HackWaste

by Mark Damon Hughes
BETA VERSION

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After the Apocalypse

Centuries past, Man's civilization ran amok, heated the sky, raised the seas, flooded the coasts, cut down the forests. Fighting over scraps, they waged war with terrible weapons that burned the cities, spread plagues to the fleeing survivors. This time is called the Apocalypse.

Now, Earth is a wasteland, nature recovering slowly in some places, but burned back into permanently radioactive or toxic desert in others. Mankind survives as barbarians or savages. Mad scientists scavenge tools and materials from the tombs of the Ancients, risking unleashing again the terrors of the past. Mutants born of radiation and biowarfare become monsters and sorcerers.

Minutiae

- **#d6**: Roll a number of six-sided (craps) dice and add.
- **d3**: Roll a single d6, reading 1-2 as 1, 3-4 as 2, 5-6 as 3.
- **d20**: Roll a twenty-sided die, from 1-20.
- **Fractions**: 0.5 or higher round up, 0.499 or lower round down.
- **GM**: Game Master, player who runs the game.

Inspirational Media

- Adventure Time (cartoon)
- Axa (comic), by Donne Avenell & Enrique Romero
- Blood of Heroes (movie)
- Cyberspace RPG, by Iron Crown
- Demon City Shinjuku (anime)
- Den of Neverwhere, Heavy Metal (comic), by Richard Corben
- Ex-Mutants/New Humans/Wild Knights/Shattered Earth, by Eternity/Amazing/Pied Piper/Malibu comics (indie comics mess)
- Fields of the Nephilim (music)
- Fist of the North Star (manga)
- Gamma World RPG
- Gary Numan (music)
- Hardware (movie)
- Hiero's Journey (novel), by Sterling Lanier
- Mad Max (movie)
- O Sarilho (comic), at **sarilho.net/en**
- Star-Man's Son (novel), by Andre Norton
- Steel Dawn (movie)
- Tank Girl (comic), by Jamie Hewlett & Alan Martin
- Thundarr the Barbarian (cartoon)
- Unix Surrealism, webcomic at **analognowhere.com**
- Waste World RPG
- Xenozoic Tales/Cadillacs & Dinosaurs (comic), by Mark Schultz

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Inhabitants

- **Humans**: Remnants of the Ancient species, somehow unmutated after all this time. A dying but still powerful species, few in number, but make up for it in toughness and old skills. They are much less affected by radiation than the unstable genes of the other types. Those who master Ancient Artifacts can become truly powerful.

  They often lead communities of mixed species with their knowledge and Ancient Artifacts, but fear Mutants and Beastfolk with low Humanity (Human-like appearance and biology) and unpredictable powers.

- **Mutants**: Human-like weirdos mutated by radiation. They are freaks even in their own communities. No two have exactly the same mutations or appearance, though a tribe will be similar. Their powers can be beneficial and powerful, but most also have one or more lethal defects. Some have middling Humanity.

  Mutants range from feeble and cowardly, to arrogant and deadly ravagers, depending on their powers. Cooperation with the old Humans is a temporary situation for most of them.

- **Beastfolk**: Intelligent animals, mostly mammals, some birds, reptiles, and amphibians. They may be the coming rulers of the world. They have fewer mutations than Mutants but are more stable. Many are developing Human-like features, sometimes even pass for Human.

  Most Beastfolk are savage and cruel, but powerful survivors. Only a few have started organizing into tribes. Many hate and fear Humans and Mutants, but some do learn to cooperate and value skills they can learn from these.

- **Androids**: Artificial people made by the Ancients, and still capable of making more of themselves. A few common forms get remade over and over, with very little variation. They appear exactly Human but bleed green.

  They are always hostile to Humans and Mutants, and perhaps so to Beastfolk. Sometimes Androids try to infiltrate Human society and corrupt it, sometimes they simply kill on sight. Their long-term agenda always seems to be destruction of Humans. Mecha, dogs, and some other animals automatically detect Androids, and consider them dangerous.

- **Mecha**: Ancient machines. They range from somewhat smaller than a Human, to several times larger, to titanic vehicle or building sized machines. They are possessed of a cruel and incomprehensible intelligence. It is claimed they cannot hurt Humans, or even must obey, but not all are working correctly, or recognize everyone as Human; less-Human people are in grave danger from them.

- **Monsters**: What Humans call all the unnatural life of the world. Many are simply unintelligent mutated animals and plants, but others are truly horrific. Fish, insects, microscopic life, fungi, and plants are extra strange. Mutation requires more energy, and many monsters are aggressive omnivores or carnivores.

Factions

There are multiple organized or disorganized groups across the wastelands.

- **Bunks**: Humans who stay in bunkers, mines, or other enclosed shelters. Identifiable by their pasty skin, and stash of Ancient tools. Rich, and somewhat helpful if approached peacefully, but incredibly paranoid and deadly. Many have obedient Mecha.

- **Corpos**: Humans who attempt to restore Ancient civilization, and especially business practices. Standard business plan is to take over a town, enslave the populace to work on some product or service, neglect them until they die, move on. Some Corpo towns last for decades, most for a few years. The bosses and a small army of their mercenaries almost always profit and survive. They are well-armed and armored when they must deal with the lower classes.

- **Ghouls**: Scavengers who prefer the taste of humanoid flesh to crops or stored foods. Most are degenerate savages with no sanity or tools. Others are more cunning, and pretend to be normal travellers.

- **Hackers**: Scavengers who look to rebuild technology, or at least survive with it. They may choose to be opportunists, rebuilders, heroes, or tyrants in this doomed world. Rarely found in gangs of more than a dozen.

- **Nazis**: Literal garbage white Human supremacists, uniformed in brown shirts and red caps. Everyone hates them, kill on sight. They hunt in war-bands of up to a score of men, and keep hidden bases with their women, children, & slaves.

- **New People**: Beastfolk cult that preaches the end of the age of Man. They tend to be small tribes in isolated areas, and use no or very minimal tools, relying on mutations. Individual Human wanderers are of little concern, but Settlers and others who may repopulate the world are to be killed.

- **Nomads**: Gangs or tribes who do not settle down, but often travel the Ancient highway network, or make their own roads around new hazards. Most travel by horse or bicycle, but a few groups have powered Motor Cycles. They trade with strong towns, raid small or vulnerable groups.

- **Rebuilders**: Benevolent charity group, of mixed species. They mostly operate out of Corpo towns, but go out into the wastes to find people to help. Often a team is a dozen guards with Ancient weapons, one or two doctors, and a few specialist engineers. They may have an Ancient truck if they can secure a fuel or power supply, or have to rely on horse-drawn wagons. Most groups consider it anathema to harm Rebuilders, but not all.

- **Settlers**: Tribes who build villages and towns in mostly clear wilderness; they avoid ruins. They are often very low-tech, deliberately using only primitive tools so as to not anger the gods again. Weird religious cults form among them. But they have food and shelter, and are usually willing to trade for a few tools or materials.

1. Determine Stats.
2. Choose Species, determine Mutations if any, and Humanity score.
3. Choose Skills.
4. Determine Hit Points (HP). Record Experience Points (EP) 0.
5. Choose Equipment.

Stats

Starting characters roll 2d6 (2-12) six times in order for the Stats. Stats have a maximum score of 20 for humanoid types.

If all six are 6 or less, you can discard the poor hopeless character and start over. Otherwise you play what you roll.

- **Strength (STR)**: Physical strength, weight lifted, & athleticism.
  - Carry STR x 5kg maximum, being over halves your movement.
  - Melee Damage Bonus: STR / 3.
- **Endurance (END)**: Toughness, health, resistance to physical damage, poison, & radiation.
  - Determines base & maximum HP.
- **Speed (SPD)**: Running speed & agility.
  - Movement Rate: SPD x 3m per round.
- **Dexterity (DEX)**: Manual precision, reaction speed, & hand-eye coordination.
  - Initiative Modifier: SPD / 3.
  - Actions per round: SPD 1-6: 1, 7-12: 2, 13-18: 3, 19+: 4.
  - Determines ranged combat skill.
- **Intelligence (INT)**: Knowledge & ability to learn.
  - Determines starting skills & improvement.
- **Willpower (WIL)**: Mental strength, personality, & leadership. Power & resistance to mental powers.
  - Maximum NPC Followers: WIL / 3.
  - Determines reactions.

Stat Reduction: Stats can be reduced permanently or temporarily by damage or effects. Temporary usually return 1 point per hour of rest. Permanent can only be recovered by spending Experience.

If any Stat reaches 0 to –5, you fall unconscious. At –6, you are permanently dead.

Species

Choose one.
- **Human**:
  - Add +1 to END & INT.
  - Cannot be mutated, takes half damage from radiation.
  - **Humanity**: 18. Chance to be recognized by Ancient security scans.
  - May start with Ancient Skills.
- **Mutant**:
  - **Mutations**: For number of mutations, roll d6, maximum value WIL or STR whichever is lower. For each, roll randomly.
  - **Humanity**: END + 4, modified by mutations.
- **Beastfolk**:
  - Choose species, based on STR:
    - **Large species**: Requires STR 11-20. Add +1 to STR & END, –1 to INT & DEX, +5 to base HP, cannot Dodge.
    - **Medium species**: Requires STR 6-10. Add +1 to SPD, –1 to INT.
    - **Small species**: Requires STR 1-5. Add +1 to SPD & DEX, –1 to INT & END, –5 to base HP, +2 to Dodge.
  - **Mutations**: For number of mutations, roll d6, maximum value WIL or STR whichever is lower.
    - May choose: Bipedal, Human Hands, Human Speech, Telepathy (as Mental Mutation), or roll randomly.

  - **Bipedal**: If taken, you have a nearly Human body plan, modified by head, tail, fur/scales, etc. If not taken, armor is not usually available, will cost double to make custom.
  - **Human Hands**: If taken (or free with some species like Raccoons and Apes), hands are very similar to Human, and can use tools normally. If not taken, you cannot use tools, but can Claw 2x per round for d6 damage.
  - **Human Speech**: If taken (or free with rare species like Parrots), can produce all the sounds of Human languages and speak clearly. If not taken, you cannot communicate verbally, but can Bite for d6+1 damage.

  - **Humanity**: 2, +2 per Bipedal, Human Hands, Human Speech taken, modified by mutations.
  - **Survival**: Beastfolk take half damage from Poison.
  - **Poor**: Starts with less Equipment and rarely keeps much.

Mutations

To randomly select, roll d6: 1-3: Physical, 4-6: Mental. Then roll d20 on the appropriate table

First time a mutation is rolled, it is at Rank 1. On duplicate rolls, player can choose to reroll, OR add +1 Rank, up to maximum mutation Rank 6.

Mutations that modify Stats, can exceed the normal upper limit of 20 for Stats.

GM and players can create new Mutations. About 25% of mutations must be Defects! Add them to a new random d20 chart, and choose between charts with another die.

- **(D)**: Defect. These have negative, often lethal, effects. The risk of mutation is gaining more defects.
- **(H: #)**: Humanity modifier, usually negative.
- **(U: #)**: Uses per day, they recover after 8 hours rest. Add 1 Use per day per Rank over 1.
- **(RES)**: resisted by opposed WIL rolls, and mutant adds their Rank.

Physical Mutation

1. **Armor Skin** (H: –2): Skin is made of a stony material. +(Rank x 2) Defense, d6 Unarmed damage, –Rank SPD. Cannot swim.
2. **Chameleon Skin** (H: –1): Change skin color & texture at will. +(Rank x 2) Stealth, if mostly naked.
3. **Electric Shock** (U: 3): Generates an electric-eel-like charge from hands or bite (your choice), doing Rank–1 d6 damage, and living target makes END roll or falls unconscious for 2d6 rounds.
4. **Improved Endurance**: +Rank END, and take half damage from poison & radiation.
5. **Improved Physique**: +Rank STR, do +1d6 damage with melee weapons or unarmed.
6. **Improved Senses**: Roll d6 once per Rank, reroll duplicates: 1: Sight, see details 10x distance; 2: Hearing, hear 10x distance, high or low pitches; 3: Touch, determine fine details, +2 DEX; 4: Smell, detect living beings in 100m, track for hours; 5: Taste, immediately taste & reject Poison or Diseased food; 6: Sonar, "see" 100m in total darkness.
7. **Improved Speed**: +Rank SPD, and can split movement in combat, half before an action, half after.
8. **Infravision** (H: –1): See deep infrared heat sources out to 100m. Bright lights and sunlight are difficult, apply –2 to all actions in such conditions, unless wearing Ancient sunglasses.
9. **Jumping** (H: –1, U: 3): Leap up to Rank x 3m high and Rank x 6m across, lands safely from any jump or fall up to Rank x 10m.
10. **Musk** (H: –1, U: 1): Expel noxious gas from rear glands, incapacitate a target in a Rank x 3m range unless they make an END roll.
11. **Quills** (H: –2, U: 1): Back is covered in deadly sharp spines. Unarmed attacks against you take 1d6 damage back. Use to throw Rank in quills per round for d6 damage, 10m range.
12. **Sonic Attack** (H: –1, U: 1): Scream so loud and high-pitched it causes physical damage. Everyone in front 60° arc for 10m range takes Rank d6 damage and is deafened for d6 rounds.
13. **Tentacles** (H: –3): Gain Rank x 2 tentacles, which grab things out to 4m range, but cannot use tools or weapons effectively. Each pair can make one unarmed melee attack for d6 damage, per round.
14. **Venom** (H: -1, U: 3): Roll d6 1-2: Bite, 3-4: Claws, 5: Stinger on tail, 6: Spit (10m range), Intensity = Rank x 3.
15. **Wall-Crawler** (H: –1): Sticky pads in extremities, climb up walls and balance on tightropes and ledges, as if they were flat surfaces.
16. **Blubber** (D, H: –1): Accumulate a thick layer of fat. –Rank SPD, but is immune to cold.
17. **Glass Bones** (D): Take +Rank HP per die from melee, and falling does double damage.
18. **Hemophilia** (D): Bleeding wounds get worse, take Rank extra damage after any injury.
19. **One Eye** (D, H: –2): Poor depth perception, –Rank to hit with ranged weapons.
20. **Poor Immune System** (D): Poisons and radiation do +Rank HP per die extra damage. Diseases have –Rank penalty to resist.

Mental Mutation

1. **Empathy** (U: 3, RES): Sense or project emotions to a target within Rank x 10m, lasts up to 1 hour.
2. **Energy Bolt** (U: 1): Projects a beam of energy within Rank x 10m, make a normal ranged attack roll to inflict Rank d6 damage. Roll d6: 1-2: Fire; 3-4: Ice; 5: Laser, 6: Radiation, no damage but Intensity = Rank x 3. See **Hazards**.
3. **Force Field** (U: 1): Create a shell of energy around yourself or a target within 10m. Your WIL x Rank points of physical damage will be absorbed before the shell goes down.
4. **Genius**: +Rank INT, perform advanced uses of known skills, solving advanced problems, creating artifacts, etc.
5. **Life Drain** (U: 1, RES): Draws life energy from a target within Rank x 5m, they lose 1d6 + Rank HP and you gain back the same amount, up to your healthy maximum.
6. **Magnetic Personality** (U: 3): Sense metal within Rank x 10m. As Telekinesis, only on metal, but 2x mass.
7. **Mind Control** (U: 1, RES): By concentrating, seize the mind of a target within Rank x 10m, and operate them as a puppet, lasts up to 1 hour or when concentration is broken.
8. **Mind Over Body** (U: 1): By concentrating, resist one element, form of attack, environmental condition, or health condition, lasting up to Rank hours.
9. **Mind Shield**: +Rank WIL, Mental mutations only have 1 round effect on you.
10. **Psychic Blast** (U: 1, RES): Shred the mind of a target within Rank x 10m, inflicting Rank d6 damage ignoring all physical defenses.
11. **Suppress** (U: 1, RES): Supresses a randomly chosen uses-per-day mutation from a target within Rank x 10m, for d6 hours.
12. **Telekinesis** (U: 1): Lifting objects up to (WIL + Rank) x 5kg within Rank x 20m, and moving them at 10m per round, lasts 10 rounds.
13. **Telepathy** (U: 1, RES): Read or transmit thoughts to a target within Rank x 10m, brief conversation or scan of one relevant memory.
14. **Teleport** (U: 1): Warps space to instantly move you to anywhere you see, or have previously been. Make a (WIL + Rank) roll, at Easy if within 100m, one difficulty harder per 10x distance or +1 passenger. Fumble disintegrates you.
15. **Visions** (U: 1): Touching an object shows visions of the past or future events involving it, taking your complete attention for d6 rounds. How much useful information you get is up to GM.
16. **Delusional** (D): Perceives the world incorrectly. Rank times per day under stress, roll d6: 1: One foe does not exist, 2: One ally does not exist, 3: One tool/weapon does not exist, 4: Sees unreal monsters, 5: Sees terrain as opposite of reality (swampy/dry, steep/flat, etc.), 6: Cannot use a random skill.
17. **Mania** (D): Obsessed with something, make WIL – Rank roll or will pursue irrationally, roll d6: 1: Fire, 2: Stealing, 3: Fighting, 4: Eating, 5: Sex, 6: Drugs.
18. **Mental Echo** (D): Any psychic attack or control against you, roll d6, if less than or equal to Rank, it is bounced to someone else nearby, usually an ally. You probably think this is beneficial.
19. **Mental Weakness** (D): –Rank WIL, mind control or telepathy has unlimited duration on you.
20. **Phobia** (D): Is terrified of something, and cannot overcome it normally, roll d6: 1: Heights, 2: Darkness, 3: Wide open spaces, 4: Enclosed spaces, 5: Strangers, 6: Any Mutant.

Skills

Trained abilities which improve on Stats (given in parens after the skill name). Skills are scored from 0 to 10, but cannot exceed the related Stat. Any skill which says "Specific" is a group of skills, one for each specific subject.

GM and players should create any new Skills they want. Most Skills are fairly narrow, a professional may need 2-4 Skills for their job.

Start: Pick 6 Skills and assign 1 to each of them. Then add INT points among them, no more than score 4 in any Skill at start.

Primitive Skills

These are available to everyone.

- **Athletics (SPD)**: Running, climbing, jumping, acrobatics, and sports based on those.
- **Construction (INT)**: Design and building of structures.
- **Crafter** (DEX): Specific skill of creating and maintaining primitive equipment (blacksmith, weaving, carpentry, etc).
- **Dodge (SPD)**: Avoiding attacks, traps, and onrushing stampedes or vehicles.
- **Farming (WIL)**: Subsistence farming, handling farm animals.
- **First Aid (INT)**: Immediate treatment of injuries and minor ailments. May restore d3 HP and prevent infection after a fight, with appropriate materials and time.
- **Horsemanship (WIL)**: Control of horses for maneuvering or combat, and care for horses. Control mounts pulling a cart or carriage.
- **Language (INT)**: Mastery of a specific non-native language.
- **Leadership (WIL)**: Training others to follow your orders.
- **Lore (INT)**: Knowledge of a single subject, such as modern or Ancient history, culture, monsters, or other lore.
- **Perception (WIL)**: Ability to spot hidden details, avoid ambushes. Perception should only be rolled passively/defensively, any active search always succeeds.
- **Performance (WIL)**: Specific art or entertainment form, mostly used to make money, may have some persuasive power, or be useful for propaganda.
- **Persuasion (WIL)**: Convincing others of your viewpoint.
- **Profession (INT)**: Specific professional skill, like accounting, art, lawyer, or management. These are generally not practical survival skills, but may be used to make money in civilization.
- **Sailing (DEX)**: Control of marine vehicles, from rowboats, motorboats, to small sailboats.
- **Stealth (SPD)**: Moving silently, using cover & camouflage, striking from ambush.
- **Survival (WIL)**: Hunting, gathering, finding water.
- **Swimming (SPD)**: Moving in water, holding breath, using snorkel or SCUBA for diving.
- **Thievery (DEX)**: Picking pockets, picking primitive locks.
- **Traps (INT)**: Installing and bypassing primitive traps, mostly for capturing game animals.
- **Weapon, Archery (DEX)**: Adds to ranged combat with bows and crossbows.
- **Weapon, Axe (STR)**: Adds to hand-to-hand combat with chopping weapons.
- **Weapon, Blade (STR)**: Adds to hand-to-hand combat with bladed weapons.
- **Weapon, Blunt (STR)**: Adds to hand-to-hand combat with blunt weapons.
- **Weapon, Polearm (STR)**: Adds to hand-to-hand or thrown combat with spears, javelins, and polearms.
- **Weapon, Unarmed (STR)**: Adds to hand-to-hand combat with brawling or martial arts.
- **Weird (WIL)**: Lore of supernatural nonsense, and attunement to Weird devices. Many mystical Mutants and Beastfolk study this.

Ancient Skills

These are initially only available to Humans. Ancient Research skill is required to determine the nature and operation of any other items. Other Ancient skills are how well you operate it.

- **Aircraft Maintenance (DEX)**: Maintaining aircraft. Only small prop planes can be maintained with hand-made parts, others will require specific stashes of parts.
- **Ancient Research** (INT): Using Ancient Artifacts. Each Artifact must be researched before it can be used in any way.
- **Computers (INT)**: Normal use & networking of computers.
- **Demolitions (DEX)**: Use of explosives to damage or destroy structures or earthworks. Can be used at half skill to defuse explosives.
- **Driving (DEX)**: Piloting motorized ground vehicles. Cars & small trucks are Easy, large trucks & motorcycles are Average, industrial machines are Hard.
- **Electronics (INT)**: Design & maintenance of electrical and electronic circuits. Up to a small 8-bit computer can be made from parts, more powerful require specific stashes of parts.
- **Hacking (INT)**: Programming & taking control of Ancient computers and Mecha. Normal use is Easy, database access is Average, breaking security is Hard, reprogramming is Challenging.
- **Locksmith (DEX)**: Installing & picking technical locks, making key copies.
- **Marine Maintenance (DEX)**: Maintaining marine vehicles.
- **Mechanics (DEX)**: Design & maintenance of automotive or other common machinery.
- **Medicine (INT)**: Specific field of medicine (general practice is First Aid).
- **Motorboat (DEX)**: Control of motorized marine vehicles. Small craft are Easy, yachts are Average.
- **Pilot (DEX)**: Control of aircraft, from small prop planes to jets. Hovercraft and prop planes are Average, jets are Hard, helicopters and VTOLs are Challenging.
- **Plumbing (DEX)**: Installing and maintaining water systems.
- **Power Armor (INT)**: Piloting and fighting in powered armor, Power Lifter and up.
- **Radio (INT)**: Operation of radio & TV broadcasting or receiving systems.
- **Science (INT)**: Specific scientific field. May help analyze Artifacts.
- **Security (INT)**: Installing and bypassing electronic security systems & traps, police/security procedures.
- **Weapon, Alien (DEX)**: Can't be taken initially. Adds to combat rolls with alien weapons.
- **Weapon, Grenades (DEX)**: Adds to ranged combat with grenade-type weapons.
- **Weapon, Military (DEX)**: Adds to ranged combat with squad support weapons: Railgun, flamethrower, ram blaster, missile & drone racks.
- **Weapon, Pistol (DEX)**: Adds to ranged combat with small firearms.
- **Weapon, Rifle (DEX)**: Adds to ranged combat with long firearms, including shotguns.

Hit Points (HP)

Physical and mental damage a character can sustain.

Start: HP = END + WIL / 2 + d6, up to maximum END x 2 + WIL. Large or Small Beastfolk modify the base HP, down to minimum 2.

When HP reach 0, a character falls unconscious and begins bleeding out, losing 1 HP per round. If treated by someone with First Aid, they are stabilized and stop losing HP.

At HP –6 or less, a character is permanently dead. Create a new character, and see if the party will give you some of your old character's stuff.

Natural healing recovers 1 HP per day, if they have food, water, and shelter. Treatment by someone with First Aid increases that to 2 HP per day, Medicine skill to d6 HP per day.

Faction

Survivors initally have no Faction. They can meet a group and try working for them, improving their reputation, and eventually become members. This may open up new Skill training, new equipment, and support of a community.

Each Faction can be rated with Rank 1-6, for increasing trust with them.

Rank	Reputation
1	**Acquaintance**: Not shot on sight.
2	**Mercenary**: May get decent jobs from the faction.
3	**Associate**: May stay with the faction for a while, buy & sell restricted items, learn skills.
4	**Trustee**: Allowed minor responsibility, and equal amounts of work.
5	**Member**: Normal member of the faction.
6	**Leader**: One of the faction's leadership.

Experience

Characters start with Experience Points (EP) 0.

As they adventure, they gain EP representing hard-earned knowledge and self-improvement. Typically everyone who participates in an action earns the full EP for that, but GM may reduce or distribute it differently. Each category should only earn a maximum, in best case, of 3 EP.

- **Combat**: Defeating enemies earns EP. Lesser are 0-1 EP, equal or greater are 1-2 EP.
- **Treasure**: Returning valuable items or Artifacts to your base earns 0-2 EP. 1-199 GC is trivial, 0 EP. 200-999 GC or weak Artifact is meaningful, 1 EP. 1000+ or powerful Artifact is significant, 2 EP.
- **Quests**: Completing major achievements in the world, helping innocents, conquest, and other goals, earns 1-3 EP.

For example, a party finds a nest of insidious Serpent Men have taken over a village. The party kills a half dozen of them, five weaker, one boss much greater with Electric Shock, for 2 EP. They gather loot, 3 swords (20 GC each), 20 loose GC, a gold idol worth 200 GC, and a Stunner Pistol, total 2 EP. GM says the adventure is worth 2 EP. The party members each earned 6 EP!

Spending Experience

EP can be spent between adventures, in any downtime of a week or more.

- **Improve an existing Skill**: (Skill score x 1 EP) Add +1 to the score. Maximum 10.
  Cost is modified by INT: 1-6=+1, 7-12=+0, 13-18=–1, 19+=–2, down to minimum 1.
- **Gain a new Skill**: (2 EP) Requires a teacher, 1-8 weeks depending on the skill and INT score, and then start at score 1.
- **Improve a Stat**: (Stat score x 2 EP) Add +1 to the score. Maximum 20. Beastfolk cannot change STR higher than their size requirement.
- **Improve Hit Points**: (6 EP) Add HP +d6. Maximum END x 2 + WIL.
- **Improve Mutation**: (Rank x 10 EP) Add +1 to Mutation Rank. Maximum 6.
- **Improve Faction**: (Rank x 5 EP) Add +1 to a specific Faction's Rank. Maximum 6. Requires GM approval.

Primitive Equipment

The common currency is a Gold Coin (GC), worth a day's food. Many tribes have very little cash, and will only barter for items. The chance to find an item is 15 for Common, 8 for Uncommon (U), 2 for Rare (R); roll d20, and a roll less than or equal to chance succeeds. Rare only finds d3 items.

Human and Mutant Adventurers start with 3d6 GC, Clothing, Sack, Waterskin, 3 days Trail Rations, and a Club or Dagger. Beastfolk start with 1d6 GC, 1 day's Normal Ration, Sack, and a Club if they have Hands.

- **Two-Handed (2H)** weapons require STR 8 or higher, and cannot be used with a Shield.
- **Weight** is in kilograms, very roughly estimated. 100 coins weigh 1 kg.
- **Armor** cannot be stacked on the same location: Body (B), Head (H), Arms (A), Shield (S). But you can add all the armor values from all locations. So Leather, Helmet, Shield is 4 Defense total.

Item	Cost	Weight	Damage	Range	Defense	Notes
(unarmed)	—	—	d3	—	—	—
Axe, Hand	5	2	d6+1	20	—	—
Axe, Battle	15	5	2d6+2	—	—	2H
Bow, Short	20	2	d6+1	80	—	2H
Bow, Long	40 (U)	5	2d6	100	—	2H
Arrows, 10	1	1	—	—	—	—
Claw Gauntlets	25	5	2d6	—	1 (A)	Massive clawed gloves
Club	—	2	d6	10	—	—
Crossbow	60 (R)	5	3d6	120	—	1 round to reload
Bolts, 10	2 (U)	1	—	—	—	—
Dagger	5	1	d6	10	—	2 attacks per action
Stars, 3	5	1	d6	20	—	Throwing blades
Flail	10	2	d6+1	—	—	Chain-connected poles
Javelin	5	1	d6+1	40	—	—
Mace	15	5	2d6	—	—	Flanged metal club
Morning Star	20	10	2d6+2	—	—	2H, spiked ball on chain
Polearm	20	10	2d6+2	—	—	2H
Sling	2	1	d6+1	100	—	Leather strap for throwing Stones
Sling Stones, 10	1	1	—	—	—	—
Spear	5	2	2d6	20	—	—
Staff	2	2	d6+1	—	—	—
Sword, Short	15 (U)	2	d6+1	—	—	—
Sword	20 (R)	5	2d6	—	—	—
Sword, Great	40 (R)	10	3d6	—	—	2H
Leather Armor	10	5	—	—	2 (B)	Tanned leather, hides, or plant fibers
Chain Mail	60 (U)	20	—	—	4 (B)	Interlocking rings over cloth or leather
Plate Armor	200 (R)	40	—	—	6 (B)	Solid metal breastplate & smaller plates on cloth or leather
Gauntlets	5	2	—	—	1 (A)	Heavy gloves
Helmet	5	2	—	—	1 (H)	Metal cap with leather padding
Great Helmet	15 (U)	3	—	—	2 (H)	Full metal wrap-around helmet
Shield	10	5	—	—	1 (S)	Wood with leather or metal bindings
Kite Shield	20 (U)	10	—	—	2 (S)	Large metal shield
Backpack	5	1	—	—	—	Sturdy, holds 40kg gear
Clothing	2	1	—	—	—	—
Lantern	10 (U)	2	—	—	—	Lights 10m radius, 4 hours per can of fuel
Fuel, per 1L can	5 (U)	1	—	—	—	Grain alcohol fuel (don't drink)
Ration, Normal	1	2	—	—	—	Per day, rots after 3 days
Ration, Trail	3	1	—	—	—	Per day, lasts indefinitely
Rope, per 10m	1	5	—	—	—	—
Sack	1	1	—	—	—	Holds 20kg gear
Torches, 6	1	1	—	—	—	Lights 5m radius, 2 hours each
Waterskin	2	2	—	—	—	Holds 1 day's water
Other Equipment	1-20	1-10	—	—	—	varies by item, crafted goods are expensive
Horse	80 (R)	—	—	—	—	Good mount, carries 200kg
Lizard Mount	60 (U)	—	—	—	—	Hard to control, attacks if hungry, carries 150kg
Saddle	20 (U)	5	—	—	—	—
Feed	1/2	2	—	—	—	Mount food, per day, lasts indefinitely
Cart	100	—	—	—	—	1 mount can move 500kg
Wagon	200 (U)	—	—	—	—	2 mounts can move 2000kg
Bicycle	300 (U)	10	—	—	—	Ride at 25kmph as mount

To determine the result of any action or situation, GM has three options. First is Fiat, make a decision and it happens.

Second is Chance, roll d6: 1: Disaster, worst possible result; 2-3: Failure; 4-5: Success; 6: Triumph, best possible result.

Third, make a Stat or Skill Roll based on a character's abilities.

Stat/Skill Rolls

The Referee or rules may call for a Stat Roll (STR, etc.), Skill Roll (Stealth, etc.), or Mutation Roll (Psychic Blast, etc.). If you don't have a Skill, GM may give you a base chance at –2 or worse; or maybe not. Humanity is rolled with just the Humanity score.

To roll against just a Stat, Target Number (TN) is the Stat score.

To roll against a Skill, TN equals the Skill score + related Stat score. If you lack a skill, you can try to roll against just the Stat, often at higher difficulty.

Difficulty of an action is decided by GM. Typical modifiers are:

Difficulty	Modifier
Easy	+5
Average	+0
Hard	–5
Challenging	–10
Improbable	–15

Player rolls d20:
- Total less than or equal to TN is a Success.
- Total higher than TN is a Failure.
- Roll of 1, 5, 10, 15, or 20 is special, it is Critical on Success, or Fumble on Failure.

Critical might do maximum damage, hit a bullseye, produce exceptional work, etc. Fumble may drop a weapon, hit a friendly, or destroy work.

- **Opposed Roll**: Both sides roll as usual, whoever succeeds and rolls highest wins. Critical beats Success, Success beats Failure or Fumble. Ties can be resolved with a dice-off, or wait for next round and another attempt, as GM sees fit.
- **Cooperation**: When a group works together, the highest Skill rolls, adding +1 for each competent helper, –1 for each incompetent "helper".

Hazards

- **Disease**: Caused by exposure to contaminated food, people, animals, toxic plants, bacterial, or fungal sources. **Wounds not fully treated by First Aid will become infected.** Make an END roll, Hard in filthy conditions (swamp, ruins), Challenging if bitten by infected animals. On Success or Critical, no infection. On Failure, you will be sick and useless for d6 days; every day, roll d6: 1: Death; 2: Add +d6 days sickness; 3: Lose d6 HP, 4: Lose 1 HP, 5: Subtract –d6 days sickness, 6: Recovered. On Fumble, sick for 2d6 days.
- **Falling**: On a long fall, make a SPD roll at –2 per 3m fallen. On Critical, take no damage; on Success, take d6 damage; on Failure, take (distance/3m) d6 damage; on Fumble, you impact on your head or other vitals, and die. Spiked pits do an additional d6 damage.
- **Fire**: Small fires like a torch, inflict d6 damage per round. Medium like a bonfire, inflict 2d6 damage per round. Large like a house fire, inflict 3d6 damage per round. Protective gear may halve damage. Every 3 rounds breathing smoke, make an END roll, on Failure or Fumble, fall unconscious (and probably die).
- **Ice**: Normal cold and frost inflict d6 damage per 10 minutes exposure without protective gear. Mutation or Artifact Ice inflicts 2d6 damage per round exposure. Every time damage is taken, also temporarily reduce STR, SPD, & DEX by 1 per die.
- **Laser**: LASER beams are extremely dangerous. The beam is invisible except in thick smoke, fog, or rain. Against any solid material, they burn through 1cm diameter & depth per die damage, per round or shot. Against organics, they boil & "POP", incredibly messy. Only Reflect Suit, and Force Fields, protect against Lasers.
- **Poison/Venom**: Poisons are rated with Intensity, typically equal to a monster's STR or mutation Rank x 3, or set by GM perhaps by rolling 3d6. Difference of Intensity - Target's END determines damage taken:

Difference:	0 or less	1-2	3-4	5-6	7-8	9+
Damage:	no damage	d6	2d6	3d6	4d6	Death

  - **Antidotes** have a specific Intensity 1-20. All Poisons of that Intensity or less do only 1 HP per die damage while it is in effect, or if taken within 1 round.
- **Radiation**: Low-level radiation can be found across an entire region, and exposure every 4 hours (World Turn) inflicts damage. High-level radiation is only encountered with specific Artifacts, or Mutation attacks, each round inflicts damage. Protective gear must be worn at all times to prevent the effect.

  Radiation is rated with Intensity, depending on the source, or by GM rolling 3d6. Difference of Intensity - Target's END determines damage taken, typically at 1 HP per round.

Difference:	0 or less	1-2	3-4	5-6	7-8	9+
Damage:	no damage	d6	2d6	3d6	4d6	Death

  - **Mutate**: On a roll of triples (1,1,1 to 6,6,6, from 3d6 or 4d6 damage), Mutants, Beastfolk, Mutant Animals, & Mutant Plants mutate! Roll d6: 1-2: Physical Mutation roll d20, 3-4: Mental Mutation roll d20, 5: Deformed (–1 to random Stat), 6: Growth (+1 to random Stat).

Exploration

The world is mapped by GM, on hex paper at a scale of 10km per hex. Characters can typically see one hex in all directions, but perhaps not in a dense forest or swamp. Major features will be seen, but not details until a hex is entered and searched. Improved Sight or telescopes can see two hexes in detail. The party should make their own map as they go, GM is under no obligation to show them the actual map!

A World Turn (WT) is 4 hours. A party can normally travel 3 WT per day, and then must rest for 3 WT. For each additional WT travelled without resting, take d6 damage.

Terrain	Movement/ World Turn	Mounted Movement	Encounter Chance	Hazard Chance
Plains	2	3	1-2	19-20
Desert	1	2	1	16-20
Forest/Hills	1	1	1-2	19-20
Mountain	0.5	0.5	1-2	18-20
Ruins	0.5	1	1-3	16-20
Swamp	0.5	0.5	1-3	17-20

- **Mount**: Mounts increase movement in Plains, Desert, & Ruins. Cart or Wagon reduces that to normal move, and cannot pass through Mountain or Swamp except along a Road.
- **Road**: Following a road in good condition adds +1 move per WT.
- **River**: Crossing a river without a bridge may take up to 1 WT, depending on fords or having to make a raft. Larger bodies of water require a proper boat to avoid drowning, and in any case there is dangerous aquatic life…

Each time a party enters a hex, GM decides if there is some feature there, and if the party find it. If not, GM should roll d20. On a result in the **Encounter Chance** range, there is a random Encounter. On a result in the **Hazard Chance** range, there is a random hazard.

Random Hazard: Choose or roll d6:
1. **Deadfall**: Natural or left as a trap. Roll d6: 1-2: Fall 3m; 3-4: Fall 6m; 5-6: Fall 6m + Spikes. First two characters in marching order make a Dodge roll to avoid it.
2. **Hostile Plants**: Mutated plant life attacks any animal that enters its area. Each character must make a Dodge roll, or take d6 damage. Repeat until Dodge rolls are made. The hex cannot be crossed through, go around.
3. **Shattered Land**: Rocks or Ancient buildings are broken up, making passage difficult. Athletics roll and ropes will bypass it, otherwise must cross the hex by going around a whole hex.
4. **Poison Water**: If water is gathered, it is Intensity 3d6 Poison. Anyone hunting will note there are no animals. If Intensity is 13+, any plant life will be obviously wilted.
5. **Low-Level Radiation**: The hex is contaminated by fallout, but not instantly lethal. Roll at Intensity 2d6 Radiation if hex is passed through, 3d6 if camped in.
6. **High-Level Radiation**: There is an unexploded warhead, or large chunk of irradiated metal. First two characters in marching order receive Intensity 3d6 Radiation.

Feature: Finding a feature may be automatic, if it is large enough, or require a Perception roll from the smartest member. Often this goes into Encounter.

Random Encounter: May be chosen by GM fiat, rolled from the standard **Encounters** table, or rolled from a custom table for the area. These are usually simple events, a small number of scouting or hunting members of some character or monster type.

XXX: Survival, Weather XXX: Downtime, Training, Crafting, Scavenging

Combat and detailed exploration is done at Tactical scale. A tactical Round is 10 seconds. The tactical map is usually drawn on graph paper at 3m per grid, but larger areas may be at 10, 30, or 100m.

Surprise: Before a fight, a side which may surprise or ambush another may make opposed rolls of Stealth vs. victim's Perception. If they win, the victim cannot act for the first round, and takes –3 penalty to Initiative for the rest of the fight.

Initiative: At the start of any fight, each combatant determines Initiative by rolling d6 + Initiative Modifier (see DEX). GM counts down from highest roll to lowest, and combatants act on their number, break ties however you like.

Actions: A combatant has a number of actions each round (see DEX). Take one action on their Initiative, second at –3, third at – 6, fourth at –9. An action can be saved for defensive use, but is lost if not performed by end of round.

- **Movement**: Running SPD x 3m. Other movement types or rough terrain require an Athletics roll. Jumping is STR/2 meters across, on success. Being heavily encumbered halves distance. Charging full speed into melee gives a +2 on attack roll.
- **Melee**: Hand-to-hand combat is engaged in against any foe within 3m. Attacker must be within 3m of target. Make a Weapon roll. If target is aware and can spare an action, they can make a competing Dodge roll to avoid, or hand-to-hand Weapon roll of their own to parry. If attacker wins, see Damage below.
  Unarmed attacks which are parried by a weapon inflict half normal damage on the attacker.
  Some conditions affect hand-to-hand attacks, GM should use these examples as guidelines, and take the worst difficulty only: Easy: Higher ground, mounted, target prone. Hard: Lower ground, mounted target, poor visibility, prone. Challenging: No visibility.
- **Ranged**: Attacker must be within weapon's range of target. Make a Weapon roll. If target is aware and can spare an action, they can make a competing Hard Dodge roll to avoid. If attacker wins, see Damage below.
  The Weapon roll is modified based on actual range / weapon's Range:

Range	Modifier
Point Blank (1-3m)	+5
Short 1x range	+0
Medium 2x range	–5
Long 3x range	–10
Extreme 4x range	–15

Some conditions affect ranged attacks, GM should use these examples as guidelines, and take the worst difficulty only: Easy: Larger than Human target, laser scope, 2 full rounds aiming. Hard: Modest cover (bush), poor visibility, attack to/from moving vehicle, moving fast, target prone. Challenging: Full cover (vehicle, wall). Improbable: No visibility.

- **Rate of Fire (ROF)**: Automatic weapons can fire many shots per round (ROF), but not all will hit. Make the normal attack roll. Multiply damage after armor, by the amount the attack roll succeeded by (minimum 1, maximum ROF). *For example, spray-and-pray from a small pistol with ROF 3, Johnno needs 12, rolls d20(8). Rolls 2d6(5,2)=7 damage, on target with Defense 4, 3 hits of 3 HP each.*

- **Grenades**: Grenades, rockets, catapults, and other targeted attacks are thrown as Ranged, but may not hit the intended location. Thrown grenades have range STR x 1.5m, launchers list longer ranges. On Critical, they hit precisely, on Success, they bounce 3m, on Failure, they bounce d6 x 3m, on Fumble they land at your feet. Roll d6 for direction: 1: Ahead, 2: Ahead, right, 3: Back, right, 4: Back, 5: Back, left, 6: Ahead, left.
- **Mutations and Devices**: Physical Mutations can be used at any time, Mental Mutations & Artifacts generally not while in melee combat. See the Mutation's or Artifact's specific rules.
- **Other**: Any other action you can describe, **anything may be attempted**. GM will determine what skills or items you need, and chance of success.

Damage

Roll a weapon or attack's damage, d6 if not otherwise known. Critical should at least do maximum weapon damage (2d6 does 12, etc.) Melee attacks add Melee Damage Bonus.

Force fields or other protective HP, take damage first, BEFORE worn armor.

Subtract target's Defense from damage, down to minimum 1 damage. Some weapons reduce Defense (temporarily) first.

Subtract remainder from the target's HP, see **Hit Points** for details.

Monsters can be assumed to die at HP 0, rival characters typically survive into negative HP like player characters.

GM may apply terrible wounds in the event of reaching HP 0 or less by Critical. These may include severed limbs, scarring, or brain damage, and permanently reduce Stats.

For example, a party of three savages with STR 8 (MDB 2) and Spears (2d6) surround a hideous Snake mutant (HP 30, Defense 4) and stab it. First got a Critical, so does 12+2 damage –4 defense = 10 damage; Second rolls 2d6 (4,4)=8+2 –4 = 6 damage, Third rolls 2d6 (1,1)=2+2 –4 = 1 (minimum). Snake has HP 13 left.

Morale

When enemies are reduced to half their HP or less, the leader must make a Leadership roll, on Failure they will try to retreat, on Fumble they flee. Insects, plants, and Mecha do not check morale.

Vehicles

Vehicles have a current and maximum Velocity (CV, MV) in meters per round (kmph x 1.67), an Acceleration (ACC) of how much they can increase or decrease Velocity, and a Turn Radius (TR), minimum number of meters they must move before turning 45°. *For example, an Artifact Jetbike might have MV 333m, ACC 50m, TR 60m, it's VERY fast, maneuverable but takes a while to turn. A chariot is perhaps MV 30m, ACC 5m, TR 15m, slow and ungainly, just faster than a walking man.*

They also have Defense and HP, per side, typically equal on all six sides. Any attack against the vehicle or passengers must go through the vehicle's Defense first, hits damage the vehicle's HP; if any damage got through, it damages the passenger; if the passenger is not present or dies, it goes through to the other side. Some vehicles also have force fields, which protect the vehicle and passengers.

When a vehicle reaches HP 0 on two or more sides, it crashes. Any passengers take 1d6 damage per 10 kmph (16m per round) of current Velocity. Some vehicles may also explode, damage determined by GM.

Vehicles may have weapons installed, which can be used by a passenger in the right seat using Firearms skill.

Encounters

Terrain Encounter Table

d20	Plains	Forest	Hills	Mountain
1	Human	Human	Human	Human
2	Mutant	Mutant	Mutant	Mutant
3	Mutant	Beastfolk	Mutant	Beastfolk
4	Beastfolk	Beastfolk	Beastfolk	Ape
5	Beastfolk	Android	Android	Badger
6	Android	Ape	Mecha	Bear
7	Mecha	Bear	Badger	Goat
8	Ant	Beetle	Beetle	Hawk
9	Beetle	Centipede	Chicken	Hawk
10	Chicken	Deer	Crow	Lizard
11	Cow	Lizard	Gopher	Rabbit
12	Crow	Pig	Hawk	Rat
13	Hawk	Rabbit	Pig	Sheep
14	Horse	Rat	Rabbit	Snake
15	Pig	Snake	Sheep	Snake
16	Rabbit	Spider	Snake	Spider
17	Rat	Wolf	Wolf	Wolf
18	Snake	Bush (P)	Worm	Bush (P)
19	Wolf	Tree (P)	Bush (P)	Moss (P)
20	Bush (P)	Vines (P)	Tree (P)	Tree (P)

d20	Desert	Ruins	Swamp	Coastal
1	Mutant	Human	Human	Human
2	Beastfolk	Mutant	Mutant	Human
3	Android	Mutant	Mutant	Mutant
4	Mecha	Mutant	Beastfolk	Beastfolk
5	Ant	Beastfolk	Beastfolk	Beastfolk
6	Ant	Android	Beastfolk	Android
7	Ant	Android	Android	Android
8	Hawk	Mecha	Mecha	Mecha
9	Lizard	Mecha	Ape	Crab
10	Lizard	Ant	Beetle	Crab
11	Lizard	Badger	Centipede	Gator
12	Rabbit	Beetle	Gator	Gator
13	Rabbit	Centipede	Hawk	Lizard
14	Snake	Crow	Pig	Lizard
15	Snake	Lizard	Rabbit	Octopus
16	Snake	Rat	Rat	Octopus
17	Spider	Snake	Snake	Snake
18	Spider	Spider	Moss (P)	Snake
19	Spider	Worm	Tree (P)	Moss (P)
20	Bush (P)	Vines (P)	Vines (P)	Tree (P)

Monsters

NPCs and monsters have stats similar to PCs.
- **Stats**: As given or roll 2d6 for each.
- **Level**: 1, or as given. Add Level to Stats, take Level Skills, and Skills and Mutations are at Level Rank.
- **Hit Points**: HP = END x 2 + Level d6.
- **Skills**: Usually Melee, Athletics, Survival. Hunters have Stealth. Only intelligent or mutants have ranged weapons.
- **NA**: Number Appearing. May increase in a nest or lair, or decrease for a small patrol.

NPC

- **Human**: Roll d6 on People table, majority are Humans, 1 in 6 are Mutants. Commoners usually armed with Spear & Shield. Leaders may have any weapons, including Ancient weapons.
- **Mutant**: Roll d6+1 on People table, all Mutants. Roll two Mutations, all have those. Commoners usually armed with Club or Flail. Leaders may have other medieval weapons.
- **Beastfolk**: Roll d6+2 on People table, all Beastfolk. Choose humanoid features or roll two Mutations, all have those. Rarely has significant equipment.

Roll	People
1-2	**Campsite**: 2d6 x 10 people at Level 1, plus d6 leaders at Level 2d6/2.
3-4	**Wanderers**: 2d6 people at Level 1, plus d6 leaders at Level 2d6/2.
5-8	**Hunters**: d6 people at Level 1, plus d6 leaders at Level 2d6/2. Each bears at least a Spear or Javelins, most have Sling or Bow.

Animal

Make a base creature with the stats below. These are often quite a bit larger than their ancestral form. Mutations can increase size considerably! *For example, a base Beetle is 50cm long. Rolling Giant it becomes 1m long, Level 3, Bite 3d6.*

Roll d6, d6 times: 1-2: Physical Mutation, 3: Mental Mutation, 4: Giant (2x size, +2 Levels, +d6 damage), 5: Deformed (almost but not quite totally new form), 6: Special power (flight, burrowing, explodes, etc).

Unless otherwise noted, animals can make a single Claw or Bite attack each round for d6 damage, and have no armor.
- **Fly**: Flies at double SPD.
- **Jump**: Jump STR meters across or up.
- **Swim**: Swims at full SPD.
- **Tunnel**: Tunnels at 3m/round.

Plant (P)

As with Animal, but first Mental Mutation rolled gives intelligence and INT rolled normally, first Physical Mutation or Special gives walking movement, SPD & DEX rolled normally.

Android

Artificial humanoids, hate Humans and kill on sight.

Androids have short life-spans (1d6+2 years), but can produce more of their kind in vats by some chemical process. Group is typically 1 Thinker, d6 Warriors, 2d6 Workers. Stats listed below.

Mecha

Ancient machines, very complex and powerful, still pursuing incomprehensible goals. Stats listed below.
- **Senses**: Surpass Human in all areas.
- **Arms**: Roll d6 x 2 manipulators, tentacles with claw "hands" on the end; each can attack in melee for d6 damage.
- **Mobility**: Roll d6: 1-2: Legs, 3-4: Wheels, 5: Tank treads (ignore bad terrain), 6: Hover pods (SPD +6).
- **Devices**: Roll a number of Ancient Artifact devices, weapons, or armor equivalents, Embedded in the Mecha. These can be used at all times, powered by the Mecha. They cannot be removed without Hacking, Electronics, and Mechanics.
- **Encounter**: Party's negotiator makes a Humanity roll, and presents any security credentials (as difficulty, none = Challenging). On Critical, they will follow and obey indefinitely. On Success, they may obey for a short time. On Failure, they ignore you unless threatened. On Fumble, they immediately EXTERMINATE the monster. Even when obedient, they will never accept reprogramming, shut down, or obviously suicidal missions (without Hacking).

Reactions

When meeting intelligent people or monsters, they will have various reactions. GM may decide ahead what happens, or let the party's negotiator make a Persuade roll. Different species are Hard, offering bribes or showing superior force is Easy.

Result	Reaction
Critical	Positive, allies, provides major help
Success	Neutral, provide minor help & trade
Failure	Hostile, may attack
Fumble	Extremely hostile, attacks

Monster Stats Table

Monster	STR	END	SPD	DEX	INT	WIL	NA	Notes
Android, Thinker	8	8	8	14	16	14	*	Level 4, Ancient weapon
Android, Warrior	16	14	14	14	8	8	*	Level 4, Heavy weapons & armor, Ancient weapon
Android, Worker	12	12	8	8	8	8	*	Level 2, Short Sword
Mecha, Small	8	12	16	16	12	14	d6	1-2m tall, Level 2, Defense 6, d3 Devices
Mecha, Medium	14	14	12	12	14	16	d3	2-4m tall, Level 4, Defense 8, d6 Devices
Mecha, Large	18	18	12	12	16	18	1	3-10m tall, Level 6, Defense 12, d6+2 Devices
Ant	8	8	8	6	3	8	2d6 x 10	Carapace (Defense 2)
Ape	12	8	12	8	8	8	3d6	Throws stones or poop
Badger	12	14	8	3	3	12	d6	Immune to poison
Bear	16	16	12	6	6	8	d3	Level 4, 2x Claw (d6), 1x Bite (2d6), Fur Armor (Defense 2)
Beetle	12	14	8	3	3	8	2d6	Bite (2d6), Carapace (Defense 4)
Centipede	14	10	10	3	3	6	2d6	Bite (d6, Venom IN 2d6), Carapace (Defense 2)
Chicken	3	3	16	6	3	6	3d6	Fly
Cow	12	14	8	3	4	8	d6+1	Horns (3d6, male) or Headbutt (d6)
Crab	8	8	12	6	3	8	d6	Claw (2d6), Swim
Crow	6	6	16	8	8	12	2d6	Fly
Deer	8	8	14	6	4	8	2d6	Horns (2d6, male) or Kick (d6)
Gator	14	14	10	3	4	10	d6	Level 3, Bite (3d6), Tail Slap (d6), Tough Hide (Defense 4)
Goat	8	10	12	8	8	12	d6	Headbutt (2d6)
Gopher	6	6	14	6	4	8	3d6	Tunnel
Hawk	12	6	14	6	6	10	d6	Bite (2d6), Fly
Horse	16	10	16	3	6	8	3d6	Kick (3d6)
Lizard	10	8	10	6	4	8	3d6	Bite (2d6), Climb Walls
Octopus	8	8	10	14	12	12	d6	Tentacles attack 4 times per round, Swim
Pig	10	12	8	4	4	8	3d6	Bite/Gore (2d6)
Rabbit	3	3	14	6	4	6	3d6	Jump
Rat	3	3	8	6	4	8	3d6	Climb Walls
Sheep	10	8	8	6	3	6	2d6	Headbutt (2d6, male)
Snake	6	8	12	3	3	6	d6	Bite (2d6, Venom IN 2d6)
Spider	8	6	10	6	4	6	d6	Bite (d6, Venom IN 3d6), Webs
Wolf	14	8	12	6	6	8	2d6	Level 2, Bite (2d6)
Worm	6	6	6	3	3	6	d6	Tunnel
Bush (P)	8	12	3	6	3	8	d6	Prickly (Defense 2)
Moss (P)	6	12	3	3	3	16	d6	—
Tree (P)	16	16	3	6	3	14	d3	Bark (Defense 4)
Vines (P)	6	6	3	12	3	8	d6	Strangle

Devices of the Ancients are the greatest power in the ruins, but extremely limited by how few survive, in increasingly decrepit condition, and with limited power, ammunition, or parts. Few modern people have the basic education to fully understand Artifacts, and they are incredibly dangerous to the uninitiated.

Artifact Condition

When an Artifact is found, GM chooses or rolls Condition in secret:

2d6	Condition
2-3	**Scrap**: Teardown: 1 PP.
4-5	**Broken**: Doesn't work, but could be fixed. Teardown: 2 PP. Repair: Hard, costs 1 PP.
6-8	**Inferior**: Works but quirky, –2 penalty. Teardown: 2 PP. Repair: Hard, costs 2 PP.
9-10	**Working**: Normal function. Teardown: 3 PP. Repair: Challenging, costs 4 PP.
11	**Quality**: Improved function, +1 bonus. Teardown: 3 PP. Repair: Improbable, costs 5 PP.
12	**Mint**: Perfect function, +2 bonus. Teardown: 3 PP.

- **Teardown**: Tearing down, or scavenging, an Artifact requires an Average Electronics or Mechanics roll, On Success or Critical, extracts some number of **Part Points (PP)**; on Fumble, it explodes, user takes d6 damage. Regardless of outcome, Artifact is destroyed.
- **Repair**: Repairing costs a number of PP, and an Electronics or Mechanics roll at given difficulty, and moves it up to the next higher Condition.
- **Malfunction**: On Fumble using any Artifact, roll d6: 1: Explodes, user takes d6 damage, Artifact is destroyed; 2-3: Malfunction, doesn't work and reduce by one Condition level; 4-5: Misfire, doesn't work for this use, but otherwise fine; 6: Apparently normal use.
- **Power**: Artifacts that require power sources are listed as Cell, Battery, or Pack. When found, divide the maximum charges by d20. Power sources can only be recharged at specific Ancient installations, or with very valuable Power Charger Artifacts.
  - **Cell**, size of a coin, holds 10 charges.
  - **Battery**, size of a pistol clip, holds 100 charges.
  - **Pack**, size of a hardcover book, holds 1000 charges.
- **Ammunition**: Projectile weapons were obsolete but still in some use by the Ancients. Each has a **Clip** capacity of ammunition. When found, multiply the maximum clip capacity by `d20 / 20` (e.g. 10 shots x d20(12)/20 = 6 shots). Roll d6 for spare clips found with a weapon: 1-3: # clips, 4-6: None. Ammunition is basically irreplaceable now.
- **Fuel**: Vehicles may require chemical fuel. All stored supplies are long decayed to uselessness. Alcohol can be refined into fuel with Science: Chemistry skill, a month's work at Hard difficulty produces d6 x 100 liters, if sufficient grain or tuber crops are available. Limited quantities of fuel can be bought in most towns.
- **Humanity**: Earlier devices and simple ones may be usable by any character type, but later ones, and especially complex weapons and control systems, require a Humanity roll to use; unmodified Humans will passs, some Mutants will, very few Beastfolk. The Ancients were wary of engineered soldiers, servitor species, and aliens.

Artifact Research

When an Artifact is first found, GM must determine the Complexity (COMP) which determines Ancient Research skill difficulty and number of successes needed:

COMP	Difficulty	Successes	Examples
Simple	Average	1	Most firearms, non-powered armor, small one-function appliances
Typical	Hard	2	Advanced firearms, common appliances, simple vehicles
Advanced	Challenging	4	Technical weapons, powered armor, professional appliances, technical vehicles
Complex	Improbable	8	Computers, mecha controls, scientific equipment

For every 2 hours, you must make a Ancient Research roll at that difficulty. Knowing how to use a similar device gives a bonus of +1 to +5, and halves the number of successes needed.

Each success reveals one useful function. When you have made the number of successes, you understand all (normal) uses of the Artifact, and can use it.

Trying to use an Artifact without full understanding, roll as Malfunction above.

For example, a Human savage with INT 12, Ancient Research 3 finds a Stunner Pistol. This is Simple, so after 2 hours of research rolls d20(16) with TN 15, fail. Trying again, rolls d20(11), success! The safety is turned off and it can zap someone.

Artifact Brand

Ancients made their tools in an almost infinite range of variations. The ones listed are averages only. Choose, make up, or roll a Brand for each, and modify its stats slightly:

1. **Cerberus**: Security tech. Most pairs to user's fingerprint; reset requires Hacking roll.
2. **Cystalia**: Quartz crystal casings, sharp-edge designs. Firearms have +1 ROF, powered devices get +10% uses.
3. **Encabulator**: Military-industrial machinery. +2 damage or defense. Research is one difficulty harder. Failure in use can harm the user, roll d6: 1: d6 damage, 2-3: Make END roll or unconscious for d6 rounds, 4-6: Normal Failure.
4. **Genera**: Black & white design. Completely average, but the most boring possible device.
5. **Libera**: Catch-all for open-source systems, ugly but functional. Research requires +1 success. Has many configuration options and is programmable, but terrible usability.
6. **Mikura**: Bioelectronics. Devices all look organic, and contain fleshy parts. Raise Condition when found by one level. Vulnerable to Poison & Radiation, has HP = maximum Damage, or Defense x 2, or 3d6.
7. **Pacific Edge**: Stylish vehicles, gear for cool mercenaries. +1 WIL when using it (max +3 from multiple Artifacts).
8. **Plastic Fantastic**: Colorful plastic cases, but cheap junk. Malfunction happens on 1 in 6 Failures as well as all Fumbles.
9. **Red Mars**: Harsh "Soviet" design, heavy iron, "made on People's Republic of Mars". –1 to attack or use, +1 to results: damage, defense, roll tables.
10. **Valkyrie**: Medical supplies, red & white coloring. Medical devices have +1 to their roll. Only non-lethal weapons.
11. **VidZone**: Electronic entertainment. On-device (vehicle, but also power armor, etc.) entertainment system plays vids & ads (every 5 minutes). Difficult to shut off for stealth.
12. **WorldRev**: Supplied third-world militaries. –1 to attack or use, but Malfunction roll is at +1 (no exploding!).

Artifact Weapons

Artifact Weapons	COMP	Weight	Damage	Range	ROF	Ammo	Notes
Nailgun	Simple	5	d6+2	10	2	Clip 50	Tool, but deadly
Pistol, Small	Simple	1	2d6	30	3	Clip 10	—
Pistol, Medium	Simple	2	3d6	40	3	Clip 20	—
Pistol, Large	Simple	3	4d6	50	3	Clip 10	—
Shotgun	Simple	5	3d6	200	1	Clip 10	+2 to attack. Each shot hits up to three targets within 3m.
Rifle, Light	Simple	3	3d6	100	1	Clip 5	Ignore 1 Defense
Rifle, Medium	Simple	5	4d6	300	1	Clip 5	Ignore 2 Defense
Rifle, Heavy	Simple	7	5d6	500	1	Clip 5	Ignore 3 Defense
Machine Pistol	Typical	3	2d6	40	3 or 10	Clip 20	—
Assault Rifle	Typical	7	4d6	400	3 or 10	Clip 30	Ignore 2 Defense
Needler	Typical	1	poison	50	1	Clip 10	Each dart inflicts Poison, roll Intensity 3d6 when found.
Railgun	Typical	10	6d6	1000	1	Clip 10	Ignore 4 Defense
Flamethrower	Typical	10	3d6 †	30	1	Fuel	1L fuel is 10 shots. Creates 3m wide line of deadly Fire Hazard out to chosen distance.
Ice Blaster	Typical	8	3d6 AOE	60	1	Battery	Covers target area with deadly Ice Hazard.
Laser Pen	Simple	1	2d6	30	2	Cell	Small tool. Deadly Laser Hazard
Laser Pistol	Typical	2	1-5d6	200	2	Battery	Perfectly accurate, +2 to attack, deadly Laser Hazard. Variable damage setting, uses 1 charge per die per shot.
Laser Rifle	Typical	3	1-10d6	400	2	Battery	as above
Plasma Rifle	Complex	10	2d6x3	200	1	Battery	Uses 10 charges per shot. Ignores target Defense except force fields.
Ram Blaster	Simple	5	—	100	3	Battery	Crowd control weapon, force field knocks target 2d6 x 3m back, treat as falling.
Stunner Pistol	Simple	1	stun	50	1	Cell	Electrical bolt. Living target makes END roll or falls unconscious for 2d6 rounds.
Vibro Dagger	Simple	1	2d6+2	—	—	Cell	Off: Normal knife (d6). On: Glows, ignores target Defense except force fields, uses 1 charge per minute (6 rounds).
Vibro Sword	Simple	2	3d6+3	—	—	Battery	Off: Normal sword (2d6). On: as above.
Zap Stick	Simple	2	2d6+2	—	—	Battery	Off: Normal baton (d6+1). On: Glows, living target makes END roll or falls unconscious for 2d6 rounds, uses 1 charge per minute (6 rounds).
Grenade, Gas	Simple	2	gas	varies	1	—	Covers 6m radius with a gas for 2d6 rounds, roll d6 when found: 1-2: Tear gas, make END roll or incapacitated for (3d6 – END) rounds; 3-4: Poison gas, Intensity 3d6; 5-6: Smoke, blocks vision.
Grenade, Flashbang	Simple	2	—	varies	1	—	All in 6m radius make DEX roll or stunned for (2d6 – END) rounds
Grenade, Fragmentation	Simple	3	2d6x2 AOE	varies	1	—	—
Grenade, Plasma	Typical	5	2d6x3 AOE	varies	1	—	Ignores target Defense except force fields.
Grenade Launcher	Typical	10	—	200	1	1 grenade	Shoots grenades long distance.
Explosive Pack	Typical	5	2d6x3 AOE	—	—	—	Set in place, set timer for seconds up to 60 minutes. At end, explodes. Destroys most weaker structures.
Micro Missile	Typical	10	2d6x4 AOE	1000	1	Clip 5	Launcher for a tiny self-guided missile.
Mini Missile	Typical	20	2d6x5 AOE	2000	1	Clip 3	Launcher for an offensive, anti-vehicle self-guided missile.
Mega Missile	Typical	30	2d6x8 AOE	5000	1	Clip 1	Launcher for an offensive, anti-building self-guided missile.
Drone Rack	Advanced	20	—	1000	1	1 drone	Launcher/service bay for a killer drone, 2m long.

- **Humanity**: All powered weapons, Missiles, and Drones require a Humanity roll to use. Projectile weapons and grenades do not.
- **Ignore N Defense**: Subtract N from target's Defense, down to minimum 0.
- **AOE**: Does full damage within 6m radius, half damage within 12m radius.
- **Missile**: Screen chooses target, missile self-guides, gives +2 to attack.
- **Drone**: Program target on a screen, it intelligently pursues at 100kmph and delivers a payload up to 10kg, typically a Grenade or Explosive Pack, then returns. Drone has Defense 2, HP 10.

Artifact Armor

- **Humanity**: All powered armor requires a Humanity roll to use. Non-powered armor will only fit Humans, Mutants, or Medium-sized Bipedal Beastfolk, without significant modification. Anyone can use a Riot Shield.
- **Env**: Environmentally sealed, wearer is immune to gas, radiation, or contact poisons, and has a protected air supply, indefinite in some atmosphere, up to 2 hours in vacuum.
- **Force Field N**: Provides N HP force field, which can regenerate fully every minute, using 1 charge per HP recovered, in addition to other power costs. Force field with even HP 1 remaining prevents any damage from radiation or gas.
- **PA**: Requires Power Armor skill to operate.

Artifact Armor	COMP	Weight	Defense	Force Field	Power	Notes
Bulletproof Vest	Simple	2	6 (B)	—	—	Black ballistic cloth, can be worn under clothes
Riot Armor	Simple	10	10 (B,H,A)	—	—	Env. Black ballistic cloth
Riot Shield	—	5	2 (S)	—	—	Large black plastic shield with vision plate in it. Can be used by anyone.
Breather Helmet	Simple	5	2 (H)	—	—	Env but only for gas & air supply
Enviro Suit	Simple	10	4 (B,H,A)	—	—	Env. Bright hi-vis colors for safety. Roll d6: 1-2: Aquatic, double swim speed. 3-6: Surface.
Plasteel Plate	Simple	20	12 (B,H,A)	—	—	Env. Plastic-like suit
Reflect Suit	Simple	2	—	—	—	Shiny cloak, worn over other armor. Every time it is hit by a Laser, roll d6: 1: Reflected in random direction, 2-5: Half damage, 6: Suit destroyed, full damage.
Field Belt	Advanced	5	—	20	Pack	Off: Thick belt with a bulky pack. On: Provides force field only, uses 5 charges per minute.
Power Lifter	Typical	25	8 (B,H,A)	—	Battery	PA. Industrial equipment. Off: Heavy plate armor. On: Adds +4 STR, its weight is ignored, uses 5 charges per hour.
Field Armor	Advanced	20	14 (B,H,A)	20	Pack	PA. Env. Off: Heavy plate armor. On: Adds +2 STR, its weight is ignored, jump 30m per round, uses 5 charges per hour.
Assault Armor	Advanced	30	18 (B,H,A)	40	Pack	PA. Env. Off: Very heavy plate armor. On: Adds +4 STR, its weight is ignored, jump 30m per round, uses 10 charges per hour. Advanced targeting computer gives +2 attack with all ranged attacks.
Stealth Armor	Advanced	10	12 (B,H,A)	20	Pack	PA. Env. Off: Medium plate armor. On: Adds +2 STR, +2 SPD, its weight is ignored, uses 5 charges per hour. Can enable cloaking (+6 to Stealth), uses 5 charges per minute.

Artifact Devices

- **Power Cell**: as Power above
- **Power Battery**: as Power above
- **Power Pack**: as Power above
- **Fuel Power Charger**: COMP Advanced, Wt 20kg. Connect a Cell, Battery, or Pack. One liter of refined chemical fuel recharges 2 charges per minute for 60 minutes.
- **Solar Power Charger**: COMP Advanced, Wt 5kg. Connect a Cell, Battery, or Pack. Spreading open the $8m^2$ panels recharges 1 charge per minute, as long as the Sun shines. These are the rarest of the rare, the most treasured Artifact.
- **Atomic Power Charger**: COMP Advanced, Wt 25kg. Connect a Cell, Battery, or Pack. Recharges 5 charges per minute. If it reaches Broken condition, it explodes for 2d6 x 5 AOE, and Intensity 18 Radiation in 8m radius.
- **Aim Scope**: COMP Simple, Wt 1, Power Cell. Bolts onto most ranged Artifact Weapons, providing a visual scope and screen. The screen can be cycled to infrared, ultraviolet, and laser range-finder modes. Provides +1 for one round of aiming, +2 for two rounds (maximum) before shooting. Uses 1 charge per 8 hours use.
- **Communicator Badge**: COMP Typical, Wt —, Power Cell. Tiny badge with a button. The first time it is used, it asks for your identity, requires a Humanity roll to use. Pressing the button and naming someone, the badge will establish radio communications with that person, up to 100km away (was unlimited distance when the satellite network existed). Uses 1 charge per day.
- **Control Panel**: COMP Complex, Wt 2kg, Power Cell. Tablet-sized device with a screen. Requires a Humanity roll to use. Has many many functions, but among them, it can control nearby Mecha, powered armor, computers, and security systems, if authorization code for the specific system is known (look inside somewhere). Reads and writes Diskettes. Uses 1 charge per day.
- **Cryotube**: COMP Advanced, Wt 250kg or more. A 2.5m-long, 1.5m-diameter tube, with controls and a panel along the side. Usually mounted on a gurney. Instructing the controls to open the panel, counts down for 10 minutes, then reveals whatever was stored within. Roll d6: 1: Person, centuries dead but preserved; 2: Person, recently dead; 3: Person, recent, revives but dying of illness or injury; 4: Person, revives; 5: Organic material (food, etc.); 6: Nothing. Putting a person or organics in and instructing the controls to seal, freezes the subject for long durations. Has its own built-in atomic power supply. Species is most often Human, but can be otherwise.
- **Diskette**: COMP Simple, Wt 0.1kg. A 50mm diameter x 2mm plastic disk. If peeled apart, it contains a mass of circuitry and no longer works, it has no Teardown. Any Control Panel or other device that takes data has a slot to insert a Diskette. Stores the equivalent of a multimedia book, a few movies, or a database.
- **Fascinator**: COMP Typical, Wt 2kg, Power Cell. Head-mounted videogame system, has d20 games & simulations of various types per Diskette. Users find it pleasurable, become addicted. Must make an Average WIL roll to stop use after 1 hour, Hard after 2 hours, Challenging after 4 hours, then will play until exhaustion and collapse at 8 hours, take d6 HP damage. Once addicted, take –2 to all actions if you haven't played for an hour that day. 3d6 days of cold turkey cures it. Uses 1 charge per 8 hours of use.
- **Flight Belt**: COMP Typical, Wt 5kg, Power Pack. Thick belt with a bulky pack, and control stick on a cord connected to buckle. Pushing the controls allows flight in any direction at up to 250m per round (150 kmph), carrying up to 100kg; halve speed and double charge cost for up to 200kg. Uses 1 charge per minute.

- **Happy Cloak**: COMP Simple, Wt 2kg. Off: A good-looking shiny black cloak, protects from cold, moves and rustles on its own. On: Cloak glows, then flickers patterns hypnotically across its surface. Living targets within 10m must make a WIL roll or stare confused for d3 rounds, then are immune to it. Wearer feels excessive pleasure from the para-biological device, but loses 1 HP per hour of use; it feeds, it doesn't use a battery.
- **Hover Board**: COMP Typical, Wt 10kg, Power Pack. A sled no more than 2m diameter, with handles on opposite sides. On: Any load on it, up to 5000kg, weighs nothing and it can be set to hover from 1cm to 10m above the ground. Uses 2 charges per minute.
- **Lazarus Box**: COMP Advanced, Wt 30kg, Power Pack. A large device that folds out into a boxy coffin. Putting a severely injured or dead person inside, it attempts resurrection. Requires a Humanity roll to use. A dead target must roll END, SPD, and WIL, and get three Successes, or one Critical, and no Fumbles; if so, they are revived with 1 HP. For every hour in the Box, they recover another 1 HP. Uses 50 charges per hour of use (20 hours total).
- **Light Wand**: COMP Simple, Wt 2kg, Power Cell. Projects light from subtle red for stealth, to bright as daylight blinding light (one target must make SPD roll or be blinded for d3 rounds), from 10-100m distance. Uses 1 charge per 8 hours of use.
- **Mapper**: COMP Typical, Wt 2kg, Power Cell. Small screen with an obsolete map of the region, from its database. Without satellites, network, or a Diskette with local maps, it can only do inertial tracking, guess at its location. Roll d6 when consulted: 1-4: Right location, 5-6: Lost until landmark identified by user. Uses 1 charge per 8 hours of use.
- **Medi-Kit**: COMP Simple, Wt 5kg. A basic field surgery/survival medical kit, with talking guidance and advanced drugs. Works on any living target, but non-Humans roll at –1. Roll d6: 1: No effect; 2-4: Heals d3 HP damage; 5-6: Heals d6 HP damage and halves damage from recent poisoning.
- **Medic Black Bag**: COMP Typical, Wt 10kg. Apparently a small, heavy black leatherette bag. Opening it reveals a complex analysis & pharmacy system, immediately scans a nearby Human (only) patient and tries to cure them. Roll d6: 1: No effect; 2-4: Can only heal d6 HP damage; 5-6: Can heal up to 2d6 HP damage, fully cure recent poisoning, and halve recent radiation damage.
- **Prison Collar**: COMP Typical, Wt 2kg. A heavy collar with armoring around the outside. A paired Control Panel can lock or unlock it, inflict pleasure or pain from 1-100% with no physical side effects, or make it explode inwards, instantly killing the target. Reports relative location to Control Panel at all times. Fits around almost anything with a neck. Ancients used it to control inmates and engineered Beastfolk slaves.
- **Projector**: COMP Advanced, Wt 5kg, Power Battery. White hemisphere with eye-holes all around the upper surface. When paired with a Control Panel or Recorder, it can project any photo, video, document, or model, and allow it to be interacted with by touch. It works better in darkness, but will produce viewable holograms even in full daylight. Uses 1 charge per 8 hours on.
- **Recorder**: COMP Advanced, Wt 2kg, Power Cell. Small box with screen on back, big lens on the front. Can record photos or video, storing it on a Diskette. Uses 1 charge per 8 hours of use.
- **Sentinel**: COMP Advanced, Wt 10kg, Power Cell. A 1m tall black pod with a ring of "eyes" and two "arms". When paired and activated by a Control Panel, it watches with sight, sound, and radar senses for any activity and reports it. If instructed by the panel operator, its arms fire as Machine Pistols, ammo 100 each, with DEX 2, Firearms 4 skill. Uses 1 charge per 8 hours use.
- **Skull Conduit**: COMP Advanced, Wt 11kg. Consists of two parts, an implanter and the Conduit. Only Humans can receive a Conduit, other types die in the process. Careful use of the implanter in a surgical setting, with a Hard Medicine: Surgery roll, opens the target's skull in back and drives in a Conduit, which connects to brain tissue and the spinal cord. After 4 hours recovery, the target effectively has a Control Panel in their head, which displays in their eyesight and talks to their ears only. It runs on the body's electric charge.
- **Sunglasses**: COMP —, Wt —. Sunglasses with reactive lenses, blocks out all harmful light, and lighten up to see normally in dark. Looks very cool.
- **Survey Drone**: COMP Advanced, Wt 5kg, Power Battery. A small security drone, can fly at 100kmph. Must be controlled from a Control Panel paired with it. Uses 1 charge per hour of flight, or 8 hours of landed recording.
- **Vision Goggles**: COMP Typical, Wt 2kg, Power Cell. Heavy goggles that fully cover the forehead and eyes. On: Gives Improved Sight and Infravision like the Mutations. Uses 1 charge per hour.

Vehicles

XXX: Vehicle stats

Weird Artifacts

These are items either created by unknown sources, or by Mutants since the Apocalypse. They do not use Ancient sciences, but may support use of Mental Mutations. For random mutations, roll d15 (d20, reroll 16-20); for random skills, roll `(d3-1)x20+d20` and count from top of list.

A character can carry and use a number of Crystals equal to their WIL; any further will have no effect.

- **Activate**: When first discovered, a Weird Artifact cannot be used. Once per day, you can study it, and make a Weird skill roll, at Difficulty listed. On Success or Critical, it is understood and can be used from then on. On Fumble, it inflicts d6 damage and that item can never be understood by you.
- **Charges**: Items with charges disintegrate when all charges are used.

Alchemy

A Skill which can be learned from specific teachers, but is not generally known or available.

- **Alchemy (INT)**: Create "potions". It takes 6 days to gather materials (can be done in "downtime" or while travelling), 1 full day of brewing work, then make an Alchemy roll at potion's difficulty to create 1d6 doses. Each potion can only be used once per day per target.

Potions:

- **Antidote** (Average): Counters Intensity 3d6 Poison, see **Poison in Hazards** (active 10 minutes).
- **Battle** (Hard): Add END +2 and HP +10 (active 2 hours).
- **Haste** (Hard): Add SPD +d3 (active 2 hours).
- **Heroism** (Hard): Add STR +d3 (active 2 hours).
- **Mindshield** (Challenging): Reduce INT d3 & DEX d3, but immune to Mental mutations (active 2 hours).
- **Poison** (Hard): Intensity 3d6 blade venom. Once applied to a weapon, stays for 10 minutes or three hits on a target.
- **Tonic** (Average): Heals d6 HP, usable once per day.

Weird Artifacts	Difficulty	Weight	Charges	Notes
Energy Crystal	Average	1	—	Adds +1 Rank to a random Mental Mutation.
Memory Crystal	Average	1	3d6	Stores a specific memory you choose. Memory is replayed for anyone who touches it, at no charge.
Power Crystal	Hard	1	—	Contains a random Mental Mutation, at Rank 1. Only usable by Mutants or Beastfolk.
Sense Crystal	Hard	1	—	Increases a random sense as Improved Senses Mutation.
Summon Crystal	Challenging	1	d6	Summons up a non-Human "monster", of Rank d3+2, that does as the user commands for 2d6 rounds, then vanishes again.
Talent Crystal	Hard	1	—	Once per day, adds +1 to a random Skill for 24 hours.
Tunnel Crystal	Hard	1	d6	Disintegrates a 3m diameter, 6m long tunnel through any material.
Warp Crystal	Challenging	1	d6	Teleports wielder, roll d6: 1: Random location, 2-3: Home, 4-5: Nearby safe place, 6: Nearby unsafe (but not deadly) place
Zap Crystal	Average	1	2d6	Fires an electrical bolt, 100m range, living target makes END roll or falls unconscious for 2d6 rounds.