race found in the Wasteland. There are many different kinds of humans ranging from pasty-skinned Shelter Dwellers who have not seen natural light for generations, to hardy mountain tribes who have developed an entirely new culture. Humans have little in common ideologically and there is no one root for all human cultures since each spawned from a separate groups of survivors.

The most common human lifestyle is to live in a small wasteland community. They squat in the ruins of civilization, living in houses and still-serviceable buildings, and may have luxuries such as flush toilets and electricity. Knowledge of the old world beyond what is immediately applicable, however, is something spoken of from memories – and these slowly eroding into myth.

In game terms humans are identical to humans in the real world. They are neither particularly immune to the effects of radiation, nor especially concerned with it unless they take a stroll through a highly irradiated area. They have some technical know-how but the high points of science, such as power armor and energy weapons, are usually beyond their comprehension. Firearms are commonplace, as are fisticuffs and melee weapons.

Base Values

- Action Points: 5
- Combat Skills: 20 to two combat skills of the player's choice.
- Life Force/KO: 6
- Movement: 4 hex-squares

Physical Stats				
Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	60 in.	+2d10 in.	120 lb.	x1d10 lb.
Female	55 in.	+2d10 in.	85 lb.	x1d10 lb.
Average Height			Average Weight	
Male	71 in. (5' 11")		175 lb.	
Female	66 in. (5' 6")		140 lb.	

Human Modifiers

Humans gain the following racial modifiers at character creation:

- Size: Medium
- +10 bonus to two different Characteristics of choice
- +2 Advantage of choice (must meet any requirements)

Human Nature

Humans of the Wastelands are not a trusting lot when it comes to outsiders and others sentient beings of the waste. Humans view other humans depending on their community; Shelter Dwellers, for example, are

xenophobic of Wasteland humans, believing they have contagious diseases and are overly violent. Most humans can coexist with others human once trust is established.

Other sentient beings of the waste are viewed with blatant racism by humans. They generally view Walkers (aka Deaders, Ghouls, or Zombies) with disdain and most will shoot a Walker on sight. A few communities have taken pity on these radiated souls, however, and allow them to live on the outskirts of society. They are tolerated for their knowledge of pre-war history and technology and ability to repair items.

Trans-Genetic Mutants, though, are viewed as a dangerous threat to humanity by most, as they seek to evolve the human race into monstrosities. The Trans-Genetic Mutants must be destroyed to preserve human existence. In a few cases Wasteland towns and caravans have adopted a few defector Trans-Genetic Mutants as military measures against raiders and the Trans-Genetic Mutant army.

Symbiotic Mutants

During the Manhattan Project in the 1940, the United States Government started several “Super Soldiers” Projects throughout the United States to combat the Nazi’s occult and super soldier programs. The Symbiotic Strain drug was created and produced many failed experiments through splicing animal DNA into human hosts, which resulted in unique uncontrollable beasts; the most notable of these beasts was known as Bigfoot or Sasquatch which escaped into the wilderness in the early 1960. The Strain was perfected just after the turn of the century, when the human genome was decoded and was used during the War on Terror through elite military squads. The Symbiotic Strain was lost during the Exodus but resurfaced 30 years later after explorers found a cache of the drug in a military facility in Northern California and sold it to merchants in Reno that in turn sold it as a recreational drug not knowing the drug’s effects.

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

Since most Symbiotic Mutants can pass as humans (see DNA Traits below), they are treated as the human race as detailed above.

Base Values

- Action Points: 4
- Combat Skills: 20 to two combat skills of the player’s choice.
- Life Force/KO: 6
- Movement: 4 hex-squares

Physical Stats				
Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	60 in.	+2d10 in.	120 lb.	x1d10 lb.
Female	55 in.	+2d10 in.	85 lb.	x1d10 lb.
	Average Height		Average Weight	
Male	71 in. (5’ 11”)		175 lb.	
Female	66 in. (5’ 6”)		140 lb.	

Symbiotic Mutant Modifiers

Symbiotic Mutants gain the following racial modifiers at character creation:

- Size: Medium
- +10 points to a Combat skill of choice
- **Symbios:** Symbiotic Mutants gain their special abilities through DNA splicing. They gain 1 animal traits and 1 side effect from the genetic alteration of their genomes as detailed below.
- **Drug Immunity:** Symbiotic Mutants are immune to recreational Drugs and cannot benefit from any drugs that alter physical or mental ability statistics. The Symbiotic Strain once introduced into a human host combines with their DNA and creates an elite defense that prevents additional alteration or mutation of the Strain type creating the immunity.

Human Nature

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

Animal DNA Traits (Choose 1)
Sonar: The character can emit as a special action a high pitch frequency to locate creatures and objects within 6 hex-squares.
Climber: The character is a natural climber and can climb objects at a rate of his normal movement speed.
Night Vision: The character can see in complete darkness up to 6 hex-squares.
Gills: The character has developed gills and is able to convert water into oxygen allowing him to breathe underwater.
Improved Mental Stat: The character may add +10 to one of his mental ability scores (INT, PER, or CHA).
Improved Physical Stat: The character may add +10 to one of his physical ability scores (STR, AGI, or END).
Increased Speed: The character gains +2 hex-squares to his movement.
Leaper: The character is a natural jumper and jumps twice the distance and height of a normal jumper.
Natural Attack: The character gains a natural attack (bite or claw) that deals 1 wounds.
Powerful Build: The character has the powerful build trait as describe under the Trans-Genetic Mutant Race.
Racial Immunity: The character has a strong immunity and is immune to one of the following effects: Disease, Poison, or Radiation.
Scent : The character can smell opponents and other scents up to 6 hex-squares away.
Sprint: The character can move up to five times his movement when charging or running.
Webbed Skin: The character has grown webbed skin between his upper arms and ribcage beneath the armpits, as well as between his fingers and toes. This extra skin is almost leathery and can be used to glide and increases swimming by +1 MR. If the character is wearing light or no armor, and jumps from a height of at least 10 feet and extends his webbed skin, he can glide in a descent 3 times the height as his normal movement, depending on the height this may or may not put the character on the ground. Landing successfully requires a successful AGI roll, else crash into a prone position. IF the webbed skin takes damage, the character must wait for regrowth before being able to benefit from these bonuses. Downside of this is you must take the Webbed Skin Side Effect also.

DNA Splicing Side Effects (Choose 1)
Cat Eyes: The character received slightly too much Feline DNA, causing his eyes to change and resemble that of a cat. This feature causes social interaction penalties with others unless concealed with shades. The character takes a -10 penalty to Charisma rolls unless his eyes are disguised or concealed.
Elongated Arms: Both arms of the character have become elongated, much like a gorilla. This is largely ignored by the public and suffers no social penalties. However, the character cannot benefit from the advantages that reduce AP costs, such as quick drawing a weapon or retrieving an item.
Elongated Legs: Both legs of the character have narrowed and become elongated, much like an elk. This is largely ignored by the public and suffers no social penalties, unless the character is running around naked. The character suffers a one hex-square penalty to his base movement.
Facial Deformity: The character's face has slightly deformed, showing an animalistic feature. The most common features are enlargement of the teeth causing a predominant overbite, pointed ears, a protruding chin, nose and jaw, or sloping brow. The character suffers a -10 penalty to Charisma checks.
Fur: The character's skin is covered in a light soft fur of a solid or multi-patterned color. The character takes +1 additional wound of damage from any fire-based effects. Also, the character takes a -10 penalty to Charisma rolls unless he shaves or conceals the fur covered area. If shaved, every three days the fur grows back.
Translucent Skin: The character skin is slightly translucent and grey in texture, allowing a close up view of his veins closest to the surface of the skin. The character takes a -10 penalty to Charisma checks unless his exposed skin is disguised or concealed.
Webbed Skin: The character has grown webbed skin between his upper arms and ribcage beneath the armpits, as well as between his fingers and toes. This extra skin is easily concealed beneath specially modified clothing cut to allow the extension of the webbed skin. Light armor can be altered to accommodate the character for protection with the need to cut away the skin. This extra skin does get in the way of precise actions unless it is cut away, dealing 1 wound of damage to the character. The skin grows back every three days. If the skin is not cut away from the hands, the character suffers a -10 penalty to Agility attempts requiring the use of one or both hands. Additionally, if the character does not conceal his webbed features, he takes a -10 penalty to Charisma checks.

Trans-Genetic Mutants

During the Manhattan Project in the 1940, the United States Government started the Trans-Genetic Warrior Project in Berkeley California using radiation to create a super soldier to combat the Nazi's super soldier program. The Trans-Genetic Warrior project produced many failed experiments (the most common being the Walker) until the turn of the century, when the human genome was decoded. The Trans-Genetic Warrior Project was moved to Los Alamos, New Mexico in 2002 where radiation was used to mutate orphaned infants physical genomes in stasis chambers until reaching young adulthood upon where they were processed into a special military training force that trained them to be killing machines.

Tran-Genetic Mutants stand nearly 7 foot tall, and have green, grey or yellowish skin (or a mixture of all three) with a dried out texture. They resemble normal humans in anatomy, but are far stronger and are nearly immune to radiation and disease. Unfortunately, one of the secondary effects of being in a stasis chamber for 10 to 15 years is diminished mental attributes.

Base Values

- Action Points: 4
- Combat Skills: 20 to Heavy Weapons and Melee combat skills.
- Life Force/KO: 8
- Movement: 4 hex-squares

Physical Stats				
Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	76 in.	+1d10 in.	160 lb.	x2d10 lb.
Female	72 in.	+1d10 in.	125 lb.	x2d10 lb.
Average Height		Average Weight		
Male	81 in. (6' 9")		215 lb.	
Female	77 in. (6' 5")		170 lb.	

Tran-Genetic Mutant Modifiers

Trans-Genetic Mutants gain the following racial modifiers at character creation:

- Size: Medium
- +10 racial bonus to Endurance and Strength
- -20 Intelligence, -20 penalty to Charisma
- +10 points to a Combat skill of choice
- **Immunity and Resistances:** Trans-Genetic Mutants are immune to disease and normal sickness (common cold and flu). Additionally, Trans-Genetic Mutants are resistance to lesser forms of Radiation Exposure. The mutant suffers no ill effects from Radiation levels of 70 RAD and below (see Radiation).
- **Powerful Build:** The physical stature of Trans-Genetic Mutants allows them to function in many ways as if they were one size-category larger. Whenever a Trans-Genetic Mutant is subject to a size modifier, or special size modifier for an opposed check, the Trans-Genetic Mutant is treated, as one size larger if doing so is advantageous to him gaining a +10 to Grapple attempts, and a +10 STR to resist Move, Push and Trip attempts. A Trans-Genetic Mutant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as swallow whole) can affect him. A Trans-Genetic Mutant can use weapons designed for a creature one size larger without penalty. His presence and reach, however, remain those of a creature of his actual size, medium.
- **Restrictions:** Trans-Genetic Mutants are restricted to use of large-sized firearms and medium-sized or larger melee weapons due to the size of their mitts. Explosives, firearms and melee weapons outside of their size range can be used, but at a penalty of a -20 to the relative combat skill. Additionally, Trans-Genetic Mutants cannot wear any armor unless it is specially sized for them because of their broad frame and dense skin. Their skin, however, is very thick, granting them 1 points of physical damage reduction (PDR 1).

Human Nature

Since the fall of the US Government, the Trans-Genetic Warriors is a major opposition in the wasteland and are the evolution of the Wasteland. Trans-Genetic Mutants view wasteland humans as imperfections that

caused the cataclysm of 2012, and are nothing better than a tool in which to harvest more recruits to bolster their ranks. Walkers are the remains of failed experiments and are nothing more than a source of knowledge to aid in the growth of the Alpha race. Most Walkers are either casualties of war or turned into slaves and forced into work camps in the service of the Trans-Genetic Mutants.

Walkers

Although they look like a walking corpse, Walkers are in fact otherwise normal humans who have been exposed to massive amounts of radiation during the Great War or from the United States government as part of the “Trans-Genetic Warrior Project (failed experiments)” and survived against all odds. Walkers are also called deaders, ghouls or zombies by wastelanders due to their appearance and old pre-war horror movies. The Chi of San Francisco, however, term Walkers as *Jiang Shi* translating as walking corpse.

Walkers are the same size as normal humans, but have pale, discolored flayed skin. What little hair they have left is spotty and wild. Despite their physical deformities, Walkers minds are intact. Due to the massive dose of radiation they received, the average lifespan of a Walker is 300 years. However the side effect of the radiation has made Walkers sterile.

Most human communities do not tolerate Walkers, and their terrifying appearance has led many to simply shoot them on sight. This has led them to create communities of their own when possible. One of the largest Walkers populations is located in the defunct once secret military base in Berkeley, California where military personnel and scientists were eradicated by nuclear fallout and the uprising of the Walkers.

The radiation that has deformed Walkers has also prolonged their lives—in fact, they are almost all survivors from before the War. Most Walkers know how technology works and make excellent scientists and mechanics. While there are many opportunities open to wanderers with those skills, many Walkers do not feel the need to wander the Wastes and instead remain content to live out their days in the communities they have carved.

Most Walkers regard normal humans, which they often refer to as “smooth skins,” with suspicion if not outright hostility. They tend to be very pragmatic, having witnessed the destruction of civilization once before, and observe the rise and fall of power groups attempting to take its place from a distance.

Base Values

- Action Points: 4
- Combat Skills: 20 to two combat skills of the player's choice
- Life Force/KO: 6
- Movement: 3 hex-squares

Walker Modifiers

Walkers gain the following racial modifiers at character creation:

- Size: Medium
- +10 racial bonus to Endurance and +20 to Intelligence
- -10 penalty to Charisma
- +10 points to a Combat skill of choice
- +1 Advantage of choice (must meet any requirements)
- **Immunity to Radiation:** Walkers are immune to the effects of radiation and radiation sickness. Radiation exposure increases their Healing Rate x2.

Physical Stats				
Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	60 in.	+2d10 in.	100 lb.	x1d10 lb.
Female	55 in.	+2d10 in.	65 lb.	x1d10 lb.
	Average Height		Average Weight	
Male	71 in. (5' 11")		155 lb.	
Female	66 in. (5' 6")		110 lb.	

Human Nature

Walkers attempt to remain in human society, or at least, on the outskirts of human settlements in the Wastelands. They are seen as horrors, however, and are feared in general by humans. This makes their survival a difficult task. Most Walkers just seek to live in peaceful, small communities on the outskirts of towns, staying out of most of the affairs of humans.

Walkers in general are not hostile to humans, unless humans come a gunning for them. Trans-Genetic Mutants, however, are a dangerous threat to Walkers, as the mutants seek to either eradicate them or make them slaves. It is a rare case to see a Walker and a Trans-Genetic Mutant working together.

⇒ Section 2: Backgrounds

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

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

Unless indicated by a racial requirement (such as Walker or Trans-Genetic Mutant only), all backgrounds are available to all Exodus races.

Chi Descendant

You are the descendant of the Chinese people from Chinatown in San Francisco, California. A Chinese prophet foresaw the Great War and led a large group of Chinese citizens of importance into an underground fallout shelter beneath Chinatown, hours before the sky dragon blew fire upon the earth. After twenty years of isolation in the shelter, the Chi and their offspring returned to San Francisco and began to rebuild their civilization in the ruins.

The surviving Chi now number in the hundreds and have set up a feudalistic government centered in the ruins of Chinatown and spread out into San Francisco Bay area.

Chi Traits

Race Requirement: Human (Chinese)

All Chi characters are highly trained in hand to hand combat gaining the combat advantage **Karate** as a free advantage. Requirements need not to be met in order to benefit from this advantage.

Children of the Apocalypse

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

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

CotA Cultist Traits

Race Requirement: Human

Children of the Apocalypse recruit from militant trained individuals and violent troublemakers. CotA characters receive -10 Charisma, but gain +5 to one combat skill (player choice) and gain one combat advantage that the requirement is met.

Feral

You spent most or all of your childhood in the wild. While the Wasteland is a dangerous place the maternal instincts of many species there remain strong. Miraculously you survived your abandonment, whether it was intentional or accidental, and through some unusual circumstance you have now returned to civilization.

Freed Slave

You are a free slave after having escaped or been released by your former master. Most, if not all, of your life has been spent in servitude and you have been treated as little more than a beast of burden.

Without laws to protect the exploitation of people, slavery is alive and well in most corners of the world. In some places it is called by more civilized terms such as indentured servitude but the net effect is the same: the buying, selling, and trading of other human beings is not only accepted among many communities but often encouraged. Slaves are, in general, poorly educated laborers working in utterly inhumane conditions. On rare occasions, however, a master will provide training in literacy and math to have an educated servant. Invariably, slaves carry some kind of brand identifying them as a piece of property; the only way to remove this brand is to cut or burn it off, resulting in a large amount of scar tissue.

Gangster

You spent your formative years in or around an organized crime syndicate. Here you learned several important life lessons: intimidation can be the greatest form of negotiation; bullets speak louder than words; and, family and loyalty means everything even when all else has failed.

Gangs are a way of life anywhere there is disorder and lawlessness. Even in the Wasteland organized crime still exists and in some cases controls entire cities.

Gypsy

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

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

Feral Child Traits

Race Requirement: Human

Growing up in the wild has increased your physical stature. Feral characters gain a +5 to Agility, Endurance, and Strength and an addition +1 LF. However, the character lacks the mental capacity to understand civilized ways, suffering a -10 penalty to Intelligence and a -10 to Charisma. Additionally, he cannot speak a language until his Intelligence reaches 20, and also gains the **Illiterate** trait.

Freed Slave Traits

Free Slaves are generally the result of the master being killed by a wasteland hero or other warring faction that didn't need slaves and were not violent enough to kill everyone on site. Freed Slave characters have a visible brand (as determined by the Overseer). Because of the hardship most slaves endured, freed slave characters gain a +5 Endurance bonus and one skill trade.

Gangster Traits

Gangsters are the underworld criminals of the wasteland. Gangsters are generally associated with a crime family (as determined by your Overseer) and will have special requests of the family from time to time. Gangster characters gain +10 to any one combat skill and gain one bonus advantage of choice, but must meet the requirements of the advantage.

Gypsy Traits

Race Requirement: Human

Gypsies are akin to a con artist or snake oil salesman. With some charm and a little freehand agility, the customer will pay the asking price. A Gypsy character gains +5 Agility and Charisma, but gain a -15 to combat (firearms). The Gypsy character also gains one Agility or Charisma advantage of choice and one skill trade. The character must still meet the requirement of any advantage or skill trade chosen.

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

Mutant Army Defector

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

Mutant Army Defector Traits

Race Requirement: Trans-Genetic or Bio-Genetic Mutant

This is the default background for Mutant characters. Mutant Defectors have defected from the mutant army for various reasons for each individual or group. The Mutant Army actively hunts and kills all defectors regardless of reason.

A Mutant Defector character gains one combat advantage they meet the requirements for and a free outfit: Fatigues (mutant-sized).

Mutant Spy

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

Mutant Spy Traits

Race Requirement: Trans-Genetic Mutant

Mutant Spy characters are treated as defectors for all purposes when it comes to encountering the Mutant Army. However, the mutant spy may be noticed by a squad commander or other higher ranking officer (your Overseer will let you know) to prevent death.

A Mutant Spy character gains one combat advantage they meet the requirements for and a free outfit: Fatigues (mutant-sized).

Orphan

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

Orphan Traits

Race Requirement: Human or Symbiotic Mutant

Orphans are left to fend for themselves and develop unique characteristics and skill sets. Orphan characters suffer a -10 to Charisma and Intelligence, but gain +10 Agility and Endurance. Additionally Orphans gain +5 to hand-to-hand melee and ranged combat skills.

Radiant One

You have spent a long time near a source of radiation and it has left its mark on you. While most Walkers can tolerate those conditions you seem to almost enjoy irradiating yourself.

Radiant Ones have absorbed, and consequently emit, so much radiation that they glow in the dark. They are considered outsiders even by other Walkers, and smooth skins that spend any length of time around them will gradually become irradiated as well.

Radiant One Traits

Race Requirement: Walker

Radiant One character's don't have a problem seeing in the dark since they emit a radioactive light from their skin that provides illumination in a 4 hex-square burst. Clothing and light armor reduces the illumination by 1 hex-square. Heavy armor and hazmat suits reduce the glow by 2 hex-squares. Anyone within this area is also subject to mild levels of radiation (see Radiation for more details and effects). The downfall of glowing in the dark, it makes it extremely difficult to hide. Opponents gain a +80 Perception bonus when making opposed rolls to notice the glow.

Savior's Army

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

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

Savior's Army Cultist Traits

The Savior's Army recruits their members from various medical fields and use volunteers for other needs. A Savior's Army character gains +10 Intelligence and the Physician skilled trade, as well as one other skilled trade in the medical field. However they suffer -5 to all combat rolls.

Shelter Dweller

Your family was one of the fortunate individuals that made it to one of the great underground fallout shelters created by the United States Government during the Cold War in the late 20th century, when the bombs began to fall in the Exodus. Your shelter either remained closed until recently or is still closed. You and your fellow Shelter Dwellers have little or no contact with the outside world; you have no idea what to expect as you venture into the Wasteland but seeking civilization should be one of your top priorities. These fallout shelters number in the hundreds and were scattered across the entire United States. While some of them failed or were victims of the government's experiments, just as many of them remained intact, and the people inside these shelters were protected from the harshest effects of the War.

Shelter Dwellers have spent entire generations in isolation and many of them view their existence as a mission to keep the flames of civilization alive. They have access to books, music, and art from the pre-War world, and their technology is often the envy of the entire Wasteland. Characters with this background are not especially suited to life in the Wasteland but often have valuable technical know-how that convinces others to keep them around.

Shelter Dweller Traits

Race Requirement: Human

Shelter Dwellers are a xenophobic lot that live in technological bliss. Shelter Dwelling characters gain a +10 bonus to Intelligence, but suffer a -10 Charisma penalty. Additional they gain one characteristic advantage of choice and a skilled trade. The character must meet the requirements of the advantage or skilled trade.

Survivalist

You are from a community that places value on survival above all else. Typically this means a distrust of outsiders and something resembling military training; it can also mean utter isolation in an underground cave or behind enormous town walls. In either case, you can survive on your own, and large towns or organizations are to be trusted only when absolutely necessary.

Many of the smaller communities in the Wasteland can trace their origin back to various paramilitary and survivalist groups from before the War. These communities tend to be extremely xenophobic and self-sufficient. They turn away traders and those seeking help and make contact with the outside world only in the direst of circumstances. Unlike Tribals, Survivalists cling to the old way of life, even though they view the past's governments and wars as responsible for the current state of their affairs.

Survivalist Traits

Survivalists pick survival or all else. Survivalist character gains +5 to two combat skills of choice and gain a characteristic or combat advantage of choice provided the requirement is met.

Techno-Reapers

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

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

Techno-Reaper Cultist Traits

Race Requirement: Any except Trans-Genetic Mutant

Techno-Reapers are bought up in and around technological centers that have survived the Exodus. Techno-Reapers are skilled in the Electrical and Mechanical fields, gaining Repair and one of the following skilled trades: Repair Electrical, Repair Mechanical, Electrical Engineering, or Mechanical Engineering. Additionally Techno-Reapers start with 5 rolls of duct tape.

Tribal

You come from one of the countless tribal societies that have come to exist in the years since the war. Sometimes avoiding technology by choice, and sometimes forced to abandon it because no one in the settlement remembers how to use it, your society has instead learned how to live off the land and created a new way of life for itself.

Tribals are far more self-sufficient than city dwellers as they have forced themselves to stand on their own rather than using the ruins of civilization as a crutch. They have developed their own societies, often based around a single elder or chief, and many of them practice sophisticated animist or mystic traditions. Ancestor worship or veneration is common as are the practices of tattooing and piercing. Tribals often speak a pidgin form of the local pre-War language because of their relative isolation from the rest of the post-War world, though they do trade with other tribal communities and occasionally outsiders. Although many of these outsiders treat them as primitives, Tribals often know more about the world at large than they let on.

Tribal Traits

Race Requirement: Human

Tribals hunt the land for tools of survival, falling back on decades of instinctive knowledge to survive. A Tribal character gains a +5 bonus to either Agility, Perception, or Strength. Additionally the Tribal gains the Tracking trade skill, regardless of meeting the requirements.

Trinity Walker

During the atomic age, the military created a super soldier program dubbed Project Trinity. Through decades of failures manipulating the human genome, the US military inadvertently created the first Walkers. The Trinity Walker is a normal radiated Walker except with military background training.

Trinity Walker Traits

Race Requirement: Walker

Trinity Walkers were all trained in military skills. Trinity Walker characters gain +5 to combat (firearms) and a combat advantage (which must meet the requirement.).

Unity

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

The Unity faith welcomes outcasts, orphans, and people who are without friends into their community of self-awareness. The Union members connect with other people, to break down the walls of separation and teach

Unity Cultist Traits

Unity Pilgrims are trained in charismatic skills to help the needy individuals in the wasteland through emotion and words. Unity Cultist gain a +5 Charisma bonus and one Charisma advantage that the requirement is met.

that the idea of individuality is an illusion through the teachings of transcendence of the Six Degrees of Separation. The goal of an enlightened mind is to purpose the connection to the Unity, not dwell in the false comfort of separation. This dogma has attracted you to undertake a pilgrimage to Tahoe City to partake in the indoctrination of the Union.

Urban Survivor

You're as cosmopolitan as they come in the Wastelands. You've lived most, if not all, of your life in a large city and for your troubles you enjoyed decent medical and dental care, the benefits of technology, like air conditioning and electricity, and might have even attended an organized school with classes taught by professional educators.

Urban Survivor Traits

Urban Survivors are well off in the knowledge of both survival and technology; sort of a jack of all trades. Urban survivor characters gain a +5 bonus to one characteristic or combat skill of choice.

There are a fair number of large cities in the Wasteland especially as more and more settlements take tentative steps back towards becoming a civilization. Cities have technology above and beyond the rest of the Wastes although they bring their own problems as well such as organized crime and drugs. Urban survivors tend to be proud of their status and the privileges it has afforded them; and, although this pride can lead them to mistrust or hatred of outsiders, it could just as easily result in a mission to help those far less fortunate than themselves.

Wanderer

You have felt the pull of wanderlust for most of your years and have not fought against it. Perhaps your family was traveling merchants or members of a carnival, or maybe you just left home at an early age and have not settled down yet. Either way, you have a lot of experience with life on the road and you would not have it any other way.

Wanderer Traits

Wanderers are individuals that drift from place to place seeing the sites, meeting new people, and taking the odd job to get by. Wanderers gain +5 to two combat skills of choice and gain the Geography trade skill.

Many Wasteland dwellers never see much of the world beyond the walls of their town. Some, however, just cannot seem to settle down. They might be mercenaries offering their military skills to the highest bidder, merchants aiming for bargains, or just vagabonds looking for a place to fit in and never finding it. Whatever the reason for their travels, Wanderers have seen more in their lives than ten "normal" people and tend to be well-rounded individuals.

⇒ Section 3: Personality

Personality is an optional element to character creation. It adds role-playing elements to a character through flaws and traits. A character begins with 2 points of personality if they so choose to use them. These points may be spent on purchasing Traits. Taking a Flaw will add additional personality points.

Flaws are penalties bestowing negatives gain through life experiences that become an unknowing personal habit or tick. Then again, some flaw are just pure arrogance in the face of others just for spite. Whatever the case choosing a Flaw grants the character extra personality points to buy Traits with. A character can have no more than three flaws at character creation, unless the Overseer deems otherwise.

Traits are optional enhancement that characters are born with or acquire earlier in life thanks to dedication, accidents, trauma, or other such unusual circumstances. All traits grants benefits to the character as detailed in description of the trait. A character may possess up to no more than two Traits during character

creation. Additional traits may be earned during game play as the Overseer deems suitable for a given circumstance or situation.

Flaws

Afraid: The character is afraid of something (body of water, confined spaces, darkness, fire, heights, insects, snakes, underground, or other source of fear approved by your Overseer), staying constantly aware of his surroundings. This paranoia creates hesitation affecting his Reaction time. When left alone to face the object of his fear, or a minimum of 30 feet from his nearest ally, the character suffers from the Fear effects as detailed in the Status Summary until the source of his fear is removed.

Personality Point: +1

Angry: You were born pissed off and are quick to anger in just about any given situation. When angered, it is a good chance that you will become frustrated taking a -10 penalty to all checks unless an Endurance check at a 50% penalty is successful. Your anger is triggered when taking a wound or by failing a check by 80% or more of your failure rating.

Example: Marduke has a 62 (with his adjustments) in the task is attempting to make. If he rolls 88 or higher he triggers his anger and must make an END check at half. "88" is his anger threshold on this particular number. (Simple Math = 1 per 5; $62/5=12$; $100-12=88$)

Restrictions: Gibbelins cannot take.

Personality Point: +1

Bigot: The character is bigoted toward all other individuals not of his race. He suffers a -20 Charisma penalty to all social interaction with anyone not of his race.

Personality Point: +1

Butt Ugly: Whether you fell from the ugly tree at a young age hitting every branch on the way down or were just a genetic mistake, you're butt ugly. You suffer a -20 Charisma penalty and your Charisma is limited and cannot exceed 40. Characters with this flaw cannot take the Beautiful trait.

Personality Point: +2

Chronic Ailment: The character was born with a weak immune system and suffers a -20 Endurance penalty. Additionally, his Endurance can never exceed a score of 40.

Personality Point: +2

Clueless: This character lacks common sense and fails to notice the obvious in nearly most situations. He suffers a -20 Perception penalty and his Perception is limited to 40.

Personality Point: +2

Dumb: The character was born dim-witted suffering a -20 penalty to Intelligence and Charisma and is limited on these characteristics Evolution to no more than 30 in the Characteristic.

Personality Point: +2

Habitual User: This character thrives on chemical addictions from alchemical substances. He suffers an -10 Endurance and Perception penalty when not addicted to a substance. When addicted he does not suffer from the addiction penalties.

Personality Point: +1

Illiterate: The character has a reading disability and cannot understand any written word without an Intelligence attempt at an 80% penalty.

Personality Point: +1

Kamikaze: The character does not think or worry about threats, allowing him to act faster but exposing him to more danger in combat. He gains +25 to Combat Initiative, but suffers a -15 penalty to his Block and Dodge Combat skills.

Personality Point: +2

Obese: Some call you Jabba, others the Blob, but you know you're just Festively Plump. Do to your large size, you are easier to hit, suffering a -10 Dodge penalty and a -1 hex-square penalty to movement speed.

Personality Point: +1

Old: You are a geezer in your senior years (60+). While time has gifted you with knowledge it has affected your other senses. You gain a +20 Intelligence bonus and can exceed character creation starting limits, but you suffer a -10 penalty to Agility, Endurance, and Perception as well as a -1 hex-square penalty to movement speed.

Personality Point: +1

Scrawny: The character is smaller than other people suffering a -10 Strength penalty. Additionally his Carrying Capacity multiple is reduce to x3 (normal is x5).

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	Normal	-1d10 in.	Normal	-1d10 lbs.
Female	Normal	-1d10 in.	Normal	-1d10 lbs.

Personality Point: +2

Squeamish: The sight or smell of blood, corpses, rotten food, vomit, and other putrid aromas and sights makes your stomach spin like whirlpool. When in the present of sight or smell that triggers your squeamishness, your name is Ralph. You suffer an -10 Endurance and Perception penalty when with 12 hex-squares of these triggers. Also you may lose your lunch as determined by the Overseer.

Personality Point: +2

Vanity: You pride yourself in your abilities and appearance having no problems letting others know that you are better than them. Interactions with other NPC may be strained do to you vanity. The Overseer will grant you a penalty from time to time to reflect this.

Personality Point: +2

Traits

Beautiful: You are stunningly gorgeous and receives a +20 Charisma bonus. Envy and jealousy, however, from other NPCs may lead into non-violent or violent confrontations as your Overseer deems fit.

Personality Cost: 2

Book Smart: You are naturally intelligent and spent most of your life reading books in the library. This superior intellect grants you a +10 Intelligence and bonuses in the following Support Skills: Civics +5, History +5, Medicine +5, Nature +5, and Science +5.

Personality Cost: 3

Brawny: You are larger and stockier than a normal person of your race. You gain a +10 bonus to both Strength and Endurance and deal +1 additional KO wound when fighting unarmed. Brawny characters cannot take the Scrawny flaw.

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	Normal	+2d10 in.	Normal	+2d10 lbs.
Female	Normal	+2d10 in.	Normal	+2d10 lbs.

Personality Cost: 3

Bruiser: The character is strong pound per pound dealing an additional +1 Wound with any hand-to-hand or melee weapon attacks.

Personality Cost: 2

Chemical Resistance: The character is resistant to chemical addictions. He gains a +20 bonus to Endurance checks against alchemical substances addictions.

Personality Cost: 1

Diverse Background: The character comes from a Diverse Background and may choose two background options benefiting from them both. However, this is the only trait the character can possess.

Personality Cost: 5

Fast Metabolism: Your metabolic rate is twice that of a normal person. Your Healing Rate gains a times 2 multiplier.

Personality Cost: 2

Flexible: You are extremely flexible and can contort your body easily. You gains a +10 Agility bonus and can enter areas that are one category size smaller than him without movement impediments.

Personality Cost: 1

Good Natured: The character has a good soul and helps when and where he can. He receives better rewards by doing good deeds than his fellow adventure. This of course is determined by the graces of the Overseer.

Personality Cost: 1

Night Person: The character is a night person. When the sun goes down, or in dimly lit areas he gains increased +10 to Perception. During the day or in brightly lit areas his Perception is normal.

Personality Cost: 1

One Hander: One of the character's hands is very dominant excelling with single-handed weapons, gaining a +10 bonus to Combat skills utilizing one-handed weapons.

Personality Cost: 1

Physically Fit: Years of toning and training has built up the character's Endurance and Strength. He gains a +10 bonus to Strength and Endurance.

Personality Cost: 2

Sex Appeal: The character has a way with members of the opposite sex. She gains a +10 Charisma bonus with the opposite sex.

Personality Cost: 1

Super Genius: The character is way smarter than the average man. He gains a +20 bonus to Intelligence and receives the Specialist advantage for free, but must choose an Intelligence support skill to specialize in.

Personality Cost: 1

Thick Skin: Like a piece of 200 year old meat jerky, your skin is dense enough that to dull sharp blades. You gain +1 Physical Damage Reduction.

Personality Cost: 2

⇒ Section 4: Occupations

An Occupation is the role that a character learnt from training on the job. If occupations did not exist, society would fail to continue onward, and towns would succumb to ruin. Someone must do the job, and the listing below is some of the common occupational skills found in any campaign setting. A character gains one Occupation at character creation unless denoted otherwise. An occupation offers the character a chance to choose extra bonus features from a given occupation to define more aspects, elements, or role playing opportunities. All Occupations define the character's starting Advantages, Support Skills, and Funds.

Adventurer

Adventurers are explorers, thrill-seekers, treasure hunters, and others called to face danger for a variety of reasons, mostly for the loot or scientific pursuits, but sometimes to save the world.

Advantages: Alertness, Pack Rat, and Tracker.

Support Skills: +10 in three Support Skills of choice.

Starting Funds: 200

Athlete

An athlete is a participant in wasteland sporting activities which includes Boxing, Street-Fighting, and Wrestling.

Advantages: Brawl, Block, and Dodge.

Characteristic Bonus: +10 AGI or STR

Support Skills: +10 Stamina

Starting Funds: 200

Beggar

Beggars are found in the alleyways and on the roadside outside of large cities. They beg for food and money to get by on the bare essentials of living from day to day.

Advantages: Alertness, Double Talk, and Elusive Target.

Support Skills: +10 to Deception, Disguise, and Perform.

Starting Funds: 100

Blacksmith

Blacksmiths are the community lifeline when it comes to expansion. The blacksmith smelts ore from mines or scrap metal and then craft anew from the various metals.

Advantages: Fabricate, Reinforce Object, and Second Wind.

Support Skills: +20 Smith and +10 Repair.

Starting Funds: 200

Burglar

Burglary is a common occurrence in the world. It is easier to steal than to earn. A burglar specializes in home invasion and stealing items of value.

Advantages: Acrobat, Fleet of Foot, and Stealth.

Support Skills: +10 to Black Market, Pick Locks, and Search.

Starting Funds: 200

Cartographer

The Cartographer is a mapmaker. They normally work for nobles and trading companions, creating various maps of safe routes in the wasteland. The cartographer gains the following Support Skills:

Advantages: Coordinate, Quick Pockets, and Tracker.

Support Skills: +10 Civics and +20 Navigation.

Starting Funds: 200

Chemist

Alchemists are scientists that create acids, poisons, potions, and other various liquids or topical substances from substances found in nature. Alchemists are found as merchants or in service to the wealthy.

Advantages: Cautious, Explosive Mix, and The Cure!.

Support Skills: +10 to Alchemy, Nature, and Science.

Starting Funds: 300

Cook

A Cook is a person that is trained in preparation and the cooking of food. A cook know how to start camp fires and how to preserve food so that it take twice the normal time before spoiling.

Advantages: Dousing Rod, Live off the Land, and Trapper.

Support Skills: +15 to Nature and Survival.

Starting Funds: 200

Dancer

A Dancer is someone that knows different dance styles and executes them flawlessly.

Advantages: Fast Reflexes, Fleet of Foot, and Quick Response.

Support Skills: Acrobatics +10 and Dance +20

Starting Funds: 200

Doctor

A Doctor is the town healer through practice of medicine. The Doctor mends wounds, set broken bones, and sometimes even uses surgery to heal the ailing.

Advantages: Medic, Quick Pockets, and Surgery.

Support Skills: Medicine +20 and Science +10.

Starting Funds: 300

Engineer

The engineer is a person that invents and repairs large technical devices. Most engineers are Half-men as they favor and create wonders of technology.

Advantages: Blueprints, Jury Rig, and Structural Genius.

Support Skills: +10 to Repair, Science, and Technology.

Starting Funds: 300

Ex-Raider

An ex-Raider is an individual that once was part of a group of criminals that robbed others, but have since retired from that lifestyle for some reason or another.

Advantages: Adrenaline Rush, Gunslinger, and Quick Response

Combat Bonus: +10 to Melee and Firearms

Support Skills: +10 to Intimidate

Starting Funds: 200

Farmer

A Farmer is a person who farms and cultivates the land. He gains the following Support Skills: Also the farmer is proficient in the use of farming implements (hatchet, hoe, shovel, sickle, etc.) as melee weapons and gains a combat skill bonus if using these as a weapon.

Advantages: Coordinate, Grappler, and Second Wind.

Combat Bonus: +10 melee with farming implements.

Support Skills: +10 to Nature and Stamina.

Starting Funds: 300

Fisherman

A Fisherman is a person that uses various techniques to catch, identify, prepare, and sell fish.

Advantages: Live off the Land, Quick Recovery, and Second Wind.

Support Skills: Barter +10 and Nature +20.

Starting Funds: 300

Gambler

The gambler is a man who plays games of chance for money or other prices. He depends on luck and skill to make his living.

Advantages: Alertness, Quick Pockets, and Stealth.

Support Skills: +10 to Deception, Intuition, and Sleight of Hand.

Starting Funds: 300

Guard

The guard is a hired hand that guards an individual, an object of wealth, or site of importance. Typically guard are hired by merchants, nobles, and other wealthy individuals.

Advantages: Alertness, Brawl, and Negotiator.

Characteristic Bonus: +5 PER

Combat Bonus: (choose one) +10 to Brawl, Melee, or Firearms.

Support Skills: +10 Search.

Starting Funds: 200

Handyman

A Handyman is a person that does small repairs to buildings, objects, or other simple repairs.

Advantages: Jury-Rig, Reinforce Object, and Smash Object.

Combat Bonus: +10 to Melee.

Support Skills: +20 Repair.

Starting Funds: 200

Herder

A Herder is a person in charge of a herd of cattle, horse, or sheep. He gains the following Support Skills

Advantages: Coordinate, Lasso, and Wrangling.

Support Skills: +10 to Animal Riding, Nature, and Rope Use.

Starting Funds: 100

Hunter

The hunter is a person that hunts and traps animals for food.

Advantages: Point-Blank Shot, Dead Aim, and Stealth.

Combat Bonus: (choose one) +10 to Archery or Firearms.

Support Skills: +10 to Disable/Set Trap and Track.

Starting Funds: 200

Law Enforcement

Law Enforcers are men that uphold and enforce the laws of a particular region or settlement.

Advantages: Alertness, Awareness, and Negotiator.

Combat Bonus: (choose one) +10 to Brawl, Melee, or Firearms.

Support Skills: +10 Intelligence Gathering and Search.

Starting Funds: 300

Merchant

A Merchant is an individual that sells items of value. Merchant vary in their sellable ware from market to market.

Advantages: Double-Talk, Negotiator, and Pack Rat.

Characteristic Bonus: +5 CHR

Support Skills: +20 Barter.

Starting Funds: 300

Miner

A Miner works in a mine or quarry digging up earth, gems, ore, or stone. The job is dangerous and tedious, but builds stamina and strength.

Advantages: Second Wind, Smash Object, and Strong Back.

Characteristic Bonus: +5 Strength

Combat Bonus: (choose one) +10 to Brawl or Melee.

Support Skills: +20 Stamina

Starting Funds: 100

Pickpocket

The pickpocket is a criminal who steals tiny valuable items through deceit or stealth from people as a living.

Advantages: Pickpocket, Quick Response, and Stealth.

Characteristic Bonus: +0

Support Skills: +15 to Stealth and Sleight of Hand.

Starting Funds: 200

Religious Figure

A Religious Figure is a preacher of a particular faith. He holds sermons and preaches the gospel to both followers and future converts.

Advantages: Coordinate, Rally, and Superior Life-Force.

Support Skills: +10 to Civics, Religion, and Persuasion.

Starting Funds: 300

Scavenger

A Scavenger is a person that turns junk into treasure by looting precious materials and other valuable items from abandoned and lost places.

Advantages: Light Step, Scavenge, and Strong Back.

Support Skills: +10 to Barter, Climb, and Search.

Starting Funds: 100

Scientist

A scientist is one engaging in a systematic activity to acquire knowledge using scientific methods to gain a comprehensive understanding of mathematics, matter, nature, and theory.

Advantages: Stroke of Genius, +2

Characteristic Bonus: +5 INT

Support Skills: +20 Science

Starting Funds: 300

Soldier

A Soldier is a trained combatant that is one of many individuals that form part of an army's infantry or other ground-based units.

Advantages: Block, Close-Quarters Fighting, and Counter Attack.

Combat Bonus: +10 to Brawl, Melee, or Firearms.

Starting Funds: 200

Technician

A technician is a person who studies, professes, or practices the advancement of technology and technological devices.

Advantages: Demolitions Expert, Gearhead, and Jury-Rig

Characteristic Bonus: +5 INT

Support Skills: +10 Science and Technology.

Starting Funds: 300

Thug

A thug is a criminal for hire who treats others roughly and violently at the direction of their employer.

Advantages: Brawl and Second Wind.

Combat Bonus: +10 to (Brawl or Melee) and Firearms.

Support Skills: +10 to Black Market, Intimidate, and Persuasion.

Starting Funds: 500

CHAPTER III

ADVANTAGES

An advantage gives the character an edge on the competition. All character start with a set amount of Advantages based on character creation choices. Once the character begins to earn Evolution Points (EVP), he may purchase additional Advantages, so long as he meets the EVP cost and any other requirement. Advantages come in two forms, Characteristic specializations and Combat enhancements. A Characteristic advantage boosts an aspect of the Characteristic or a Support Skill. Combat advantages adds or decreases a numeral factor to various Combat and Tactics choices as detailed in Chapter 5.

By far this is not a complete list of advantages. The Overseer of your group may add new or omit existing advantages to this list.

Combat Advantages	EVP Cost	Requirements	Description
5 D's of Dodging	—	Dodger, Dip, Dive, and Duck	x2 use for all Dodge advantages
6 B's of Blocking	—	Guard, Parry, Spin, Thrust, and Turn	x2 use for all Block advantages
Awareness	10		+1 AP
Blind-Fight	15		50% Penalty reduction when fighting blind
Blocker	5		+1 Block attempt
Brawler	10		+10 Brawl, +1d6 KO damage
Counter Attack	15	Parry	May immediately make a counter attack against a melee target.
Dead Aim	15	PER 50+	+20 Archery, Firearms, and Thrown for +2 AP, +1d6 damage
Demolition Expert	15	Cautious	+2d6 Wounds, +1 hex-square Burst Radius
Dip	5		+1 Dodge, cannot move
Dive	10		+1 Dodge, move 3 hex-squares, left prone
Dodger	10		+1 Dodge attempt, move up to 2 hex-squares
Duck	5		+1 Dodge attempt vs. Thrown, cannot move
Elusive Target	10		Opponent suffers -20 to Archery, Firearm, and Thrown attacks to hit you in a group or crowd
Evasion	20	Dive and Hit the Deck	Avoid or take 50% wounds from Burst Radius damage
Extreme Archery	5		+3 hex-squares firing distance
Far Shot	10		Increases Firearm and Thrown weapon base range by 50%
Fast Reflexes	10		+1 Movement, +1 Reaction Time shift
Fleet of Foot	10		+1 Movement, Run -1 AP
Grappler	20		+20 STR to oppose opponent escape, +1d6 KO damage
Grenadier	10		+3 hex-squares distance, +1 Burst Radius
Guard	5		+1 Block for 1 AP
Gunslinger	5		+10 Firearm
Heave Ho!	5		+2 hex-square throwing distance
Heavy Handed	10		+1d6 KO damage
Hit the Deck	20	Dive	Burst wounds reduced 50%, left prone at edge of burst area
Karate	5		+10 Brawl, choose Lethal or KO wounds
Kendo	10		+10 Melee, +1d6 damage
Knock-Out Punch	10	Brawler or Karate	+2d6 KO damage for +3 AP
Lead Foot	5		+4 hex-square to land vehicles
Lethal	10		+1 to Lethal Hit score of one Combat Skill (excluding block/dodge); may take multiple times, see description for more details.
Melee Specialist	10	Kendo	+1d6 damage
More Lethal	25	Lethal	+5 to lethal hit range of one Combat Skill; may take multiple times, once for each Combat Skill (except block/dodge).
Parry	10		+1 Block, may immediately attempt Disarm or Trip
Point-Blank Shot	10		+10 Firearm, +1d6 damage to target within 2 hex-squares

Quick Draw	5		Drawing weapon costs 1AP
Quick Pockets	5		Retrieving item costs 1 AP
Quick Recovery	5		Stand from prone position at 1 AP cost
Quick Reload	5		Reloading Ammo or bow costs 1 AP
Quick Response	10		+1 AP
Smash Object	15		+2d6 Density damage from Brawl, Explosive, and Melee
Spin	10		+1 Block, may exchange places with attacker
Stonewall	5		+10 STR to oppose move and trip attacks
Swing for the Fence	10		+2d6 damage for 3 AP
Thrust	10		+1 Block, may immediately attempt a Push
Turn	5		+1 Block attempt vs. Archery and Thrown
Characteristic Advantages	EVP Cost	Requirements	Description
Acrobat	5		+10 AGI/STR to climb, jump, and tumbling actions
Adrenaline Rush	10		+10 STR and AGI, +20 Combat skills when LF is 50% or less
Alchemy	15		Craft drugs with +50% more effectiveness and no additional penalties
Alertness	5		+10 PER to notice hidden objects or people
Blueprints	15	INT 50+ and Jury Rig	+20 INT to craft and repair mechanical or technical devices
Cautious	5		+10 AGI to handle fragile or dangerous objects
Coordinate	10		+10 characteristic bonus to an ally's task
Deft Hearing	5	PER 40+	Eavesdrop within 120ft of target
Diehard	15	Second Wind and Survivor	+1 DR, +2 KO Resistance
Double Talk	5	CHR 30+	+10 CHR to con and deceive
Dousing Rod	10		Immune to Thirst effects
Drug Resistant	10		Immune to END penalty on addiction checks
Explosive Mix	15	Alchemy and Cautious	Craft Explosives that deal +2d6 damage and +1 hex-square Burst Radius.
Faster Healer	10		Healing Rate x2, immune to bleed out
Fall Guy	15		Falls less than 60 feet are reduced 50% wounds
Fabricate	10		Craft objects from junk
Frightful Presence	10	Intimidate	+20 CHR to gather information or intimidate
Gearhead	5		+10 INT using, manipulating, or repairing computers, electronics, or technical devices
Ghost	10	Stealthy	+20 AGI in dark or shadowy lit areas
Improved Stamina	10	END 30+	+20 END to avoid fatigue, starvation, and thirst effects
Intimidator	10		+20 STR on Intimidate checks
Intuition	5		+10 PER to discern a NPC's motive
Juice	15		Double effects from chemical or drugs
Jury Rig	10		Get a malfunctioning device to work with a INT check
Light Step	10		+20 AGI to avoid ground-based traps
Linguist	5	INT 50+	May understand an unknown language with a INT check
Live off the Land	10		Immune to Starvation effects
Living Anatomy	20	INT 50+ and Medic	Medic gains double effects and possibly restore Blindness and Deafness; +5 lethal hit range on living Human-based targets
Mechanic	5		+10 INT to craft or repair mechanical devices
Medic	10		Restore +1d6 damage
Negotiator	5		+10 CHR on bartering or to calm down intense situations
Pack Rat	10		+20 STR to Carrying Capacity
Rad Resistant	15		-1 level of RAD exposure, immune to RAD of 35 or lesser effects
Rally	5		+5 characteristic or combat skill bonus to allies
Reinforce Object	10		Reinforce defensive objects by 50%
Second Wind	10		Restore +1d6 KO damage once per day
Stealthy	5		+10 AGI to stealth attempts

Stroke of Genius	10		Once per day, can ask the Overseer for a clue.
Strong Back	10		+20 STR to Carrying Capacity, drag, lift and push
Structural Genius	15	INT 30+	+20 INT to craft and repair structures; +2d6 Density damage to structural objects
Superior Life-Force	10		Gain +3 Life Force, may take multiple times
Surgery	15	Medic	Restore +2d6 damage and heal crippled limbs
Survivor	10		Resist Death; when unconscious don't take END damage
The Cure!	20		Craft cure to diseases and poisons.
Threaten	10		+20 CHR to Intimidate with words
Total Recall	20	Stroke of Genius	The Overseer may point out one or more missed or overlooked clues relative to the adventure.
Tracker	5		+10 PER to navigation, tracking, and trailing

Combat Advantages

A combat advantage allows the character to increase his combative skills through a variety of means in one or more of the combat skills, combat tactics, special combat actions, or a reduction of Action Point costs to a particular action.

5 D's of Dodging

This special advantage is earned (no EVP cost) when a character has taken the four advantages of Dodging (Dip, Dive, Dodger, and Duck). The character now earns double use of each advantage, plus the normal Dodge skill, per revolution. Thus, a character with this advantage has a total of +9 Dodge attempts. See each individual advantage for limitations, if any.

6 B's of Blocking

Ho-ha, this special advantage is earned (no EVP cost) when a character has taken the five advantages of Blocking (Guard, Parry, Spin, Thrust, and Turn). The character now earns double use of each advantage, plus the normal Block skill, per revolution. Thus, a character with this advantage has a total of +9 Block attempts. See each individual advantage for limitations, if any.

Awareness

Your sixth sense twitches when danger is afoot. You gain +1 AP to your base AP.

Blind-Fight

All of those years of staring at the sun have made it easier to fight opponents when you are blinded. In combat, any concealment penalties to your combat skills are reduce by half (round down).

Blocker

You were the star defender on the wasteland rugby team, so blocking come naturally to you. You gain +1 Block attempt in Brawl or Melee combat situations.

Brawler

When it comes down to a scrap, you know how to throw a punch and pull hair. Brawl attacks receive a +10 bonus and deals an additional +1d6 KO damage.

Counter Attack

Your natural action is to react in combat situations. When attacked by an adjacent combatant (within 1 hex-square) you may choose to immediately Counter-Attack using the Brawl or Melee (provided you have a melee weapon drawn) combat actions. You can only benefit from this advantage once per revolution turn.

Dead Aim

Through dedicated practice you have learnt how to shoot a fly off of a pile of cow dung. Before making a ranged attack (Archery, Firearms, or Thrown), the character may take a special action to line up his shot for an additional AP +2 cost. This grants the character a +20 bonus to ranged combat on his next combat action. If the combat roll is successful, he deals +1d6 damage.

Demolition Expert

Since you started to play with explosives you have been looking for a way to make them even more dangerous. You have learnt what types of substances are the most dangerous ones and recently you have discovered the interesting effect of adding a few metal balls and nails to the finished charge. All explosives you handle now deal an additional +2d6 damage and the burst range is increased by +1 hex-square.

Dip

Studying the official Survival Guide to Dodge Ball, you now know how to dip an adjacent attack. You gain +1 Dodge in combat, but may not move from the hex-square.

Normal: When a character dodges an attack, he may choose to moves one hex-square away from the attacker.

Distance Firearm

With good eyesight and proper training, a gunman can learn to shoot his firearm farther. This trait increases the range of a firearm by +2 hex-squares for pistols and shotguns, and +4 hex-squares for rifles.

Dive

Following Cobb's Guide to Sliding and Stealing, you have mastered the maneuver to dive on your gut and slide it on home. You gain +1 Dodge in combat, but when diving, you must move 3 hex-squares away from the target and are left in a prone position.

Normal: When a character dodges an attack, he may choose to moves one hex-square away from the attacker.

Dodger

You have studied the official Survival Guide to Dodge Ball and now are a quick little bastard that can dodge anything. You are quick on your feet, and gain a +1 Dodge in combat, and may move up to 2 hex-squares.

Normal: When a character dodges an attack, he may choose to moves one hex-square away from the attacker.

Duck

You were not good enough to join the Dodge Ball team, but you did learn how to dodge thrown objects though expert ducking techniques. You gain +1 Dodge in combat, but may not move from the hex-square.

Normal: When a character dodges an attack, he may choose to moves one hex-square away from the attacker.

Elusive Target

When your personal space is being crowded, you use the crowd as friendly cover. When fighting an opponent or multiple opponents in melee combat, other opponents attempting to target the character with a ranged attack takes a -20 penalty to combat. This penalty is in addition to the normal -20 penalty for firing into melee, making the penalty -40 to combat to hit the individual.

Evasion

Being quicker than a hiccup has helped out. If the character succeeds an Agility roll when caught in a burst effect, he receives no damage from the burst. Failure of the Agility roll results in half of the normal damage caused by the burst effect. The character still, however, dives for cover moving to the edge of the burst area and is left in a prone position.

Extreme Archery

With good eyesight and proper training, an archer can propel his projectile to extreme distances. This trait increases the range of a projectile by +3 hex-squares for bows and crossbows.

Far Shot

By calculating the wind speed of a European swallow against the glare of the sun, divided by the pitch of the horizon, you can shoot farther than others. When the character uses a firearm or ranged thrown weapon, the range increment of the weapon is increased by 50%.

Fast Reflexes

This character is very agile. This advantage grants the character +1 Movement and a +1 shift on Reaction Time. Once the Reaction Time order is determined, the character can move down or up the order by one. Additionally this character wins any ties on Agility to Reaction Time unless the opposed opponent also has this advantage.

Normal: Reaction Time is determined by a 1d10 roll plus AGI bonus. The highest number of Initiative acts first and then each descending number acts next, and so on, until all combatants have had a turn and the revolution end.

Fleet of Foot

The character's base Movement Rate in Combat increases by +1 hex-square. Additional if using the Run movement action, this costs -1 AP.

Grappler

A grappler is proficient in constraining and constricting his opponents. The grappler gains +20 to his grapple against an opponent's escape attempt and deals an additional +1d6 KO damage.

Grenadier

A grenadier is an expert that is proficient in getting the best result from thrown explosives. When throwing an explosive, the character gains +3 hex-squares to the throwing range and increases the burst radius by +1 hex-square.

Guard

Time to put your guard up. This special Block defense is activated by spending a 1 AP during your turn. This allows you +1 Block to guard against an additional attack from an adjacent block or melee attack.

Gunslinger

Firearms are second nature for you. You receive a +10 Firearm bonus.

Heave Ho!

You do not necessarily throw better, but you can throw farther. This advantage increases the range of a thrown weapon by +2 hex-squares.

Heavy Handed

Your fists are oversized causing additional damage when you smack an opponent. When you deal damage, you deliver an extra +1d6 KO damage.

Hit the Deck

Whenever you hear an explosion, you dive for to the ground for cover. Any burst effect or explosive damage that the character is caught in is reduced by 50% of the normal damage. The character, however, dives for cover moving to the edge of the burst area and is left in a prone position.

Karate

Your hands and feet are quick allowing you to throw quick strikes at your opponent. A master of Karate gains a +10 to Brawl deals either lethal or KO damage. The Overseer must be informed of the type of damage before any rolls are made. To simplify it, if the choice of Lethal or KO is not made before the dice are rolled, the damage defaults to KO damage.

Kendo

You have mastered the art of the Martial Art weapons. When using Melee weapons the character gains +10 Melee combat skills and deals +1d6 damage.

Knockout Punch

To an unwary opponent, your punches are like getting hit with a brick to the jaw. A Knockout Punch is a special Brawl combat action at a cost of AP +3. If the combat roll is successful, the target takes an additional +2d6 KO damage.

Lead Foot

Blood of a race car driver runs in your veins. You have a need for speed, put the pedal to the metal, and run over anything that gets in the way. The character gains a +4 hex-squares to the movement of land-based vehicles.

Lethal

You have perfected the art of using your weapon to hit the right spot to make your target spew lots of blood everywhere. The character gains a +1 to his lethal hit range in a particular style of combat. This advantage may be taken up to 9 times per Combat Skill (excluding Block and Dodge) to a maximum bonus of +9 to the lethal range of a Combat style. When taking this advantage, note the Combat Skill that it applies to.

Normal: Lethal hits happen on a natural 01 combat roll.

Melee Specialist

A melee specialist knows how to utilize melee weapons to cause additional damage to his opponents. When the specialist deals damage with a melee weapon, he deals an extra +1d6 damage to his target.

More Lethal

You have perfected the art of using your weapon to hit the right spot to make your target spew lots of blood everywhere. Your lethal range increases +5. This advantage may be taken once per Combat Skill (excluding Block and Dodge). When taking this advantage, note the Combat Skill that it applies to.

Normal: Lethal hits happen on a natural 01 combat roll.

Parry

Joining the Wasteland Renaissance circuit has taught you a thing or two about defense versus your opponents. You gain +1 Block attempt in Brawl or Melee combat situations and can immediately attempt to Disarm or Trip the attacker, if the Block attempt is successful.

Point-Blank Shot

While it is easier to shoot an opponent at close range, a character proficient with this advantage is more likely to hit a vital area on a target. The character gains a +10 Firearm bonus and deals +1d6 damage to opponents within 2 hex-squares of his attack.

Quick Draw

This character is fast on the draw to ready his weapon for combat. Drawing a weapon costs 1 AP.

Normal: Drawing a weapon cost 2 AP.

Quick Pockets

Your hands are a finely tuned instrument of retrieving destruction. You remember where you put any piece of equipment on your body. The character can retrieve a single piece of equipment or item that is in his pack, pocket, or on himself in combat once per revolution for 1 AP cost.

Normal: Retrieving a piece of equipment or item costs 2 AP.

Quick Recovery

The opposition cannot keep you down. When you get knocked down, you are quick to get back on your feet from a prone position. The character can stand from a prone position for 1 AP.

Normal: Standing from a prone position costs 2 AP.

Quick Reload

You are quick to load your ammo, so you can get back to killing. Reloading a bow or firearm in combat costs 1 AP.

Normal: Reloading a bow or firearm costs 2 AP.

Quick Response

You are quick to respond to action in combat situations gaining +1 AP to your base Action Points.

Smash Object

Objects in your path have the problem of breaking. By targeting the structural weak point, the character deals an extra +2d6 point of Density damage from Brawl, Explosive, and Melee attacks.

Spin

When you dance the tango, you spin circles around your partner. You gain +1 Block attempt to Brawl or Melee combat situations and can immediately exchange hex-square positions with your opponent, if the Block attempt is successful.

Stonewall

You are one tough hombre. You are built like a brick wall and it takes a lot of force to move you or knock you off of your feet. The character gets a +10 STR bonus to oppose Move and Trip attacks.

Swing for the Fence

You have a poor batting average, but when you do connect it is a home run. This advantage is a special Melee action that adds a cost of AP +3 to execute. If the combat roll is successful, the target takes an additional +1d6 damage.

Thrust

When someone is in your face, you like to push back with full force. Blocking a successful Brawl or Melee attack, allows you to immediately make a Push attempt against the attacker using Brawl or Melee, provided that the attacker is in an adjacent hex-square. This advantage will not work on an attacker with a melee weapon with a 2+ hex-square reach.

Turn

For every season of war has a purpose to turn, turn, turn! By turning in the right way at the precise moment, you can deflect arrows and other thrown objects. You gain +1 Block attempt against Archery and Thrown attacks.

Characteristic Advantages

Acrobatic

You have the genetic makeup of a monkey and will do flips and tricks for food. The character gains a +10 Agility and Strength bonus to climbing, jumping, and performing tumbling actions.

Adrenaline Rush

Your adrenaline pumps into overdrive when near death. When your Life Force falls below 50% of max, you gain a +10 bonus to Strength, Agility, and a +20 bonus to all Combat Skill rolls.

Alchemy

The character understands the chemical properties of elements and compounds, and how best to combine them for a certain effect. With the proper component, the character can craft medical and synthetic drugs that have +50% more effectiveness without increased addiction rates or side-effects.

Alertness

Your senses are keener than your fellow man. The character gains a +10 Perception bonus to notice hidden object and people.

Blueprints

You are a skilled engineer and can figure out how most devices work with a mere Intelligence roll. You gain a +20 Intelligence bonus to craft and repair electrical, mechanical, and technical devices. Additionally the Jury Rig advantage is increased. A Jury Rig takes half the amount of time to get the device rigged and works longer (+1d10) before meltdown.

Cautious

When handling explosives, fragile, precious, or priceless materials you pay a little more attention to details. The character gains a +10 Agility bonus when handling these types of items.

Coordinate

You are a skilled taskmaster able to coordinate jobs and tasks from beginning to end. Your coordination skills grant you or an ally a +10 characteristic bonus to the task at hand. If the task is able to be worked on with multiple workers, your coordination bonus improves by +5 per worker (up to a maximum of +40).

Double Talk

You have a way with words when attempting to con and deceive. The character gains a +10 Charisma bonus to opposed rolls to make opponents believe what he is saying is the truth.

Deft Hearing

Your hearing is superior to others allowing you to eavesdrop on conversations across a room. With a successful Perception roll, the character can overhear a conversation up to 120 feet away without issue. The Overseer will determine any bonuses or penalties based on distance and other noise factors when a character uses his enhanced hearing.

Diehard

You have a high threshold for pain shrugging off minor wounds like scratches. You gain +1 DR against all types of damage and +2 DR against KO damage.

Dousing Rod

There is no need to die of thirst in the wasteland when your body is a natural dousing rod that will lead you to a water source. This does not mean that the water is good to drink, it just means that you'll always find a source of water before dying or suffering the effects of thirst.

You cannot benefit from this advantage if you are helpless, immobile, or otherwise incapacitated.

Drug Resistant

Some people want to forget, some want to party, there are many reasons to use drugs. For some reason, however, you have built up a resistant to drugs, maybe because your parental units were hippies. When using drugs you don't suffer the penalty to Endurance (as listed by the drug) on addiction checks.

Explosive Mix

Ancient Chinese secrets has taught you that adding an extra element creates a bigger bang to your firecrackers. When crafting explosives or modifying existing explosives, you create a more potent explosive that adds +1 hex-square to the burst radius and +2d6 damage.

Fall Guy

The character has learned how to fall from short distances without taking damage. The character can fall up to 30 feet before taking damage. For falls up to 60 feet, damage is reduced by 50% and the character suffers no status effects. Falls over 60 feet are normal damage with any additional status effects.

Faster Healer

Some people bleed to death from their wounds, not you though. Your blood clots like a beaver damming up a river. Your Healing Rate now gains a multiplier of x2 and if your Life Force drops below 0, you automatically stabilize and do not suffer bleeding damage to Endurance.

Fabricate

The character possess the knowledge to craft or create object from base raw materials or scavenged materials. When crafting or creating an object, the time it take to create (as determined by your Overseer) is cut in half and the material is twice as strong in measure of density.

Frightful Presence

Some call you a stone cold killer; others call you one ugly mother scratcher —whatever the case, you fill your opponents with fear. You gain a +20 bonus to opposed Charisma rolls when attempting to gather information or intimidate opponents.

Gearhead

Most people dream of a beautiful woman, but you, you dream of components and gears! The closest you are going to get to a girl is dressing up your wrench like a wench. The character gains a +10 Intelligence bonus when using computers or manipulating and repairing electronic or technical devices.

Ghost

Darkness is your friend and you know how to embrace it. Under the cover of night or poor lighting you know how to sneak more effectively, passing through the enemy ranks like a ghost. The character gains +20 Agility bonus to Stealth attempts during the night or in dim lit areas.

Improved Stamina

You have spent your entire life training and building up your endurance. The character gains a +20 Endurance bonus to avoid becoming fatigued, holding the character's breath, to stave off effects from starvation or thirst, to avoid damage from extreme environmental dangers, and to resist suffocation. Additionally the Run movement in combat costs 1 AP less than normal.

Intimidator

You have learned to intimidate your opponent with your physical prowess. The character gains a +20 Strength bonus to intimidate NPCs. If the character fails to succeed his Strength roll, he cannot attempt to intimidate the target again until the situation changes as determined by the Overseer.

If used in combat, this advantage requires a special action costing 3 AP. If successfully used against a combatant, he will attack a different target, flee, not attack the character for 3 revolutions, or surrender (Overseer choice). The character can use this advantage only once against a combatant.

Intuition

You are more sensitive to conspiracy theories, suspicious behaviors, and detecting lies. You have learned to read body language and can tell exactly when someone is not revealing information or stretching the truth. The character gains a +10 Perception bonus when attempt to discern a NPC motives.

Juice

Having been a drug user most of your life, you've done enough chemicals to kill a horse. You gain double the benefits and from chemical and drug effects with normal penalties and addiction chances.

Jury Rig

You know how to cross the right wires or kick a piece of technical junk in the right spot to make it temporary work. When encountering a broken or malfunctioning electrical, mechanical, or technical device, you can get it up and operational for a limited time (as determined by your Overseer) before it becomes complete junk. With a successful Intelligence roll, you can Jury Rig a device, machine, or other mechanical object (as determined by your Overseer) for 1d10 hours before it becomes junk needing a complete rebuild.

Light Step

You have always walked softly, maybe it was the fact you did not have shoes until your adult years. You gain a +20 Agility bonus to avoid ground-based traps, setting off ground-based traps, and avoiding landmines.

Linguist

With this talent, the character becomes a master linguist. Whenever the character encounters a new language, either spoken or written, that he does not know the character can make an Intelligence roll to determine if he can understand it.

Live off the Land

There is no need to starve in the wasteland when you know what plants are edible to make a wasteland salad. While you are skilled in foraging off the land, this does not mean that a rabbit jumps into a boiling pot for stew or the fact that you can even cook. It just means that you'll always find a source of edible food before dying or suffering the effects of starvation.

You cannot benefit from this advantage if you are helpless, immobile, or otherwise incapacitated.

Living Anatomy

You have been trained in the inner workings of the human body. This knowledge allows you to know the weak points of the human anatomy. Your Medic advantage healing doubles to +2d6 and you can possibly restore permanent Blindness and Deafness with an Endurance roll at a -50 penalty (can only attempt once per individual). In combat, your lethal range increases by +10 to all Combat Skills.

Mechanic

With the remains of vehicles, broken mechanical devices, and scrap in general, it is inevitable that some characters will tinker. The character has an above-average mechanical aptitude and gains a +10 Intelligence bonus on rolls to craft and repair objects with the proper materials (as determined by the Overseer).

Medic

You have learnt the basics of medical treatment. The character can treat his or another wounds outside of combat restoring +1d6 damage with a successful Intelligence roll (can only attempt once per individual per combat).

Negotiator

You always had a way with words and could talk your way out of situations and get the best bargains from the corner store merchant. You gain a +10 Charisma bonus on opposed Barter rolls or to calm down intense situation rolls.

Pack Rat

After years of moving from one building to the next, you know how to pack all of your belongings in an easy to carry sack. The character knows how to pack and carry his equipment. He gains +20 Strength bonus to his Carrying Capacity total (this does not include lifting or dragging totals), but does stack with Strong Back.

RAD Resistant

RADs bounce off you like a lead shield. You are resistant to radiation ignoring the effect of Weak RAD exposure. Additionally, when exposed to radiation, all levels of RAD exposure are reduced to the next lowest level of exposure.

Rally

The character can inspire his allies, bolstering them and improving their chances of success. An ally must listen to and observe the character for the inspiration to take hold, and the character must make a successful Charisma roll. Characters inspired by the rally gain a +5 bonus to the relevant characteristic or combat skill being used.

If used in combat, this is a special action costing 5 AP to execute. Other characters must spend 1 AP on their Combat Initiative to gain the bonus to the relevant characteristic or combat skill being used.

Reinforce Object

You are skilled at reinforcing objects for defense. With proper material and tools (as determined by your Overseer) you can upgrade armor and structural defenses granting a +50% increase in defense or density. If armor is increased by reinforcement, movement rate is reduced by a -1 penalty, and weight is increased by 25%. The amount of time it takes to reinforce will be determined by your Overseer.

Second Wind

Reaching down deep into your reserves, you find the energy to shrug off KO damage. Once per day the character can remove +1d6 KO damage by succeeding an Endurance roll. If used in combat, this advantage counts as a special action costing 5 AP to use. If the Endurance roll fails, the character doesn't find his energy reserve, restoring nothing and expending the use of the advantage for the day.

Stealthy

Your favorite color is black and you like to sneak up and scare people. When utilizing Stealth the character gains a +10 Agility bonus.

Stroke of Genius

A solution is just on the tip of your tongue. When stuck and missing that vital clue to proceed forward in an adventure, you may call upon he who is indisputably the most important person. The force who shelters all of us from the harshness of the wasteland, and to whom we owe everything we have, including our lives. You may ask the Overseer for a clue. The Overseer will respond as he sees fit.

Strong Back

You know how to move heavy objects without using all of your strength. With a proper grip, correct posture, and a bit of smartness, you can lift and move almost everything. The character gains a +20 bonus to Strength rolls when carrying, dragging, lifting, and pushing to his Carrying Capacity total.

Structural Genius

You are skilled in structural integrity and know how to craft, find weak points, and strengthen structures with a mere Intelligence roll. You gain a +20 Intelligence bonus to craft and repair structures and deal +2d6 Density damage to Structures. Additionally the Reinforce Object advantage is increased. A Reinforce Object takes half the amount of time to reinforce.

Superior Life-Force

This character is a hearty individual, healthier than most others. This advantage grants the character +3 permanent Life Force. This advantage may be taken up to 3 times for a maximum benefit of +9 LF.

Surgery

Before they can say, "*He's dead Jim!*" you bust out your saw and trauma kit and attempt to reconstruct the wounded. The character can treat his or another wounds outside of combat restoring +2d6 damage with a successful Intelligence roll (can only attempt once per individual per combat). Additionally the character can treat crippled limbs, healing them in half of the time required. Surgery requires 1d10 hours of time.

Survivor

You are a survivor and will survive. Any damage that would normally kill you instead reduces you to zero life force rendering your apparent lifeless bloody form unconscious instead of dead. You'll still need to regain Life Force through natural or medical healing means before waking up.

The Cure!

You have the knowledge and the ability to cure diseases and poisons. With a successful INT check, you can craft a cure provided you have the proper tools (as determined by the Overseer). Crafting a cure for a disease takes 1d10 days, and poisons 1d10 hours.

Threaten

You have learned to intimidate your opponent with your personality. The character gains a +20 CHR bonus to intimidate NPCs. If the character fails to succeed his CHR roll, he cannot attempt to intimidate the target again until the situation changes as determined by the Overseer.

If used in combat, this advantage requires a special action costing 3 AP. If successfully used against a combatant, he will attack a different target, flee, not attack the character for 3 revolutions, or surrender (Overseer choice). The character can use this advantage only once against a combatant.

Total Recall

Having a photographic memory is very helpful. So when stuck and missing that vital clue to proceed forward in an adventure, you may call upon he who is indisputably the most important person. The force who shelters all of us from the harshness of the wasteland, and to whom we owe everything we have, including our lives. You may ask the Overseer for help in recalling information that you are not connecting. The Overseer will respond as he sees fit.

Tracker

You have the nose of a bloodhound and can sniff out most foes. A tracker can track or trail an opponent, find animal trails, or find a shortcut when navigating overland. He gains a +10 Perception while performing any of these activities. Depending on circumstance the Overseer may assign a penalty to the Perception roll while tracking or trailing an individual.



CHAPTER IV

EQUIPMENT

War never changes... Violence in the Wasteland is a part of life, and if you do not have the proper equipment you may be taking a dirt nap. As a character travels through the Wasteland he will need the right equipment. The Rad-Tek Survival Guide lists the optimal weapons, survival equipment, medical supplies, and other items considered essential to survive the aftermath of an atomic war; but, in the Wasteland a survivor has to learn to scrounge and to make the best use out of what can be found hidden in a ruined building or bunker; taken off the body of a hostile traveler: or, stolen from the inattentive and unwary. This chapter details the weapons, armor, and miscellaneous equipment that can be found in the Wasteland.

⇒ Equipment Basics

Here lie the basics of the handling of equipment and weapons.

Concealed Weapons and Objects

It is assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing. Concealing a weapon or object requires an Agility roll with modifiers based on the size of the weapon as detailed in the sidebar (remember this number for future circumstances). Drawing a concealed weapon also requires an Agility roll. If successful, the character starts a surprise combat revolution (see Surprise).

Spotting Concealed Objects and Weapons

Noticing a concealed weapon or other concealed object requires a successful opposed Perception roll against the target's concealed Agility roll. If successful, the spotter notices the concealed weapon or object.

Frisking someone for concealed objects or weapons grants the searcher a +50 Perception bonus on the search. Some devices may also offer bonuses under certain circumstances (i.e. a drug sniffing dog or metal detector).

Concealing Weapons and Objects	
Condition	Modifier
Size of weapon or object	
Diminutive	0
Tiny	-10
Small	-20
Medium-size	-40
Large	-80
Armor	
Concealed Body Armor	0
Light Armor	-50
Heavy Armor	-100
Clothing	
Tight or form-fitted	-40
Baggy or loose	+40
Normal-sized	0
Modified for concealing objects	+20
Equipment	
Concealed holster or strap	+20

Spotting Concealable Armor

Concealable body armor can be worn under generically-sized clothing if the wearer wants it to go unnoticed at no penalty; else other modifiers apply to the character's Agility roll. Noticing concealed armor requires a successful opposed Perception roll against the target's concealed Agility roll. If successful, the spotter notices the concealed armor.

Frisking someone wearing concealed armor grants the searcher a +100 Perception bonus on the search.

Carrying Capacity

A character's carrying capacity depends directly on the character's Strength score times 5. If the weight of everything a character is wearing or carrying amounts to no more than his capacity, the character can move and perform any action normally (although the character's movement might already be slowed by the armor he is wearing).

If the weight of a character's gear exceeds his capacity, he is considered encumbered. An encumbered character's movement is reduced by one-half (round down, min. 1 hex-square), and he cannot Block, Charge, Dodge, or Run in combat. Additionally the character suffers a -1 penalty to Agility for every 5 lbs. over his capacity. If the character Agility score drop to below 1, his Movement Rate is 0 and he cannot move from the hex-square without aid.

Currency

Depending on the type of campaign currency type will vary from coin and/or paper currency. It is even a possibility that neither coin nor paper currency exists in a campaign instead utilizing a barter system or even a credit/debit based currency system. The values of the equipment below follows a coin or paper-based currency value system.

Wealth and Equipment

All characters start with some wealth at to purchase equipment at character creation. Starting currency is listed under Occupations in Chapter 1, Section 4. Beginning characters may only purchase equipment of Common or Uncommon Scarcity.

Scarcity

Equipment, like all resources in the World, sometime is scarce and some even a one of a kind treasure.

- **Common (C):** These items can be found in almost any store in civilized and rural areas. Common items are usually produced locally or can be crafted easily.
- **Uncommon (UN):** This item can be found in most stores in civilized or in rural locales. Uncommon items are generally made through a manufacture and are distributed largely to targeted communities.
- **Infrequent (I):** These items are slightly difficult to find and usually only found in civilized lands at a few stores or at a specialty store.
- **Rare (R):** This item requires advanced manufacturing and technical capability equal to or better than a military grade product. This class of items is generally found on the black market or through shady dealers.
- **Unique (UQ):** This item is one-of-a-kind. Merchants will never have a Unique item for sale, these are found in Encounters set up by the Overseer. No unique items will be found in this text.

Evolution Terms (Weapons)

DMG: This is the **random damage inflicted by the weapon as denoted by a number and dice type.**

Effective Range: This is the base range of archery, firearm, and thrown weapon in hex-squares that can be fired, shot, or thrown without penalty. Some advantages extend the base range of weapons. The range of archery, firearm, and thrown weapons can be extended by up to +9 range increments. Each range increment of the weapon is equal to the base range and bestows a -10 penalty.

Example: Redrum is attempting to shoot a target 21 hex-squares from his location. His weapon has an effective range of 6 hex-squares. $21 \div 6 = 3.5$ (round down) = 3. For Redrum to hit his target he takes his new range increment and subtracts -1 (base) totaling +2 increments, causing a -20 penalty to his Combat Skill.

ROF: Rate of fire.

1: One Shot

A: Automatic: Automatic weapons fire a burst or stream of bullets at an intended target with only one pull of the trigger.

S: Semiautomatic fire once unless stated otherwise in the weapons description.

MAG: Magazine capacity, the number of bullets a firearm can fire before it needs to be reloaded.

SZ: Weapon size (Tiny, Small, Medium, Large, Huge).

WT: Weapon weight (fully loaded).

SCRC: Scarcity, **or rarity of item.**

COST: Price in trade coins.

RADIUS: Explosive damage burst radius in hex-squares.

⇒ Weapons

Weapons are abundant in the World. Guns and combat melee weapons were manufactured on a massive level for the military and for US citizens (for the right to bear arms) as well as all across other nations in the world.

Whether you're killing things with a sharpened wooden stick or with a pistol, you need to know about implements of destruction if you want to be able to defend yourself. The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.

Ammunition

Ammunition in *Exodus* works on a general statistical damage based on the caliber, gauge, or millimeter of the ammunition, albeit this is just a guideline for firearms that are not included in this guidebook. Some firearms treat ammunition a little differently than what is listed on the ammunition chart (for instance, high powered rifles may deal an additional +1d10 damage beyond what is listed for bullet type; with cases such as this, it is up to the Overseer to determine the exact number of damage dice the weapon deals).

Fusion Cell

The fusion cell was created to combat the rising cost of oil-based fuels at the turn of the 21st century by Mr. Fusion International. Fusion cells were originally created for the military to power energy weapons, but later were adapted to power armor and fusion-powered vehicles.

A fusion cell is a small nuclear reactor that utilizes plasma and hydrogen to power the cell. The cell holds a 50 unit charge before the cell is expended and become empty.

Hollow Point (JHP): A hollow point bullet is designed to fragment upon impact creating a larger area of damage on a target. This type of bullet causes an additional +1d6 wound of damage and on lethal hits causes triple damage.

Armor Piercing (AP): Armor piercing bullets are designed with a sharp tip to penetrate armor. This type of bullet ignores up to 5 points of Damage Resistance and deals normal damage.

Handguns

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols, and some submachine guns.

Handguns can be broken down into three smaller groups: autoloaders, revolvers, and machine pistols.

Autoloaders (sometimes called "automatics") feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot's shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.

Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

Ranged weapons that use box magazines come with one full magazine.

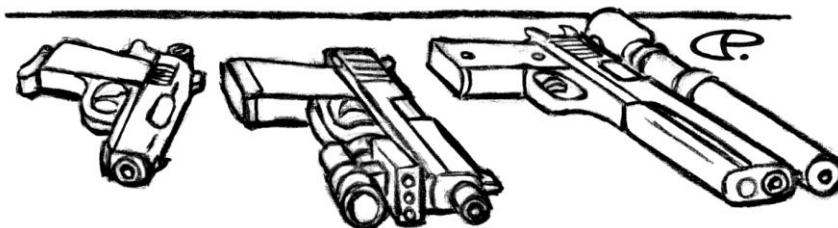
Firearms								
Handguns	DMG	Effective Range	ROF	MAG	Size	Weight	SCRC	COST
9mm	1d6	5	A	12	Small	2	C	300
10mm	1d6	5	A	12	Small	2	C	300
.22	1d6	2	S	1	Small	1	C	200
.357	2d6	4	S	6	Small	2	C	500
.38	2d6	4	S	6	Small	2	UN	500
.44	2d6	4	S, A	6	Small	3	I	500
.45	2d6	6	A	12	Small	3	I	600
9mm	2d6	5	Burst	24	Small	5	C	900
10mm	2d6	5	Burst	24	Small	5	C	900
.45	3d6	6	Burst	24	Small	5	I	1200
Rifles								
5mm Assault	4d10	6	Burst	50	Medium	7	R	2500
7.62mm Assault	3d10	6	Burst	30	Medium	7	I	1800
7.62mm	2d10	8	S	5	Medium	7	I	1500
.22	1d10	8	S	5	Medium	4	C	1000
.223	1d10	8	S	5	Medium	4	C	1000
.30	2d10	10	S	5	Medium	5	I	1500
.30-06	2d10	10	S	5	Medium	5	I	1500
.50	3d10	10	S	5	Medium	8	R	3500
Shotguns								
10-gauge	5d6	3	S	8	Medium	8	R	2100
12- gauge	3d6	3	S	8	Medium	7	I	1400
20-guage	2d6	3	S	8	Medium	7	C	800

Explosives

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

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a 0 AP action.) Others require timers or various devices to set them off.

Explosives and Grenades	DMG	Blast Radius	ROF	Size	Weight	SCRC	COST
Dynamite (stick)	2d10	2	1	Tiny	1	UN	50
Grenade, Fragmentation	3d10	3	1	Tiny	1	I	300
Landmine	2d10	2	—	Tiny	2	I	300
Molotov Cocktail	1d6 + fire	1	1	Tiny	1	C	25
Pipebomb	3d10	3	1	Tiny	2	I	400
Plastic Explosive	4d10	3	—	Tiny	2	R	700



Melee Weapons

Melee weapons are used in close combat, and they are generally among the simplest types of weapons.

Bows and Projectile Weapons

Bows are fired projectiles made of wood and metal that can generally be found in use by Tribals.

Melee Weapons	DMG	Size	Weight	SCRC	COST
Axe, Fireman's	1d10	Medium	8	I	300
Baseball Bat	1d6	Medium	3	C	50
Brass Knuckles	1d6	Tiny	1	UN	75
Cleaver	1d6	Small	2	C	20
Club	1d6	Medium	3	C	10
Combat Knife	2d6	Small	1	I	250
Crowbar	1d6	Medium	3	UN	50
Knife	1d6	Tiny	1	C	10
Hatchet	1d6	Small	1	UN	30
Lead Pipe	1d6	Small	2	C	10
Machete	1d6	Small	2	I	30
Pistol whip	1d6				
Rifle butt	1d6				
Police Baton	1d6	Medium	3	I	30
Sledgehammer	2d6	Medium	8	UN	100
Spear	2d6	Medium	7	UN	150
Spiked Knuckles	1d6	Tiny	1	I	125
Super Sledge	2d10	Large	12	R	500
Switchblade	1d6	Tiny	1	C	20
Wrench, Pipe	1d6	Small	2	C	20

Bows	DMG	RNG	ROF	SIZE	WT	SCRC	COST
Compound Bow	2d6	8	1	Medium	7	I	800
Crossbow	2d10	5	1	Small	7	I	800
Short Bow	1d6	6	1	Small	5	I	500
Sling Shot	1	3	1	Tiny	1	UN	100
Wrist Crossbow	1d6	3	1	Tiny	2	R	500

Heavy Weapons

Heavy Weapons are rare in the wasteland, but some militant groups do have them.

Heavy Weapons	DMG	Effective Range	ROF	MAG	Size	Weight	SCRC	COST
Flame Thrower	1d10 + fire	2	S	30	Large	18	R	3500
Grenade Launcher	3d10	6	1	1	Medium	12	R	4500
Rocket Launcher	4d10	6	1	1	Medium	15	R	6000

Energy Weapons

Energy Weapons are extremely rare in the wasteland, but some existing military have obtained them from classified locales.

Energy Weapons	DMG	Effective Range	ROF	MAG	Size	Weight	SCRC	COST
Pistol	3d6	5	S	30	Large	18	R	3500
Rifle	5d6	10	1	1	Medium	12	R	4500

Armor

All sort of Wasteland dwellers wear armor to better protect themselves from the hazards of the Wastes, such as beasts, mutants, and of course the evils of man. Armor increases the wearer's Damage Resistance by the listed amount on the charts below.

Armor

For the character who does not want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Cloth Armor

This armor is for that poor sod that cannot afford a Leather Jacket. It is made of several layers of padded cloth scraps.

Combat Armor

This is a full suit of high tech military armor made out of advanced polymers, including a helmet.

Combat Vest

This is a heavy armor vest made of advanced polymers and is the core piece of a suit of Combat Armor.

Environmental Armor

This bulky suit was developed for use in heavily contaminated environments, and is prized in the Wasteland for its ability to protect against biological threats and radiation. Environmental Armor is highly durable against radiation protecting the wearer against 530 (severe) or lesser RAD. Radiation levels that exceed 530 RAD (severe) begin to affect the wearer normally. Additionally the armor grants the wearers a +30 Endurance saving throw bonus against other environmental hazards, such as poison gas, and toxic waste.

Improvised Armor or Shield

Think those old road signs were useless in the Wasteland, well think again, just some rope a few bullet holes and you have a makeshift breastplate. Improvised armor and shields can at least slow down a bullet before impaling your flesh. An improvised shield stacks with an Armor's defense bonus.

Leather Jacket

This is an old, heavy motorcycle jacket (usually found with only one sleeve still attached).

Leather Armor

This is a lightweight armor made of tanned Buffalo hide.

Evolution Terms (Armor)

Damage Resistance (DR): Damage Resistance falls into three different categories as denoted below. When a character take damage he subtracts the amount of DR that is applicable to that type of damage. If the damage equals zero or less, the character is hit, but the damage is deflected by his protective gear.

Physical DR (PDR): reduces damage from physical damage, such as gunshot wounds and melee damage.

Energy DR (EDR): reduces damage from energy damage which includes acid, cold, electric, fire, and toxic sources.

Explosive DR (XDR): reduces damages from explosive and concussion blasts.

MOV: This is a reduction in Movement Rate caused by the balkiness or weight of the armor.

WT: Armor's weight.

SCRC: Scarcity, or rarity of armor.

COST: Price in trade coins.

Light Armor	PDR	EDR	XDR	MOV	WT	SCRC	Cost
Cloth Armor	1	0	0		5	C	50
Combat Armor	4	3	3	-1	30	R	10,000
Combat Vest	3	2	2		10	R	8,000
Environmental Armor	0	1	0	-2	20	R	12,000
Improvised Armor	1	0	0			C	
Improvised Shield	0	0	1			C	
Leather Armor	2	1	0		15	I	400
Leather Jacket	1	1	0		8	UN	250
Metal Armor	3	3	3	-2	45	R	4,500
Riot Shield	2	1	2	-1	10	I	2,000
Tactical Vest	2	2	2		15	I	7,500
Undercover Vest	2	1	1		12	I	5,000

Metal Armor

This crude but effective armour is made of scavenged metal plates.

Riot Shield

This standard, clear plastic shield was the policeman's best friend during riots and protests from the 1940 until the Exodus. This shield is roughly 3 feet in length and contours to the left side of the body. A riot shield stacks with an Armor's defense bonus and DR categories.

Tactical Vest

The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Undercover Vest

This vest covers a larger area of the torso, but it is also more easily noticed. It is best used when the armor should remain unseen but the wearer does not expect to face much scrutiny.

Medical Supplies

If you get shot, Mommy does not come to kiss your booboo and make it all better. You have to make sure you have medical supplies if you do not want to bleed out or rot with an infection. If you are lucky you can use Medpaks, otherwise you had better hope that the ointment you got from a trader works as an antiseptic.

Medical Supply	Benefits	WT	SCRC	Cost
Doctor's Bag	Doctor's "tools" and consumable medical supplies (10)	8	UN	1,500
Field Medic Kit	consumable medical supplies (10)	4	UN	500
First Aid Kit	consumable medical supplies (5)	2	UN	250
Healing Salve	heals 1 wound (beneficial only once per day)	1	UN	50
Paramedics Bag	Doctor's "tools" and consumable medical supplies (25)	12	I	3,000
Poison Antidote	removes poison effects	1	UN	200
Medpak	heals 1 wound	.2	I	200
Super Medpak	heals 3 wounds	1	I	1,000
Trauma Pak	heals 5 wounds	1	R	3,000

Doctor's Bag

This bag contains and the basic medical tools and reference books used by a doctor. It also contains 10 units of consumable medical supplies (bandages, tape, antiseptics, slings, splints, etc). Using a Doctor's Bag grants a +20 bonus to surgery and triage attempts. Additionally the consumable supplies speeds up a treated character's healing rate by +1.

Field Medic Kit

This kit contains 10 units of consumable medical supplies to use out in the Wastes. Using a Field Kit grants a +10 bonus to triage attempts. The consumable supplies speeds up a treated character's healing rate by +1.

First Aid Kit

This contains 5 units of consumable medical supplies. The consumable supplies speeds up a treated character's healing rate by +1.

Healing Salve

This is an herbal concoction, considered to be magical by the Wasteland Tribals. This salve is made up of three components; Bitter Root, sand, and salt water, mixed into a thick mud-like salve.

Healing Salve is rubbed on a wound healing 1d6 damage, while burning out the infection and cauterizing the wound over the course of 3 hours.

Paramedic's Bag

This bag functions as a doctor's bag, but is larger and contains 25 units of consumable medical supplies instead of 10.

Poison Cure-All Antidote

This is a cure all poison antidote made from the stinger of a Mutant scorpion or snake. The antidote is generally kept in a bottle or canteen and when drunk combats all types of Poisons and removes all traces of any poison after use.

Medpak

The Medpak created by St. John Mercy hospital in the 1990's is an injected mixture of healing chemicals that instantly seeks out wounds through the blood line cauterizing wounds and delivers a powerful dose of mitosis to repair the damage. A Medpak heals 2d6 damage.

Super Medpak

The Super Medpak function similar to a normal Medpak, but contains a larger dose of meds that instantly heals massive wounds on a larger scale. A Super Medpak heals 4d6 damage immediately; however the character becomes nauseated 10 minutes later for 4 hours.

Trauma Pack

The Trauma Pack function similar to a Medpak, but is packed with a jumpstart of chemicals (to include endorphins and adrenaline) that will get even the dead moving again. This is the supreme mixture of advanced healing chemicals that instantly heals deadly life-threatening wounds. A Trauma Pak heals 8d6 points of damage immediately; however the character has a chance of going into shock after 5 minutes has passed if an Endurance check is failed. Characters suffering from shock from a trauma pack receive 1d10

Endurance damage that heal at the normal rate.

Chemicals

Chemicals (a.k.a. Drugs) are what make the Wasteland go around. Chemicals are costly, but give the user a superior edge over the competition. There are drawbacks such as side effects and becoming addicted.

Chemicals, unlike other equipment has no scarcity rating. There is no law force or drug task force to prohibit the growth, importation, and use of drugs. Almost every civilization within the Wasteland has a drug dealer somewhere within city limits. It may be the guy on the corner, or a merchant in the markets.

Evolution Terms (Chemicals)

Effects: Character gain the benefits and penalties listed for the drug(s) that their character is taking. The benefit lasts for the **DUR** amount of time before wearing off and the benefits gained are returned to the normal score or rate.

Maintaining Benefits: Should a character have a large supply of a drug, the character can take the drug to stack duration period only, to stave off the after effects for a time.

DUR: The length of duration that the drug effects last before wearing off.

END Penalty: After a drug's duration ends, the Character must roll an END check to see if he becomes addicted. This penalty is applied to his END score before the roll is made. If failed, the character become addicted to the drug and suffers Addiction Effects.

Addiction Effects: If the character fails his END check for addiction, he then gains the Addiction Effects penalties until cured. Time and a successful END roll at no penalty is the cure for addiction. After the set amount of time has passed as denoted by Addiction Recovery, the character can make an END check daily until he is successful, at which point he is no longer addicted. When the character is no longer addicted, his ability damage is gained back at the character's healing rate. Life Force loss is regained through rest or healing. Other effects return to normal one day later, unless stated otherwise in the description of the chemical.

Addiction Recovery: The minimum time required before an END check is made to kick the addiction.

COST: Price in trade coins.

Drug or Chemical	Effects	DUR	END Penalty	Addiction Effects	Addiction Recovery	Cost
Alcohol	+10 STR, -10 INT, -10 PER	30 min.	0	-10 STR	3 Day	5
Angel Dust (PCP)	+10 STR, -20 INT, DR 2, Hallucination	2 hrs.	-30	-20 INT, -2 AP, Hallucination, Paranoia	2 Weeks	220
Afterburner	+20 PER, +1 MV, DR 1	10 min.	0	-10 PER, -1 MV	1 Week	170
Black Sunshine	Night Vision	4 hrs.	0	Blinded	1 Day	50
Burnout	+10 AGI, +20 PER	4 hrs.	-20	-20 AGI, -20 PER	2 Weeks	40
Cocaine	+10 AGI, +10 END, -10 PER, DR 1, +1 Dodge, Paranoia	2 hrs.	-30	-10 END, -1 AP, Paranoia	3 Weeks	170
Heroin	-20 AGI, +20 PER, Nausea	1 hr.	-30	-20 AGI, Fatigue, Nausea	3 Weeks	20
Inferno	+20 AGI, -20 INT, DR 2	12 hrs.	-30	Fatigue	3 Weeks	220
LSD	+10 PER, -10 INT, Hallucination	2 hrs.	-20	-10 INT, -1 AP	2 Week	10
Marijuana	-5 PER, HR +1, Munchies	30 min.	0	-5 PER	3 Days	10
Meth	+10 AGI, +10 PER, -20 INT	2 hrs.	-40	-10 END, -10 INT, -2 AP	1 Month	20
Mindmeld	+10 CHA, +10 INT	8 hrs.	-10	-20 INT	5 Days	30
Mutagen	+20 END, +20 STR	2 hrs.	-40	-40 INT, -20 PER	1 Month	50
Pain Pills	-10 PER, DR 1	4 hrs.	-20	-10 PER, -1 AP	2 Week	100
Rad-Block 2	-50% RAD absorption	—	—			50
Radium X	-250 RAD	—	—			50
Vigoroids	+20 END, +20 STR	6 hrs.	-50	-20 END, Fatigue	1 Month	50
Voodoo	+20 AGI, -10 CHA, Lucky	6 hrs.	-10	-10 CHA, Jinxed	12 Hours	120

Afterburner: This small square hard candy comes in an assortment of favors and is the pick me up that all warriors seek in the Wastes; it adds pep to your step and sharpens your senses. Sucking on this candy clears (burns) the sucker's airways open giving the character improved clarity, movement, and vigor; +1 movement, +20 PER, and +1 DR for 10 minutes. After the effects of the candy wear off the character suffers -10 penalty to PER.

Addiction chance: failed Endurance roll

Black Sunshine: This eye drop contains chemicals that alter the vision of the user and changes the white of his eyes to black as well as the pupil. When taken the user of Black Sunshine gains night vision (can see as if in daylight) for 4 hours. After the effects of the Black Sunshine wear off, the character suffers a -10 penalty to PER and can only see 50% of his normal range of vision for 2 hours.

Addiction chance: failed Endurance roll

Burnout: This drug is a powder that is either rubbed on the gums or inhaled through the nasal cavity. When used, Burnout grants the inhibitor increased awareness and reflexes, however this is through paranoia. The character gains +20 PER and +10 AGI. The effect of Burnout lasts 4 hours before wearing off, at which time the character suffers a -20 penalty to INT and PER.

Addiction chance: -20 END

Inferno: This hyperspray endorphin raises the character's level of adrenaline to large proportions. The user gains +20 AGI, -20 INT, and +2 DR for 4 hours. After Inferno wears off the character the character suffers from fatigue for 12 hours.

Addiction chance: -30 END

Mindmeld: This mind-enhancing pill increases the consumer's mental facilities. The character gains +10 to INT and CHR for 8 hours. After Mindmeld wears off the character suffers a temporary loss of -20 INT.

Addiction chance: -10 END

Mutagen: This drug is delivered by a syringe and through the blood stream. A Mutagen contains a very small dose of concentrated blood of non-radiated Trans-Genetic Mutant. Characters using a Mutagen gain a +20 bonus to STR and +2 END for 2 hours. After the Mutagen wears off the character the drug attacks the brain cells causing a temporary loss of -40 INT.

Addiction chance: -40 END

Rad-Blocker 2: This pill is the premier radiation defense taken as a preventative measure against radiation; Rad-Blocker should be taken before exposure to radiation. A dose of Rad-Blocker blocks RAD absorption by 50% for 24 hours but during the following 24 hours RAD absorption is increased by 25%. A second dose can be taken, reducing RAD absorption by 75% for 24 hours; RAD absorption is increased by 50% during the following 24 hours.

Addiction chance: None

Radium X: This I-V is a chemical that cleans radiation from a person's system, and also causes headaches and severe stomach upset. The treatment takes time to work. The patient's RAD level is immediately reduced by 250, after 2 hours the RAD level is reduced by another 250, and after 2 more hours the RAD level is reduced by 500 (for a total of 1000).

Addiction chance: None

Vigoroids: This pill is a steroid that is highly advanced and very addictive that boost strength and reflexes. The consumer of this pill gains a +20 STR and END for 6 hours. After the effects wear off, however, the character is exhausted for 12 hours.

Addiction chance: -50 END

Voodoo: This drink, much like healing powder, is an herbal concoction made by Tribals and is considered to be magical. This liquid, usually contained in a water pouch, burns like eating battery acid when drunk and causes the tongue to swell, making the drinker slur his words. Voodoo grants the drinker a +20 bonus to AGI, -10 CHA, and the Lucky trait for 6 hours. Once the drink effects wear off the character suffers from the Jinxed trait for 6 hours.

Addiction chance: -10 END



Field Gear

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

Item	Use	WT	SCRC	Cost
Backpack	Holds 50lbs of materials.	5	C	50
Bag, burlap	Holds 100lbs of materials.	1	C	50
Binoculars, standard	Extended viewing device for spying on opponents.	2	I	300
Bolt cutter	Heavy wire cutters design to cut though padlocks and fences.	5	I	200
Caltrops (25)	Shape scrap metal tossed on the ground to impede movement.	2	C	10
Chem-Light Stick	1 use chemical cold light.	.1	I	25
Climbing gear	Grappling Hooks, metal clips, hammer and pitons.	10	I	500
Duct tape	Pre-war tape that is super strong.	1	UN	30
Fire extinguisher	Chemical powder in a expendable container to put out fires.	3	UN	75
Flash Crystal	A small portable data storage device.	1	R	1,000
Flash goggles	Nuclear goggles to view bright explosions.	2	R	1,200
Flashlight	Fusion Battery operated light.	2	I	350
Gas mask	Breathing mask to keep out harmful vapors.	5	I	500
Geiger Counter	Measures radiation.	5	R	2,500
Goggles	Eye protection.	—	C	10
Handcuffs, steel	Metal wrist restraints.	1	UN	50
Lighter	Portable flame	—	C	10
Metal Canteen	Holds 1 qt. of liquid.	2	C	25
Multipurpose tool	Folding pliers with multiple tool blades.	1	I	75
Night Vision Goggles	Grants limited Night Vision (Darkvision).	3	R	3,000
Rope	20 ft. coil of rope.	10	C	150
Road Flare	A 1 use chemical flame stick.	1	UN	75
RoboCore PA 2000	Portable data storage and display device.	6	R	7,500
RoboCore Stealth Belt 1050	Adds to Hide skill.	3	R	5,000
Sleeping bag	A body bag to keep you warm at night.	4	UN	150
Snapper Super Toolkit	A pre-war tool kit, needed to make repair checks.	10	R	3,000
Tent	Make-shift motel room with dirt floor.	20	I	400
Walkie-Talkie	Short range hand held transceiver.	6	I	250
Water Skin	Holds 1 qt. of liquid.	2	C	10



CHAPTER V

EVOLUTION MECHANICS

Combat is played out in revolutions. Each revolution every player acts in a particular order based on circumstances. Combat usually runs in the following way:

1. The Overseer determines which characters are aware of their opponents at the start of the battle. If some, but not all of the combatants are aware of their opponents, a surprise action happens before the regular revolution cycle begin. The combatants who are aware of their opponents can act as detailed under Surprise. Combatants who were unaware do not get to act suffering an initial penalty to defense. If no one or everyone starts the battle aware, there is no surprise action.
2. Combatants begin a revolution cycle with based on Reaction Time, with the highest to lowest acting first, followed by the next, and so on, until all combatants have acted
3. Combatants spend Action Points to perform various combative actions.
4. When everyone has had a turn, the combatant with the highest Agility acts again, and steps 3 and 4 repeat until combat ends.

COMBAT ACTIONS

All characters and creatures have the following three actions they may make during a combat revolution: *combative* (see *Action Point usage*), *movement*, and *speech* (5 or 6 words). Combat skills and movement are detailed further below.

ACTION ROUNDS

1 Revolution = 5 seconds

1 Cycle = 12 Revolutions (1 Minute)

Order of Actions: Actions go in order based on Reaction Time Order (RTO). Everyone has a different reaction time in combat which is determined by a 1d10 die roll + bonuses or penalty. The highest number reacts first followed by the next lowest and so on. Ties go with the highest Agility score acting first. If the Agility score is the same then have a roll off with the higher roll going first. Once everyone has acted the Revolution is complete and a new Revolution start anew if needed, keeping the prior Reaction Time numbers (unless an action in combat alters a character's reaction time).

The Combat Roll: A Character uses his combative skill score to make an attack. If the character succeeds on the combative skill roll, he scores a hit against his opponent, which the opponent may then choose to Block/Dodge or Defend if he has the AP available.

The Opposed Roll: Sometimes an opposed roll is called for from a specific action. An opposed roll is based on the character's relevant characteristic plus or minus the difference of the opposed NPC or creature's same characteristic. If the opponent's characteristic is higher than the player's minus the difference. If it is lower add the difference to the characteristic.

Combat Roll

The combat roll represents a character's attempts to strike an opponent or object during the character's revolution of actions in a cycle. When a character makes a combat roll, he rolls his d100 against his combat skill that the weapon applies to. If the result is equal or less than the combat skill a hit occurs to the target. If the result is greater, then the target is missed.

A natural 100 (two 10s) on the attack roll is always a miss (see fumbles). A natural 01 is always a hit (see lethal hits).

Size Modifier

Sometimes you may need to hit the broad side of a barn. Size modifier alters the chance you have to hit a target. The smaller the target, the more difficult it is to hit in combat; while larger targets are easier to hit in combat.

Size Modifiers	
Size (Example)	Size Modifier
Giant (barn)	+40
Huge (elephant)	+20
Large (pick-up truck)	+10
Medium (human)	+0
Small (dog)	-5
Tiny (cat)	-10
Diminutive (rat)	-20
Minute (fly)	-40

Archery and Firearm Attack

All ranged weapons have a base hex-square attack range, denoted as effective range. This is the base range that an archery or firearm weapon can be fired in hex-squares, without a penalty. Some advantages extend the base range of weapons. The range of archery and firearm weapons can be extended by up to +9 range increments. Each range increment of the weapon is equal to the base range and bestows a -10 penalty.

Brawl and Melee Combat

Brawl attacks and Melee combat weapon have a range of adjacent (1 hex-square unless a melee weapon states otherwise). Brawl damage always deals KO damage. Melee damage deals both types of damage KO and Lethal depending on the weapon type and Overseer's ruling.

Thrown Weapons

Thrown weapons do not have a range like archery and firearms. These weapons depend on the character's STR to determine the range. A thrown weapon can be thrown based on the item weight and the Character STR.

Every 10 STR = +1 hex-square (maximum 9) + modifiers

Size Modifiers	
Weight (Example)	Range Modifier
Less than 1 lb.	+1
1 - 2 lbs.	+0
3 - 5 lbs.	-2
Over 5 lbs.	-4

The effective range of thrown weapons can only be extended by advantages.

Archery, Firearm, and Thrown Combat Penalties

If a character or opponent shoots or throws a projectile at a target that is engaged in melee combat or in a group (3 or more individuals), the character takes a -20 penalty on his combat skill to hit his intended target. Should the roll fail, and is in the penalty range, then another target in the group (as determined by the Overseer) is hit by the projectile.

Damage

When a character hits a target with an attack, he deals a number of damage according to the weapon type (see weapon's statistic) and any advantages that alter that amount of damage the target receives. However, advantages, character creation choices, body armor, and some tactics may reduce the amount of damage the target receives. If the damage a target receives brings the damage result below 1, then the target suffers a glancing blow receiving no wounds. Any damage above zero is deducted from the target's current Life Force. If the target's Life Force is reduced to zero, the target is rendered unconscious and dying (see Life Force).

Lethal Damage: Any attack that breaks bones or that cuts, burns, or pierces skin the deals one or more wounds is lethal damage.

KO Damage: This damage is bruising and fatiguing a target into unconsciousness by using brawl attacks, blunt melee weapons, or special projectiles like rubber bullets. KO damage become lethal damage when the damage exceeds twice the KO Life Force rating. For each point of damage that exceeds this threshold then becomes lethal.

Lethal Hits

When a character makes a combat attempt and the results are a natural 01 on the dice roll, the character hits the target in a vital life-threatening location. The target of the lethal hit still may attempt to evade the attack through use of Block or Dodge attempts (should he have any available). If the attack is successful the character deals double the damage in wounds to the target and a status ailment like a crippled limb (as determined by the Overseer). Advantages can increase both the lethal range and damage multiplier for a lethal hit.

Critical Fumbles

When a character makes a combat roll and the results are a natural 100, the character fumbles his attack, losing the rest of his AP until his next revolution. He cannot defend himself and is off balance not able to benefit from any advantages, block, or dodge attempts until his next revolution. Some traits or malfunctioning weapons may increase the fumble range.

Surprise

Sometimes the character or his opponent is caught unaware of the other's presence. When this occur (as determined by your Overseer), the unaware combatant makes an opposed PER roll against the character's (or worst success from a group) AGI. If the unaware combatant is successful, then he is not surprised and may act normally. If the roll fails, then he is surprised and only receives $\frac{1}{2}$ of his normal AP (round down; min. 1AP) to use when it is his action, as determined by order of actions. Additionally, characters or opponents that are surprised cannot block, defend, or dodge unless they have an advantage that states otherwise in the first revolution of combat.



ACTION POINTS

When in combat the character gains Action Points (AP) to perform a variety of actions to use during their combative and movement actions. All Actions listed in the adjoining sidebar are detail within this chapter.

Action Points (AP) = Racial Base + Advantages

Aim

A character may spend an Action Point to aim an archery, firearm, or thrown ranged weapon at an opponent. Aiming grants a one-time +10 bonus to his next combat skill attempt.

Block

A character receives one free block attempt each revolution if he is skilled in Karate, wields a medium-side or larger weapon (any type), or has a shield at the ready. If an opponent scores a successful hit with a Brawl or Melee attempt, then the character can make a Strength roll to attempt a block. If successful the character blocks the attack and receives no wounds. If failed, the character takes normal wound damage. Archery and thrown combat projectiles may only be blocked with a shield (unless noted otherwise). Firearm attacks cannot be blocked.

Characters can earn addition block attempts through advantages.

Defend

A character can opt to defend at the start of his revolution by spending 1 or 3 AP. When a character defends, any successful hit on the character, deals one less damage for 1 AP and two less damage for 3 AP. Any combat skills used while defending are made at a -20 penalty.

Dodge

A character receives one free dodge attempt against an attack of choice each revolution. If an opponent scores a successful hit, the character can make an Agility roll to attempt to dodge the attack. If successful the character dodges the attack and may move one hex-square away from the opponent, receiving no wounds. If the Dodge attempt fails, the character takes normal damage.

A character can earn addition dodge attempts through advantages.

Firearm Burst

A character with an automatic burst capable weapon (like a machine gun), may fire a volley of bullets in a hex-square at a single target. While not the most accurate attack, it is an effective attack form. When performing a Firearm Burst, the shooter makes 2 combat rolls, using the most successful as his attack, almost guaranteeing damage to a target. The target still receives his normal chance to dodge, if any.

Action Points*

Aim (+1)
Attack/Shoot One-Handed Weapon (2)
Attack/Shoot Two-Handed Weapon (3)
Block /Dodge (see below)
Defend (see below)
Draw a Weapon (2)
Firearm Burst (3)
Firearm Spray (4)
Grappling (see below)
Movement (see below)
Perform a Special Action or Maneuver (varies)
Perception check (1)
Reaction (1 + Action)
Reload Firearm (2)
Retrieve an item (2)
Targeted Attack (+3)
Use an item (1)

*If a character does not have the AP available to perform the desired action, the AP carries over into the next combat revolution of actions.

Combat Roll Situation		
Opponent Situation	Bonus	Penalty
Grappled	—	-20
Helpless	+90	—
Pinned	+25	—
Prone	+10	—
Tag Team ¹	+5	—
¹ Cumulative per attacker up to 6 attackers or +30		

Firearm Spray

A character with an automatic burst capable weapon (like a machine gun), may fire a spray of bullets in 3 adjoining hex-squares at multiple targets. When performing a Firearm Spray, the shooter makes his firearm combat attempt against each target. The first target is targeted normally; the second target at -20 penalty; and the third target at a -40 penalty. Additionally cover may apply to a target behind another target. All targeted opponent still receive any dodge attempt (should they have any available) as normal.

Grappling an Opponent:

A character must make a successful opposed Brawl combat roll versus the target's Agility to initiate a grapple. If the target's AGI is higher than your Brawl, subtract the difference to your Brawl skill. If his AGI is lower, then add the difference.

Initiating a grapple cost 2 AP regardless of failure or success. Once a grapple is initiated, and then the attacker has several options to choose that cost additional AP as detail on the chart below.

Grappling an Opponent Options	AP
Initiating a Grapple	2
Attacking while Grappling	3
Disarming Opponent	4
Escaping Grapple	3
Forcefully Moving an Opponent	4
Immobilizing Opponent	4
Pulling/Using an item in Grapple	3

Many of the grappling options below require opposed combatant rolls, which may result in a tie. Ties are resolves by who has a higher STR characteristic, and if STR is the same then by a d10 with highest result wins.

Attacking while Grappling: While grappling an opponent, a character can attack using Brawl attacks or small melee weapons.

Disarming an Opponent: A combatant can attempt to disarm their opponent's weapon or an item held through force of strength. The character must succeed a STR check with the difference in STR (higher) added or (lower) subtracted to the character's STR score.

Escaping Grapple: A combatant can attempt to escape the grapple through force of strength or by their nimbleness of agility. The character must succeed an AGI check with the difference in of the combatant STR added or subtracted to the characters STR.

Forcefully Moving an Opponent: A combatant can attempt to move their opponent through force of strength. The character must succeed a STR check with the difference in of the combatant STR added or subtracted to the characters STR. If successful the character may move the target up to 10% of the success in hex-squares (min. 1 hex-square).

Immobilizing Opponent: A combatant can attempt to immobilize their opponent through force of strength, by pinning their arms and legs allowing no movement. The character must succeed a STR check with the difference in of the combatant STR added or subtracted to the characters STR.

Pulling/Using an item in Grapple: A combatant can attempt to pull an item (a handheld weapon to attack with) or use a non-combative item (an alchemical healing drink) during a grapple with a successful AGI check.

Combat Modifiers

This section covers offensive and defensive modifiers provided by position.

Special Actions and Maneuvers

Certain advantages allow a character to perform a special action in combat. Special actions vary in cost, usually adding a +AP cost to the normal action. Descriptions of a special action or maneuver are detailed under the advantage. Only special actions due to the AP expenditure can cross over from one revolution to the next. A special action that crosses over into multiple revolutions cannot be used again until a new revolution begins.

Tag Team

If a character is making a Brawl or Melee attack against an opponent, and an ally is also attacking that opponent they each gain a cumulative +5 bonus on their combat roll. If more allies attack a single opponent, the combat bonus increases. The maximum combat bonus that characters can benefit from is +30 if six characters surround an opponent.

Cover

Cover provides an added defense for a character or opponent. The more cover a character has, the bigger the penalty to an attacker's combat roll. The Overseer may impose other penalties or restrictions on attacks depending on the details of the cover.

Cover	
Degree of Cover (Example)	Penalty
25% (half wall or tree stump)	-10
50% (behind narrow tree or standard-sized window)	-25
75% (around a corner or a building or behind a large tree)	-50
100% (total cover)	-100

Movement (MV)

Movement Rate (Square/Hex grid map): A character moves racial base plus AGI modifier in hex-squares.

Charging an Opponent: This is short burst of speed, allowing the character to move twice his normal movement, immediately engaging an opponent in Brawl or Melee combat. In order to use a charge movement there must be at least (3 hex-squares) in a direct line, between the charger and the opponent. Charging allows a character to add +1d6 damage from a Brawl or Melee attack. The downside is the character cannot use the Defend action during a charge action revolution.

Jog: This is a slight increase in speed and allows the character to move double the character's normal movement rate.

Normal: A character can move a number of squares equal to his MR for free. Movement beyond this costs 1 AP per hex-square.

Prone/Standing Position: Characters may drop to a prone position, lying flat on the ground for the expenditure of 1AP. Characters in a prone position create a -20 penalty to an opponent's archery, firearm and thrown (not explosives) combat skills, but create a +20 bonus to an opponent's HtH and melee combat skills. Standing from a prone position cost 1 AP.

Movement Sequences	AP
Normal	0 / +1
Stealth (one-half MV)	2
Jog (MV x2)	2
Prone/Standing Position	1
Charging an Opponent (MV x2)	3
Run (MV x4)	3

Run: This is a great increase in speed and allows the character to move four times the character's normal movement rate. The character cannot use the block/dodge or defend action during a run movement action revolution. A run action is a direct line from start to finish with a maximum of one 45° adjustment during the movement action.

Stealth: This is a decrease in speed and allows the character to move one-half his normal movement rate. An Agility check must be made opposed by any opponents Perception check with the difference in Agility success subtracted to the opposed Perception check. Failure still results in the character moving at one-half movement. Stealth is used in most cases to create a surprise action (see Surprise).

Manipulating Objects

In most cases, moving or manipulating an object costs 2AP. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object, or opening a door.

Thrown Explosives

A thrown explosive like a grenade is a weapon that affects all combatants and objects within a burst radius. When thrown a character picks a hex-square to target. If his Thrown combat roll is successful, he hits the intended hex-square and denotation occurs. If missed, however the throw is wild and off target. Roll a d10 to determine where the explosive lands and detonates using the following chart.

Thrown Explosives Miss	
d10	Location Struck from Intended Target
1	+7 hex-squares short of target
2	+5 hex-squares short of target
3	+7 hex-squares to right of target
4	+5 hex-squares to right of target
5	+3 hex-squares short of target
6	+3 hex-squares beyond target
7	+5 hex-squares to left of target
8	+7 hex-squares to left of target
9	+5 hex-squares beyond target
10	+7 hex-squares beyond target

Inanimate Objects

Inanimate Objects are easy to hit since they don't generally move. Combat rolls usually are not needed to strike an object with Brawl or Melee attack unless it is actually moving. However, if a ranged attack is being used to target the object from a distance, then the character must make the appropriate combat roll against the size of the object (see Size Modifier).

Example Objects		Object Size	
Material	Density	Size	Multiplier
Rope	3	Diminutive	x1
Plastic	2	Tiny	x2
Glass	1	Small	x3
Wood	5	Medium	x5
Concrete	10	Large	x10
Steel	20	Huge	x20

Objects possess a degree of density measured from 1 to infinity determined by the Overseer. Density is essentially the Life Force of the object, or how much damage the object can take before destruction. The Density of an object has a base Density and a multiplier based on size. Consult the following chart for common examples of material and density.

Inanimate objects cannot Block, Defend, or Dodge, unless a special circumstance allows otherwise. Animate objects can Defend or Dodge depending on circumstance.

Forceful Move, Pull, Push, and Trip

A character can attempt to forcefully move, pull, push, or trip his opponent. This requires a successful Brawl attack to succeed in each case.

A forceful move attempt can be done with either a charge attack, resulting in a push (with a +2 hex-square movement bonus), or by grappling an opponent and successfully moving the opponent as detailed under grapple, resulting in a pull or push. If successful the character may move the target up to 10% of the success in hex-squares (min. 1 hex-square). Both the character and opponent remain adjacent, but retreat the number of hex-squares behind the character's original location.

Pulling the target can only be done through means of grappling the opponent and successfully moving the opponent as detailed under grapple. If successful the character may move the target up to 10% of the success in hex-squares (min. 1 hex-square). Both the character and opponent remain adjacent, but retreat the number of hex-squares behind the character's original location.

Tripping a combatant can be attempted with a normal Brawl attack. Some weapons may give a bonus to trip attempts. If the Brawl attack is successful, the character must make an opposed Brawl versus Agility attempt to Trip the target. If the opposed check is successful, the opponent is tripping, lying prone in his hex-square; else failure results in nothing.

Disarm

A combatant may attempt to disarm his opponent weapon through any combat skill, with an object Size penalty as detailed in Equipment. The character makes a Combat check against the size of the object and if successfully hit, the Opponent is allowed a Strength check to see if he maintains his grip on the item of weapon. If the STR check fails the opponent's weapon is knocked out of his hands and usually to the ground. A Disarm maneuver can still be blocked or dodged which negates the disarm the combatant.

Reaction Adjust

Sometimes a character may wish to delay an action to respond to another action or access the best options available during a revolution turn. During the character's revolution he can spend AP to shift his Reaction Time order down the order of action by 1 per AP spent. This must be declared to the Overseer before the next order of actions, and the character must have AP available, else it doesn't happen. The character may then react on his adjusted RTO.

Snatch and Grab

A combatant may attempt to snatch an item from his opponent. The combatant must succeed an Brawl combat roll against the size of the object. If the roll is successful, the opponent possessing the object can make an Agility roll for worn objects or a Strength check for a held object. If the opponent successfully makes his roll, he thwarts the attempt to snatch and grab.

Targeted Attacks

A character or semi-intelligent creature (INT 30+) may make a targeted attack against an opponent or specific area on an object at a penalty through the Aim combat action and penalty based on location as detailed in the below. Descriptions for targeted attacks against biological humanoids and quadrupeds are below; tables describing alternative targets for different kinds of critters (animals, insects, or robots) are listed below.

Targeted Attacks		
Anatomy Part	Combat Penalty	Damage
Arm or Upper Appendage	-25	Crippled
Eye, Feelers, Ocular Input, or Sensors	-75	x3 damage + Blinded
Foot, Wheel	-50	Crippled
Hand, Clamp	-50	Crippled
Head, CPU, or Brainpan	-40	x2 damage + Concussion
Groin, Servo, or Weak Point	-60	x3 damage
Leg, Locomotion Device, or Lower Appendage	-25	Crippled
Torso or Body	0	Normal

Blinded: The character is blinded and suffers the penalties as detailed in the Condition Summary.

Concussion: The character has taken a mighty wound to the cranium and suffers penalties as detailed in the Condition Summary.

Crippled: A character that is crippled suffers penalties using the crippled appendage as detailed in the Condition Summary.

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 reduces both Density of object and the Life Force of the living. Anything fully immersed in acid takes potentially more damage per round of exposure than from a splash.

Acid Damage		
Acid	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 are inhaled poison to those who come within 1 hex-square of the acid. Staying within the area of acid fumes for more than 5 seconds (1 revolution), results in 1 point of LF damage each revolution in the radius.

Cold

There are several different climates in the southwest 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 Endurance check. Success means the character suffers no damage. Failure means the character takes 1d10 cold damage to AGI, END, and STR and also is Fatigued. A new check is required every hour that the characters stay in the cold condition. Should anyone of these characteristic reach the score of zero, the character freezes to death.

Equipment designed for cold climates grants a +20 equipment bonus to the character's Endurance. Different types of equipment bonuses will stack with each other.

Cold Dangers	
Temperature *	Penalty
32°	—
25°	-10
15°	-20
0°	-40
-15°	-60
-30°	-80
-50° +	-100
*measured in Fahrenheit	

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 and suffer from Blindness. The Light Source table provides typical light sources found in a post-apocalyptic setting.

Light Sources		
Item	Radius	Duration
Candle	5 feet	12 hours
Chem-Light Stick	5 feet	6 hours
Flare, road	10 feet	2 hours
Flare, signal	20 feet	10 min.
Flashlight	20 feet*	6 hours
Halogen lantern	40 feet	24 hours
Lighter	5 feet	5 min.
Torch	20 feet	2 hours
*Creates a beam 30 feet long and 5 feet high.		

Disease

When a character is exposed to a disease, the character must make an immediate Endurance check, else become infected. The victim must make this check 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, he takes damage after an incubation period expires and then per day thereafter. The character can stave off the daily effects by with a successful Endurance check each day.

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

Type: The disease's method of delivery— contact, ingested, or injected.

Contact is transmuted through the method of coming into physical contact with the viral contaminates.

Ingested is introduced into the digestive system through contaminated foods and drinks.

Injected is delivered through the bloodstream via bodily fluid exchanges and wounds.

Incubation: This is the amount of time before symptoms and effect start.

Damage: This is the damage the victim takes after the incubation period and each day thereafter if failing an END check.

Recovery: This is the amount of time it takes to recovery from the disease after the incubation period, if any. Some diseases have recovery times, other treatment, some are recurring, and then the fatal disease have no recovery. See the description of each disease for more details on the recovery.

Diseases (examples)				
Disease	Type	Incubation	Damage	Recovery
Ebola	Contact	2 days	5d6 END	2 weeks
Hepatitis A	Ingested	2 weeks	1d6 END	2 months
Hepatitis B	Contact	1 month	1d6 END	9 months
Hepatitis C	Contact	1 month	1d6 END	none
HIV / AIDS	Injected	2 weeks	2d10 END	none
Malaria	Injected	1 week	1d6 AGI 1d6 END	recurring
Meningitis	Ingested	1 week	1d10 END 1d10 INT	treatment
Smallpox	Contact	2 weeks	1d6 END 1d10 CHR	3 weeks
STD	Injected	2 weeks	1d6 END	treatment

Drowning

When a character becomes trapped underwater or other liquid-based substance, he has the possibility of drowning. A character that can no longer hold his breath, as detailed under Suffocation, begins to drown as the liquid fills his lungs at which point he can no longer get oxygen to his blood and brain. The character can hold his breath for one minute before needing to make an Endurance check. If successful, the character can hold his breath for another 30 seconds, before requiring another END check. If the character fails his END check, he begins to drown, taking 1d10 END damage per revolution 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.

Electricity Damage		
Voltage Type	Examples	Damage
Jolt	Car battery, stun gun	1
Low voltage	Fuse box, electrical socket	1d6
Medium voltage	Industrial transformer, electric fence	2d10
High voltage	Power line, electric chair, lightning	4d10

Falling

A character takes 1d10 points of AGI and Life Force damage for every 15 feet of a fall, to a maximum of 20 dice of damage to each (max damage = 300+ foot fall). If the character succeeds on an Agility check, he has time to brace for the impact reducing the damage by half. If the AGI check fails, full damage is applied to both AGI and LF.

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 listed in Falling Objects table if they fall 15 feet or less. An object deals an additional 1d6 points of damage for every 15-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.

A successful Perception check will notice a falling object, which allows an Agility check to avoid the object. If either of these checks fail, the character is hit by the falling object. If the object is at least two 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 an Agility or Strength check to escape or lift the object off himself to get out from underneath. The Overseer can modify these checks based on the circumstances.

Falling Objects		
Object Size	Examples	Initial Damage
Fine	Coin	0
Diminutive	Paperweight	1
Tiny	Wrench	1d3
Small	Vase	1d6
Medium-size	Oil barrel	2d6
Large	Piano	4d6
Huge	Vehicle	8d6
Gargantuan	Barn	10d10
Colossal	House	20d10

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 combusts. The character is allowed an Agility check to avoid catching fire. However there may be a penalty based on combustion type as detailed on the Fire Danger table. Success means that nothing caught fire. Failure results in the character's clothes or hair catching fire, whereas he takes the listed damage immediately. In each subsequent round, the burning character must make another Agility check, with failure resulting in

Fire Dangers			
Type	Penalty	Damage	Extinguisher
Alcohol	-10	1d6	Foam / CO2
Combustible	-10	1d6	Water / Chemical
Chemical	-30	2d10	Powder
Electrical	-20	2d6	Powder
Gases	—	3d6	Powder
Grease	-30	2d6	Chemical
Petro	-30	2d6	Foam / CO2
Situational Modifier			
Engulfed in Flame	-30	+2d6	
Immersed in Water	+100		
Smother Flames	+50		
Stop, Drop, and Roll	+50		

taking the damage again. This process continues until the character is burned alive or he succeeds the check in which point, he is no longer on fire.

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 Perception check 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 southwest 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. The character that is suffering from the effect of heat is allowed Endurance check. Success means the character suffers no damage. Failure means the character takes 1d10 heat damage to AGI, END, and STR and also is Fatigued. A new check is required every hour that the characters stay in the hot condition. Should anyone of these characteristic reach the score of zero, the character suffers a Heat Stroke and dies.

Equipment designed for hot climates grants a +20 equipment bonus to the character's Endurance. Different types of equipment bonuses will stack with each other.

Heat Dangers	
Temperature *	Penalty
90°	—
100°	-10
110°	-20
120°	-40
130°	-60
140°	-80
150° +	-100
*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 succeed an Endurance check, else

Poison	Type	Poisons (examples)			
		Damage	Penalty	Duration	Effects
Arsenic	Ingested	1d6 CHR 1d6 END 1d6 STR	—	24 hours	Fatigue for 48 hours
Hemlock	Ingested Injected	5d10 END	-50 END	Immediate	Paralyzed for 48 hours
Ricin	Contact	1d6 END	-50 END	96 hours	Fatigue for 96 hours
Snake Venom	Injected	1d6 END 1d6 STR	-20 END	4 hours	none
Spider Venom	Injected	1d6 END	-20 END	4 hours	1d6 CHR

suffer from the poisonous damage and effect. Poison directly attacks characteristic scores based on the type of poison. If the character fails, he begins to takes damage hourly for the poison's duration. The poison's damage is recurring every hour, until a successful END check is made. Succeeding the END check means that the character takes no, or no more damage as his immune system fights off the poisons damage. However he will still suffer from the poisonous effects (if any).

Poison Immunity

Creatures with natural poisons are immune to their own poison. Nonliving creatures and creatures without metabolisms are also immune to poison.

Radiation

In 2012, the lands and bodies of water in the civilized world became radiated by fallout produced from millions of nuclear bombs detonations. Places that were once safe to hold daily activities with the children (provided you survived the bombs) became void of life from toxic radiation. Over the passing of years, the level of radiation has dropped, and inhabitants of the milder radiated area have adapted to the environment. Still, radiation exists in the world that will have you puking your lungs out, so make sure you have a good supply of Radium X and Rad-Blocker 2 before exploring the radiated wastes.

Effects of Radiation

When a character or creature 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.

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	Penalty	Damage ¹
Weak	Less than 100	3 days	—	—
Light	100-199	1 day	—	1 END
Mild	200-299	6 hours	—	1d6 END
Low	300-599	2 hours	-10 END	2d6 END
Moderate	600-999	30 minutes	-20 END	4d6 END
High	1000-4999	5 minutes	-40 END	5d10 END
Severe ²	5000-8000	1 minute	-70 END	10d10 END
Deadly ²	More than 8000	5 seconds	-100 END	20d10 END
¹ All radiated character suffers from a Radiated effect until the radiation sickness is removed or his RADs become less then 100, then his END will return at the normal Healing Rate.				
² If Endurance is reduced below zero there is a 1% chance per point below zero that the character will turn into a <i>Ghūl</i> instead of dying.				

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 ever 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.

Smoke

Characters breathing in heavy smoke or similar toxic gases must make an Endurance check after one minute of being in the smoky environment. After one minute a character, may begin to hold his breath as detailed under Suffocation. When the character can no longer hold his breath, or breathes in the smoke he must succeed an END check or start suffering 1d10 points END damage per revolution. Failure to leave the smoky area before the character's END reaches zero means the character passes out from smoke inhalation and begins to die taking 1d10 LF damage per revolution. If both the character's END and LF reach zero he dies from suffocation.

Smoke also obscures vision, giving one-half concealment (-25 to PER checks and Combat Skills) to characters within.

Strangulation

Sometimes you just have to choke an opponent out. Choking a person with your bare hands, requires a successful grapple attempt followed by a successful Brawl attack. After the Grapple and Brawl has been established, choke the Life Force from the opponent, then becomes an opposed Strength check. If failed, the stranglehold fails and must be re-established. If successful you deal 1d10 END damage per success. Strangulation takes time to choke a person into unconsciousness or death. Should a strangled victim's END reach zero, they become unconscious and begin to lose Life Force instead of END. If both the victim's END and LF reach zero he dies from suffocation.

Using a weapon, such as a board, noose, piano wire, or pipe to choke an opponent deals double damage per success as they apply more pressure to the windpipe.

Choking a helpless person or creature does not require any check and automatically starts dealing damage.

Starvation

Sometimes heroes might find themselves without food. In normal climates, heroes need at least 4 ounces of food per day to avoid the threat of starvation. A character can go without food for two days, in growing discomfort before needing to succeed an Endurance check daily. Failure result in 1d10 END damage until the character find and eats a sustainable meal or death occurs. If a character's END reaches zero from starvation, he dies.

Suffocation

When a character becomes trapped in an airless environment, such as room receiving no new airflow or a vacuum, he has the possibility of suffocation from lack of oxygen. The character can attempt to hold his breath, but without a new source of oxygen the character will begin to suffocate. A character can hold his breath for one minute before needing to make an Endurance check. If successful, the character can hold his breath for another 30 seconds, before requiring another END check and so on,

until failed. If the character fails his END check, he begins to suffocate, taking 1d10 END damage per revolution until dead when his END reaches zero.

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		

Thirst

Sometimes heroes might find themselves without water. In normal climates, a character need at least a ½ gallon of water day to avoid the threat of dehydration. A character can go without water for one day in growing discomfort before needing to succeed an Endurance check at every 6 hours thereafter. Failure result in 1d10 END damage until the character find fresh water or death occurs. If a character's END reaches zero from thirst, he dies.

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.

Contact with toxic waste deals 1d6 points of acid and density damage, bestows 2d10 RAD, and ignores 2 DR. The damaging effects of the toxic waste lasts for 1d6 revolutions after initial contact. Should a target be submerged in a pool of toxic waste, he will take 10d6 points of damage per revolution of submersion and is subject to possible drowning effects.

Life and Death

Life is finite and as characters progress through life they will suffer injuries to their life force as well as other afflictions that may alter characteristic scores. Characters or creatures suffering more lethal wounds than Life Force are unconscious and begin bleeding out taking damage to Endurance at a rate of 1d10 END per revolution, unless otherwise noted elsewhere. If a character or creature Endurance is reduced to 0, call the coroner, he's dead, Jim.

Life Force (LF)

A character's Life Force tells how much punishment he can take before dying or dropping unconscious. Life Force is racial based plus bonus LF from the character's Endurance score, and any other character creation factor that applies. When a character is damaged he receives a number of wounds in damage that subtracts from his Life Force.

Life force is broken up into two divisions, Lethal and Knock Out resistance. Lethal wound deal damage to LF while non-lethal wounds deal damage to KO. Should LF or KO reach zero, the character is render unconscious. KO damage however is healed at a rate of the character's HR per hour, unlike lethal which may take days.

Healing Rate (HR)

When a character rests for at least 6 hours, he gains his Healing Rate back in wounds (HR equals 10% END (round down) to his Life Force. A character can only benefit from his healing rate once per day. If the character rest for 8 hours or more of uninterrupted rest, he gains his Healing Rate +1.

KO damage is restored at the same HR but is restored every hour.

Characteristic damage is restored at same HR, once per 24 hours.

RADs heal at a rate of 25 RAD + HR, once per 24 hours.

Drugs and Chemical Addiction

Drugs and chemical 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.

A character can become addicted to a given chemical in a single does if he is unlucky failing an Endurance roll. Each time the character takes a dose of an addictive chemical he has a chance of addiction. Some drugs and chemicals are more addictive than other bestowing a penalty to the user’s Endurance score.

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

Chemical Use during Addiction

Poor willpower causes addicted characters to use the drug during an addiction period. Using a drug that the character is addicted to 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 all penalties.

Blindness

A blinded character suffers a -50 penalty to Agility and Perception. Additionally the character suffers a -25 penalty to combat and cannot use Block, Defend, or Dodge in combat.

Chemical blindness (i.e. pepper spray, stun grenade) is temporary and its effects are healed over time. Blindness from injury is usually permanent, however a character can seek add from a doctor (see Services).

Characteristic Damaged

The character has suffered an affliction that has reduced one or more of his characteristic score. Lost points are restored through the character's healing rate when the condition that causes the loss of the characteristic no longer exists.

Concussion

The character has suffered a mighty blow to the cranium. The character suffers a -30 penalty to Intelligence and Perception. He also suffers a -20 penalty to all combat skill.

Concussions take time to heal. A concussed character suffers from the concussion effects for 72 hours, at which time he can make an Endurance roll. If successful, the concussion has healed. If failed the character suffer the effects for an additional 24 hours and then can make a new Endurance roll.

Crippled

The character has suffered a crippled limb from immense damage. The effects for a crippled limb vary depending on the limb as detailed below.

Arm/Hand: Characters with a crippled arm or hand suffer a -25 penalty to combat skills using two-handed weapons of that limb in combat. Additionally they suffer a -25 penalty to Agility rolls that involve the use of both arms and hands.

Foot/Leg: Characters with a crippled foot or leg, suffers a movement penalty. All movement AP costs are doubled in combat and the character cannot charge or run.

Groin: Characters with a crippled groin suffers a movement penalty and cannot use combat-based advantages. All movement AP costs are tripled in combat and the character cannot charge or run.

Head: see Concussion.

Torso: Characters with a crippled torso cannot Dodge in combat.

A crippled groin, limb, or torso can be healed if an Intelligence roll is succeeded by the character or an ally to properly doctor the limb with two week of light activity using the limb or complete rest. The character may otherwise seek out Doctor services to heal the limb (see Services).

Deafened

A deafened character suffers a -50 penalty to Perception and cannot hear others. Additionally the character cannot use Dodge in combat.

Chemical deafness (i.e. shock grenade) is temporary and its effects are healed over time. Deafness from injury is usually permanent, however a character can seek add from a doctor (see Services).

Fatigued

Characters become fatigued when failing to rest for at least 6 hours daily. A character that has been awake for 20 hours can push himself 10% of his Endurance in hours past 20 hours before becoming fatigued.

Characters that are fatigued suffer a -25 penalty to Strength and Agility checks, a -20 penalty to all combat skills, and a movement penalty (AP x2). After at least 6 hours of rest a character is no longer fatigued.

Hallucinations

Characters suffering from delusions and hallucination see things that do not exist creating a distraction. At the start of any combat encounter a character suffering from hallucinations must make a Perception check at a -25 penalty or lose half of his AP for 3 revolutions (action points lost to unpredictable behavior towards the hallucinations).

Hallucinations are usually caused by using drugs and wear off after the effect of the drug wears off, or for drug addicts after the withdrawal period expires.

Helpless

Bound, paralyzed, sleeping, or unconscious characters are helpless. A helpless character cannot block, defend, or dodge nor use any advantages (unless stated otherwise). An attacker attacking a helpless character receives a +90 combat bonus and deals three times normal damage.

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 suffering from nausea gain a -10 penalty to Strength and Agility checks, a -20 penalty PER checks, and a -20 penalty to all combat skills. A character will remain nauseated until at least 4 hours of rest is had.

Paranoia

Characters suffering from paranoia believe that someone or something is constantly watching them or out to get them. A paranoid character gains a +20 Perception bonus, but suffers the effects of being Fatigued.

Paranoia effects are usually caused by using drugs and wear off after the effect of the drug wears off, or for drug addicts after the withdrawal period expires.

CHAPTER VI

GAME MASTERING

Running an Evolution Game

An Evolution System game is fueled by the imagination of several players and an Overseer. The Overseer runs the game using core rules presented in Chapter 1 and 5 of this book as the base core mechanics. All of the other Chapters are optional rules to complement the styles of the Overseer game. The players are the key element of interaction in adventures that the Overseer creates and narrates. More details on the Overseer and Players are detailed below.

The Overseer will need a large imagination, several 6 and 10-sided dice, writing supplies (pencils and paper) or a computer/notebook/tablet, a hex or square grid combat mat, and miniatures figures of players, non-players characters, and creatures or another type of representation (i.e. bottle caps, coins, or counter chips). All of the supplies can be purchased at a local gaming/hobby store or online.

The Players will need to bring their imagination, at least two 6 and 10-sided dice, writing supplies (pencils and paper) or a notebook/tablet to maintain and update their character sheet.

The Overseer

As the Overseer, running the game is your job. You are the narrator, the story-teller, the combat system, the role and interaction of all Non-Player Characters (NPC), the rule enforcer, and the teacher. The Evolution system is designed to keep your job simple to focus on the narration of the story and not have to design over complicated mechanics. Your imagination is the only challenge that should determine the level of play that the players will face. Below are some useful tools to help in your job of entertaining your players and engrossing them into your story.

Your main job as the Overseer is to present an adventure at each gaming session that intrigues and challenges the players. Plan to prepare an adventure beforehand either through your own design and narration, or use a pre-made adventure suited to your campaign setting. Pre-made adventures can be purchased at a local gaming/hobby or online e-book store. The key to being a good Overseer is to keep the game excitement level ups through adventures, side quest, and goals that propel the game and players forward to the next session (rinse and repeat).

You should expect all of your players to be familiar with the core rules presented in Chapters 1-5 and any optional rule that you implement into you Evolution game. However, at some point you may add a new player to your game that is not familiar with the system and will need to help teach them the rules. Don't worry; your experienced players will help too.

Style of Play

The style of game play will differ from Overseer to Overseer (should you have a substitute Overseer or rotating Overseers run your game) or between the Overseer and Players. Some style of play will focus on combative play over storytelling while other will focus on story immersion over combat. These are not all of the type of play style, but are the most popular Overseers and Players tend toward. Finding a medium that is conformable between the Players and yourself is usually the best option. Talk it out with your group of player to find the style of play that is the most comfortable between all involved the game.

Player Characters

In a Role Playing Game (RPG), the players are the hero or stars of the story. As Overseer it lands on you to entertain your group of players and keep the excitement high to maintain the game longevity. Players' style and levels of play varies quite a bit. While you may not be able to make

all of your players happy all of the time, weave in elements that allow all of them participate to their style or level of play. Keeping players somewhat happy makes for a great game enjoyed by all. This of course does not mean bend over backwards to accommodate your players by giving them the world. Small elements, whether it is items to aid the players or a story element related to a player somehow goes far in a RPG. Overall the task is to entertainment and have fun by all (yourself included) through imagination.

Character Elements

While Character Creation is detailed in Chapters 1–4 of this book, character elements are an essential tool that the players use to accomplish challenges and task that stand in their way as part of the story. The elements that you allow into the game are of your choosing as several are optional play enhancers. All are covered below to aid your task as the Overseer in balancing the difficultly level of game play.

Characteristics

The six Characteristics are the core mechanic in Evolution. Characteristics are designed to be a basic check system that a character needs to roll equal or below to succeed in the task presented to him. As the Overseer you can of course make any challenge easier or more difficult based on the circumstance of the situation or task on hand. Any modifier made to a check always is applied to the characteristic score before the dice are rolled.

Strength is the character's might and how strong he is. Strength challenges are going to involve dragging, lifting, pushing things, and physical display of intimidation.

Endurance is the character's longevity. Endurance challenges are going to be a test of fortitude, survival in extreme environments, and willpower.

Agility is the character's grace and quickness. Agility challenges are going to involve movement, quickness, and stealth.

Intelligence is the character's brain capacity. Intelligence challenges are going to involve academics, knowledge recall, and puzzle solving.

Perception is the characters senses and awareness of surrounding. Perception challenges are going to involve the character senses (hearing, sight, or smell) as well as the character ability to deduce and reason.

Charisma is the characters charm and personality skills. Charisma challenges involve attempts to calm animals, bridge language borders, charm, innuendo, and social interactions.

Combat Skills

Conflict is enviable in role-playing games and will happen on occasion. Combat is fully detailed in Chapter 5. Combat skills, however, cover the range of different combat styles available during conflicts and determine whether or not the character strikes an opponent. Combat is a combination of characteristics with a multiplier, and is a core mechanic of the Evolution system. As the Overseer you can create, define, or remove particular fields or styles of combat as you see fit.

Backgrounds

Backgrounds are an optional element in Evolution and don't change the core mechanics of the system. Backgrounds generalize how a character was raise and his beliefs. As the Overseer you can ban, create, or redefine backgrounds as you see fit for your campaign world.

Advantages

Advantages are an optional element in Evolution and don't change the core mechanics of the system. Advantages are characteristic and combat bonuses that characters can purchase through expending Evolution Points. Characteristic advantages focus on bonuses to particular aspect or definition of a characteristic. A Combat advantage adds bonuses to a particular style of fighting, adds special fighting maneuvers, or increases damage or lethal range. All advantages are tied to a single characteristic or combat skill and some have requirements that must be met before a character can select the advantage.

Support Skills

Support Skills are an optional element in Evolution and don't change the core mechanics of the system. Support Skills are life skills learned through backgrounds, life experiences, or educational pursuits that aid in non-combative situations. As opposed to assigning a difficulty challenge or penalty to a characteristic roll, a support skill states that the player is skilled in that field of expertise to some degree and has the knowledge or knowhow to accomplish those tasks with easier. Depending on the circumstance of the field of knowledge or task at hand, you can have the player roll a normal check based on his characteristic, give the character a bonus to the characteristic for the task, or bypass the roll all together. As the Overseer you can ban, create, or redefine Support Skill as you see fit for your campaign world.

Evolution Points (EVP)

Evolution Points are earned through experiencing life in just about any pursuit. It is ultimately up to the Overseer to award the characters with EVP as a reward for success or spectacular failure. As the Overseer, you determine the pace of the EVP the characters receive. If you want a more challenging game with slower progression, then award EVP for challenging tasks and above only. A basic guideline below will help in determining Evolution awards for your individual game.

Alternatively at a certain point in a character progression you can stall the EVP awards to a slow progression for those characteristics or combat skill. Ideally a good average rate to stall EVP progression to a slow progression is at 60 points in a characteristic or combat skill requiring double or triple the amount of EVP to raise the score by +1. However, you can change this to more or less making progression faster or slower base on the design of your game.

Difficulty Level	EVP Award	Examples
Easy	0	Simple task with moderate bonus to complete
Normal	1	Even challenge with no or light penalty
Challenging	2	Difficult task with light to moderate penalty
Extremely Hard	3	Extreme Difficult task with huge penalty
Near Impossible	4	Only successful with a critical success roll

Awarding EVP

Evolution Points are a necessity for character growth and can be awarded either immediately or at the end of a game session or adventure.

- Awarding EVP immediately allows a character to grow during an adventure and may unlock powers that the character now has access to.
- Awarding EVP at the end of a game session is the optimal option to represent the growth that the character experienced during the session and growth during a rest or down period.

- Awarding EVP at the end of an adventure may take several game sessions, requiring some record keeping, but keeps with ideal that the character takes his experiences and grows upon the reflection and trains during the down period between adventures.

Non-Player Characters

The players are the stars of a role-playing game, while non-player characters are the supporting cast. NPCs cover a range of roles in your game covering allies, combatants, and occupations.

Creating a NPC is done in one of two ways: Quick or Planned. Most NPCs will use the Basic Evolution System as detailed below.

Basic Evolution

Basic Evolution uses only one die, the d10-1 to determine any Characteristics or Combat Skills. The die represent the “tens digit” of a percentile roll. If a one is rolled, it is still one to generate 1-9. You may modify this however you want. This speeds up the creation of a NPCs, or if a characteristic or combat skill needs to be generated on the spot.

Basic Evolution in Combat

Combat work as detailed in Chapter 5, however NPCs or creature have Basic Evolution score. So what happens to a lethal hit or fumble? Plainly put lethal hits don’t exist for the bad guys as detail below under Quick NPCs, and a 10 on the roll is a fumble. Advantage in combat goes to the player, since combat can be quite deadly.

Grunts, Minions, and Thugs

The grunt, minion, or thug is the most common NPC combatant that the players will encounter with their characters. To make it easy on the Overseer by not spending hours to custom create NPC combatants, it is suggested to go with this route of creation. Minions are Quick NPCs, and receive no bonuses from any character creation feature. The only numbers that you will need to figure out is LF/KO base on their race and END bonus, everything else is random generated. It is also suggested to place a higher negative to the random die rolls to keep their score under 70.

Quick NPC

To build a Quick NPC role a d10-1 for the basic characteristics and place as most appropriate for the NPC background or occupation. If combat skills are needed, do the same for the relevant combat skills the NPC would need to use in combat as detailed above.

Planned NPC

To build a Planned NPC, assign all characteristic and combat skill level of your choice to the NPC, as well as giving them a background, occupation, and equipment. Most planned NPCs will be will be either allies or combatants for the players, and will need to be gauged at such to the player’s evolution average as detailed under Balancing Combats. You should only build planned NPCs for major events, such as a Boss battle, or an NPC that is going to aid in an Overwhelming situation.

Balancing Combats

Balancing a combat is based on several factors that the Overseer must calculate to determine the level of difficulty of the combat. First the Overseer must know the average number of EVP of the party of players (this includes ally NPCs). Once the player's EVP average is determined, determine the average number of EVP for the combatants. Subtract the Players EVP from the combatants to determine the difficulty level of the combat.

Difficulty Level	EVP Average	Notes
Easy	-20 or less	Simple fight, little or no damage to PCs
Normal	-19 to +20	Even challenge with light wounds to PCs
Challenging	+21 to +50	Expect moderate to heavy wounds to PCs
Overpowering	+51 to +99	One or more PCs falls in combat
Deadly	+100 or more	Most or all PCs fall in combat

Death and Unconsciousness in Combats

When a character's Life Force reaches zero or less, the character is rendered unconscious and is unable to act. If the character takes any additional damage while his Life Force is at zero or less, the character dies from the wound (DR still applies to an unconscious character). If the character doesn't receive a wound while at zero or less wounds, he still may die from internal bleeding or from bleeding out if he is not treated by medical means. The character has a number of revolutions equal to his maximum Life Force before he expires from his wounds.

Creating Animals and Monsters

Creating animals or monsters is based on your imagination, legends and myths, or real life details. With a little work and a few details creating animal or monster is nothing more than creating a detailed NPC with some special combat styles and special maneuvers. Chapter 6 details some common animals found in a modern world setting. Use these as an example or base in creating new animals or monsters. Alternatively you can upgrade the existing animals or monsters to a more powerful version. All animal and monsters use the basic build characteristics and combat skills of a d10 instead of d100. Critical and lethal hits as well as Fumbles still apply so if a 0 is rolled, roll it again to see if it falls in the critical range or is a fumble.

Equipping NPCs or Monsters

Equipment and other one-use items are detailed in chapter 3. Equipping a NPC can be a balancing act. Too much equipment may make the NPC overpowering in a combat situation as well as not enough will make the challenge too easy. Humans and most any other sentient races will use wearable equipment and weapons that they can manipulate.

Non-sentient races, mindless monsters, and animals will not have equipment unless someone else has equipped them with custom designed equipment. This would be a rare occurrence but very plausible. It is also possible for Non-sentient race, mindless monster, or animal to accidentally (or sometimes purposely) to benefit from chemical use.

Interacting with the Environment

The environment is part of the background of your narrative. While the environment is not hugely important, it does play a role in the whole. Below are typical examples of what is found in the environment.

Objects and Structures

Most sentient races build structure to protect against the elements or use in defense against hostile forces. Structures create a background that characters will interact with. Below are some sample types of structure material.

If a character is attempting to break through a door or wall, basically it is an attack on the inanimate object to bust through. Some structure forms are harder than other to break, and still circumstance also may factor in. Driving a tank through any type of wall (except metal) listed in the table above will break through to the other side every time, but attempting to kick in a metal door is most likely not a possibility for a normal human without some type of cybernetic leg or magical supernatural powers.

Structure	Details	Density	DR
Door	Hollow	1	0
	Metal	9	5
	Oak	5	3
Floor and Walls	Brick	7	3
	Cinder block	5	3
	Concrete, poured	9	5
	Drywall	1	0
	Metal 1in. thick	13	9
	Wood (less than 1in.)	3	1
	Wood (1-2 in.)	5	3

Interacting in combat using a structure as cover will grant a temporary bonus to a characters defense as determined by the Overseer. It will be harder for a character to shoot an opponent that is using the edge of a building for particle cover than if the opponent stood in the middle of a street. To make cover bonuses easy, assign the character or opponent using the cover a degree of cover between 1 and 9 (times 10) and that is the penalty shooter has on their combat roll to hit the character using the cover. Additionally the character benefiting from the cover also gain the same bonus on his Dodge (Agility) attempt to avoid being hit in combat.

Cover	Details	Combat	Notes
Door	Behind door	9	Cannot target ½ of body (one arm and leg)
	In doorway	5	Cannot target ½ of body (one arm and leg)
Tree	2ft width	3	Cannot target ¼ of body (one limb)
Walls	Corner	9	Cannot target ½ of body (one arm and leg)
	Window	5	Cannot target ½ of body (groin and legs)

Traps

Traps are a prime staple in many exploratory adventures to protect items of wealth, placed to protect and alert an individual, or simply to secure a location. Traps vary widely in design and means from a simple alarm trap ringing bells to a complex explosion trap designed to collapse a room. Below are examples of common traps that can be placed in an adventure. If a combat stat is listed, this is the roll made against the targets in the area.

Pitfall: A Pitfall trap is a pit that is concealed to look like the terrain that the pit resides in. The design of the pit is to drop an individual into a pit that contains or possibly kills them. A pit is general 15 feet deep or more and may contain spikes, an explosive mine, or even some form of liquid, such as water or worse.

Trap	Trap Details	Damage	Adjustments
Pitfall, exposed	15 foot drop	1d6	—
	15 foot, spiked	3d6	—
	15 foot, mine	1d6 + weapon	—
	15 foot, greased walls	1d6	-50 STR to climb
	30 foot drop	2d6	—
Pitfall, concealed	15 foot drop	1d6	-20 PER
	15 foot, spiked	3d6	-20 PER
	15 foot, mine	1d6 + weapon	-20 PER
	15 foot, greased walls	1d6	-50 STR to climb, -20 PER
	30 foot drop	2d6	-20 PER

Pressure Plate: A pressure plate trap is a hidden plate camouflaged to resemble the same material or terrain that surrounds the plate. The trap is triggered when the pressure plate is stepped on or pushed. Common trap elements of a pressure plate is to sound an audible or silent alarm, falling rocks, fire projectiles, flaming burst, poke a spear, shoot a stream of acid, swing a blade, at the plate locale in a small or large radius. A pressure plate trap can contain one of more of these examples.

Trap	Trap Details	Damage	Combat	Adjustments
Pressure Plate	Audible Alarm	—	—	No surprise
	Silent Alarm	—	—	Enemies gain surprise
	Blade / Projectile	as weapon	7	
	Poisoned Blade / Projectile	as weapon	7	Poisoned
	Flame Burst	3d6	8	On Fire
	Acid Burst	3d6	8	Equipment Damage
	Falling Rocks	See falling objects	8	Buried Alive, Crippled

Tripwire: A tripwire trap is similar to a pressure plate trap with a fishing line, string, or black wire tied to two anchor points. A tripwire is tripped when pressure is placed on the line. Common trap elements of a tripwire are explosive grenades, mines, or rigged firearms.

Trap	Trap Details	Damage	Combat	Adjustments
Tripwire	String	—	—	—
	Fishing Line	—	—	-20 PER
	Black Wire	—	—	-50 PER
	Firearm	as weapon	7	
	Grenade	as weapon	—	Blast Damage
	Mine	as weapon	—	Blast Damage

Adventuring

The main plot of a role playing game is the adventure within the story that is crafted by the Overseer. While adventuring, the characters will encounter a variety of challenges to advance the story.

Example of Play:

Overseer: Traversing through to the forest edge, mountains loom on the horizon. Following the direction to the destination that the merchant sold you, your group shortly arrives at a cave entrance. However, a landslide has blocked the entrance.

Timmy: I look about to see if there is another access point to the cave.

Overseer: Make a Perception check.

Timmy: My Perception is 35. (Timmy rolls a 24). Success

Overseer: Scouting the area you notice a breeze rushing into a small-sized hole. The hole is big enough for you to crawl through.

Rockman: Rockman is going to climb to the top of the landslide and excavate the cave entrance with my bulging muscles. Have to impress the ladies after all.

Overseer: Make an Agility check to climb to the top of the landslide.

Rockman: My Agility is 20. (Rockman rolls an 84). Failure

Overseer: Attempting to climb up the landslide result in failure as you slide back to the ground.

Lucy: Yeah, whatever Rockman. I place explosives at the base of landslide and move back to a safe distance. I also yell at Rockman to get the hell out of the way before he is a blood splatter pattern.

Overseer: Make an Agility and Intelligence check.

Lucy: My Agility is 40 and Intelligence is 50. (Lucy rolls a 38 for AGI and 01 for INT).

Rockman: The Rockman hauls ass out of the blast radius.

Overseer: Excellent a critical success on Intelligence. Placing the demolitions in the exact right spot at the base of the landslide, Lucy detonates the explosive as Rockman runs out of the blast radius. Large chunks of dirt and rock rain in all directions as the blast clears the entrance of nearly all of the landslide debris. Now that the entrance to the cave is cleared, you can enter.

Lucy: Yell for Timmy. Once he arrives we'll all enter the cave.

Timmy: I return to the group at the cave entrance. I found a small cave opening guys let's explore it after exploring the cave.

Lucy: I pull out a lantern and light it.

Group: We enter the cave opening.