

CARTOON ACTION HOUR

SEASON 3



Wasteland 2010

Series Book by Cynthia Celeste Miller



Wasteland 2010

“The Future is Not Bright”

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Cartoon Background



It wasn't an easy road for Carlton Becker. Despite unsuccessfully pitching his various series ideas to cartoon companies since the early 1960s, he never stopped trying. His perseverance finally paid off in 1978, when Fletcher-Hayden Productions took a liking to one of his concepts – a series he called *Wasteland 2010* – and agreed to see it through. And see it through they did. Becker's burst of luck proved to be short lived, however, as the studio hit one production snag after another during the show's development. Just when it looked like things were going to be fine, Becker had a heart attack and passed away. Some say it was due to the stress caused by the ordeal; others feel it was unrelated. We'll never know for sure.

What we *do* know for sure is that, without the show's creator, *Wasteland 2010* was pretty much dead on arrival when it hit the small screen in the 1981 Fall season. The ratings were decent and it was well received, though it had no advocate to propel it forward. A second season was ordered, but the episodes paled in comparison to the ones written by Becker. It was cancelled six episodes into Season 2.

Wasteland 2010 is little more than a footnote in the annals of cartoon history, despite the fact that many animation aficionados consider it a brilliant series, full of clever action sequences, fun-but-cheesy dialogue, deep symbolism and a uniquely moody atmosphere.



The Series



Nobody knows where it came from; nobody knows why it happened, but in the year 1981, a dimensional rift opened up in the sky above and the world as we knew it was no more. In its place was an untamed planet of ruined cities, mutated creatures, man-eating plants and powerful magic. Overnight, the world's population was drastically reduced, thanks to unprecedented natural disasters, monstrous beasts and other hazards spawned by the newly transformed planet.

It's now 2010.

In the almost-thirty years since *The Changing*, society has fallen completely apart, unless you count the small pockets of civilization scattered across the globe. Despite the seemingly bleak situation, there is hope in the form of an organization of scientists, civic leaders and scholars collectively known as Utopian League. These idealists have a simple enough goal: to rebuild civilization at all costs.

The Utopian League is comprised primarily of those who prefer to remain within the safe confines of the Citadel, a well-hidden underground research center located somewhere in the Midwest region of the former United States. They have a small handful of researchers who go out into the field when necessary, but the usual practice is to hire unaffiliated adventurers to handle the tougher jobs such as exploring uncharted areas, making contact with the remnants of society, removing threats to the human race and so on.

All of these teams are competent at what they do, but one trio stands head and shoulders above the rest. These three heroes are given the most perilous tasks imaginable; tasks that would make



most people tuck their tails and run; tasks that few would even consider taking on. But we're not talking about mere run-of-the-mill heroes here... we're talking about the barbaric Zolgar, the magic-wielding Lady Mistra and the brutish Bogg! Together, there's no challenge that they can't meet head on!

Technology

Most technology has long since stopped working, returning what's left of the human race to more primitive ways of life. Nearly everyone rides horses, uses candles or lanterns and fights with archaic weapons.

Technology may be rare, but it hasn't totally vanished. There are those who have managed to salvage technology, harness it and even improve

upon it. These people wield great power and influence. The Utopian League has access to technology as well, though they are extremely cautious about using it overtly. After all, if others learn that the League has amassed it, who knows what lengths they would go to in order to take it from them?

Magic

When the Changing occurred, a scant few people were granted the ability to use magic. Even fewer were able to truly master it. Power, however, seldom comes without a price. Aside from those with the purest and noblest of hearts, the capacity to manipulate magic warps the mind of the wielder, driving them insane to one degree or another.

Mutation

The energies that came through the Tear (as the dimensional rift has become known) altered people, animals and plants alike in an apparently random fashion. It has been said that approximately twenty percent of the world's population has been mutated in some fashion. While some mutations are mild (pointed ears, elongated teeth, strangely colored skin, etc.), others are drastic (extreme growth, scaly skin, additional appendages, etc.). In many cases, more than one mutation exists on a single person. According to the brain trust of the Utopian League, as long as the Tear remains open, babies will continue to be born with mutations.

Animals aren't safe from mutations either. In fact, if anything, their mutations are even more severe than those affecting humans. It's not at all uncommon for a mutated animal to be altogether unrecognizable, making for some absolutely strange-looking critters.

It's not just the fauna that's being afflicted by mutation... it's the flora too. Mutated plants range from gigantic Venus flytraps to thick, constricting vines. Some plants have actually become fully sentient.



The Tear

The dimensional rift known as the Tear still dominates the sky all over the globe, acting as a constant reminder of the devastation it has caused. Where does it lead? Is it still active? Is it alive? Nobody knows the answers to these questions... yet.

The World

As you've probably ascertained by now, the world is a treacherous place that bears little resemblance to the world as it was prior to 1981. The ruins of civilization still exist, including many distinctive landmarks – Mount Rushmore, the Great Wall of China, Stonehenge, the Statue of Liberty and the Great Pyramids. Those landmarks have, in almost every instance, been severely damaged or even mostly reduced to rubble.

The cities are still there as well, but they're overgrown with plants and filled with mutated beasts looking for their next meal. At best, they are infested with tribes or gangs of humans. Of course, those things aren't exclusive to urban ruins by any stretch of the imagination. The wilderness is bristling with creatures, exotic plants and groups of ne'er do wells too.

Ah, yes. The wilderness, otherwise known as the wastelands. To be fair, "wastelands" is a bit of a misnomer. That term implies a barren, craggy landscape where very little dwells... and that's just not the case. While it's true that some areas fit the bill, most places have plenty of water and foliage; it's just that the water and foliage (and everything else there) can be quite hazardous. Still, the denizens of the world refer to the wilderness as "the wastelands".

The wastelands are pockmarked with occasional villages or even small towns where survivors have gathered and carried on with their lives as best they can. Each settlement tends to have its own customs, traditions and lifestyles.

The *Wasteland 2010* cartoon featured copious amounts of intriguing locales, some of which are discussed below. Keep in mind that Carlton Becker and the other writers apparently did little or no research on the geographical areas visited by the show's heroes and instead relied primarily on stereotypes and pop culture.

The Ozark Mountains

Though actually a high and deeply dissected plateau, this is a region of steep hills, thick forests and winding streams and creeks. The population tends to be less technologically advanced than that of other regions and is comprised almost singularly of either barbarians or backward hillbillies. This portrayal earned the show a bit of heat with some critics and fans. The only major center of civilization in the region is the Shantyville, a large, sprawling collection of tumbledown, half-decrepit shacks haphazardly constructed with whatever material was at hand.

Old York

Once a prosperous city known as New York, Old York is now primarily a massive pile of rubble and tangled metal. This devastation was the result of four skyscraper-sized mutated monsters that rose from the Atlantic Ocean and laid waste to the city a few years after *The Changing*.

There are five distinct areas of the Big Apple that are still habitable: the Flat Zone (an area of Queens that has been cleared of debris and is now the site of thousands of small one-story residences), the Below (the subway and

Did You Know?

Wasteland 2012 holds the record for using the famous "Wilhelm scream" (a very distinctive stock sound effect that has been used in hundreds of films and TV shows) more than any other television show in history. The total: 39 times!

sewer tunnels beneath the city's surface), the Bronxhatten District (a stretch of land that is primarily in the Bronx but also seeps over into upper Manhattan), the Chrysler Building (the still-standing art deco structure found on the east side of Manhattan) and the Wild Lands (a large tract of land on Staten Island that is lousy with cannibal tribes).

The California Mountains

Do you remember all the predictions of California sinking into the Pacific Ocean? Well, that never happened. As it turned out, it did exactly the opposite. An unprecedented string of mighty earthquakes wracked California, causing the tectonic plates to go crazy! The southern portion of the state, from Bakersfield on down, rose up from the surrounding land, jutting up high into the sky and creating a range of jagged, uneven mountains.

The cities (including Los Angeles and San Diego) crumbled, though the remnants of the urban landscapes can still be seen sticking out of the mountains.

The Badlands

The region formerly called Oklahoma is an inhospitable land. It's flat, rocky and is prone to vicious tornadoes and dust storms capable of blotting out the sun. Most of the area is barren, but it does boast the occasional farm or ranch that has made the most of the forsaken land.

While the Badlands region is home to a wide assortment of animals and monsters, the most notable species is the Flyote. Resembling coyotes with feathered wings, these predators hunt in packs and are extremely deadly in large numbers. The Utopian League's Citadel (see pages 4 and 23) is located in the Badlands.

The Neverglades

The tropical wetlands found in the former Florida have become so much more dangerous than they were prior to the Changing. In fact, the region is now known as the "Neverglades" because most people who enter never return.

No towns or settlements exist in the Neverglades, as the area is simply too hostile to sustain anything remotely resembling civilization. It is untamed savagery in its purest form, from gigantic shark-sized alligators to carnivorous plants of various kinds. And then there's the deadly Glow Spheres that float across the landscape.

There is a rumor, however, that a clan of hag-like wizards dwell in the deepest, darkest shadows of the Neverglades.

Mud River

This toxic river's original title was the Mississippi River, but nobody ever calls it that any more. The chemical-laden water burns the skin, making it impossible to cross... and then there's the Octofish—part catfish, part octopus. If the toxic water doesn't get you, these massive critters almost certainly *will*.

There are a few remaining bridges that span the river, but they are usually in various stages of delapidation.

Neutral Town

Officially, this confusing, sprawling mass of tents, shacks, lean-tos and huts doesn't have a name, but many have taken to calling it Neutral Town. The name is as certainly apt, due to the refusal of the folks who run it—iron-helmeted bruisers known as the Adjudicators—to take sides in any conflict. They simply patrol the camp, tossing out anyone embroiled in conflict. This sometimes leads to victims being unfairly exiled along with the wrongdoers, but that's the nature of the town. At any rate, Neutral Town is a great place to barter, trade, sell or purchase items.

The Heroes

The cartoon series revolved around the exploits of three individuals who have formed a strong bond over the years and operate much like a dysfunctional family.

Zolgar

Strong and somewhat cocky, this barbarian from deep in the Ozarks is the de facto leader of the group, which is rather surprising in that he's not exactly what one would call level-headed. What makes him a leader type is his assuredness and rugged charisma. He never second-guesses himself and wholly commits to any course of action he takes, for better or worse.



Little is known about Zolgar's past, which is precisely the way he wants it. He's a private person and doesn't appreciate it when people poke and prod. If there's something he wants people to know about him, he'll volunteer the information himself. Needless to say, that happens only on rare occasions and he usually only says enough to make listeners even more curious.

The above text paints Zolgar as a rather unlikable loner type, but this couldn't be further from the truth. He's a loyal friend who will risk his life to save those in need without so much as a second thought. And while he likes to think of himself as a solitary soul, he's not. The truth is that, deep down, he prefers the company of others to being alone.

Bogg

Bogg is the oldest member of the group, having been twenty years old when The Changing exponentially enhanced his strength and caused him to grow shaggy brown fur all over his body. Prior to that day, he was a science nerd and sci-fi enthusiast. In fact, he still is. His transformation didn't affect his mind, except that he seems to have a far nastier temper than he previously had.



Given that he remembers well the world before it fell apart (unlike his two companions, who weren't quite born yet), Bogg acts as not only the group's brawn, but also its walking encyclopedia. On the show, it was he who typically explained the many "strange" things they came across, such as an old video arcade and a disco ball.

Lady Mistra

Lady Mistra is wise beyond her years, possibly because she was seen as an oracle by her people. According to their beliefs, she was born exactly one minute after The Changing and was imbued with the ability to use magic, signifying her as the "chosen one" who would join with two others and bring normalcy back to the world someday.



Upon reaching adulthood, she left her village to fulfill the prophecy without truly knowing how to do so. Shortly thereafter, she was captured by slavers, narrowly escaping their clutches thanks to a timely rescue by Zolgar and Bogg. She has ridden with them ever since.

Allies

It pays to have someone watching your back out in the wilderness of 2010 and the three heroes sometimes had that luxury.

Utopian League

Deep beneath the ground of what was once Nebraska lies a secure research station called the Citadel. Within its metal walls lives the members of the Utopian League, a group of scientists and other skilled individuals who seek to rebuild society. They hire freelancers from up above to help them carry out the more adventurous elements of their mission. Zolgar, Bogg and Lady Mistra are considered by the members of the Utopian Society to be the most successful operative they have at their disposal and employ their services often.

George Monroe

With his southern charm and his “go get ‘em” attitude, the president of the Utopian League is the right man for the job. He never acts blindly and refuses to waste resources.

Jay Alcott

Lacking in the moral fiber department, the Vice President of the Utopian League is always up to no good, though he is masterful at covering his tracks. Alcott dislikes the heroes and is very vocal in his disapproval of associating with “savages”.

Dr. Brett Stahl

Dr. Stahl is the head of the scientific branch of the Utopian League. He’s a handsome and dashing man in his late thirties who thinks highly of the heroes. He has gone out into the field with them in two episodes and proved to be a capable man in his own right.

Dr. Vanessa Stahl

Like her father, Vanessa is a scientist, not to mention a staunch advocate for women’s lib. There’s no job she won’t tackle head-on, regardless of the danger involved. Her protective father tries to stifle such adventurous endeavors, but once her mind is made up, very little will sway her. Judging by how she acts around Zolgar, Vanessa appears to have romantic feelings for Zolgar.

Slade Mulligan

Travelling the wastelands on his horse, this roving lawman dispenses justice via sheer gumption and two antique-looking laser pistols. You may be asking yourself how there could be a lawmen if there isn’t any law



to uphold. The truth of the matter is that Slade Mulligan is a few cards short of a poker deck. In his wild delusions, he is a United States Marshall who has been appointed by the government to set things right and restore the law where none exists.

Slade first appeared in the twelfth episode of Season 1. During the early portion of that episode, the heroes found themselves fighting against the self-proclaimed lawman, but they quickly teamed up to fight a common enemy once they sorted everything out. His second appearance was in the fifth episode of Season 2, though it was a poorly-written episode that many fans consider the worst of the run.

Cammi

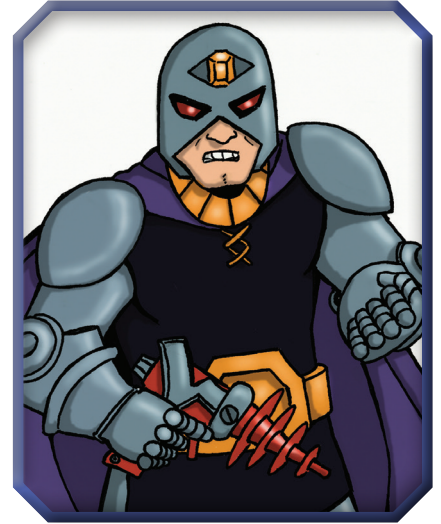
Cammi is a young wild-woman who dwells in the forests of the Midwest. She is fiercely independent, but has a soft side that she tries to hide. This was evidenced when she valiantly rescued two cute little mutated critters from a hulking beast with large tusks. The critters (who she named Fuzzball and Fluffball) have remained her loyal companions ever since.



some villains did appear more than once). Just as with any series, master villains should have Star Power of 4.

Malevolokk

Evil has a name... and that name is Malevolokk. While this declaration may sound overdramatic, it's absolutely true. Once a highly respected science professor (who taught one of Bogg's college classes, no less!), Malevolokk



was profoundly affected by The Changing. Now able to control powerful magic, the professor's mind snapped. Where once was kindness and compassion, his heart was now consumed with a lust for power, control and destruction.

His scientific ingenuity made it possible to create a devastating raygun and a formidable suit of power armor that boasts an array of devilish surprises. He also devised a way to channel his magic spells through a mystical gem that he has imbedded in his helmet.

Malevolokk thinks himself a god. To make matters worse, the entire population of a former military fort thinks he is too and they are willing to do anything he orders them to. These minions are dangerous because of their fanaticism and the technology their master has given them access to.

This madman holds the distinction of being the only adversary to have appeared in three different episodes. He debuted in the eighth episode of Season 1, but was so popular with fans of the show that he was brought back for two more episodes in Season 2.

The Villains

Over the course of nineteen episodes, the heroic trio found themselves facing numerous foes, ranging from gigantic mutated creatures to dastardly sorcerers (not to mention everything in between). While exploring every one of them would be clearly beyond the scope of this supplement, we're presenting some of the most memorable ones below.

Unlike many cartoons of the 1980s, there wasn't a singular group of antagonists who provided the show's villainy. Instead, each episode leaned toward having a different master villain, though

Captain Cutthroat

Despite his vehement insistence to the contrary, Captain Cutthroat is every inch a stereotypical pirate. He bellows "Arrrrr", has a (robotic) parrot on his shoulder, talks in pirate lingo and even has an eye patch. If you're looking to send him flying into a rage, however, calling him out on being a walking cliché will do the trick.



Crimson Overlord has a high-tech apparatus strapped to his back with tubes connecting it directly to his head. The purpose of this contraption is to pump chemicals into his body, temporarily increasing his physical abilities to superhuman levels. The downside is that if he uses these chemicals too long or too often, he develops a debilitating headache.

His headquarters is Alcatraz Island, which he has rechristened Overlord Island. From there, he orders his motley assortment of henchmen to do his bidding. These henchmen keep the region's populace in line for their megalomaniacal master.

The Crimson Overlord appeared in two episodes during Season 1 (episodes 3 and 10). His last appearance left it open for a third appearance, though he wasn't featured in Season 2.

Captain Cutthroat roams the North American wastelands on his wheeled landship that he has so creatively dubbed the Not-So-Jolly Roger. Along with his ten or so pirate lackeys, he terrorizes the weak, taking whatever he wants from them and leaving them with nothing.

The Crimson Overlord

The most powerful man in the western half of North America is the despot who calls himself the Crimson Overlord. He rules the entire West Coast region with an iron fist and anyone who opposes him is unceremoniously crushed beneath his proverbial heel.



Mutor

The wasteland is brimming with mutated people, animals and plants, but few of them can match the power of this hideous man-beast. Standing well over eight feet tall, Mutor is an intimidating (if nearly mindless) being, but what makes him truly terrifying is that it takes very little to send him on a destructive rampage.



Mutor tends to stick to remote locales when possible, minding his own business. Inevitable, someone or something manages to stick in his craw, causing him to fly into a rage and attack the source of his consternation with single-minded determination.

Eve-L

It has been said that anyone who encounters this beautiful witch and earns her ire will find themselves cursed. Bad luck will follow them wherever they go and nothing will go their way. The only way to break the curse is to bask in the light of the Eye of Tapow, a mystical amulet hidden somewhere in the wastelands.



Eve-L is, as her name suggests, a wicked and insidious woman. She fancies herself the ruler of the swamps, but these claims simply aren't true. There's no denying her effectiveness, but she lacks the manpower to rule much of anything. Her only minions are ragtag Marsh Dwellers, of which the numbers are few and their IQ points are even fewer.

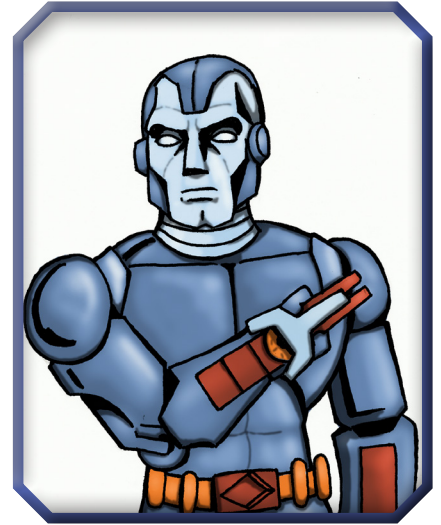
Despite this, Eve-L is a menacing enemy to face. In addition to her witchery and henchmen, she wields a metal trident capable of emitting electrical beams at her foes.

Did You Know?

Carlton Becker's original intent was for Krome to be one of the main heroes. However, he changed his mind when one of the artists showed him the concept drawing of the robot. Becker loved it, but felt that the character looked too villainous to be a hero and immediately made Krome a bad guy instead.

Krome

Shortly before *The Changing*, Dr. Abel Dixon developed the world's first robot capable of independent thought. Ten of them were created in all, but when the Tear rendered most technology inoperable, nine of them became inert, never to function again. One of the robots, however, remained fully operational, thanks to some experimental modifications added just hours before the world came to a screeching halt. It wasn't totally unaffected, though. Its "brain" was slightly scrambled, causing it to become genocidal.



The robot took to calling itself Krome and began its crusade to rid the world of all organic life. At the conclusion of the fifth episode of Season 1, Zolgar, Bogg and Lady Mistra succeeded in deactivating it and placing it deep underground where no one can find it. We do know that, before his untimely and tragic death, Carlton Becker had plans to revive him (see "When Titans Clash" on page 14) in a later season.

Krome's body is nearly impervious to physical damage. On each forearm is a particle beam projector. These weapons are extremely devastating, but are woefully inaccurate, despite the robot's advanced targeting system. Krome is also remarkably mobile, as it flies rapidly through the air on a flying disc.



Episodes

The episode seeds below were culled from a pile of script ideas that Carlton Becker had written and saved for later seasons. Sadly, they were not discovered by his family until 1984, two years after *Wasteland 2010* was cancelled.

These episodes assume that the primary characters are Zolgar, Bogg and Lady Mistra. It's easy enough to substitute player-created PCs.

"Danger at 2,000 Feet"

When a floating city of gleaming metal appears in the sky, bad things begin to happen – people come up missing, large quantities of gold vanishes, entire villages are destroyed, etc. After coming upon a seemingly abandoned settlement, the heroes find a scared little boy named Bokky, who tells them that these beams of light came down from the floating city and all the people simply

disappeared into thin air. He says that he was playing in the woods, which explains why he wasn't taken as well.

The heroes have to concoct a way to get up to the city, find out what's going on and do something about it. In Becker's episode synopsis, the culprit was none other than Malevolokk, who used his advanced technology and magic to keep the metal monstrosity airborne. There's no mention of how he built or obtained it, however. He was using Transporter Beams to teleport people to use as slave labor and gold to use as fuel for the city's gargantuan grav-engine. His ultimate goal was, as was typical in the cartoons of the decade, to rule the world.

"When Titans Clash"

This script synopsis, had it been used, would have been the first instance of two of the established villains meeting on screen. In its quest to remove the scourge that is the human race from the planet, Krome and an army of flying robots initiated the destruction of many settlements in the northern California region. Unsurprisingly, the Crimson Overlord took exception to this and staged an attack. The two villains have been in a stalemated war with each other ever since.

The stalemate, however, is about to be broken. Krome has recently found a nuclear bomb and has every intention to drop it on the Crimson Overlord's territory, which will cause untold devastation to what's left of the world. In fact, the Utopian League scientists have surmised that if the bomb detonates, the planet will probably crack in two like an egg.

In the plot summary, the heroes teamed up with the Crimson Overlord to halt Krome's plans for mass destruction. The Crimson Overlord's forces battled Krome's robots while the three heroes sought to stealthily disengage the bomb, thus rendering it harmless. This doesn't have to be the

case in your version of the story. The heroes might not team up with their old foe and they could very well think up another way to deal with the bomb. Nothing is carved in stone. Just set up the scenario and let the PCs' actions drive the story.

“The Ape Man of Chicago”

The Utopian League has lost all contact with one of its research groups near the ruins of Chicago, where they were to make contact with a newly-discovered settlement. Dr. Stahl asks the heroes to track the team down and return them to the Citadel.

The heroes learn that the team was captured by the fabled Ape Man of Chicago and taken back into the ruins. Let the players devise a way to handle the situation, but don't let them dwell on it for too long. The cartoons of the eighties were all about action, not an excessive amount of planning. Let them deal with giant rats, unstable ruins on the verge of collapse and any other hazard you care to throw their way.

One way or the other, the heroes will find out that the Ape Man actually meant well and was attempting to save the team from a group of incoming slavers by taking them to its lair (the old Lincoln Park Zoo, which is in remarkably good shape, all things considered). The heroes will find the team there, safe and sound. The Ape Man itself is, in truth, a gentle soul and understands simple English despite not being capable of speaking it.



Did You Know?

Spinner Toys was on tap to develop a line of action figures for the show, but when the series' guiding light passed away, they pulled out altogether. This wasn't surprising considering that Carlton Becker was the one who convinced the company to get on board in the first place.

“The Stranger”

An enigmatic stranger named Marcolin has been travelling across the land, granting wishes to anyone he comes across. All he asks for in return is for them to sign a contract that requires the signee to owe him a single favor that he can redeem at any time. What these poor folks don't realize is that there's further text written in magical, invisible ink; text that gives the stranger their souls. Should they break the contract, they wither away in sickness until they are weak, scrawny and feeble shells of their former selves.

In the original script, the heroes found this out simply by entering a village of settlers who have been afflicted by this apparent illness after refusing to repay their debts to the stranger. He asked them to set fire to a neighboring village and they refused. They are now paying for their obstinance.

The heroes will soon find more people who have suffered a similar fate. The stranger is on the move, taking advantage of people's desperation.

Who is this stranger and how can he be stopped? That's up to you. The script stated that the stranger was, in fact, a demon whose power grew with each soul he claimed. They had to trick him into verbally releasing the souls he had obtained, which was no easy task. Feel free to devise another solution or even change who the stranger is.

Ideally, the heroes will have to use their brains to solve their problem. They can't just punch their way to a favorable ending in this episode. It's always fun to see them stretch their mental muscles.



PC Guidelines



The Three Established Heroes

The series, as written, revolves around three specific protagonists: Zolgar, Lady Mistra and Bogg. These characters have been included as ready-to-play PCs. How you use them (or if you use them at all) is entirely up to the GM and players. You may use them “as is” and create additional new characters if you have more than three players in the group. Alternatively, you could replace the three heroes with all-new characters of your own creation.

Artifact Weapons

It's common for characters to wield powerful weapons with mystic origins (even if those origins are never explained). Such weapons usually become a focal point of the character and the Trait that represents them should usually have the “Action Feature” Special Rule attached to them.

Mutations

The idea of strange mutations has become a staple of post-apocalyptic fiction. As such, it was quite prominent in *Wasteland 2010*. Mutations generally came in two flavors. The first type was typically reserved for adversaries and involved either the simple growth of an animal or the combining of two or more animals into one monstrous critter. The second type of mutation was typically found on humans or humanoids that were once human, and consisted of any manner of weirdness such as new appendages, additional limbs, freaky visages, extra body parts, etc. For PCs, the second flavor of mutations would work best, though if you really want to play a six-foot long cockroach, knock yourself out. Mutations are handled with one or more Traits (along with any Special Rules you care to add). We have included a table for you to roll on if you decide that you want your PC to possess mutations. You can find it on the next page.

Star Power: 3

Tier & Trait Points: Human, 18

Other Rules:

- **Excessive Trait Ratings:** During Step 4 of the PC creation process, when trading excess non-adverse Special Rules for increases to Trait ratings, you may bring ratings above the series' maximum. This reflects the proliferation of such things as magic, mutations, imbued items and even powered armor.
- **Catchphrases:** The *Wasteland 2010* series was brimming over with catchphrases! To represent this, you needn't give your character Upgrade #4 in order to have a catchphrase. That is, you can simply use one of your free Standard Quality “slots” for the catchphrase. Aside from that, the Catchphrases rule is used as described on page 98 of the CAH:S3 Core Rulebook.
- **Required Trait:** The wasteland is a vast place and it's impossible to traverse it in a timely manner unless you have some kind of transportation. For this reason, you must spend at least some of your Trait points on a Trait that represents a vehicle or mount. The GM may disregard this rule if you offer a compelling enough reason.
- **Sorcery:** Taking “Versatile” during Step 5 no longer counts as two Upgrades to make sorcerer PCs.

Mutation Table

As mentioned in the PC Guidelines sidebar, you may decide to give your PC one or more mutations. You can, of course, come up with the mutations on your own or you can roll on this table.

To utilize the table below, roll a die and find the result along the left-most column. Then, roll another die, finding the result along the top of the table. Cross reference the two results to determine the Trait that's supposed to represent the mutation.

Don't hesitate to change the name of the Trait(s) you get to better suit your character concept. For example, let's say I wind up with SUPERHUMANLY INTELLIGENT, but I feel it's not evocative enough. I like the idea of the character's mutation causing their brain to grow to gigantic proportions, so I rename it ENORMOUS BRAIN.

		Second Die Result					
		1-2	3-4	5-6	7-8	9-10	11-12
First Die Result	1	MIND BLAST	NIGHT VISION	PLANT-LIKE BODY	GLIDING MEMBRANES	FORCE FIELD	BRUTISH BODY
	2	CRAB-LIKE PINCER(S)	INSECT WINGS	FIRE BREATH	SPIKED TAIL	HEIGHTENED SENSES	SEE THROUGH OBJECTS
	3	DEFENSIVE QUILLS	TUSKS	STRETCHY LIMBS	CHITINOUS ARMOR	SHRIEKING SONIC BLAST	THICK FUR
	4	LEVITATION	SUPER LEAPING	TOXIC SKIN	DIMINUTIVE	FISH GILLS	ACID SPRAY
	5	MORPHING	RUBBERY SKIN	PREHENSILE TAIL	RAZOR CLAWS	FREAKISH AGILITY	SLUDGE EMISSION
	6	ACUTE SENSE OF SMELL	GARGANTUAN	ARMADILLO-LIKE ARMOR PLATES	LASER EYES	FEAR PROJECTION	RAZOR-SHARP TEETH
	7	INSECT LEGS	TENDRILS	TWO HEADS ARE BETTER THAN ONE	MONSTROUS STRENGTH	SCALY SKIN	ENHANCED FLEXIBILITY
	8	STONE SKIN	POISON SMOKE EMISSION	BAT WINGS	BARBS	MULTIPLE ARMS	EYES LIKE A FLY
	9	SLIME SECRETION	APE-LIKE BODY	DEVIL HORNS	TENTACLES	STINK BLAST	CONTROL MINDS
	10	SCORPION TAIL	GROTESQUE VISAGE	SUPERHUMANLY INTELLIGENT	ENHANCED VISION	TUNNELING CLAWS	BONY EXOSKELETON
	11	SENSE DANGER	PREHENSILE TONGUE	WALL CRAWLING	LEATHERY SKIN	BIRD WINGS	SUPERHUMANLY FAST RUNNER
	12	TELEPORTATION	MULTIPLE LEGS	BLENDING	LONG SNOOT	REGENERATE DAMAGE	PSYCHIC VAMPIRE

Ready-to-Use Player Characters

Here is a complete group of four ready-to-play *Wasteland 2010* Player Characters.

ZOLGAR

Star Power: 3 **Upgrades Taken:** #3, #1, #6
+1 Base Oomph

Qualities

- Heroic barbarian leader-type
- "Buddy Jones!" (Catchphrase)
- Never wavers from a course of action

Traits

ASTRAL AXE 5 (Accessory, Action Feature,
Advantage - Luminous, +2 vs inanimate objects)

FIERCE FIGHTER 3 (+2 vs Goons)

LOYAL 3

RUGGED 3

STRONG 2

STUBBORN 2

MOUNT "RAZORBACK" (Horse) 1 (Companion;
MOVE [Run] 2, MOVE [Leap] 1)

Note: Zolgar frequently yelled out "Buddy Jones!" as an exclamation. Kids loved it, but no one ever understood what it meant.

BOGG

Star Power: 3 **Upgrades Taken:** #4, #4, #1

Qualities

- Walking Encyclopedia of the Past
- "RAWWR!" (Catchphrase)
- Nasty Temper
- Feat of Strength
- Science and Sci-Fi Nerd

Traits

STRONG 5

TOUGH HIDE 5

KNOWLEDGEABLE 4

INTIMIDATING VISAGE 3

MOUNT "ROOSEVELT" (a very large draft horse) 2
(Companion; MOVE [Run] 2, TOUGHNESS 2)

EXPLANATIONS 2

LADY MISTRA

Star Power: 3 **Upgrades Taken:** #5, #1, #1

Qualities

- Mystic Oracle
- "By powers ancient and arcane!" (Catchphrase)
- Wise beyond her years

Traits

MOUNT "MIDNIGHT" (a black panther) 5
(Companion; MOVE [Run] 3, MOVE [Leap] 2,
COMBAT 1, STEALTH 1)

BATTLE STAFF 3 (Accessory)

SORCERESS 3 (Versatile: LIGHT BLAST [Area],
PROTECTIVE DOME [Deplete - affects any melee
weapon]; 3 undefined slots)

AGILE 3

CHARMING 2

UNCANNY INSIGHT 2

The version of Krome (see pages 13 and 21) given below is for optional use as a PC in case you have a fourth player. Storyline-wise, the other PCs have probably overridden his programming so that he is no longer a villain. The reduced stats here indicate his modified physical composition and his compassion.

KROME (Redeemed Version)

Star Power: 3 **Upgrades Taken:** #3, #1, #1

Qualities

- Sentient Robot
- "Existence is binary. I prefer one over zero." (Catchphrase)
- Built to assist mankind

Traits

PARTICLE BEAM PROJECTOR 4 (Action Feature, Area,
Big Attack, Devastating, Fickle)

IMPERVIOUS TO DAMAGE 5 (Deactivate - applied vs. the
attacking Trait)

STRONG 5

FLYING DISC 4 (Accessory)

COMPUTER BRAIN 2

Ally GMCs

SLADE MULLIGAN

Star Power: 2

Qualities

- Self-proclaimed Lawman
- "I am the law 'round here!" (Catchphrase)
- Has more than a few screws loose

Traits

GUNSLINGER 4 (Action Feature)
 TWIN SHOOTING IRONS 5 (Accessory, Area)
 BRAVE 3 (+2 when facing off against opponents with more
 Star Power than himself)
 BRAWLER 3
 KNOWS THE LAND 3
 MOUNT "ROY" (horse with western saddle) 1
 (Companion; MOVE [Run] 3)

Note: The +2 Situational Boost for BRAVE makes this Trait 5, so when linking, the bonus it provides will be +3.

CAMMIE

Star Power: 2

Qualities

- Wild Woman of the Woods
- "The forest has power." (Catchphrase)
- Better with animals than people

Traits

AT ONE WITH NATURE 3 (Deactivate - affects movement-
 based Traits)
 ATHLETIC 3
 FOREST STEP* 3
 KEEN SENSES 3
 ANIMAL KINSHIP 2
 FUZZBALL 2 (Companion; COMBAT 1, MOVE [Run] 1,
 STEALTH 1, MANIPULATE 1)
 FLUFFBALL 2 (Companion; COMBAT 1,
 MOVE [Bounce] 1, THINK 1, TOUGHNESS 1)
 CRUDE WEAPONS 1 (Accessory)

*This Trait is used to express that Cammie is able to move incredibly fast through the forest, be it swinging from vines, jumping from branch to branch, or standing atop a deer, etc.

JAY ALCOTT

Star Power: 2

Qualities

- VP of the Utopian League
- "We must remain civilized." (Catchphrase)
- Always has an escape plan

Traits

CONNIVING 5
 COVERS HIS TRACKS 5
 INTELLIGENT 5
 NOT EVIL 4
 SNEAKY 3

DR. BRETT STAHL

Star Power: 2

Qualities

- Head of the scientific branch of the Utopian League
- "I happen to have just the right thing." (Catchphrase)
- Ingenious Solution

Traits

INTELLIGENT 5
 SCIENTIST 5
 DASHING 4
 HANDSOME 4
 TWO-FISTED HERO 4

DR. VANESSA STAHL

Star Power: 2

Qualities

- Teenage Prodigy
- "Let me show you how a woman handles this." (Catchphrase)
- Crush on Zolgar

Traits

SCIENTIST 5
 FULL OF MOXIE 4
 HEADSTRONG 4
 INTELLIGENT 2
 INVENTIONS 1 (Versatile: NEURAL ZAPPER [Deplete -
 affects mind-based Traits], IONIC BLAST [Area];
 2 undefined slots)

Villainous GMCs

MALEVOLOKK

Star Power: 4

Qualities

- Self-proclaimed, would-be godlike ruler of the Wasteland
- "... and that name is Malevolokk!" (Catchphrase)
- Former science professor

Traits

MAGICAL GEM 5 (Action Feature)
 MAGIC 5 (Versatile: *ARCANE ATTACK* [Area],
LIFE DRAIN [Deplete - affects physical Traits],
TELEPORT; 4 undefined slots; +2 Linked with MAGICAL
 GEM Trait)
 SCIENTIFIC GENIUS 5 (Versatile: *RAY GUN* [Devastating],
JET-PACK, *POWER ARMOR*; 4 undefined slots)
 STRONG 3
 TOUGH 3

THE CRIMSON OVERLORD

Star Power: 4

Qualities

- Despotic ruler of the West Coast
- "Bow before your leader!" (Catchphrase)
- "Destroy them all!" (Catchphrase)

Traits

STIMBOOST APPARATUS 5 (Action Feature, Fickle)
 SCEPTER 5 (Accessory, Area)
 STRONG 4 (+2 Linked with STIMBOOST)
 TOUGH 4 (+2 Linked with STIMBOOST)

Note: When linked with STIMBOOST (which has a link value of +3), STRONG and TOUGH are both rated 9 (4+3+2). Yikes! The "Fickle" Special Rule on STIMBOOST is to indicate the headaches it causes if over-used.

CAPTAIN CUTTHROAT

Star Power: 3

Qualities

- Pirate of the Wastelands
- "Arrrrr!!!" (Catchphrase)
- Swashbuckling

Traits

ROBOTIC PARROT "HALLY" 5 (Companion;
 MOVE [Fly] 2, COMBAT 1, STEALTH 1, TOUGHNESS 1,
 THINK 1, MANIPULATE 1)
 CRUEL 4
 SABER 3 (Accessory)
 CUNNING 3
 KNOWLEDGE OF THE WASTELANDS 3
 NAVIGATE BY THE STARRRRS 3
 LANDSHIP "NOT-SO-JOLLY ROGER" (Vehicle - Major)

Not-So-Jolly-Roger

- Mobile home for buccaneers
- Terror of the Wastelands
- Primarily wind-powered

WELL-FORTIFIED 7

MASSIVE 5

CANNONS 5 (Area, Big Attack)

RAMMING SPEED 5 (Big Attack, +2 vs vehicles and mounts)

ROAMING BEHEMOTH 4 (Mode of Travel: Ground)

MUTOR

Star Power: 3

Qualities

- Living force of destructive rage
- "Mutor Break!" (Catchphrase)
- Beatdown

Traits

MULTIPLE ARMS 3 (Action Feature, +2 vs multiple opponents)
 ARMORED HIDE 7
 STRONG 7
 DESTRUCTIVE RAMPAGE! 5
 INTIMIDATING 5
 LARGE 3

Eve-L

Star Power: 3

Qualities

- Swamp Witch
- "I curse you!" (Catchphrase)
- One with the swamp

Traits

ELECTRO BEAMS 5 (Action Feature, Area, Devastating, Disadvantage - Cannot be used without TRIDENT)
CURSE 5* (Fickle)
TRIDENT 5 (Accessory)
AGILE 3
SWAMP WALK 3**

*Eve-L's curse is very nasty. If she is successful using the Trait against an individual, there will be no effect, until the next scene, at which point, they will always roll an additional die for any check, and keep the worse of the results. This curse can only be removed by the Eye of Tapow. She will only curse an individual who has wronged her in some way.

**In a swamp environment, Eve-L is able to move through the swamp supernaturally. She might appear at one location, and moments later appear at another location, miles away, merely by sinking into the murky waters or walking into impassable reeds.

KROME

Star Power: 3

Qualities

- Genocidal robot
- "Existence is binary" (Catchphrase)
- "Goto 10, Attack!" (Catchphrase)*

Traits

1ST PARTICLE BEAM PROJECTOR 9 (Action Feature, Area, Big Attack, Devastating, Fickle)**
2ND PARTICLE BEAM PROJECTOR 9 (Action Feature, Area, Big Attack, Devastating, Fickle)**
ROBOTIC BODY 9 (Versatile: STRONG, IMPERVIOUS TO DAMAGE**, ADAPTIVE; 3 undefined slots)
FLYING DISC 5 (Accessory)

*"Goto" was an old computer command.

** Yes, the PARTICLE BEAM PROJECTOR is listed twice; he has two of them! They are each Fickle.

*** When Krome is attacked, he may use his ROBOTIC BODY to defend. As a counter-action on his turn, he may use the IMPERVIOUS TO DAMAGE Sub-Trait as a Deactivating Trait against whatever Trait(s) was used against him.

Villainous Goons

MALEVOLOKK'S FOLLOWERS

Goon Rating: 1

Special Rules:

- Hard to Defeat
- Special Attack (Laser Rifles)
- Vicious Assault

LAND PIRATES (Capt. Cutthroat)

Goon Rating: 1

Special Rules:

- Special Attack (Swashbuckling)
- Specialist (Swashbuckling)
- Vicious Assault
- Easily Led

OVERFIENDS (Crimson Overlord)

Goon Rating: 2

Special Rules:

None

MARSH DWELLERS (Eve-L)

Goon Rating: 0

Special Rules:

- Fragile
- Weakness (Not very smart, they can be outwitted by intelligence-related Traits)

ROBOT RAIDERS (Krome)

Goon Rating: 2

Special Rules:

- Hard to Defeat
- Vicious Assault
- Easily Led

Critters of the Wasteland

The following creatures all count as animals in the world of the series. They possess mostly animal-level instincts, and are thus neither “good” nor “bad” in terms of morality. Some of the creatures—the more menacing ones—are given full stats, while others are created as Goons.

THE APE MAN OF CHICAGO
 (See “The Ape Man of Chicago” episode on page 15)
 Star Power: 2

Qualities

- Urban Legend
- Misunderstood
- Unable to speak
- “Grrrrrrrrrr...” (Catchphrase)
- Doesn’t want to fight

Traits

LEAP 5 (Action Feature)
 LARGE 7
 STRONG 7
 TOUGH 7
 CLIMB 5

OCTOFISH
 (See the Mud River description on page 8)
 Star Power: 2

Qualities

- Massive tentacled mutant menace
- Writhing body
- Powerful

Traits

SWALLOW WHOLE 5 (Action Feature, Deplete - affects physical Traits)
 HUGE 7
 CAPSIZE 5 (Big Attack)
 MULTIPLE LIMBS 5 (Area)
 BARBEL FEELERS 5
 SWIM 5

GLOW SPHERE
 (See the Neverglades description on page 8)
 Star Power: 2

Qualities

- Wasteland will-o-wisps
- Glowing
- Deadly

Traits

MESMERIZING 9 (Action Feature, Area, Deplete - any mental Traits, Deplete - physical Traits)
 FLOATING 2

FLYOTES
 (See the Badlands description on page 8)
 Goon Rating: 2
 Special Rules:

- Hard to Defeat
- Special Attack (Fear-inducing howl)
- Special Attack (Swooping attack)
- Specialist (Attacking at night)
- Specialist (Flying)
- Specialist (Stealth)
- Vicious Assault

SWARM OF GIANT SEWER RATS
 Goon Rating: 1
 Special Rules:

- Specialist (Stealth)
- Vicious Assault
- Fragile

GIANT ALLIGATOR
 (See the Badlands description on page 8)
 Goon Rating: 2
 Special Rules:

- Hard to Defeat
- Special Attack (Massive razor-sharp teeth-filled mouth)
- Specialist (Swimming)



Playset Write-Ups

THE CITADEL

Traits

RESEARCH CENTER 5 (Action Feature)*
HIDDEN 7
WELL FORTIFIED 7
COMMUNICATIONS CENTER 5
SECRET ENTRANCES 5

* The Citadel came with a magnifying glass incorporated into the playset, so that kids could actually use it to do their own "research."

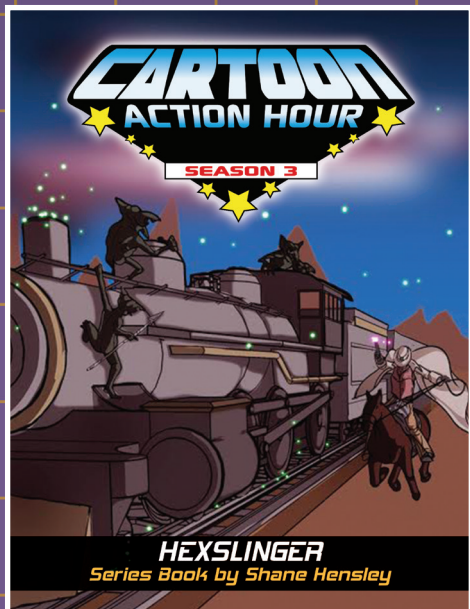
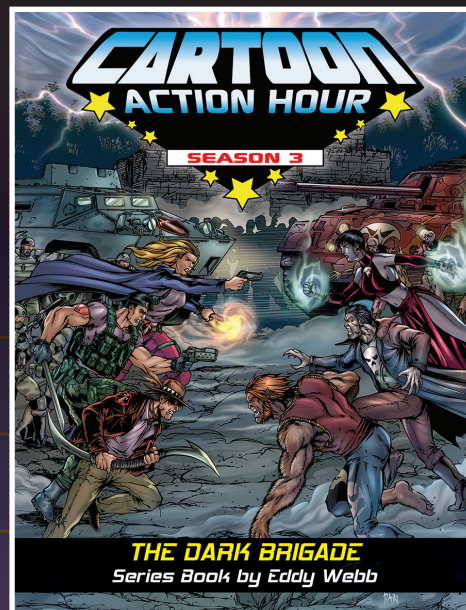
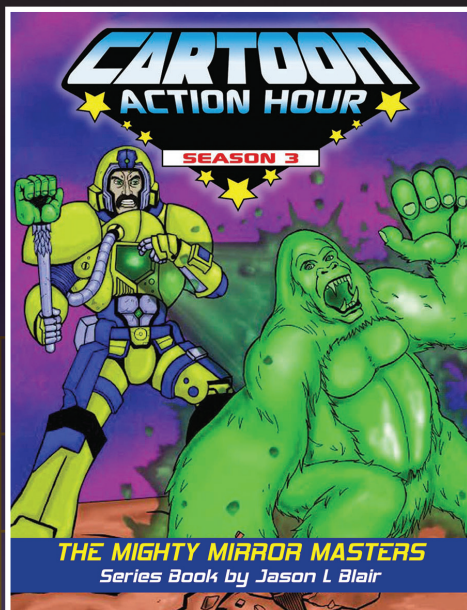
OVERLORD ISLAND

Traits

PA SYSTEM 5 (Action Feature)*
MOUNTED LASERS 5 (Area, Big Attack)
FORMERLY AN ISLAND PRISON 5
JAIL CELLS 5
SECRET ENTRANCE 4
SECRET PASSAGES 4
DOCK 3

* The PA SYSTEM was actually a voice modulator, a noisy gadget that allowed kids to bellow out nefarious orders, bringing terror to any heroes located on the West Coast!

Also Available!



Coming Soon!

