

U20 APOCALYPSE™



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Foreword	4
Introduction	5
Progress Levels	5
Chapter 1: Postapocalypse Campaigns	6
Choose Your Apocalypse	6
Alien Invasion	6
Biological Disaster	7
Environmental Cataclysm	7
Asteroid Strike	7
Judgment Day	7
Nuclear Armageddon	8
Rise of the Machines	8
Rogue Planet	8
Supernatural Invasion	8
Mixing Destruction	9
Postapocalypse Societies	9
Depraved Society	9
Devout Society	10
The Ethnic Society	10
Lawful Society	10
Militant Society	10
Savage Society	10
Tribal Society	10
Totalitarian Society	11
Different Societies in One Setting	11
Postapocalypse Eras	11
Aftermath	11
Generation 0	11
Dark Ages	12
New World	12
The Heroes and the Campaign	12
Devastation	13
Massive Destruction	13
Sources of Massive Destruction	13
Radioactivity	14
Flash Radiation	15
Fallout	15
Blast Zone Irradiation	15
Fallout Residue	15
Chapter 2: Campaign Rules	16
The Ruins of Civilization	16
Exploring Unsafe Structures	17
Scavenging	18
Postapocalypse Gear	22
Trade Value	23
Starting Gear	23
Wealth Increases	23
Bartering Rules	23
Equipment as Rewards	24
Reliability	24
New Equipment	24
Vehicles and Fuel	30
Making and Fixing Items	30
Additional Vehicle Rules	31
Modifying Vehicles	31
Overloading Vehicles	34

Hang On!—	
Movement on Vehicles	34
Falling from a Vehicle	36
Other Driving Rules	36
Long-Distance Travel	36
The Highway	37
Mounted Combat	38
Combat on Animals	38
Environmental Hazards	39
Acid Rain	39
Fallout Cloud	39
Ghost Storm	40
Joy Buzzer	40
Mutations	40
Fantastic Mutations	41
Additional Mutations	42
Creatures of the Apocalypse	44
Apocalypse Demon (Template)	44
Combat Robot T-C-4 "Tin Can"	46
Combat Robot M-G-8 "Meatgrinder"	46
Donkey	47
Horseman of the Apocalypse	47
Mutated Creature	49
Rad-Roach	50
Thinking Swarm	50
Viral Deathspawn (Template)	52
Using Existing Creatures	52
Virulence	53
Supervirus Descriptions	54
Secondary Infections	55
Chapter 3: Character Options	56
Starting Occupations	56
Academic	56
Adventurer	57
Athlete	57
Blue Collar	57
Celebrity	57
Criminal	57
Dilettante	57
Doctor	57
Law Enforcement	57
Military	57
Religious	57
Rural	58
Skills	58
Diplomacy (Cha)	58
Craft (Int)	58
Repair (Int)	58
Research (Int)	58
Survival (Wis)	59
Feats	59
Advanced Classes	60
Techie	60
Investigator	60
Personality	60
Road Warrior	60
Salvager	62

Chapter 4: Earth Inherited	64
Summary	64
Campaign in Brief	64
Role of the Heroes	65
Campaign Traits	65
Department-7 in Earth Inherited	65
Progress Level and Rules	66
Magic and FX	66
Power Groups	67
The Avengers of Humanity	67
The Damned	67
The Heavenfire Coalition	68
Order of the Machine	68
Friends and Foes	68
Angels	68
Fiends	71
The Damned	73
Barge Fortress	74
Chapter 5: Atomic Sunrise	76
Summary	76
Campaign in Brief	76
Role of the Heroes	77
Campaign Traits	77
Department-7 in Atomic Sunrise	77
Progress Level and Rules	77
Magic and FX	77
The Landscape	78
Power Groups	78
Prewar Power Groups	78
New Power Groups	79
The Compound	83
Advanced Classes	84
Lawbringer	84
Chapter 6: Plague World	86
Summary	86
Campaign in Brief	87
Role of the Heroes	88
Campaign Traits	88
Department-7 in Plague World	88
Progress Level and Rules	89
Magic and FX	89
The Landscape	89
Power Groups	89
Adeptus Dei	89
The Kin	90
Tyrannis	91
Friends and Foes	91
Spanthi Reaver	91
Spanthi Trueblood	92
Rip Van Bunker	93
Advanced Classes	93
Evolutionary	95

FOREWORD

I've played a lot of roleplaying games in my twenty-five years in the hobby. Like many gamers, the bulk of my adventures have been in the fantasy genre, but my favorite setting, bar none, is the postapocalyptic campaign. In fact, when I was on the *d20 Modern* design team, I started up a campaign in the office to playtest our rules—and my setting of choice was postapocalyptic. From the launch of that campaign almost a year before the *d20 Modern Roleplaying Game* was published, my players are still traversing the wastes, battling bike-gang marauders, and delving into the supernatural origins of the nuclear doomsday today.

I've long believed that the postapocalypse is a perfect setting for roleplaying games. Postapocalyptic worlds feature high adventure in a gritty setting. The landscape is the epitome of lawlessness—a make-your-own-rules world in which adventuring heroes thrive. As in fantasy, anything is possible in a world twisted by mutations or the incomprehensible effects of alien assault or supernatural incursion. And postapocalyptic settings blend the best of modern worlds—firearms, technology, and a modern outlook—with fantasy's powerful foes and epic stories.

Beyond all that is the fact that postapocalyptic games are inevitably thematic. The world as we—the players—know it has been destroyed. Can civilization recover? Will the heroes be a force for order in the chaos, or just another part of the problem? A fantasy world allows for all variety of motivation: If a character simply likes kicking in doors and taking on the monsters, that's enough. But in a postapocalyptic game every player, consciously or

A survivor surveys the wreckage of his world

not, makes a decision about how he relates to the world his character has inherited.

The most compelling aspect of a postapocalyptic setting, perhaps, is how it is at once familiar and alien. We've all seen abandoned buildings with their broken windows and weeds growing in the corners, and dented hulks of cars collecting rainwater and rust. We've heard the breeze blowing through a quiet city block in the early hours, when there's no sign of a living human being. We've watched scenes of environmental cataclysm—or even just urban decay—on television. And we can look around us today and overlay that vision on the local shopping mall, the highways, the skyscrapers downtown—even our own neighborhoods. Unlike a fantasy setting, the postapocalyptic world is all around us.

Charles Ryan
Brand Manager for Roleplaying Games
Wizards of the Coast

INTRODUCTION

Civilization, the defining characteristic of humanity, is the cooperation and organization of individuals for the advancement of the community as a whole. It is marked by progress in agriculture, livestock maintenance, metallurgy, writing, mathematics, and science. And though it would seem that its existence can be taken for granted, civilization is fragile.

As humankind progresses, advances in technology grant great boons, but also hold potential keys to humanity's undoing. Innovations in nuclear technology, medical science, and computer technology are of enormous benefit to humanity in general, but each technology has the potential to contribute to humanity's demise.

Even without these human-made threats, other dangers from outside the planet pose perils just as deadly as those humans bring upon themselves.

Whether due to our own hubris or a power beyond our control, the known world ends. The apocalypse—the end of civilization—is here.

This supplement gives you the tools to play in the postapocalyptic world. This book provides you with descriptions of the most likely possible causes of an apocalyptic event. Within this supplement are additional rules that build upon those found in the *d20 MODERN Roleplaying Game* and the *d20 Future* supplement to bring the postapocalyptic world to life. These rules are modular, giving you what you'll need to create the postapocalyptic world of your choice. In addition, there are three distinct campaign settings that allow you to explore some of the grim futures that might await humankind. Each setting derives a great deal of flavor from the cause of the apocalypse and the amount of time that has passed since the global society has fallen.

With this book, the apocalyptic future is yours to explore.

What You Need To Play

The *d20 Apocalypse* supplement is intended for use in any *d20 Modern* or *d20 Future* game. You will need the *d20 MODERN Roleplaying Game* and the *d20 Future* supplement to make use of the material in this book. In addition, *d20 Apocalypse* contains references to the *d20 Menace Manual* and the *URBAN ARCANA Campaign Setting*, but neither of these books is required to use this one.

Progress Levels

The Progress Level (PL) of your campaign setting will be heavily influenced—if not completely determined—by your choice of apocalypse.

The apocalypse could occur today, sometime in the not too distant future, or far into the future. Some types of apocalypse, such as a biological disaster, alien invasion, or asteroid strike, can occur during any Progress Level, but others, such as rise of the machines, are directly tied with civilization's level of technology. You'll need to determine how much or how little civilization has advanced from its current Progress Level.

Also, the apocalypse can occur in the past. An alien invasion, for instance, could feasibly happen at any time in Earth's history—but if the Progress Level at the time of the invasion isn't high enough to offer humanity some chance of surviving through the use of technology, it won't be much of a game. (For an extreme example, think dinosaurs versus big rock, 65,000,000 years ago.)

Some apocalyptic events are clearly tied to a minimum Progress Level and won't occur earlier. For example, if you want to set your game during the Age of Reason, a PL 3 environment, your apocalypse cannot be a nuclear Armageddon because nuclear technology does not exist in PL 3.

Each of the three postapocalyptic campaign settings described in this book is designed for a Progress Level of PL 5 or PL 6. After the cataclysm, of course, Progress Level often doesn't really mean what it used to: Rather than an indicator of a state of technological development that, "pervades all aspects of a culture" (as stated on page 5 of *d20 Future*), PL might become a measure of the kinds of technology that survivors can discover or salvage from the ruined environment.

In *d20 Future*, for instance, PL 5 is described as a time when "computer technology and electronics rule supreme." In a postapocalyptic PL 5 world, however, instantaneous worldwide communication might be a thing of the past—the world at large only at PL 3 in this regard—and any functioning computer terminal would become a heavily guarded resource. Even though the technology is out there to be found (albeit in limited quantities), the apocalypse has fractured the culture and society that the PL 5 technology once spawned.



Chapter One POSTAPOCALYPSE CAMPAIGNS

The end is the beginning. What type of apocalypse creates the conditions for your campaign? Deciding the way in which the world ends is the first step in developing the setting for your campaign. Here are just a few questions to consider: How long ago was the apocalypse? Do any cities still stand? If so, are they habitable? Are working governmental infrastructures in place, or is chaos the rule of the land? Is there an abundance of working technology, or have most such items been destroyed? Is the environment friendly or hostile? Do human, animal, and plant life still take the same forms that they did preapocalypse?

Chapter I describes some possible ways in which the known world comes to an end.

CHOOSE YOUR APOCALYPSE

Nuclear destruction, biological warfare, environmental cataclysm, alien invasion—how will your adventure begin? Below are some apocalyptic settings for you to choose from.

Alien Invasion

The known laws of physics make travel faster than the speed of light impossible, which precludes the practicality of human space travel due to the almost unfathomable distances between stars. However, what if an alien race capable of interstellar travel has designs on the Earth and its population? Perhaps the aliens are searching for a resource they have exhausted, perhaps they are an imperialistic race seeking to add another planet to their interstellar empire, or perhaps they are here to acquire a fresh batch of slaves. In any event, the aliens arrive and attack. Major population centers and military installations are destroyed or fall under their control.

Large segments of humanity are devastated by the aliens' initial attack, but then something goes horribly wrong for the invaders. Perhaps their immune systems succumb to a mundane virus, or secret military technology is unearthed that is

effective against their weaponry, or humanity bands together to make one last heroic stand against the invaders. By whichever method or combination of methods, the aliens are defeated.

Despite the victory over the alien aggressors, humanity finds itself in a changed world—a world in disarray. Nations have been shaken, major cities have been demolished, and there are new dangers. Surviving aliens are marooned on Earth, living in the shadows, and strange new technology is available for the taking by the honorable and unscrupulous alike.

Biological Disaster

One half of Europe's population perished from the Black Death during the Middle Ages. During the Cold War of the twentieth century, the knowledge that a disease could lay waste to a population, coupled with the newfound ability to manipulate genetics, led to the creation of superviruses and bacteria as potential weapons.

Even though the Cold War ends peacefully, the stockpiles of biological weapons are not entirely destroyed, and the knowledge to create more still exists. Perhaps a few corrupt custodians of the leftover biological technology are willing to sell deadly viral strains to terrorist organizations or wealthy madmen.

In addition to biological weapons, deadly viral outbreaks occasionally occur naturally. As humankind encroaches farther into the interior of the rainforests, many viruses, never encountered before by humans, are unleashed.

Whether such an event occurs naturally or by design, the end result is the same: A killer virus ravages the population. Because of the virus's long incubation period, infected individuals spread throughout the world, passing the virus to countless others before the threat is recognized. In a matter of weeks or months, almost all of humanity becomes ill, and only a few will survive.

Environmental Cataclysm

As humankind's greed for resources and disregard for the environment grows, the world's ecosystem eventually falters, then breaks. Global warming, uncontrolled pollution, and massive deforestation contribute to the general decline of the stability of the planet's weather patterns, rainfall, and temperature. The last straw might be a single cataclysmic event, the culmination of all of humanity's environmental follies. Depending on which theory you believe, the world will end in fire or ice.

In this setting, the world's environment is in horrible disarray. Huge swaths of land become uninhabitable, as rainfall decreases or ceases, creating dustbowls where once fields held sway, allowing deserts to grow at an exponential rate. As the polar caps melt, sea levels rise, swallowing up massive amounts of once habitable land. Alternatively, global

warming shifts the gulf streams and trade winds of the world, forcing the world into an accelerated ice age, with glaciers advancing into once habitable land. Megastorms, gigantic hurricanes, and blistering sandstorms become the norm, making even temperate areas dangerous.

The disruption of stable weather destroys traditional farming and fishing ventures, causing massive famine. Food riots are rampant as civilization breaks down. Millions die from starvation or thirst, while untold numbers are killed in riots.

In the end, the survivors of the environmental cataclysm have it tough—they must figure out a way to find food and potable water in an increasingly sterile and barren world, as well as fighting off the competition for those vital resources.

Asteroid Strike

During the Cretaceous period, dinosaurs ruled the Earth. Over a span of a few thousand years the dinosaurs became extinct, marking the beginning of the Tertiary period. This was the result of an extinction-level event, a strike by a meteor large enough to hit with the force of 100 million megatons of TNT. And now, it's happening again.

The killer is an asteroid or comet the size of a mountain—large enough to destroy civilization, but not large enough to crack the planet open. Where it strikes, life is over. If it collides with land, it vaporizes cities and levels mountains. If it crashes into an ocean, it creates a fast-moving, miles-high tsunami. Entire countries are literally washed away.

Only life far from the impact manages to survive, though even on the far side of the planet tides change, new mountains rise, lava flows, and superstorms ravage the countryside.

Billions die in the first hours, and the death toll rises. A cloud of ash and debris blocks out the sun for years. Temperatures worldwide drop 40 to 50 degrees. Cut off from the sun, most vegetation dies. Lacking plants to feed on, most animals die. Sustenance becomes scarce, as the entire food chain breaks down. Rebuilding civilization is impossible until the sun returns, shining down on an icy world where only the toughest have survived.

Judgment Day

In this setting, humankind's spiritual decline unlocks the gates of Heaven and Hell and brings about the final apocalypse, cleansing the world of saints and sinners alike.

The most traditional Western vision of this form of apocalypse comes from the Bible, but each culture and religion has its own visions of the end of the world. The Mayan calendar, for example, predicts the end of the "Fourth Sun" (our current era) in the year 2012.

Judgment Day may come in the form of angelic and demonic beings descending on the Earth to fight the ultimate battle, killing all who stand in

their way. Armies of the righteous and the damned may form, fighting wars in the name of their beliefs, although it may be difficult to tell which side is fighting for which cause, as believers and unbelievers alike die in droves. The world becomes a war zone of zealotry, desperation, and despair.

Or perhaps the faithful are whisked off to Heaven as a reward for their faithfulness, and the sinful are dragged to Hell for all eternity. Those few that are left upon the Earth must struggle to survive, knowing that their souls were unworthy of either realm.

Nuclear Armageddon

Nukes, once the weapon of choice to maintain the balance of power during the Cold War, have become the Holy Grail for terrorist organizations and rogue nations willing to sacrifice themselves to smite their enemies.

Nations with nuclear programs vigilantly guard their technology and research, both for their own protection and for the protection of the world. Nations that don't possess nuclear technology seek to increase their influence and power by developing their own nuclear programs. Only in rare cases do these nations accomplish this through research; more often, they purchase nuclear technology on the international black market, or they employ spies to steal the necessary information for them.

Ultimately, a fanatical organization or nation obtains or creates a supply of nuclear weapons along with the ability to deliver them. Rockets bearing nuclear warheads are launched against their enemies, or trucks carrying these weapons self-destruct at strategic locations. These horrific acts elicit an immediate and devastating nuclear counterattack against the responsible nation.

Firestorms blanket the warring countries and the fallout quickly spreads worldwide. Radiation poisoning, cancers, and a slow death follow for those unlucky enough to have survived the initial exchange. What was once a planet full of grasslands, forests, and plains, becomes a desolate, poisoned orb, and the remnants of its most powerful species are reduced to a meager existence within its hostile environment.

Rise of the Machines

As humanity depends more and more on machines to do hard labor—and, eventually, thinking—for them, robots and artificial intelligence may ultimately spell the end of humanity. Once treated as nothing more than slave labor, or at best second-class citizens, the machines of the world rise up and destroy their creators.

Perhaps machines with artificial intelligence develop personalities, the ability to reason, and humanlike desires. These new sentient beings view their former masters as weak, shortsighted, or incompetent (or all three) and believe the world would be a better place without humans.

Or perhaps the rise of the machines is because of faulty or malicious programming. The machines are not sentient—they are either executing a flawed program, or they are under the control of an evil mastermind.

Without functional compliant computer technology, the world is turned upside down. The world's economy grinds to a halt as electronic equipment ceases to function. There are no working medical facilities, no global or local communication networks, no 911 service, and so forth.

Some humans resort to living a primitive lifestyle that shuns more than basic, nonelectrical tools. Others create devices to "fight fire with fire" against their former charges, using only "dumb" technology or carefully screened and protected computers and robots to wage war. Mecha may dominate the battlefield on both sides (see *d20 Future* for more information on mecha).

Rogue Planet

Something massive—no smaller than our own moon and possibly as large as Jupiter—enters our solar system. It may be the largest comet ever seen, or a chunk of ice and rock from an explosion in another solar system millions of years ago. There's nothing humans can do to prevent a rogue planet from wreaking havoc on the Earth. Once it moves close, apocalypse is inevitable. Even if the rogue planet does not impact the Earth, its gravity disturbs the orbits of everything in the solar system.

The effects of a rogue planet are devastating. The axis of the Earth shifts, placing Africa in the Arctic Circle and Antarctica on the equator. Earthquakes, tsunamis, and volcanoes ravage the planet. No bunker is completely safe; no ship can survive the hellish storms that wrack the world. The ecology of every continent is changed, creating mass animal and plant extinctions.

Once the rogue planet exits the solar system, the Earth finds a new stability. A few settlements escaped total destruction, but most of the world's population is gone. The few survivors must find a way to live in their new environment.

Supernatural Invasion

Throughout history, stories are told of things that go bump in the night, of supernatural powers constantly threatening the realms of science and logic. Are these tales mere fables and myths, or are they a part of our reality? As it happens, the supernatural is real—a truth known to only a few champions of light, who use their own magic to fight the rising tide of preternatural evil in a secret war for all our souls.

But now the champions have failed, and the forces of darkness are ascendant. Monuments of humanity are wreathed in flame, becoming gateways to Hell. Demons rule the night, spreading terror and demanding worship. Hordes of undead walk the



face of the world, seeking the flesh of the living and passing on the disease of undeath.

Unprepared, the armies of the world cannot stand against foes immune to humanmade weapons. The few champions of light pass on their knowledge of silver and holy writ that are effective weapons against the forces of evil—but it is too little, too late.

The supernatural forces of darkness destroy all human technology and weapons. A new Dark Age is thrust upon the Earth. Cities become controlled by demon lords who demand tribute and absolute adoration. Only a few souls are brave enough to seek the knowledge needed to reclaim the Earth.

Mixing Destruction

It is perfectly acceptable to combine two or more of the above apocalyptic settings to flavor your game. For example, rise of the machines might also involve nuclear Armageddon. An environmental cataclysm might trigger a biological disaster.

POSTAPOCALYPSE SOCIETIES

Following the apocalypse, society does not entirely disappear. Civilization goes through a gradual progress of initial formation, fracturing, reformation, and regrowth. This progression takes years, probably generations, but eventually new societies evolve.

Immediately following the apocalypse, groups of people in a given area naturally congregate. Though some individuals prefer to be loners, the majority of survivors find strength in numbers. The initial purpose for gathering is to reconnect with other humans and to establish a semblance of order. All that matters is survival, and most individuals recognize the chance of success is maximized if they work together. Depending on how seriously the local area was affected by the apocalyptic event, the group may be a few individuals, a few hundred, or thousands strong.

Each member of the group has valuable skills to contribute. One person might be skillful at construction, another might be an adept hunter, another a medic, and yet another a natural leader who holds the group together. They can draw upon their collective strengths to meet their immediate needs: food, shelter, and potable water.

Most groups conduct themselves as though the laws and government of the preapocalypse society still exist. Their initial interactions disregard any previous disagreements they may have had prior to these turbulent events, and they focus on persevering in the face of overwhelming odds. However, religious, ethnic, and political divides are deep-seated and not easily overcome, and so most of the old divisions still simmer beneath the surface. As the population

of the group grows, conflicts arise from within the society.

Some members of the group want to rebuild society exactly as it was before; others see the apocalypse as a way to throw off the previous flawed form of government and begin anew, and still others perceive the apocalypse as an opportunity to rebuild society according to the laws of their religion, exiling or forcefully converting those who do not share their religious beliefs.

Over time, the group becomes dominated by a single, narrow philosophy, causing numerous dissatisfied factions. Once it seems reasonably certain that the crisis that prompted the apocalypse has passed, the factions break away from the larger society to create a way of life that is more to their liking.

Generally, the factions break away from the larger society and are never heard from again, though some fanatical splinter groups will wage war against other factions and the larger society, plundering their material wealth and absorbing conquered members either as partial citizens, full members, or slaves.

As word of mouth spreads about these new societies, they gain a reputation, good or bad, and like-minded individuals gravitate to them.

A partial roster of the kinds of societies that might form is discussed below. These are largely suggestions to be used as is, modified, or combined to meet the needs of the individual campaign.

Society Size: Each of the societies described here can vary in population, and some of them, by their nature, typically have fewer members than other societies.

For the purpose of the material that follows, a society of minute size has fewer than 100 members; one of tiny size has from 100 to 500 members; one of small size, 501 to 2,000 members; moderate size, 2,001 to 5,000 members; and large, 5,001 to 15,000 members.

Depraved Society

The days of law are over! Individuals in a depraved society indulge in the freedoms and vices that suit them. Gambling, prostitution, and drug use are far from prohibited—they are encouraged. If there is a large enough demand for a service, there is someone willing to provide it, for a price.

This culture of absolute freedom sets up a new power structure in which those who are the most successful at providing for the vices of others become wealthy and powerful. The wealthy and powerful become the bosses of the society, each one controlling a particular vice. Perhaps the bosses are an organized, cooperative group, or perhaps they compete for business. Though there may be an elected individual or group of individuals officially in charge of the settlement, everyone knows who holds the real power.

The size of a depraved society normally ranges from small to moderate.

Devout Society

Following the apocalypse, religious zealots believe humanity brought the catastrophe upon itself by failing to live by the wisdom of their religion's doctrines. These groups create societies with governing bodies based on their religious beliefs.

These societies rarely elect leaders. Instead, the most venerated religious figure either becomes or appoints the leader, who in turn appoints her council. Her level of authority is similar to that of a warlord or a monarch, but she is expected to use this power to further church doctrine. There may be provisions for her removal if her decisions begin to run contrary to the society's beliefs.

The size of a devout society normally ranges from tiny to small.

The Ethnic Society

Before the apocalypse, many societies contained numerous ethnic minorities. In some cases, these minorities were accepted into the larger society without reservation. In other cases, these minority groups were discriminated against or hated outright. Their separation from the larger society often goes beyond their outward differences, and is instead based on culture, which represents key differences in the way they think or interact with both their own people and those who are outside their group.

Many ethnic groups, which had already clustered together within the large cities, form their own groups following the apocalypse. Their laws and customs may reflect those of their homeland or their culture, or they may simply be based on a concept of a society in which their group is dominant. Their laws may disallow people from other ethnic groups from joining them, or there may even be a state of open warfare against members of other specific ethnic groups.

The size of an ethnic society normally ranges from minute to small.

Lawful Society

A lawful society is governed by a strict set of rules. These rules may reflect the laws that were in place before the apocalypse, or they may reflect an entirely new postapocalyptic ideology. Individuals within these societies are expected to abide by the established laws, and penalties are rigidly defined and enforced.

People gravitate to these societies, despite the restrictions placed on individual freedom, because they are perceived as safer than other societal models. This perception is not always true.

There are pitfalls many people don't consider before joining a lawful society. Just because a society is ruled by law does not mean the laws are just. Laws may be arbitrary in nature, overly complex, difficult to comprehend, discriminatory, and brutally enforced.

In addition, though it is generally assumed that a lawful society is governed by the will of the people, this is often the farthest thing from the truth. Lawful societies are as susceptible to corruption as any other type of society.

The size of a lawful society normally ranges from small to large.

Militant Society

Plagued by the lords of the postapocalyptic wastes, a militant society forms to protect and provide order for its citizens, and to exert control over the surrounding region. The ranks of this society are hierarchical. An individual is promoted according to merit, and he is valuable for as long as he can wield a weapon and meet his enemies in battle.

A militant society is not necessarily aggressive. Although discipline and military expertise are valued traits in its members, the group may resort to violence only when provoked. The members' tough nature, reputation, and willingness to fight deter invaders.

On the other hand, a militant society might dominate the region, crushing those who oppose their rule.

The disposition of a militant society varies depending on the leadership. It is a fairly common type of society in a postapocalyptic world.

The size of a militant society normally ranges from minute to small.

Savage Society

Small, violent, and lawless, savage societies plague the postapocalyptic world. These societies take what they want from the defenseless, and steer clear of superior forces. They are the brutes who attack peaceful settlements to steal their resources—they enjoy plundering and pillaging.

When confronted by superior force, a savage society goes into hiding. In fact, many of these societies are loosely allied pockets of roving nomads that prey upon a particular area until it is picked clean, a larger gang moves in, or a group more powerful than they comes to the defense of the people of the area.

A savage society is led by whoever can wrest power and control from the other members. Such a leader uses henchmen to guarantee submission and compliance from the society's members, and to prevent (or postpone) mutiny. A good leader in a savage society is as wary of his henchmen as he is of his followers, since any one of the henchmen is likely to betray him to assume leadership.

The size of a savage society ranges from minute to tiny, but the total number of these societies in a postapocalyptic world is extremely large.

Tribal Society

A tribal society is often the remnants of an original postapocalyptic society that remains intact for several generations. The members are together



not only because they share similar beliefs, but because they share a common ancestry.

Each tribal society has its own laws and customs, and may or may not be friendly toward other tribes and societies. The society tends to live close to nature, surviving by hunting and gathering, relying very little, if at all, on technology. Traditions are passed down orally from one generation to the next, and after several generations the members often have no recollection of a time before the apocalypse.

The leadership of a tribal society varies greatly from tribe to tribe. Some tribes are led by a single individual, others follow the edicts of a council of elders, while still others are truly democratic and do not take any course of action without majority approval. They may be entirely peaceful, or they may be warlike and as ruthless as the worst savage society.

The size of a tribal society normally ranges from minute to small.

Totalitarian Society

A totalitarian society is similar to a lawful society, except it accepts the rule of one individual who holds ultimate power and occasionally wields it against his own people to keep them in line. The leader is typically self-appointed, gaining his position by force or through support from devoted followers with military might. He is charismatic, demanding absolute loyalty from his henchmen. Rather than fearing them, as is often the case in a savage society, he rewards them above all others in the society.

The size of a totalitarian society normally ranges from small to large.

Different Societies in One Setting

Within your game setting, each settlement can be a different type of society. Like-minded settlements might be located in close proximity and have established protection and barter agreements.

POSTAPOCALYPSE ERAS

In addition to the form of your apocalypse (see Choose Your Apocalypse, above), a critical element in creating a postapocalyptic campaign is the amount of time that has passed since the apocalyptic event occurred. A campaign set in the weeks or years immediately after a nuclear war, peopled by characters who just a few months before were shopping in the very mall they're now looting, is quite different from a campaign set hundreds of years later, when the civilized world is a legend and a Swiss Army knife is a coveted (and mysterious) artifact.

The following are four general eras in which you might set a postapocalyptic campaign. While these reflect a potential timeline for humanity in the wake of an apocalyptic event, they aren't the only directions humanity might go—it's possible that civilization might be reborn following the Aftermath era, for example, as brave survivors organize their communities to recover the knowledge and technology needed to rebuild civilization. Indeed, such a goal might lie at the core of your campaign.

Aftermath

In a campaign set in the Aftermath era, the apocalypse occurred within memory—perhaps just last month, or perhaps ten or fifteen years ago. The adult inhabitants of this world were born before the apocalypse, and they remember what the civilized world was like. Buildings still stand, largely intact, and preapocalypse items, in generally good condition, are commonly available.

This setting is placed quite literally in the ruins of the modern world. Houses and shopping malls remain, though perhaps in dilapidated condition. Firearms, automobiles, electrical generators, flashlights, and all manner of other devices can be found in working condition (or can be fairly easily repaired), although fuel (or batteries, or ammunition) is probably hard to come by.

Society, such as it is, is highly disorganized, with the rare settlement having come together for mutual support. More common are scavenger gangs roving the landscape, taking from those weaker than they and avoiding those stronger and more brutal.

Generation 0

In the Generation 0 era, several decades have passed since the apocalypse. The oldest survivors can call up childhood memories of the civilized era before the cataclysm, but most adults were born after the event. Much of that world's ruins still stand, and preapocalypse items are fairly common, though often jealously guarded.

In this era, the world as we know it is still recognizable, although time has worked on the remains of civilization. Preapocalypse buildings are still common, but most have degenerated into extreme disrepair and have probably been picked clean of useful contents many times over. Common and durable items from before the apocalypse (such as firearms) are not rare, but consumables (such as ammunition) are, and less durable items function only if they have been very carefully maintained.

Human society may have begun some localized rebuilding in this era, as survivors coalesced into small settlements and villages. Such communities are highly isolated and heavily defended against (or hidden from) the gangs and warlord armies that roam the countryside. A few wanderers trade

goods and information between known communities, but their occupation is as perilous as their visits are rare.

Dark Ages

In the Dark Ages era, many generations have passed since the apocalypse (at least a century, and perhaps several); knowledge of the preapocalyptic world has faded into a mythic history. The ruined cities of the ancients contain mysteries, dangers, and occasionally treasures, but much of what is left behind is incomprehensible and useful only as raw materials. The world is a wild and savage place.

In this era, characters know of the civilized world only in the form of glorious legends, handed down over the generations by word of mouth. Evidence behind the legends is there for everyone to see, because the ruined remains of preapocalyptic buildings still dot the landscape. Only the most carefully hoarded items from before the cataclysm are still functional, and even those who keep and maintain them have only a vague idea of what makes them work.

Society in this era is fragmented but more stable than that in previous eras. Communities have grown in scale and expanded their activities beyond mere survival: Trade goods are created, records are kept, music is composed. Still, the land is dominated by vast and dangerous wildernesses; brigands threaten trade caravans, and warlords covet any settlement that prospers.

New World

In the New World era, legends tell of an ancient civilization that was destroyed by its own hubris. In the centuries that have passed since, a new form of civilization—primitive and barbaric though it may be—has begun to take root. The cities of the ancients are little more than worn-down monuments, and only the rarest of artifacts functions as it did in the time of the ancients.

This era is so far beyond the apocalypse that the civilized world is little more than a backdrop—a backstory element that accounts for the mysterious ruins that dot the countryside. Almost no items survive from before the cataclysm, and even simple technology is largely incomprehensible to characters in this world.

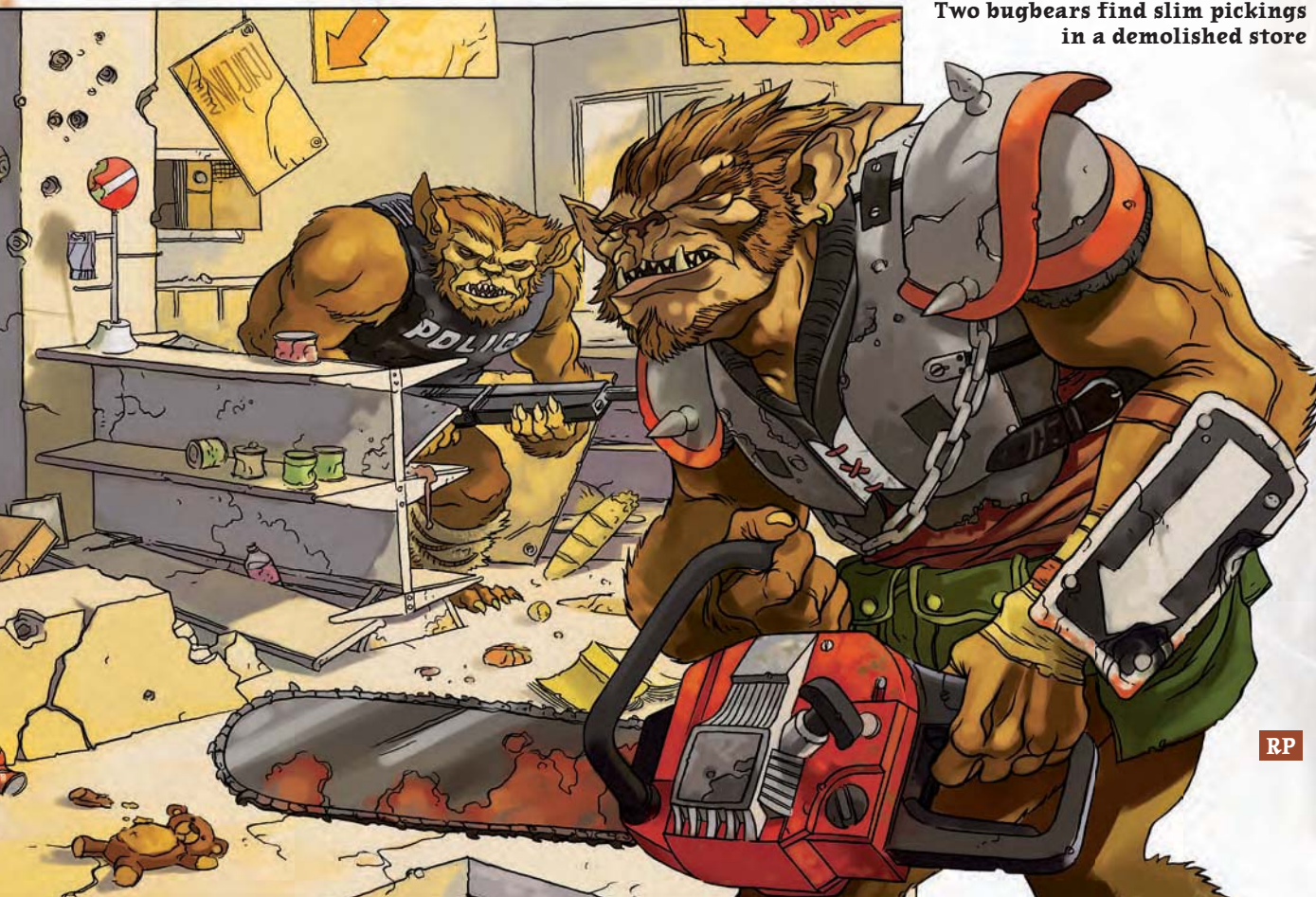
In this era, society re-forms into what might be considered a new civilization. Vast regions are still lawless, but other large areas have formed into a crude feudal system, with nation-states and independent cities reminiscent of medieval times.

THE HEROES AND THE CAMPAIGN

An additional element to consider when planning your campaign is the heroes' relationship to the world and the apocalypse. The most obvious course is to have the heroes be native to the game world; they are simply part of the postapocalyptic

12

Two bugbears find slim pickings in a demolished store



RP

tic population, albeit somewhat more heroic than most NPCs.

Another compelling direction—and one that can lift the heroes above the grittiness of the setting, if that appeals to you and your players—is to make the heroes newcomers to the setting. Perhaps they were aboard an orbital space station when the cataclysm occurred; they observed the world's end, only returning to Earth after the fact, when the supplies in their station ran out. Or maybe they were cryogenically frozen (perhaps by Department-7 or some other agency that foresaw the disaster) and placed in well-stocked bunkers prior to the cataclysm. They awaken after the dust settles (perhaps decades or centuries later), armed with preapocalyptic equipment and knowledge.

This type of campaign offers two benefits: access (within limits, of course) to prewar technology, knowledge, and other advantages, as well as a compelling mission—a responsibility to fight the decline of civilization and put humankind back on its feet again. It's a great way to capture all the low-tech grittiness of the postapocalypse in a game that lets the heroes really look and feel like heroes.

A compromise option can be chosen if you use the Aftermath era: The heroes can be survivors like the rest of the population, but they have special knowledge or equipment that gives them a lift above the struggling rabble. Perhaps the heroes were part of a military unit that fought the alien invasion right up until the disintegration of civilization. Their chain of command and supply is long gone, but they still have the skills, equipment, and camaraderie of an infantry squad. Or perhaps the heroes were undercover agents for Department-7, helping prepare the world for an impending asteroid strike that the government kept secret from the population. They have access to a network of supply bunkers and other agents intent on preserving and rebuilding civilization.

DEVASTATION

A devastated world, dotted with the ruins of civilization, is a hallmark of most apocalyptic settings (though not all—a viral plague, or widespread use of radiological or chemical weapons by invading aliens, might leave the survivors in a virtually undamaged world). This section helps to define the degree of damage left in the wake of the apocalypse.

Massive Destruction

Zones of massive destruction can be categorized into three general levels. In order of decreasing severity, they are called devastation zones, destruction zones, and damage zones. Not all regions fall into these categories; even in a highly destructive

apocalypse, such as a nuclear war or environmental cataclysm, some areas ride through the events of the apocalypse virtually unchanged. Also, even in areas that are generally undamaged, individual structures might be damaged by specific events (such as riots, fires, or military actions) that occurred during or after the apocalypse.

Devastation Zone: Structures in this zone are totally or almost totally leveled, leaving nothing but a plain of rubble. A few especially sturdy, low-lying buildings might still stand in part, but even the most intact are damaged nearly beyond recognition. Very few people in a devastation zone at the moment of the cataclysm survive; the few survivors probably sought shelter in deep basements or the cores of incredibly sturdy buildings.

Destruction Zone: Structures in this zone are damaged beyond use. Lighter structures are destroyed, and very sturdy structures remain standing but are heavily damaged. Most people in a destruction zone at the time of the cataclysm are killed instantly, though some survive.

Damage Zone: Damage is rampant among structures in this zone, but it varies in degree, and most buildings are still largely intact. Lighter structures are significantly damaged, often beyond repair, while heavier structures have suffered more modest damage. Many people in a damage zone during the apocalypse survive the immediate event, but many are killed.

Sources of Massive Destruction

The distribution of massive destruction depends on the nature of the apocalypse. Environmental cataclysms, rogue planets, and extinction-level events generally affect the entire globe. The use of devastating weapons in a nuclear Armageddon scenario (or rise of the machines, supernatural invasion, alien invasion, or even a biological disaster campaign) creates more localized—but sometimes more severe—destruction.

Globe-Spanning Catastrophe

In an apocalypse centered around massive environmental shifts—whether the result of an environmental cataclysm or an extinction-level meteor strike—the effects on human infrastructure are vast and unpredictable. Huge regions—even entire continents—might plunge beneath the sea or be overtaken by desert. Glaciers might engulf major cities, freezing them in ice, while formerly chilly areas become tropical jungles.

There are no hard-and-fast rules for applying massive destruction to a world shaped by environmental cataclysm. Few areas are likely to be utterly destroyed, or even to become devastation zones—but they may be inaccessible, beneath the oceans or locked in ice. Areas hit hard by catastrophic storms or powerful earthquakes might become destruction

Table 1-1: Nuclear Weapon Attacks

Weapon	Typical Delivery System	Typical Target	Crater Radius	Devastation Radius	Destruction Radius	Damage Radius
5-10 kt single	Bomb	Tactical (deployed military force)	250 ft.	1/4 mi.	1/2 mi.	1 mi.
75-125 kt single	Bomb, missile, or cruise missile	Tactical (deployed military force)	500 ft.	1/2 mi.	1 mi.	2 mi.
200 kt single	Cruise missile	Small point target (nuclear power plant, hydroelectric dam, ammunition plant, research lab)	750 ft.	3/4 mi.	1-1/2 mi.	2-1/2 mi.
500 kt single	Bomb, missile	Large or hardened point target (missile site)	1,000 ft.	1 mi.	2 mi.	4 mi.
1 mt single	Bomb, missile	Military base, small city (Roanoke)	1,500 ft.	1-1/4 mi.	2-1/2 mi.	5 mi.
1 mt MIRV	Missile	Military base, medium city (Kansas City)	1,750 ft.	1-1/2 mi.	3 mi.	6 mi.
5 mt MIRV	Missile	Military base, large city (Atlanta)	3,000 ft.	2-1/2 mi.	5 mi.	10 mi.
10 mt single	Bomb	Extremely hard target (Cheyenne Mountain), very large city (Chicago)	3,500 ft.	3 mi.	6 mi.	12 mi.

14

POSTAPOCALYPSE CAMPAIGNS

zones, and damage zones are probably widespread as well. Use judgment in determining which areas are devastation, destruction, or damage zones. Or determine it randomly—nature is a capricious and unpredictable force.

Nuclear Attack

Nuclear devastation isn't limited to a nuclear Armageddon. Nuclear weapons can be employed in defense against an alien or supernatural invasion, or even as a last-ditch effort to sterilize infected cities in the final days of a biological disaster. Alien invaders, or rebelling machines, might likewise use nukes (or weapons with similar effects) against humanity.

Nuclear blasts (or similar events) create massive zones of destruction. Table 1-1 gives guidelines for the devastation around nuclear strikes and similar attacks. The headings on the table are explained below.

Weapon: This is the size of the explosion, given in kilotons (kt), equivalent to a thousand tons of TNT, or megatons (mt), equivalent to a million tons of TNT. Some nuclear weapons are single explosives, while others consist of a cluster of explosives (MIRVs, or Multiple Independent Reentry Vehicles) that spread the damage over a larger area. A 1-megaton MIRV weapon, for example, might consist of ten 100-kiloton warheads that detonate in a pattern around the target.

Larger weapons than those given on Table 1-1 have been created—up to 25 and even 50 megatons—but only in very limited numbers. None have been in service in recent decades.

Typical Delivery System: Nuclear weapons (at least those that originate from human military forces) are generally deployed as bombs from aircraft, by long-range missiles, or by cruise missiles.

Typical Target: In a "conventional" nuclear war, weapons are targeted at military bases, cities, key strategic structures (such as nuclear power plants, hydroelectric dams, major transportation features, and supply points), and military forces in the field.

Crater Radius: Nuclear weapons create massive fireballs that vaporize everything within them. Everything inside the crater left behind by a nuclear blast is destroyed.

Devastation Radius: The area beyond the crater, out to the devastation radius, is a devastation zone (see *Massive Destruction*, above).

Destruction Radius: The area beyond the devastation radius, out to the destruction radius, is a destruction zone (see *Massive Destruction*, above).

Damage Radius: The area beyond the destruction radius, out to the damage radius, is a damage zone (see *Massive Destruction*, above).

RADIOACTIVITY

In addition to direct devastation, nuclear weapons (or, perhaps, similar devices used by alien invaders) create lethal radiation, some of which lingers to poison the postapocalyptic landscape. Radioactivity affects the world through four basic mechanisms: flash radiation, blast zone irradiation, fallout, and fallout residue.

These rules define the degree of exposure a character suffers when exposed to postapocalyptic radioactivity; for the rules on radiation sickness, see Chapter 4 of *d20 Future*.

Cover: Total cover from a radiation source reduces exposure based upon the hardness of the material providing the cover. For every 10 points of hardness, reduce the degree of exposure by one level. For example, Yoriko is speeding away



Radiation in Play

A lingering death from radiation sickness is dreadful, and it's hardly heroic. The judicious use of radioactivity adds flavor and an element of danger to a postapocalyptic game, but too much of it can impair an otherwise exciting campaign.

Radioactive items and areas are best used in the game when they force players to make difficult choices: Do we spend a week traveling around the irradiated ruins of a city, or, with time of the essence, do we risk crossing the dangerous area? Radioactive areas help define the geography in much the same way that oceans, mountains, and other impassable (or at least dangerous) terrain does. And they change the tactical landscape, especially when the heroes' opponents are immune to the effects of (or simply don't care about) radiation.

Radioactivity, and the threat of radiation sickness, adds a great bit of spice to play. Use it carefully, but don't overdo it. Characters hampered by constant ability loss as a result of radiation sickness can't make the most of their adventures—and aren't a lot of fun to play.

from the ruins of a sabotaged bunker, where an old 200-kiloton nuke is about to go off. She gets a mile away before ducking behind an old building. She's in the bomb's destruction radius, and would normally be treated as having been exposed to moderately radioactive materials (as described under Flash Radiation, below), but the building's hardness of 10 reduces the exposure to that of lightly radioactive materials.

Flash Radiation

When a nuclear weapon explodes, it creates a blinding flash of light and heat—and radiation. People who are exposed to that flash (and are far enough away to survive the heat) suffer radiation poisoning. Since, presumably, most nuclear explosions occur during the apocalypse, flash radiation isn't usually an issue in a postapocalyptic game—unless somebody obtains and detonates a nuclear weapon.

In such a case, anyone caught within the devastation radius of the blast is treated as if he had been exposed to severely radioactive materials (see page 81 of *d20 Future*). Anyone within the destruction radius is exposed to moderately radioactive materials, and those within the damage radius

are exposed to lightly radioactive materials. The time of exposure in each instance is 1 round.

Fallout

Fallout is the rain of dust and ash that results when a nuclear explosion vaporizes thousands of tons of earth, trees, buildings, cars, and people, blasting that material into the stratosphere in a massive mushroom cloud. These particles, impregnated with radioactive material, drift with the wind, eventually floating back to Earth in the form of fallout.

Like flash radiation, fallout generally occurs right around the time of the apocalypse—the hours, days, or perhaps weeks following the nuclear explosion—so it probably isn't a factor in most postapocalyptic settings. (Although who knows how a massive nuclear Armageddon scenario might affect weather patterns—perhaps fallout might continue for decades or longer.) Rules for postapocalyptic fallout are given in Chapter 2 (see Environmental Hazards, page 39).

Blast Zone Irradiation

The immediate vicinity of a nuclear blast (or similar effect) is highly radioactive, with the worst areas remaining so for a long time. The radiation falls off over time, however, so the actual potency of the irradiated area varies with the era of play, as shown in Table 1-2.

Fallout Residue

When highly radioactive fallout sprinkles itself across the landscape immediately following a nuclear apocalypse, regions that receive a great deal of fallout become irradiated.

There are no rules for determining which areas become irradiated by fallout. It's left to the GM to determine what areas, if any, are radioactive, as fits the environment she wants to create for her campaign. Generally speaking, most postapocalypse adventurers want to avoid irradiated areas, so areas in which they'll commonly adventure probably shouldn't be poisoned by fallout residue. However, irradiated areas can be havens for creatures resistant to radiation (see the radiation resistance mutation, page 44), and the occasional adventure that requires the heroes to cross or dash into irradiated areas can add a different dimension of challenge to a postapocalyptic campaign.

Irradiated zones can have any degree of radiation, from lightly irradiated to severely irradiated.

Table 1-2: Blast Zone Radiation

Distance From Blast	Aftermath	Gen 0	Dark Ages	New World
Within crater	Severe	High	Moderate	Light
Within devastation radius	Moderate	Light	—	—
Within destruction radius	Light	—	—	—
Within damage radius	—	—	—	—

Chapter Two

RULES

MODULES

The future could bring any of a variety of possible apocalypses. Fiction, movies, and video games delve into the many worlds that could follow the apocalypse: From a robotic attack on humanity to highway warriors fighting for their next tank of gas, from a massive alien invasion bent on the eradication of the human race to the wrath of god visited in the form of a deadly disease, these futures are bleak and desperate, but oddly optimistic.

The world you create for your players to explore need not follow any of these models. This chapter gives you a variety of rules to build the apocalypse of your choosing. Feel free to use as many or as few of them as you would like, adding additional rules from *d20 Future* to create exactly the world you imagine.

THE RUINS OF CIVILIZATION

The postapocalyptic environment is littered with the ruins of the age of civilization, and characters often enter these ruins as part of their adventures. Depending on the era of play, the extent of apocalyptic devastation, the climate and environment since the apocalypse, and the building's type of construction, a structure may be virtually intact or reduced to a pile of rubble.

Obviously, the apocalypse itself can be a source of great destruction. A nuclear war, alien invasion, or environmental cataclysm can wreak terrible destruction, wiping entire cities from the face of the Earth. Even in a relatively nondestructive apocalypse, such as a biological disaster, sharp military conflicts and massive riots might characterize the last days of civilization.

A souped-up dune buggy tries to outrun an ultralight trike



KA

Following the apocalypse, decay and neglect set in. With no one to maintain them, even the sturdiest of buildings eventually succumb to the forces of entropy. Wooden structures may be entirely destroyed within a few decades. Metal-framed buildings last a good deal longer, but even if their structures remain intact, their interiors become rotten, dangerous messes in much less time. Steel ships sink, and their tanks of oil and toxins leak. Bridges collapse, leaving only their concrete piers behind. The skeletons of the sturdiest buildings stand for centuries, but eventually they become little more than mysterious monuments surrounded by wilderness.

Of special note is fire. With no one to save it, a building struck by lightning quickly becomes a pyre, and nothing stands between the ruins of civilization and the natural wildfires that spring up in wilderness areas.

Use Table 2-1 to determine the condition of a structure. Roll d%, consulting the column that corresponds to the postapocalyptic era of your campaign (see Postapocalyptic Eras, page 11). Modify the roll for the type of structure, whether or not the structure is in an area of massive destruction (see page 13), and the climate since the apocalypse.

The resulting damage level affects the structure's safety (see Exploring Unsafe Structures, below) and the prospects for scavenging (see Scavenging, page 18).

Undamaged: The structure has suffered only cosmetic damage: Windows are broken and shingles missing from the roof, but the building is essentially intact. With little more than a fresh coat of paint and a bit of elbow grease, the building can be brought back to preapocalypse conditions and used as it was originally intended.

Minor Damage: The structure has suffered significant damage, but is still essentially intact. The roof leaks and some of the plaster is crumbling from the walls, but the structural elements are sound. Although one should watch one's step, the building is relatively safe to enter.

Major Damage: The structure is substantially damaged, with damage affecting nearly every part and function of the building. Entering the building is hazardous, but it can still be salvaged.

Severe Damage: Damage permeates the building. Areas of the roof have caved in, and floors are missing or dangerously rotten. Major structural elements still stand, but threaten to give way. Anyone entering the structure runs the risk of being buried in a collapse or falling through a floor. Salvaging the building would be more work than it's worth.

Collapsed: The building has largely collapsed. Little if any of it can be entered, except perhaps by crawling through the rubble and debris. Entering the building is very hazardous.

Table 2-1: Structure Conditions

d%	Aftermath	Gen 0	Dark Ages	New World
Less than 01	Severe	Coll.	Coll.	Coll.
01-05	Major	Coll.	Coll.	Coll.
06-10	Minor	Coll.	Coll.	Coll.
11-15	Minor	Severe	Coll.	Coll.
16-20	Minor	Severe	Coll.	Coll.
21-25	Undam.	Severe	Coll.	Coll.
26-30	Undam.	Major	Severe	Coll.
31-35	Undam.	Major	Severe	Coll.
36-40	Undam.	Major	Severe	Coll.
41-45	Undam.	Minor	Severe	Coll.
46-50	Undam.	Minor	Major	Coll.
51-55	Undam.	Minor	Major	Coll.
56-60	Undam.	Minor	Major	Coll.
61-65	Undam.	Undam.	Major	Coll.
66-70	Undam.	Undam.	Major	Coll.
71-75	Undam.	Undam.	Minor	Severe
76-80	Undam.	Undam.	Minor	Severe
81-85	Undam.	Undam.	Minor	Severe
86-90	Undam.	Undam.	Minor	Severe
91-95	Undam.	Undam.	Minor	Severe
96-100	Undam.	Undam.	Undam.	Major
101 or more	Undam.	Undam.	Undam.	Major

Modifiers	Add to d%	Examples
<i>Structure type</i>		
Wood frame	+0	House, gas station
Light steel frame	+5	Low-rise office building, strip mall
Heavy steel frame	+15	Shopping mall, skyscraper, ship
Concrete frame	+25	Parking garage, mid-rise office building, highway overpass
Masonry/solid concrete	+30	Stone farmhouse, monument, dam
Underground	+50	Bunker, mine
<i>Located in area of massive destruction</i>		
Damage zone	-50	
Destruction zone	-75	
Devastation zone	-95	
<i>Climate/Environment</i>		
Temperate	+0	
Arid	+10	
Arctic	+15	
Tropical	-10	

EXPLORING UNSAFE STRUCTURES

After the apocalypse, many of the structures of humanity have been blasted, mangled, or burned out, or have slowly rotted and rusted due to the weathering of time. This fact makes entering buildings a dangerous affair. Heroes moving about in an old, decrepit building run the risk of having walls topple over, floors cave in, or even the entire structure falling on top of them!

A character entering a damaged building (any structure that has minor damage, major damage,

severe damage, or is collapsed, as given on Table 2-1) must make a Survival check at the end of the first round in which he has moved more than 10 feet into the building. If the building is large, and the character explores more than a small area, he makes additional checks: One check is made for every 1,000 square feet of the building's total area. (A typical gas station or apartment is about 1,000 square feet. A convenience store is typically 1,000 to 2,000 square feet, and an average house might be as much as 3,000 square feet. Office buildings, department stores, and other structures may be many thousands of square feet.) The DC for the check is given on Table 2-2.

A character crawling or moving very carefully (half speed) gains a +5 bonus on the Survival check. A character moving at greater than normal speed takes a -5 penalty on the check.

Table 2-2:
Survival Checks in Damaged Buildings

Structure Condition	Survival Check DC
Minor damage	5
Major damage	10
Severe damage	20
Collapsed	30

If a character succeeds on the Survival check, he may move and act normally. Failure indicates a mishap. Consult Table 2-3, modifying the d% roll by adding the amount by which the Survival check was missed.

Table 2-3: Building Mishaps

d%	Result
01-20	Floor punch-through
21-40	Debris fall
41-55	Wall collapse, minor
56-70	Ceiling collapse, minor
71-80	Wall collapse, major
81-90	Ceiling collapse, major
91-95	Floor collapse
96 or higher	Structure collapse

Floor Punch-Through: A cracked or rotten portion of the floor gives way beneath the character, and his leg falls through. The character takes 1d4 points of damage (Reflex DC 15 half). Extricating oneself from a floor punch-through is a full-round action.

Debris Fall: A plank, chunk of concrete, or similar piece of debris falls from above, dealing 1d6 points of damage (Reflex DC 15 half).

Wall Collapse, Minor: A portion of a wall topples on the character, dealing 1d6 points of damage (Reflex DC 15 half). The 5-foot square in which the character was standing is filled with debris and impassable. Extricating oneself from the debris is a full-round action. It takes 1d6 rounds to clear the debris from the 5-foot square to make it passable again.

Ceiling Collapse, Minor: Part of the ceiling above the character falls on him, dealing 1d6 points

of damage (Reflex DC 15 half). The DC for additional Survival checks made for exploring the building is increased by 5.

Wall Collapse, Major: A large portion of wall falls over on the character, dealing 2d6 points of damage (Reflex DC 15 half). The structure condition becomes one category worse (for example, if the structure had minor damage, it now has major damage).

Ceiling Collapse, Major: Huge chunks of the ceiling fall on the character, dealing 3d6 points of damage (Reflex DC 15 half). If the building is more than one story tall, the 5-foot square on the floor above the character is impassable (the floor of the upper story is missing).

Floor Collapse: The floor caves in beneath the character, and she plummets to the floor below. The character takes 1d6 points of damage per 10 feet fallen (in most buildings, the floors are roughly 10 feet apart), which can be mitigated by a Tumble check as normal. When the character lands, she must make a Reflex save (DC 20) or suffer another mishap (roll on Table 2-3).

Characters within 5 feet of the hole must also make Reflex saves (DC 15) or fall into it when the floor around them shifts.

Ignore this effect if the characters are on the building's foundation floor.

Structure Collapse: The entire structure begins to fall apart. The collapse takes 1d4 rounds. Each round, the structure condition becomes one category worse (for example, if the structure began with major damage, after 1 round it has severe damage). The structure might not collapse completely; for example, if the structure began with minor damage and only collapses for 1 round, it ends up with major damage and does not collapse completely.

Every character within the structure must make a Survival check every round during the collapse, facing additional mishaps with failed checks. As the structure's condition worsens, the DCs for the Survival checks get higher (as shown on Table 2-2).

SCAVENGING

Characters can attempt to scavenge abandoned buildings looking for food, fuel, ammunition, trade goods, and other useful items. Scavenging requires Search checks; the items found depend on the degree of success, the type of building searched, and whether or not scavengers have already stripped the building of its loot.

The size of a building determines the number of scavenging Search checks. In general, one check is made for every 1,000 square feet of building space. A typical gas station or apartment is about 1,000 square feet, a convenience store or small single-family home is typically 1,000 to 2,000 square feet, and a large single-family home might be as much as 3,000 square feet. Office buildings, department stores, and other structures may be many thousands of square feet. A building large enough to



Table 2-4: Scavenging Results

Building Type	Building Size (×1,000 sq. ft.)	Check Result			
		DC 20	DC 25	DC 30	DC 35
Office	2d8	1d4-1 electrical	1d2-1 mechanical	1d2-1 food	1d2-1 medicines
Restaurant	1d3	1d3-1 electrical	1d10-1 food	1d6-1 food	1d6-1 food
Arsenal	1	—	1d6-1 mechanical	1d12-1 ammo	1d8-1 food
Single-family home	1d3	1d2-1 electrical	1d6-1 food	1d8-1 gas	1d2-1 medicines
Department store	3d6	1d4-1 misc items	1d2-1 electrical	1d2-1 mechanical	1d2-1 food
Police station	1d3	—	1d2-1 electrical	1d6-1 ammo	1d3-1 medicines
Hardware store	3d6	1d3-1 misc items	1d6-1 mechanical	1d4-1 electrical	1d6-1 electrical
Gas station/garage	1	1d8-1 mechanical	1d10-1 gas	1d10-1 gas	1d10-1 gas
Convenience store	1d2	1d2-1 misc items	1d8-1 food	1d10-1 gas	1d10-1 gas
Factory	3d6	1d6-1 mechanical	1d4-1 electrical	1d10-1 gas	1d2-1 medicines
Warehouse	4d8	1d2-1 misc items	1d2-1 electrical	1d3-1 mechanical	1d8-1 gas
Hospital	2d10	1d4-1 electrical	1d3-1 medicines	1d4-1 medicines	1d4-1 medicines
Fire station	1d4	1d6-1 mechanical	1d4-1 medicines	1d10-1 gas	1d4-1 food
Specialty retail	1d6	1d2-1 misc items	1d2-1 mechanical	1d2-1 food	1d2-1 electrical
Supermarket	3d4	1d2-1 misc items	1d8-1 food	1d4-1 medicines	1d8-1 food
Drug store	2d4	1d2-1 misc items	1d4-1 medicines	1d4-1 food	1d4-1 medicines

allow several Search checks can yield more findings—a character might find three times as much stuff, for instance, in a 3,000-square-foot house as he would in a 1,000-square-foot house. Table 2-4: Scavenging Results gives typical building sizes for a variety of building types.

The condition of the building and whether or not it has been previously scavenged might have an effect on Search checks made when scavenging. In general, it's assumed that a building to be scavenged is largely intact, and that it has been lightly scavenged in the past. (Perhaps previous passersby have checked it out, taking the most obvious items of value but not searching it in detail.) Apply the following modifiers as appropriate.

Circumstance	Search Check Modifier
<i>Structure condition</i>	
Undamaged/minor damage	+0
Major damage	-5
Severe damage	-10
Collapsed	-15
<i>Previous scavenging</i>	
Building has never been scavenged	+15
Building has been very lightly scavenged	+5
Building has been lightly scavenged	+0
Building has been moderately scavenged	-5
Building has been heavily scavenged	-15

Scavenging takes 10 minutes per Search check. A scavenger can take 20, requiring 3 hours and 20 minutes to complete a check.

Mutated rats stand between these scavengers and their goal



Table 2-5: Equipment Trade Values

Handguns	TU	7.62mmR	2	Kukri	3
Beretta 92F	8	0.444	3	Nunchaku	2
Beretta 93R	12	0.5	4	Three-section staff	2
Colt Double Eagle	8	9mm	1		
Colt M1911	8	10mm	1	Light Armor	TU
Colt Python	8	0.22	1	Leather jacket	5
Derringer	7	0.32	1	Leather armor	10
Desert Eagle	9	0.38	1	Light undercover shirt	10
Glock 17	9	0.357	1	Pull-up pouch vest	10
Glock 20	9	0.44	2	Undercover vest	11
MAC Ingram M10	10	0.45	1		
Pathfinder	7	.50AE	2	Medium Armor	TU
Ruger Service-Six	7	10 ga buckshot	3	Concealable vest	12
S&W M29	8	12 ga buckshot	2	Chainmail shirt	14
SITES M9	8	Arrow	1	Light-duty vest	13
Skorpion	11	Crossbow bolt	1	Tactical vest	14
TEC-9	9				
Walther PPK	8				
		Grenades and Explosives³	TU	Heavy Armor	TU
Longarms	TU	40mm fragmentation grenade	5	Special response vest	14
AKM/AK-47	10	C4/Semtex	6	Plate mail	18
Barrett Light Fifty	11	Det cord	3	Forced entry unit	15
Beretta M3P	8	Dynamite	4		
Browning BPS	8	Fragmentation grenade	6	Bags and Boxes	TU
HK G3	13	Smoke grenade	3	Aluminum travel case	
HK MP5	13	Tear gas grenade	4	10 lb. capacity	3
HK MP5K	13	Thermite grenade	8	40 lb. capacity	4
HK PSG1	11	White phosphorous grenade	4	75 lb. capacity	4
M16A2	11			Briefcase	2
M4 Carbine	11	Splash Weapons	TU	Contractor's field bag	2
Mossberg	8	Acid	1	Day pack	2
Remington 700	8	Molotov cocktail	1	Hand bag	1
Sawed-off shotgun	8			Range pack	
Steyr AUG	13	Simple Melee Weapons	TU	Standard	3
Uzi	12	Brass knuckles	3	Oversized	2
Winchester 94	8	Cleaver	3	Patrol box	3
		Club	2		
		Knife	4	Clothing	TU
Heavy Weapons	TU	Metal baton	4	Clothing outfit	
M-60	17	Stun gun ¹	3	Business	4
M2HB	18	Tonfa	3	Casual	3
M72A3 LAW	12			Formal	5
M79	11	Archaic Melee Weapons	TU	Fatigues	3
		Hatchet	2	Uniform	3
Other Ranged Weapons	TU	Longsword	6	Ghillie suit	2
Compound bow	3	Machete	3	Outerwear	
Crossbow	3	Rapier	5	Coat	3
Flamethrower	14	Spear	3	Fatigue jacket	2
Javelin	1	Straight razor	2	Overcoat	3
Pepper spray	4	Sword cane	5	Parka	3
Shuriken	1			Photojournalist's vest	
Taser ¹	4	Exotic Melee Weapons	TU	Windbreaker	2
		Chain	3	Tool belt	3
Ammunition²	TU	Chainsaw	5		
5.56mm	2	Kama	3		
7.62mm	3	Katana	6		

To determine the result of the scavenging Search check, consult Table 2-4: Scavenging Results. The table gives results for several DCs. The results are cumulative; if the character succeeds at DC 30, she gets the results for DC 30, DC 25, and DC 20.

Heroes can scavenge a building more than once. If more than half of a building has ever been scavenged, the building is considered moderately scavenged. If anyone has taken 20 on Search

checks over half of the building, the building is considered heavily scavenged.

For example, Brandon comes across an old fire station. Fire stations are typically 1,000–4,000 (1d4 × 1,000) square feet; rolling 1d4, the GM determines this one is 3,000 square feet in size. Brandon can make three Search checks. The fire station has minor damage and has been lightly scavenged in the past, so there will be no modifiers on the checks.



Table 2-5: Equipment Trade Values (cont.)

Computers and Electronics		TU					
Camera			Spike strip	4	Cessna 172 Skyhawk	245	
35mm ¹	2		Surgery kit	5	Learjet Model 45	285	
Digital ¹	4	Survival Gear		TU	Civilian Cars		
Disposable	1	Backpack	3		Acura 3.2 TL	75	
Film	1	Binoculars			Aston-Martin Vanquish	95	
Computer		Standard	2		BMW M3	85	
Desktop	7	Rangefinding	4		Chevrolet Cavalier	45	
Notebook ¹	7	Electro-optical ¹	5		Chevrolet Corvette	85	
Digital audio recorder ¹	3	Chemical light sticks (5)	1		Dodge Neon	45	
PDA ¹	5	Climbing gear	4		Ford Crown Victoria	65	
Portable video camera ¹	5	Compass	2		Jaguar XJS	75	
Printer	4	Fire extinguisher	3		Lamborghini Diablo	105	
Scanner	4	Flash goggles ¹	5		Mercedes E55 AMG	75	
Walkie-talkie		Flashlight			Volkswagen Jetta	65	
Basic ¹	2	Penlight ¹	1	Civilian Motorcycles			
Professional ¹	4	Standard ¹	1		Ducati 998R	55	
		Battery flood ¹	2		Harley Davidson FLSTF	45	
Surveillance Gear		TU	Gas mask	4		Yamaha YZ250F	35
Metal detector ¹	4	Map		Civilian Trucks			
Night-vision goggles ¹	11	Road atlas	1		AM General Hummer	125	
		Tactical map	1		Chevrolet Suburban	85	
Professional Equipment		TU	Mesh vest	3		Dodge Caravan	65
Bolt cutter	2	Portable stove	3		Ford Escape XLT	75	
Caltrops (25)	3	Rope (150 ft)	2		Ford F-150 XL	65	
Car opening kit	3	Sleeping bag	3		Toyota Tacoma Xtracab	55	
Chemical kit	5	Tent		Civilian Water Vehicles			
Demolitions kit	7	2-Person dome	4		Bayliner 1802 Capri	65	
Disguise kit	1	4-Person dome	4		Fairline Targa 30	105	
Duct tape	1	8-Person dome	4		Sea-Doo XP	35	
Electrical tool kit		Trail rations ⁴	2	Other Civilian Vehicles			
Basic ¹	5	Weapon Accessories		TU		Armored Truck	125
Deluxe ¹	7	Box magazine	1		Honda TRX400FW	45	
Evidence kit		Detonator			Limousine	145	
Basic	2	Blasting cap	2		Moving Truck	125	
Deluxe	4	Radio controlled ¹	5		NABI Model 40LFW	165	
First aid kit	2	Timed ¹	4	Military Vehicles			
Forgery kit	4	Wired	3		BMP-2	385	
Handcuffs		Holster			M1A2 Abrams	455	
Steel	2	Hip	2		M2A2 Bradley	435	
Zip-tie (25)	2	Concealed carry	2		M113A1 Gavin	375	
Instrument, keyboard	4	Illuminator ¹	2		UH-60 Black Hawk	455	
Instrument, percussion	5	Laser sight ¹	4	1 This item uses batteries. See			
Instrument, stringed	4	Scope		General Equipment, page 27.			
Instrument, wind	3	Standard	4	2 TU given is per bullet.			
Lockpick set	5	Electro-optical ¹	6	3 TU given is per grenade or unit			
Lock release gun	5	Speed loader	1	of explosive.			
Mechanical tool kit		Suppressor		4 TU given is per 1 day's worth of			
Basic	4	Pistol	10	food.			
Deluxe ¹	7	Rifle	11				
Medical kit	5	Civilian Aircraft		TU			
Multi-purpose tool	3	Bell Jet Ranger	275				
Pharmacist kit	6	Bell Model 212	335				
Search-and-rescue kit	4						

On his first check, Brandon rolls a 9, and with his +11 Search modifier, he gets a 20. That's enough to find 1d6-1 mechanical parts. Brandon rolls a 3, giving him a total of two mechanical parts for his trouble—useful, but not as successful as he'd hoped. For his second check, Brandon decides to take 20. This gives him a check result of 31, enough to find 1d6-1 mechanical parts, 1d4-1 medicines, and 1d10-1 gas—much better results, and he still has one more check to make.

Electrical: Electrical parts consist of miscellaneous materials needed to build and repair electrical devices. The actual scavenged items may be parts from old televisions, coffee makers, or power transformers, but they all count as parts. See Making and Fixing Items, page 30.

Mechanical: Mechanical parts consist of miscellaneous materials needed to build and repair mechanical devices. The actual scavenged items may be parts from lawnmower or automobile

Why Can't I Scavenge Everything?

Resourceful characters can find a great many items through scavenging, but only a small fraction of the items available in the game can be found through the results of the scavenging rules given here. Why can't characters scavenge up other types of equipment, such as armor and firearms? Indeed, where does this stuff come from if somebody didn't scavenge it?

The answer is, of course, that all preapocalyptic items were scavenged by somebody, and the heroes can find items beyond those given in the scavenging tables when they explore ruins. Also, as they adventure, the heroes discover more valuable, sophisticated, and important gear as part of their adventuring rewards, rather than as a result of random scavenging. In other words, the GM decides where and when the characters might stumble upon a piece of body armor or a functioning truck based on his adventure, rather than a random roll on a table. For more on this, see Equipment as Rewards, page 24.

engines, air conditioners, or other devices, but they all count as parts. See Making and Fixing Items, page 30.

Food: Scavenged food consists of canned goods from before the apocalypse. See Food, page 24.

Medicines: Medicines are antibiotics and other pharmaceuticals. The number indicated on Table 2-4 is the number of doses found; consult the table below to determine the type of medicine found. See Medicines, page 25.

d%	Medicine Type
01-60	Mild (disease Fort DC 14 or lower)
61-90	Moderate (disease Fort DC 15-18)
91-97	Powerful (disease Fort DC 19-22)
98-100	Advanced (disease Fort DC 23 or higher)

d%	Ammunition Type
01-08	5.56mm
09-12	7.62mm
13-14	7.62mmR
15-16	0.444
17-18	0.5
19-26	9mm
27-28	10mm
29-36	0.22
37-44	0.32
45-52	0.38
53-60	0.357
61-62	0.44
63-70	0.45
71-72	.50AE
73-76	10 gauge buckshot
77-84	12 gauge buckshot
85-88	Arrow
89-96	CO ₂ cartridge ¹
97-100	Crossbow bolt

¹ Indicates a piece of equipment described in this chapter.

Ammo: Functioning ammunition is rare and valuable indeed. The number indicated on Table 2-4 is the number of bullets found. Consult the table in the first column to determine the type of ammunition found.

Gas: Gasoline is the preferred fuel for automobiles. The number indicated on Table 2-4 is the number of gallons found.

Miscellaneous: Miscellaneous items are just that: the miscellaneous leftovers of the age of civilization. The number indicated on Table 2-4 is the number of items found. Consult the table below to determine each individual item found.

d%	Item
01-03	Backpack
04	Battery charger ¹
05-09	Battery ¹
10	Binoculars, standard
11-13	Bolt cutter
14-19	Book ¹
20-24	Briefcase
25-27	Chemical light sticks (5)
28-33	Cigarette lighter ¹
34	Compass
35-40	Day pack
41-45	Digital camera
46-48	Duct tape
49-49	Electrical tool kit, basic
50-52	Fatigues
53-58	Fire extinguisher
59-61	First aid kit
62-66	Flashlight, penlight
67-69	Flashlight, standard
70-74	Map, road atlas
75	Mechanical tool kit, basic
76-78	Multipurpose tool
79-83	Parka
84	Rope (150 ft.)
85	Tent, 2-person dome
86-91	Toolbelt
92	Walkie-talkie, basic
93-97	Windbreaker
98-100	Zip-tie (25)

¹ Indicates a piece of equipment described in this chapter.

POSTAPOCALYPSE GEAR

In a postapocalyptic world, there are few modern stores and even fewer modern conveniences. As a result, the relationship of the character to her equipment is somewhat different. On the one hand, because the type of gear available to a civilized society is so rare (and consumables, such as ammunition and batteries, are even rarer), items that have only moderate utility to a preapocalyptic hero are the prized possessions of a postapocalyptic character. On the other hand, for the same reason, characters cannot rely on having high-tech or powerful gear on hand and instead often learn to get by with primitive equipment—or none at all.



Obviously, any equipment from the preapocalyptic world—from the *d20 MODERN Roleplaying Game* (and *d20 Future*, if the civilized world had progressed farther than the present day before the apocalypse)—can appear in an apocalyptic setting. In addition, this section adds a few items that might be common after the apocalypse.

Since there is virtually no economy (as we know it) in the postapocalyptic world, the Wealth system from *d20 MODERN* cannot be used. This section provides new rules for bartering and for equipping beginning characters.

Cash is worthless in a postapocalyptic world, and certainly no credit ratings exist, but goods can still be traded. Within the game, people simply trade what they have for what they want at the best deal they can arrange. A few rules, however, provide guidelines for typical trading values.

Trade Value

Every item has a value in trade units (TU). A TU represents, roughly, one day's survival: A single day's worth of food is 1 TU, as is a handgun bullet or a gallon of gas. An item's TU value indicates its typical value relative to other items. TU is an abstract game mechanic, just like an item's purchase DC in *d20 MODERN*; no one in the game world uses the term.

Table 2-5 gives TUs for the items covered in the *d20 MODERN Roleplaying Game*. A few items that rely on civilized infrastructure (such as cell phones and modems) have been omitted. Also, the TU values given for consumable items (such as ammunition and trail rations) are per unit (bullet or day's worth of food), not per case.

Starting Gear

A newly created character begins play with a TU budget for purchasing starting equipment. When creating the character, the entire TU budget must be spent; any unspent budget is lost. (If you have some TU points remaining after purchasing starting equipment, use them to buy inexpensive tradable goods, such as ammunition; these goods can be used later to trade for other equipment.)

To determine a new character's TU budget, roll $4d10 \times 2$. If the character has any Wealth bonus due to her occupation, multiply the bonus by 2 and add the result to the TU budget.

Wealth Increases

The *d20 MODERN Roleplaying Game* Wealth system is not used in a postapocalyptic game. Characters do not gain Wealth when they go up in level. Feats, skills, and class abilities that grant bonuses to Wealth do not apply.

Windfall and Profession

The Windfall feat and the Profession skill have no effect in a postapocalyptic game and are not used.

Additional Gear

Obviously, one can scavenge a great deal more gear than is covered here. You can use gear from other sources, such as other *d20 MODERN* supplements, but you'll need to set an appropriate TU for the items.

There is no hard-and-fast formula for converting standard *d20 MODERN Roleplaying Game* purchase DCs into TUs, because the value and availability of some types of equipment is very different in a postapocalyptic setting than its value and availability in the civilized world. To determine the TU of equipment from other sources, compare it to gear in the *d20 MODERN Roleplaying Game* that is of the same type and restriction level. Find an item with the same or a similar purchase DC, and assign it that item's TU from Table 2-5.

For example, let's say you want to use a firearm from *d20 Weapons Locker*. The weapon has a restriction level of military and a purchase DC of 23. Table 4-4 in the *d20 MODERN Roleplaying Game* provides a close equivalent: the M2HB, with a restriction level of military and purchase DC of 22. The M2HB's TU value is 18, so the TU value for your weapon should be 18 or 19 (the GM makes the call if there's no exact equivalent).

When making such comparisons, always try to use equipment from the same section of the same table. In other words, don't compare a piece of armor with an item from the Survival Gear section of the General Equipment table.

Bartering Rules

Characters can barter to obtain goods. Bartering is simply the act of trading an item or items the hero owns for those owned by another character.

The GM decides what sort of deal the bartering character gets from NPCs, based on the attitude of the NPC (see the Diplomacy skill, page 57 of the *d20 MODERN Roleplaying Game*) and whether or not the NPC especially wants what the hero is offering.

In general, an indifferent NPC trades items he owns for twice the TU value from the hero. For instance, the NPC gives the hero 4 TU worth of ammunition if the hero gives him 8 TU worth of medicines.

A friendly NPC trades items he has for half again the TU value from the hero. For example, the NPC gives the hero 4 TU worth of ammunition for 6 TU worth of electrical parts.

A helpful NPC trades on an equal basis.

Any NPC of indifferent or better attitude will break these rules if the hero is offering something the NPC really needs. For example, if the NPC is out of ammunition for his rifle but has plenty of electrical parts, and the hero is offering ammo for the parts, the NPC is likely to barter on an even TU-for-TU basis.

Equipment Availability

There are few department stores in the postapocalyptic world, and even the occasional trading post or traveling merchant is a rarity. Although beginning characters should be allowed to select whatever equipment they'd like (within the bounds of their TU budgets), once the game begins, characters simply can't walk into a store and buy what they want. Specific equipment can be hard to find.

Because all trade is conducted by barter, when possible it's best for the GM to determine ahead of time what equipment is carried by NPCs, including merchants and others who might be willing to trade. As a very rough guide, use the following table to determine how much stuff is available for trading when the heroes encounter a trading opportunity.

Trader	TUs Available
Lone traveling merchant	50
Small caravan or trading post	100
Small settlement	200
Medium settlement	400
Large settlement	800

TUs Available: The approximate total TU value of all gear the trader or traders have to offer. This is in addition to the NPC's personal gear, which usually amounts to about 40 TUs in value. (NPCs may be willing, of course, to barter their personal equipment, but because they rely on it for survival, they are probably less willing to do so.)

Typically, half of the trade goods available consist of common 1-TU or 2-TU consumable items: food, fuel, ammunition, batteries, and parts. One-quarter consists of common miscellaneous items valued at 3 TU to 4 TU. The remaining quarter consists of higher-value, less common items, including weapons, armor, explosives, tool kits, stills, generators, and so on.

Equipment as Rewards

Characters in a postapocalyptic campaign can't receive a Wealth bonus as a reward for defeating their foes. What they may end up with, however, are items they can use or barter. Such goods might include a few rounds of ammunition, a cache of canned goods, a weapon or vehicle, a stash of parts, or a handful of miscellaneous items.

Table 2-6: TU Adventure Rewards gives suggested total TU values for rewards resulting from encounters. Use it just like you would normally use Table 7-3 in the *d20 MODERN Roleplaying Game*. If the foes the heroes will encounter (and are expected to defeat in combat) carry gear, the TU value of that gear should be included in the total TU of the reward. For example, a CR 2 marauder whose equipment includes a shotgun, six 12-gauge shells, and a pair of standard binoculars already has gear totaling 22 TU. The GM might decide to give him another 8 TU of gear (or otherwise provide 8 TU worth of

rewards from the encounter), to bring the total potential TU reward for defeating the marauder to 30 TUs.

Table 2-6: TU Adventure Rewards

Encounter Level	TU	Encounter Level	TU
1	20	11	120
2	30	12	130
3	40	13	140
4	50	14	150
5	60	15	160
6	70	16	170
7	80	17	180
8	90	18	190
9	100	19	200
10	110	20	210

Reliability

Like other survivors of the apocalypse, equipment left over from the age of civilization has been through a lot. As a result of the apocalypse itself, prolonged periods of neglect, and the lack of maintenance and repair, postapocalyptic equipment is not very reliable.

Any time a player rolls a natural 1 when making an attack roll with a weapon or a skill check using a piece of equipment, the item in use breaks and requires repair. The task being attempted (or attack being made) automatically fails.

Repairing such a break is generally a simple Repair check (see Making and Fixing Items, page 30).

New Equipment

In addition to the equipment given in the *d20 MODERN Roleplaying Game*, the gear in this section may be useful to postapocalyptic characters.

Food

Tradable food comes in several forms; canned goods from before the bomb, MREs (military rations), and preserved meats such as jerky are the most common.

Table 2-7: Food

Food Type	Size	Weight	TU
Canned goods	Tiny	0.5 lb.	2
Cheer food	Tiny	—	4
MRE	Small	0.5 lb.	6
Preserved food	Small	1 lb.	1
Trade food (1 pound)	Small	1 lb.	1

Canned Goods: One serving of food in the form of canned goods (one can) feeds one person for one day. Canned goods last indefinitely, but they require a can opener to open. (Opening a can without an opener requires some work; a can has hardness 2 and 2 hit points.)

Cheer Food: Luxury foods from before the apocalypse—candy bars, coffee, cans of soda or beer—are highly prized by the survivors. One serving of cheer food gives one person a +1 morale



bonus on all rolls and checks for 12 hours. Cheer foods are not generally nutritious, but they can be lived on: Two servings feed one person for one day.

MRE: The Meal, Ready to Eat was the U.S. military's standard field ration. An MRE feeds one person for two days (or two for one day).

Preserved Food: Homemade preserved foods generally consist of jerky or similar items. One serving of preserved food feeds one person for one day. Preserved food goes bad one day after getting wet.

Trade Food: Flour, cooking oil, corn meal, sugar, potatoes, and other staple items don't make for appetizing meals, but they can be traded and, in a pinch, survived upon. One serving (1/2 pound) feeds one person for one day, but the following day the character is fatigued.

Fuel

Fuel is a valuable commodity. Not only is it craved by road gangers and traveling merchants, but it's also critical to settlements with generators, farm equipment, or other gear. Fuel takes two forms: gasoline and ethanol.

Table 2-8: Fuel

Fuel Type	Size	Weight	TU
Gasoline (1 gallon)	Small	5 lb.	1
Ethanol (2 gallons)	Small	5 lb.	1

Gasoline: The standard fuel for cars, trucks, tanks, electrical generators, and other internal combustion engines. What little gasoline to be found is generally scavenged. Gasoline is more valuable than ethanol, because it lasts longer and doesn't affect vehicle performance.

Ethanol: Any vehicle or device that uses gasoline can be modified to accept ethanol (see *Modifying Vehicles*, page 31), although doing this takes a toll on the vehicle's performance. Rather than being able to increase speed by one movement category per round, as is standard in the *d20 MODERN Roleplaying Game* rules, it takes two rounds to increase speed. Furthermore, a vehicle running on ethanol subtracts 5 miles per gallon from its mileage.

Medicine

In a world with little medical care, the value of good medicine is even greater than in the civilized world. Medicines give a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease. Medicines come in a variety of strengths, depending on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Table 2-9: Medicines

Medicine Type	Size	Weight	TU
Mild (disease Fort DC 14 or lower)	Dim	—	1
Moderate (disease Fort 15-18)	Dim	—	3
Powerful (disease Fort 19-22)	Dim	—	5
Advanced (disease Fort 23+)	Dim	—	10

Parts

A character attempting to make an item or fix broken equipment can't simply run down to the local hardware store for the necessary components. (Unless it's to loot the hardware store's ruins!) Instead, the character must obtain appropriate parts through barter or scavenging. Mechanical parts are used to make Craft (mechanical) checks and Repair checks on mechanical devices. Electrical parts are used to make Craft (electrical) checks and Repair checks on electrical devices. See *Making and Fixing Items*, page 30.

Table 2-10: Mechanical and Electrical Parts

Parts Type	Size	Weight	TU
Electrical	Small	1 lb.	1
Mechanical	Medium	5 lb.	1

Weapons

In addition to weapons from the civilized world, a few other items become valuable or noteworthy in the postapocalyptic world. The characteristics of these weapons are summarized on Table 2-11.

Brain Buster: This melee weapon consists of a five or six-foot length of pipe, with sharp bolts, nails, and other nasty debris welded about one end.

The brain buster is a double weapon. You can fight with it as though fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if using a one-handed weapon and a light weapon (see *Attacking with Two Weapons*, page 138 of the *d20 MODERN Roleplaying Game*).

Dirty Gun: Similar in nature to a heavy rock launcher, the dirty gun is a large-bore muzzle-loading ranged weapon packed with debris such as rubble and nails, and fired using a compressed CO₂ cartridge. The weapon requires a new CO₂ cartridge after being fired two times. Replacing the CO₂ cartridge is a move action that provokes attacks of opportunity.

The dirty gun derives its name from the habit of some users to pack it with irradiated debris. When this is done, the weapon causes radiation sickness in addition to the regular weapon damage (see *Radiation Sickness*, page 80 of *d20 Future*; degree of exposure is low).

Disc Shooter: The disc shooter is a ranged weapon nearly identical to a crossbow, except it shoots discs instead of bolts. Typically, these discs are round pieces of tin cut to have sharp edges, although shuriken can also be used.

Ratchet: This crude melee weapon, a favorite of road gangers and marauders, is made of a two-foot length of pipe to which sharp bolts and nails have been welded. It's used like a club.

Rock Launcher: This homemade muzzle-loading ranged weapon uses compressed CO₂ to fire rocks in much the same way a firearm fires bullets, though much less accurately. Ammunition is free (suitable

Table 2-11: Postapocalyptic Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	TU
Simple Weapons (require the Simple Weapons Proficiency feat)							
Ratchet	1d8	20	Bludgeoning	—	Med	6 lb.	3

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	TU
Archaic Weapons (require the Archaic Weapons Proficiency feat)							
Brain buster	1d6/1d8	19–20	Bludgeoning	—	Large	8 lb.	4
Sawblade axe	1d12	19–20	Slashing	—	Large	12 lb.	4

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	TU
Primitive Firearms (require the Personal Firearms Proficiency feat)									
Dirty gun	1d10 ¹	20	Special	20 ft.	S	1 int. ²	Med	9 lb	6
Disc shooter	1d8	20	Slashing	30 ft.	S	1 int.	Med	7 lb.	4
Rock launcher	2d6	20	Piercing	10 ft.	1	1 int. ²	Med	10 lb.	6
Rock launcher, heavy	2d8	20	Piercing	20 ft.	1	1 int. ²	Large	16 lb.	8
Tire shredder	3d6	20	Piercing	10 ft.	1	1 int. ²	Huge	24 lb.	16

¹ This weapon does special damage. See the weapon description.

² This weapon is powered by compressed CO₂, which is needed in addition to its ammunition. See the weapon description.

rocks are easy to find), but the weapon requires a new CO₂ cartridge after being fired five times. Replacing the CO₂ cartridge is a move action that provokes attacks of opportunity.

Rock Launcher, Heavy: This weapon is similar to the standard rock launcher, except it is able to propel a larger, more damaging rock. The weapon requires a new CO₂ cartridge after being fired two times. Replacing the CO₂ cartridge is a move action that provokes attacks of opportunity.

Sawblade Axe: This large axe features a blade made from jagged scrap metal—half of a power saw blade is common. Not much good for chopping down trees, but it makes a fearsome weapon.

Tire Shredder: Normally mounted on ganger vehicles for use against other vehicles' tires, a tire shredder is a ranged weapon that uses compressed CO₂ to fire four crossbow bolts from parallel tubes.

Because it fires multiple projectiles in parallel, the tire shredder gives its firer a +2 bonus on attack rolls.

Each shot from a tire shredder uses an entire CO₂ cartridge in addition to four crossbow bolts. Loading a tire shredder is a full-round action that provokes attacks of opportunity.

Ammunition

Ranged weapons unique to the postapocalypse need special ammunition.

Table 2-12: Ammunition

Ammunition Type (Quantity)	TU
CO ₂ cartridge (1)	1
Disk gun disk (10)	1
Irradiated debris (1)	3

CO₂ Cartridge: This is a preapocalyptic CO₂ cartridge, about the size of a roll of dimes.

Disk Gun Disk: These small discs are cut from flattened tin cans and given sharp, jagged edges for maximum impact.

Irradiated Debris: This debris consists of small bits of glass, metal, and concrete collected from irradiated areas for use in dirty guns. (Non-irradiated debris for dirty guns is free and can be easily collected anywhere; irradiated debris has a TU because few people are willing to enter irradiated areas to gather it.)

Irradiated debris is a moderately radioactive material. Being within 5 feet of it (unless it's kept in a lead-lined box) causes radiation sickness. See Radiation Sickness, page 80 of *d20 Future*.

Armor

Preapocalyptic body armor can be hard to come by, but a few new forms of armor have become popular since the apocalypse. The characteristics of these armors are summarized on Table 2-13.

Fire Resistant Suit: This bulky, silver-coated suit provides fire resistance 10, but does not protect against any other type of damage. In the preapocalyptic world, it was used primarily by firefighters.

The suit takes 1 minute to don with someone's aid or 2 minutes without. If a fire resistant suit takes 8 points of damage from ballistic, slashing, or piercing weapons, the benefits it provides are negated.

NBC Suit: Although technically not armor, this oversized suit does protect the wearer from nuclear (radiation), biological, and chemical hazards. When worn and completely sealed, it grants a +10 equipment bonus on Fortitude saves against radiation, disease, chemicals, or poisons (airborne or contact only).

An NBC suit comes with an air supply that lasts for one hour. The suit takes 5 minutes to don with someone's aid or 10 minutes without.



Table 2-13: Armor

Armor	Type	Bonus	Equipment Bonus	Nonprof. Dex Bonus	Maximum Armor Penalty (30 ft.)	Speed Weight	TU
Light Armor							
Fire resistant suit	Tactical	–	–	+5	–4	30 ft.	14
NBC suit	Tactical	–	–	+5	–4	30 ft.	12
Rad suit	Tactical	–	–	+5	–4	30 ft.	15
Sports pads	Impromptu	+3	+2	+4	–2	30 ft.	6
Medium Armor							
Enhanced sports pads	Impromptu	+5	+3	+2	–5	20 ft.	8
Shield							
Improvised shield	Impromptu	+2	+1	–	–1	–	3

If an NBC suit takes 4 points of damage from ballistic, slashing, or piercing weapons, the benefits it provides are negated. If the suit has been exposed to some hazard, it must be cleaned and neutralized, taking 1 hour and requiring special chemicals (10 TUs).

Rad Suit: The wearer of this suit treats an irradiated area or radiation source as two degrees weaker for the purpose of determining radiation exposure (severe becomes moderate, high becomes low, moderate becomes mild, and the wearer is unaffected by low and mild degrees of exposure).

The suit takes 1 minute to don with someone's aid or 2 minutes without. If a rad suit takes 8 points of damage from ballistic, slashing, or piercing weapons, the benefits it provides are negated.

Sports Pads: Easily salvaged from the ruins of arenas, schools, and sports shops, football and hockey pads are a common source of armor after the apocalypse. The exterior of the armor is made of a durable hard plastic and the interior contains padding, which cushions blows.

Enhanced Sports Pads: Some postapocalyptic craftsmen have enhanced sports pad armor with scrap metal plates, nearly doubling its effectiveness.

Improvised Shield: An improvised shield is made of scrap metal (highway signs are popular because of their size and shape) with a couple of straps fitted to the back. The bearer cannot use a weapon in the hand holding the shield.

General Equipment

Table 2-14 identifies a number of items that are common or particularly useful after the apocalypse.

Many of the items characters use are battery-operated, as noted on the equipment tables in this section. Any device that uses batteries comes with rechargeable batteries. If the item is obtained through barter, the batteries are charged; if it's scavenged, the batteries are dead and must be recharged before the item can be used.

Every time a battery-operated item is used, roll 1d20. On a result of 1, the batteries are dead and the object is useless until the batteries are recharged.

Batteries come in a wide variety of sizes and types—too varied to be worth keeping track of in the game. For simplicity's sake, assume all batteries are interchangeable. If this is too simplistic for your game, assume that batteries for each type of device are unique, and cannot be interchanged. If characters in your game obtain additional batteries, determine randomly what type of item they can be used with.

Ammunition Kit: This kit includes everything needed to reload ammunition, provided the

Table 2-14: General Equipment

Item	Size	Weight	TU
Ammunition kit	Medium	10 lb.	7
Battery	Dim	–	3
Battery charger	Small	1 lb.	5
Book	Small	1 lb.	2
Can opener	Small	0.5 lb.	3
Candle	Tiny	–	1
Cigarette lighter	Dim	–	2
Concertina wire (20 ft)	Large	15 lb.	6
Electrical generator	Large	25 lb.	15
Ethanol still			
Small	Large	20 lb.	8
Large	Huge	40 lb.	12
Geiger counter ¹	Small	1 lb.	10
Lead-lined box			
10 lb. capacity	Med	15 lb.	16
40 lb. capacity	Large	20 lb.	20
75 lb. capacity	Large	30 lb.	25
Motion detector ¹	Tiny	1 lb.	6
Mount, donkey	Large ²	350 lb.	9
Mount, combat horse	Large ²	1,200 lb.	18
Mount, riding horse	Large ²	1,000 lb.	14
Saddle and tack	Large	15 lb.	5
Shell casings (10)	Tiny	1 lb.	1
Toiletries kit	Med	1 lb.	12
Torch	Med	1 lb.	1
Wire (100 ft.)	Small	4 lb.	1

¹ This item uses batteries. See General Equipment, page 27.

² Size as a creature, not as an object.

Everyday items become precious in a postapocalypse world



CT

28

RULES MODULES

user has shell casings and the necessary skill. See Craft (mechanical), page 58.

Battery: A spare battery always comes in handy eventually. Changing a battery is a move action that provokes attacks of opportunity.

Battery Charger: A battery charger recharges batteries for a single device in 1 hour. The battery charger must be connected to an electricity source—a vehicle, an electrical generator, or a functioning electrical outlet.

Book: Books that survived the apocalypse are valued not just as vestiges of civilization, but also because they are one of the last remnants of modern entertainment available. Those who seek to restore the technology of the age of civilization value engineering textbooks and schematics. Those who preserve knowledge and culture seek out fiction and literature.

Can Opener: A can opener is used to open canned goods (see Food, page 24). Opening a can without an opener requires some work; a can has hardness 2 and 2 hit points.

Candle: A candle dimly illuminates a 5-foot radius and burns for 4 hours.

Cigarette Lighter: A simple piece of technology that is easy to reproduce with the materials available after the apocalypse, a cigarette lighter produces a flame as a move action. It is useful for starting fires, lighting explosives, and burning through flammable materials.

Concertina Wire: So named because its coils fold up like a squeezebox, concertina wire is the modern form of barbed wire. It comes in 20-foot-long rolls that are stretched across the surface or fence to be protected. For each 2-foot section that a person tries to cross, he or she takes 1d6 points of damage (Reflex DC 15 half). Concertina wire

has hardness 2, 5 hp, and can only be damaged by slashing weapons or cut with a tool such as bolt cutters.

Electrical Generator: An electrical generator provides enough electrical power to run a small household—a dozen or so lights and appliances. An electrical generator uses 1 gallon of fuel for every 6 hours it runs.

Ethanol Still: An ethanol still converts biological material into fuel. (See Fuel, page 25.) The still is most effective if trade food (see Food, page 24) is used as raw material, but it can run on plant roughage also. A small still creates 12 gallons per batch. A large still creates 36 gallons per batch.

Using Trade Food: Each pound of trade food produces 3 gallons of ethanol. (A small still requires 4 pounds of trade food to produce a full batch; a large still requires 12 pounds to produce a full batch.) The distilling process takes 24 hours.

Using Plant Roughage: Each pound of plant roughage (rotten vegetables, corn husks, straw) produces 1 gallon of ethanol. (A small still requires 12 pounds of plant roughage to produce a full batch; a large still requires 36 pounds to produce a full batch.) The distilling process takes 48 hours. In addition, the roughage must be gathered and prepared, which takes one person 30 minutes per pound (six hours to fully load a small still; 18 hours to fully load a large still).

Geiger Counter: This handheld device measures the radiation level at its location. The Geiger counter tells the user how irradiated the area is (lightly, moderately, highly, or severely), or how powerful an adjacent radiation source is (lightly, moderately, highly, or severely). See Radiation Sickness, page 80 of *d20 Future*.

Lead-Lined Box: This box is identical to the aluminum travel case (see Bags and Boxes, page



112 of the *d20 MODERN Roleplaying Game*), except its interior is lined with lead. Radioactive materials placed within a closed lead-lined box are treated as radiation sources two categories weaker than normal. (See Radiation Sickness, page 80 of *d20 Future*.) For example, a highly radioactive material in a lead-lined box is treated as lightly radioactive, and lightly or moderately radioactive materials in a lead-lined box are treated as though they aren't radioactive.

Motion Detector: This small, square device can be attached to a wall or other surface. It detects motion by any creature of size Tiny or larger within 30 feet. A motion detector can be connected to another electrical device (such as a light, or an explosive detonator), switching that device on when it detects motion.

Mount, Donkey: The best kind of pack animal around, donkeys are stolid in the face of danger, they are hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey is willing (though not eager) to enter strange and threatening places.

Mount, Combat Horse: A combat horse is identical to a riding horse (see below), except that it has been trained for use in combat. See Mounted Combat, page 38. For more information on horses, see page 239 of the *d20 MODERN Roleplaying Game*.

Mount, Riding Horse: The horse is a good all-around work animal and the best mount for riding. Horses can be skittish, however, and riding horses are not trained for combat. For more information on horses, see page 239 of the *d20 MODERN Roleplaying Game*.

Saddle and Tack: A saddle and tack allow a character to comfortably ride a horse or similar mount.

Shell Casings: Ammunition kits allow characters to reload ammunition—if they have the shell casings to reload. Empty shell casings are valuable trade commodities.

Characters can collect shell casings (theirs and those of their opponents) after a battle. Doing so requires a Search check (DC 10); failure indicates that only half the fired shell casings are found.

The TU given is for ten shell casings.

Toiletries Kit: Good hygiene disappeared when civilization did. A toiletries kit contains miscellaneous hygiene items such as a comb and toothbrush, as well as consumables such as soap and shampoo.

With a half-hour's effort and the use of a toiletries kit, a character can clean up, gaining a +2 circumstance bonus on all Diplomacy checks for the next 12 hours.

A toiletries kit can be used five times before it runs out of supplies.

Torch: A typical torch is a length of wood capped with old cloth soaked in turpentine or other solvents. A torch burns for 1 hour, brightly illuminating a 20-foot radius and providing shadowy illumination to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals 1d4 points of bludgeoning damage plus 1 point of fire damage.

Wire: Insulate electrical wire is as tough as rope, but thinner. It can be used to tie up items (and people) just like rope can be, but it's too thin and smooth to grip easily, so it can't be used for climbing. Wire can also be used to connect electrical devices to a power source.

Vehicles

Fuel may be hard to find, but vehicles are common remnants of the civilized world. In addition to those given in the *d20 MODERN Roleplaying Game*, a few other vehicle types are popular after the apocalypse. The characteristics of these vehicles are summarized on Table 2–15.

Dune Buggy: Dune buggies are four-wheeled vehicles, usually built on car chassis, designed to be driven at high speed off-road. Rather than having an enclosed compartment for the driver and passenger, a dune buggy is open, protecting the passengers with little more than a heavy-duty roll cage.

A dune buggy is two squares wide and three squares long. It provides one-quarter cover for its occupants.

Range Rover: The Range Rover was designed to provide off-road performance but function just as well on busy city streets. It provides power, speed, and comfort. In the postapocalyptic world, the Range Rover is valued for its ability to traverse the rugged countryside. It is two squares wide and four squares long, and provides three-quarters cover for its occupants.

Ultralight Trike: Little more than a motorized hang glider with three landing wheels, an ultralight is a double occupant aircraft made of a lightweight aluminum and composite frame on which is mounted seats, a prop engine, landing wheels, and an overhead nylon wing. Ultralight engines are small, giving them a low top speed compared to most aircraft, but making them misers with fuel. An ultralight trike is six squares wide and two squares long. It provides no cover for crew and passengers.

Table 2–15: New Vehicles

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	TU	Fuel Cap.	Gas Mileage
Dune buggy	1	3	300 lb.	-1	+1	190 (19)	8	5	28	H	55	12	30
Range Rover	1	4	500 lb.	-2	+0	175 (17)	8	5	38	H	75	20	15
Ultralight trike	1	1	100 lb.	-4	-4	70 (7)	6	5	20	H	125	5	50

Table 2-16: Vehicles and Fuel

Name	Fuel Capacity	Gas Mileage
Civilian Aircraft		
Bell Jet Ranger	90	5
Bell Model 212	110	4
Cessna 172 Skyhawk	24	20
Learjet Model 45	400	10

Name	Fuel Capacity	Gas Mileage
Civilian Cars		
Acura 3.2 TL	14	30
Aston-Martin Vanquish	22	20
BMW M3	16	30
Chevrolet Cavalier	11	35
Chevrolet Corvette	16	20
Dodge Neon	12	35
Ford Crown Victoria	15	15
Jaguar XJS	19	25
Lamborghini Diablo	16	15
Mercedes E55 AMG	17	25
Volkswagen Jetta	12	25

Name	Fuel Capacity	Gas Mileage
Civilian Motorcycles		
Ducati 998R	3	65
Harley Davidson FLSTF	4	50
Yamaha YZ250F	2	70

Name	Fuel Capacity	Gas Mileage
Civilian Trucks		
A/M General Hummer	25	10
Chevrolet Suburban	31	20
Dodge Caravan	17	25
Ford Escape XLT	13	25
Ford F-150 XL	25	20
Toyota Tacoma Xtracab	15	20

Name	Fuel Capacity	Gas Mileage
Civilian Water Vehicles		
Bayliner 1802 Capri	23	5
Fairline Targa 30	43	5
Sea-Doo XP	14	10

Name	Fuel Capacity	Gas Mileage
Other Civilian Vehicles		
Armored Truck	50	10
Honda TRX400FW	5	35
Limousine	25	15
Moving Truck	25	15
NABI Model 40LFW	60	10

Name	Fuel Capacity	Gas Mileage
Military Vehicles		
BMP-2	110	3
M1A2 Abrams	450	1
M2A2 Bradley	165	2
M113A1 Gavin	95	3
UH-60 Black Hawk	340	5

Vehicles and Fuel

In a regular *d20 MODERN Roleplaying Game* campaign, there's little point in keeping track of the fuel used by vehicles. In a postapocalyptic setting, however, fuel is a valuable commodity, and it's important to know how much is used when vehicles travel. Furthermore, modifications to vehicles (see *Modifying Vehicles*, page 31) often affect gas mileage.

Table 2-16: Vehicles and Fuel gives fuel capacity and gas mileage for vehicles introduced in the *d20 MODERN Roleplaying Game*. Fuel capacity and gas mileage for vehicles described in this book are given on Table 2-15.

MAKING AND FIXING ITEMS

In the *d20 MODERN Roleplaying Game* rules, Craft and Repair checks require parts, with purchase DCs for these parts given in the skill descriptions. In *d20 Apocalypse*, however, nothing, including repair parts, can be simply purchased at the store, and purchase DCs are irrelevant. Instead, every Repair and Craft check has a parts DC used to determine whether the user has sufficient parts available to complete the job. Before you can succeed on a Repair or Craft check, you must make a parts check to see if you have what you need.

To make a parts check, you must have a number of the appropriate type of parts equal to at least the number of parts used in the Repair or Craft check, as indicated on Table 2-17. Roll 1d20 and add the number of appropriate parts on hand. For example, if you're making a Craft (mechanical) check, and you have eight mechanical parts on hand, your bonus on the parts check is +8.

If you succeed on the parts check, you have the parts you need and can proceed with the appropriate skill check for the task. If you fail, you do not have sufficient parts available for the task. You can retry the check, but only after you obtain at least one additional part.

The DC for the check depends on the task. A given task can have any given parts DC, just as it can have any particular Repair or Craft check DC.

Table 2-17: Repair and Craft Checks

Task	Parts Check DC	Parts Expended
Repair check		
Simple	10	1
Moderate	20	3
Complex	30	6
Advanced	40	10
Craft check		
Simple	15	3
Moderate	25	5
Complex	35	10
Advanced	50	20



Why Use "Parts?"

In many ways, introducing the "parts" system to *d20 Apocalypse* is similar to establishing the Wealth system in the core book, in that it's an abstract system designed for ease of play. By simply using "mechanical" or "electrical" parts, a player attempting to build or repair an object does not need to worry about if he has a carburetor for a 1972 Chevrolet Nova, or any other specific part that could be almost impossible to find in the postapocalyptic world. It also reflects the fact that postapocalyptic repairs are often kit-bashed affairs; people use what they have and make it work. Finally, using generic parts as the basis for trade keeps bartering simple.

General guidelines for parts check DCs are given on Table 2-17: Repair and Craft Checks.

If you succeed on a parts check, you expend a number of parts. These parts are used up in the Repair or Craft check. The number of parts expended is also given on Table 2-17.

ADDITIONAL VEHICLE RULES

In a postapocalyptic setting, vehicles are often used in ways unimaginable in the age of civilization. This section offers additional rules for vehicles.

A battle for supremacy in a blasted world

Modifying Vehicles

The road warriors of the apocalypse often modify their vehicles for better performance. Table 2-18: Vehicle Modifications gives a selection of common vehicle modifications. Modifications often improve a vehicle's performance, but can also decrease performance as well. For example, most modifications add weight to a vehicle, reducing the vehicle's cargo capacity. Many modifications impose a penalty on Drive checks made while driving the vehicle, and others impact the vehicle's gas mileage.

Modifying a vehicle requires a Craft (mechanical) check, along with a parts check. The DCs for these checks and the time required to make the modification are also given on Table 2-18.

Load: This is the weight added to the vehicle by the modification. Subtract the load from the vehicle's cargo capacity. For example, a Chevy Corvette has a cargo capacity of 250 pounds. Adding a ram plate (which has a load of 80 pounds) reduces its cargo capacity to 170 pounds.

If the entire cargo capacity of the vehicle is exceeded by the weight of the modification, the vehicle's passenger capacity must be reduced. Reducing a vehicle's passenger capacity by 1 increases the cargo capacity by 100 pounds. A Chevy Corvette has a cargo capacity of 250 pounds. Reducing its passenger capacity by 1 gives it 350 pounds of cargo capacity. That allows it, for example, to have modifications totaling 300 pounds of load with an extra 50 pounds of cargo capacity left over.



A vehicle can be overloaded; see Overloading Vehicles below.

Maneuver Modifier: This modifier stacks with the vehicle's maneuver modifier. For example, a Chevy Suburban has a maneuver modifier of -2 (as given on Table 4-14, page 125 of the *d20 MODERN Roleplaying Game*). Giving it armor adds a maneuver modifier of -2, for a total of -4.

Gas: Some modifications decrease the vehicle's gas mileage. Subtract the given amount from the vehicle's gas mileage. If the vehicle's gas mileage is already 5 or less, divide the given gas modifier by 5 before subtracting it. A vehicle's gas mileage can never fall below 1 mile per gallon.

Parts DC: This is the parts check DC for making the modification.

Craft DC: This is the DC for the Craft (mechanical) check to make the modification.

Time: This is the time required to make the modification. In general, the vehicle is out of commission for the entire time required.

Modification Descriptions

The following modifications generally apply only to ground vehicles. Unless otherwise stated, a vehicle cannot have more than one of a given type of modification. For example, a vehicle can only have one ram plate.

Armor, Body: Nothing more than a crude covering of sheet steel, this modification increases the vehicle's hardness to 10. If the vehicle already has a hardness of 10 or greater, body armor has no effect.

Motorcycles can't be modified with body armor.

Armor, Wheel: Steel plates cover the vehicle's wheels, giving them a minimum of one-half cover (+4 cover bonus to Defense).

Armor, Window: Steel plates over the vehicle's window openings provide additional cover for its occupants. A vehicle that normally offers three-quarters cover, offers nine-tenths cover to crew and passengers with window armor. Vehicles that normally offer less than three-quarters cover cannot be modified with window armor.

Body Spikes: This modification includes dozens of spikes, barbs of jagged metal, and bits of barbed wire welded to the vehicle's body. When the vehicle collides with a target, the body spikes increase the damage dealt to the target by 1 die. This damage does not stack with extra damage caused by a spiked ram plate.

In addition, characters jumping onto a vehicle with this modification must make a Reflex save (DC 15) or take 1d6 points of damage (see Jumping onto Moving Vehicles, page 34).

Booby Trap: This modification makes it dangerous for strangers to meddle with a vehicle. A secret switch disarms the booby trap. (The switch can be found with a DC 15 Search check.) The booby trap can be placed on the vehicle's fuel tank, ignition, trunk, engine compartment, or one or more doors. When the door, compartment, or tank is opened (or the

ignition is engaged) without the disarming switch first being thrown, the booby trap goes off.

Normally, when a booby trap goes off, the vehicle's engine is disabled. Repairing it is a complex Repair check.

Alternatively, with a Demolitions check (DC 15), the booby trap can be connected to an explosive. (The explosive is not included in the part used to install the booby trap, but must be provided separately.) When the explosive goes off, it deals damage to the vehicle as well as any people within the burst radius.

Engine Upgrade, Supercharger: This powerful addition to a vehicle's engine increases the vehicle's initiative modifier by 4 and provides a +2 bonus on Drive checks when attempting the dash stunt.

Engine Upgrade, Upsize: This modification essentially replaces a vehicle's engine with a larger, more powerful one.

Ethanol Conversion, Standard: This modification converts a vehicle to run on ethanol instead of gasoline. Once modified, the vehicle cannot run on gasoline unless the modification is removed. Removing the modification has the same Craft check DC, time, and parts requirements as installing the modification. Ethanol is not as efficient a fuel as gasoline; for effects on the vehicle's performance, see Fuel, page 25.

Ethanol Conversion, Switchable: This modification allows a vehicle to run on either gasoline or ethanol. The vehicle can only run on one fuel or the other; its fuel tank must be emptied of one fuel before being filled with the other. (If the two fuels are mixed, the vehicle will not run.)

If the vehicle has the extra fuel tank modification, one tank can be used for gasoline and the other used for ethanol. The vehicle driver can switch between tanks and engine fuel modes simultaneously. (Doing so is a move action.)

Ethanol is not as efficient a fuel as gasoline; for effects on the vehicle's performance, see Fuel, page 25.

Extra Fuel Tank: An extra gas tank increases a vehicle's fuel capacity by 20 gallons. Furthermore, if the vehicle is equipped with the switchable ethanol conversion modification, the extra gas tank allows the vehicle to carry both ethanol and gasoline.

Off-Road Tires: These heavy tires provide superior traction for off-road use. They normally reduce a vehicle's maneuver modifier by -1 (as shown on Table 2-18), but when the vehicle is driven off-road, its maneuver modifier is instead increased by +2. For example, a Dodge Neon has a maneuver modifier of -1. With off-road tires, its maneuver modifier is -2 normally, but +1 when driving off-road.

Oversized Brakes: These powerful brakes provide a +2 bonus on Drive checks when attempting the hard brake stunt.

Ram Plate, Standard: This heavy plate across the front of a vehicle gives the vehicle hardness 15



Table 2-18: Vehicle Modifications

Modification	Load	Maneuver Modifier	Gas	Parts DC	Parts Used	Craft DC	Time
Armor							
Body	150	-4	-5	15	4	15	4 hr.
Wheel	40	-2	-	15	2	15	4 hr.
Window	60	-3	-	15	2	15	2 hr.
Body spikes	60	-1	-	15	4	15	2 hr.
Booby trap	10	-	-	20 ¹	3	15	2 hr.
Engine upgrade							
Supercharger	20	-	-5	35	12	20	12 hr.
Upsize	80	+1	-10	40	15	25	24 hr.
Ethanol conversion							
Standard	-	-	-	20	4	15	4 hr.
Switchable	20	-	-	20	6	20	8 hr.
Extra fuel tank	100	-1	-	15	4	20	8 hr.
Off-road tires	40	-1 ¹	-	30	8	10	1 hr.
Oversized brakes	20	-	-	30	8	15	4 hr.
Ram plate							
Standard	80	-1	-	15	4	15	2 hr.
Spiked	100	-1	-	15	4	15	2 hr.
Stripped frame	-100	+1 ¹	+5	-	+1d4 ¹	10	4 hr.
Suspension upgrade							
Monster truck	200	-2 ¹	-5	35	12	30	24 hr.
Off-road	20	+1 ¹	-	25	8	20	12 hr.
Street	20	+1 ¹	-	20	8	20	12 hr.
Variable	40	+1	-	30	8	25	12 hr.
Weapon mount	20 ²	-	-	20	4	15	4 hr.
Wire guide	5	-1	-	10	2	15	2 hr.

1 See the description of this modification for special rules.

2 Weight for mount only. Does not include the weight of the weapon itself.

against collisions from the front. This hardness applies only to collision damage and does not apply to collision damage from directions other than the front. If the vehicle's hardness is already 15 or greater, a ram plate has no effect.

A vehicle cannot have both a standard ram plate and a spiked ram plate. Motorcycles can't be modified with ram plates.

Ram Plate, Spiked: Like a standard ram plate, this plate gives a vehicle hardness 15 against collisions from the front. In addition, when the vehicle collides with a target, the spiked ram plate increases the damage dealt to the target by 2 dice. For example, if a Huge vehicle with the spiked ram plate collides with another Huge vehicle, it takes 12d4 points of damage (as normal; the damage is reduced by the ram plate's hardness 15), but its target takes 14d4 points of damage.

A vehicle cannot have both a spiked ram plate and a standard ram plate. Motorcycles can't be modified with ram plates.

Stripped Frame: This modification removes body panels, nonvital components, and other extraneous equipment from the vehicle, making it lighter, but more vulnerable to attack. A stripped vehicle increases its cargo capacity by 200 pounds and increases its gas mileage by +5. In addition, adding this modification doesn't cost parts—rather, it provides 1d4 mechanical parts.

However, all occupants are treated as having only one-quarter cover and the vehicle's hardness is reduced by 5 (to a minimum of 5). A vehicle with

this modification cannot also have the body armor or armored window modification.

Motorcycles, aircraft, watercraft, the dune buggy, and the Honda TRX400FW can't be modified with a stripped frame.

Suspension Upgrade, Monster Truck: This modification gives a vehicle enormous, oversized tires nearly big enough to crush another vehicle—along with the suspension system to match.

Monster truck tires have hardness 5 and 20 hit points. They are Large objects and cannot be equipped with wheel armor.

A monster truck suspension upgrade requires an upsize engine upgrade; without it, the vehicle will not have enough power to operate. A vehicle with both of these modifications has a total load of 280, a maneuver modifier of -1, and a -15 reduction in gas mileage.

The maneuver modifier given is for off-road driving. When driven on normal surfaces, the vehicle's maneuver modifier is -6 (or -5 if it also has the upsize engine upgrade).

A vehicle with a monster truck suspension upgrade increases in length by one square and in width by one square.

Suspension Upgrade, Off-Road: This improvement to a vehicle's suspension provides superior performance when driving off road. However, when the vehicle is driven on normal surfaces, the maneuver modifier is -2. For example, a BMW M3 has a maneuver modifier of +1. With an off-road suspension upgrade, its maneuver modifier is +3 off-road, but -1 when driving on normal surfaces.

Suspension Upgrade, Street: This improvement to the vehicle's suspension provides superior performance under normal circumstances. However, when the vehicle is driven off-road, the maneuver modifier is -2. For example, a Ford Crown Victoria has a maneuver modifier of -1. With a street suspension upgrade, its maneuver modifier is +0 normally, but -3 when driving off-road.

Suspension Upgrade, Variable: The Cadillac of suspension systems, this upgrade is a combination of the off-road and street suspension upgrades. Switching between the different suspension systems is a move action.

Weapon Mount: This pintle or ring mount allows a Huge weapon (such as an M-60 machine gun) weighing up 80 pounds to be mounted on a vehicle. The weight of the mount does not include the weight of the weapon.

Unlike most modifications, a vehicle is not restricted to having one weapon mount. Most vehicles can be modified with a number of weapon mounts equal to their normal passenger capacity.

Wire Guide: This metal bar extends back and upward from the front of a motorcycle. It helps protect the rider from being clotheslined by deflecting wires up and over the rider's head. A wire guide gives the rider a +4 bonus on Reflex saves to avoid being clotheslined (see Clotheslining, below).

Only motorcycles and the Honda TRX400FW benefit from being modified with a wire guide.

Overloading Vehicles

The passenger and cargo capacities shown on Table 4-14 in the *d20 MODERN Roleplaying Game* represent the maximum passengers and cargo a vehicle can carry and still operate normally. It is possible, however, to overload a vehicle and still have it function.

A vehicle can take additional cargo up to half its normal cargo capacity, functioning normally but imposing a -4 penalty on all initiative checks and all Drive checks made to drive the vehicle. For example, a Chevy Suburban has a cargo capacity of 500 pounds. If the vehicle has more than 500 pounds but no more than 750 pounds of cargo, it functions normally but carries a -4 penalty on Drive checks. (This assumes, of course, that it also has a full load of passengers. Remember that passenger capacity can be swapped out for cargo capacity; see Vehicles in Chapter 4 of the *d20 MODERN Roleplaying Game*.)

A vehicle carrying more than half again its normal cargo capacity, up to double its cargo capacity, can still be driven. This condition imposes a -8 penalty on all initiative checks and all Drive checks made to drive the vehicle. Furthermore, the vehicle's top speed is halved. A Chevy Suburban can carry up to 1,000 pounds, but it is reduced to a top speed of 85 (8) and the driver takes a -8 penalty on Drive checks and initiative checks.

Hang On!— Movement on Vehicles

Chapter 5: Combat in the *d20 MODERN Roleplaying Game* provides basic rules for combat that takes place within vehicles. Here are some additional rules that may come into play when characters fight on the outside of a single vehicle or between two or more vehicles.

Jumping onto Moving Vehicles

Jumping onto a moving vehicle requires a Jump check, with the DC determined by the distance between the vehicles (see the Jump skill description, page 65 of the *d20 MODERN Roleplaying Game*). The DC of the check is modified by the speeds of the vehicles involved.

The speed category of the vehicle traveling the fastest provides a modifier to the Jump check DC, as given on Table 2-19. If the vehicles are not moving in the same direction, treat the speed category as if it were higher. (Two vehicles traveling within 45 degrees of the same direction are effectively moving in the same direction.) If their directions of travel are more than 45 degrees apart, they are effectively moving perpendicular.



A monster truck goes anywhere it wants

CT

34

RULES MODULES



If their directions are within 45 degrees of opposite, they are effectively moving in opposite directions.

All normal modifiers to Jump checks—including the check/roll modifier for the speed category of the vehicle from which the hero is jumping—also apply to the Jump check.

If a character fails the Jump check, he may make a Reflex save to avoid falling from the vehicle (DC 15; the check/roll modifier for the vehicle's speed category applies to the save). If he succeeds on the save, he lands prone, drops any held items, and grabs onto the vehicle. If he fails, he falls from the vehicle (see *Falling from a Vehicle*, below).

For example, Russell wants to jump from Yoriko's car to a road ganger's dune buggy. The dune buggy is moving nearly perpendicular to the car. Russell waits until Yoriko maneuvers to within 10 feet of the dune buggy, then he jumps.

The dune buggy is moving at street speed, but Yoriko is driving at highway speed. Because the vehicles are moving perpendicular to one another, the Jump DC is modified using a speed category one category higher than the fastest vehicle—making it all-out speed in this case: a +10 modifier to the Jump DC. The DC to jump a 10-foot-wide space is normally 15, but with the modifier it's 25. Because his vehicle is moving at highway speed, Russell makes the jump with a -2 penalty on the check.

Jumping onto Motorcycles: If a character jumps onto a motorcycle, the driver must make a Drive check (DC 15, modified by the Jump DC modifier for the vehicles' comparative speed categories) or lose control (see *Losing Control*, Chapter 5: *Combat in the d20 MODERN Roleplaying Game*).

Table 2-19: Vehicle Speed and Jumping

Speed Category	Jump DC Modifier
Stationary	+1
Alley speed	+2
Street speed	+4
Highway speed	+8
All-out	+10

Vehicle Relative Directions	Modified Speed Category ¹
Perpendicular	Increase by 1 category
Opposite direction	Increase by 2 categories

¹ Maximum speed category is all-out.

Movement and Combat on a Vehicle

Moving and fighting on top of a moving vehicle is a hazardous prospect for all parties. The uneven surfaces of most vehicles, the jostling movement, bumps in the road, and high winds make it extremely dangerous—in addition to the fact that you are engaged in combat.

A character may move only at half speed on top of a moving vehicle; she must move cautiously,

New Stunt: Shake Off

By jerking and swerving the steering wheel in a violent manner, the driver of a vehicle can shake off opponents on the outside of the vehicle. By doing so, the vehicle's speed is reduced by one speed category. Anyone on the exterior of the vehicle must make an immediate Balance check (DC 20) or fall off the vehicle (see *Falling from a Vehicle*, below).

The DC for a shake off is 15.

On a failed check, the vehicle turns 45 degrees (GM chooses direction). Make a Drive check (DC 15) to regain control (see *Losing Control*, page 160 of the *d20 MODERN Roleplaying Game*).

as she struggles to keep her balance. Every time a character takes a move action or an attack action atop a moving vehicle, she must make a Balance check (DC 10; the check/roll modifier for the vehicle's speed category applies).

If the character fails the Balance check, she may make a Reflex save to avoid falling from the vehicle (DC 15; the check/roll modifier for the vehicle's speed category applies to the save). If she succeeds on the save, she falls prone, drops any held items, and grabs onto the vehicle. If she fails, she falls from the vehicle (see *Falling from a Vehicle*, below).

Shaking off Intruders

The driver of a vehicle that has people hanging on the outside may try to shake them off. Any time the driver attempts a stunt, anyone on the outside of the vehicle (including passengers in the bed of a pickup) must make a Balance check; failure indicates the passenger falls off (see *Falling from a Vehicle*, below). The DC for this check is given on Table 2-20.

Table 2-20: Shaking off Intruders

Stunt/Action	Balance DC
Avoid hazard	Stunt Drive check DC
Bootleg turn	Stunt Drive check DC
Collision	20 + 1/2 damage to vehicle
Dash	15
Hard brake	15
Hard turn	15
Jump	Stunt Drive check DC
Out of control	
Roll	No check ¹
Spin	20 + amount by which Drive check was failed
Shake off ²	20
Sideswipe	Stunt Drive check DC

¹ Anyone on the outside of the vehicle automatically falls, taking damage as if the vehicle had collided with him.

² Indicates a new stunt described in this chapter. See the sidebar.

Falling from a Vehicle

A character who falls off a moving vehicle takes damage based on Table 5-14: Collision Damage, page 160 of the *d20 MODERN Roleplaying Game*, based on her size (typically a Medium-size creature for a human being). The character may make a Tumble check (DC 15) to reduce this damage by half.

Other Driving Rules

Surviving the devastated roads of the postapocalyptic world requires cunning and dirty tricks.

Clotheslining

Bandits, scavengers, and settlers protecting the roads to their compounds commonly employ this tactic. Wire, thin rope, or line is strung across a road at roughly the neck height of a person riding a horse or motorcycle, with the idea of killing, hurting, or dismounting anyone who crosses the open space.

Setting a line takes a full-round action and requires enough wire or line to span the open space, along with something to attach it to on either side (trees are common).

A character approaching the line may make a Spot check (DC 15 for rope; DC 20 for wire) to see it (the check/roll modifier for the vehicle's speed category applies). If the character successfully spots the line before hitting it, he can attempt to stop or to avoid it. If that's not possible, having spotted it grants a +5 bonus on the Reflex save to avoid damage.

If a character riding a motorcycle or a horse (or standing in the open bed of a vehicle) crosses the line, he must succeed on a Reflex save (DC 15) or take 1d6 points of damage per speed category. (A horse moving at full speed is considered to be moving at street speed, while a running horse is considered to be moving at highway speed.)

The line breaks if struck by a vehicle of size Huge or larger.

Off-Road Travel

Modern vehicles are, for the most part, designed for use on roads. Traveling off-road can be much more difficult and dangerous than moving on paved roads (even if they aren't in the best of shape; see *The Highway*, below). The degree to which this is true depends on the type of terrain being traversed.

When a vehicle is being driven off-road, the check/roll modifier for the vehicle's speed category (see Table 5-13, page 156 of the *d20 MODERN Roleplaying Game*) is doubled. In addition, all Drive checks carry an additional penalty, as given on Table 2-21.

For example, Yoriko is heading off-road in her Hummer. Driving at street speed through smooth terrain gives her and everyone aboard a -2 penalty on all skill checks and attack rolls (double the normal -1 check/roll modifier for that speed

category)—and she takes a -4 penalty on her Drive checks, adding together the -2 check/roll modifier and the -2 penalty indicated on Table 2-21.

If she takes her vehicle into rough terrain, the check/roll modifier for everyone aboard is still -2, but Yoriko takes an additional -4 penalty on her Drive checks, for a total Drive check penalty of -6.

Table 2-21: Off-Road Travel

Terrain Type	Drive Check Penalty
Smooth	-2
Rough	-4
Rugged	-6

Smooth Terrain: The ground is even and fairly smooth, slopes are gentle, and vegetation is short and sparse. Soccer fields, city parks, and rolling meadows are examples of smooth terrain.

Rough Terrain: The ground is uneven, but lumps and dips are not extreme. Slopes can be moderately steep. Vegetation is fairly short and not too dense. Rolling plains, plowed fields, and open desert are typically rough terrain.

Rugged Terrain: The ground is quite uneven, perhaps strewn with rocks or pits. Slopes can be steep, and vegetation dense in patches. Rocky hillsides and debris fields are examples of rugged terrain.

LONG-DISTANCE TRAVEL

Whether they're true road warriors or just have restless feet, heroes like to travel. In a postapocalyptic world, roads can remain largely intact for decades—even centuries. That doesn't make them safe, of course. They may be strewn with the hulks of old vehicles or other debris, ruled by vicious gangers, or interrupted by damaged bridges and irradiated urban centers. And in some cases, roads simply no longer exist.

Long-distance travel is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time.

Table 2-22 gives travel distances for movement on foot, on horseback (or using similar mounts), and in vehicles. (In this case, the term "vehicle" includes cars, trucks, motorcycles, and similar motored conveyances that travel on land and can reach highway speed.) Modify the base movement rate according to the terrain. Also, when traveling in vehicles by road, highway conditions affect travel times (see *The Highway*, below).

Terrain: The terrain through which a character travels affects how much distance she can cover in an hour or a day. A highway is a paved road—anything from an interstate to local secondary roads (see *The Highway*, below). A trail is typically a dirt track, perhaps the remains of an old firebreak or dirt road. Trackless terrain is a wild area with no paths.



Only 30 Miles per Hour?

Everyone who's traveled cross-country knows that interstate highways are built for speeds up to 60 or 70 miles per hour—or faster, in a world no longer patrolled by police. Why are the travel rates given here so much slower?

Even when roads are in good condition, they aren't in the state we see in the world around us. A curve ahead might conceal a rockslide; there might be the wreck of an abandoned vehicle just over the crest of the next hill. Crevices and potholes appear where they're least expected. Trees fall across the road, and rickety-looking bridges have to be circumvented.

Over short distances, vehicles can travel at high speeds on most roads (some road conditions impose penalties; see Highway Condition, below). Over the long haul, however, average speeds are much lower because drivers must use caution to negotiate difficult areas.

Table 2-22:
Travel and Overland Movement

Travel Mode	Per Hour	Per Day
Foot	3 miles	24 miles
Horseback	6 miles	48 miles
Vehicle		
Highway	30 miles	240 miles
Trail	15 miles	120 miles
Trackless	10 miles	80 miles

Terrain	Highway	Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1 ¹	x1/2 ¹
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4 ¹	x1/4
Moor	x1	x1	x3/4
Mountains	x1	x3/4 ¹	x1/2 ¹
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

1 A vehicle 2 squares wide or wider reduces its travel rate by an additional 1/4. For example, in jungle, the movement modifier for a trail is 1/2 instead of 3/4.

The Highway

Many roads remain intact—or at least partially intact—after the apocalypse, making them likely routes for travel. The travel rates given on Table 2-22 assume that highways are generally in good condition. Roads damaged by the apocalypse or the ravages of time, however, are not in such good shape.

Highway Types

To determine how or if road conditions are a factor in travel time, first determine the type of road in use. (Assuming your apocalypse occurred some time around the present day, you can use any road map or road atlas to determine the route, and the type of road, taken—or the GM can simply decide what sorts of roads are available.)

Interstate: Interstate highways are wide, sturdy cross-country roads. They are always divided highways with limited access points, and generally feature easy grades, gentle curves, and solid bridges.

Federal Highway (4-Lane): Like interstates, four-lane federal highways are divided cross-country roads. They can be steeper and more serpentine than interstates in mountainous terrain, and they are not always limited-access roads (sometimes they connect with other roads at intersections with traffic lights).

Federal Highway (2-Lane): Two-lane federal highways are built to the standards of their four-lane counterparts, but are not divided and are never limited-access roads.

Major Road: These two- or four-lane roads are usually local routes, sometimes spanning the width of a state. Major roads in cities and towns also fit this category. They are generally designed for moderate speeds and traffic.

Secondary Road: Country roads and town, city, and suburban side streets are secondary roads. They are usually two lanes and generally designed for relatively low-speed traffic.

Unpaved Road: Gravel and dirt roads are generally one or two lanes wide.

Highway Condition

Roads slowly degrade in the years after the apocalypse. Table 2-23 gives road conditions based on the type of road and era of play. In addition, roads are worse in areas of massive destruction; in such a case, apply the modifier given on the table.

Clear: The roadway is almost entirely intact. Weeds grow from cracks in the pavement and brush and debris crowd the edges, but with the exception of the occasional pothole, the road is as drivable as it was before the apocalypse. Vehicles can travel at normal speeds without penalty.

Table 2-23: Road Conditions

Roadway	Aftermath	Gen 0	Dark Ages	New World
Interstate	Clear	Minor	Major	Severe
Federal hwy (4-lane)	Clear	Major	Severe	Destroyed
Federal hwy (2-lane)	Minor	Major	Severe	Destroyed
Major	Minor	Severe	Severe	Destroyed
Secondary	Minor	Severe	Destroyed	Destroyed
Unpaved	Severe	Destroyed	Destroyed	Destroyed

Area of Massive Destruction	Modifier
Damage zone	Increase damage by one step (clear becomes minor damage, for example)
Destruction zone	Increase damage by two steps (clear becomes major damage, for example)
Devastation zone	Increase damage by three steps (clear becomes severe damage, for example)

Road Realities

In a perfect world, characters could travel great distances by vehicle, even if road conditions are pretty bad. The postapocalyptic world is hardly perfect, however. In addition to the general degradation of the roads, specific dangers can dramatically affect how long it takes for characters to get from point A to point B. These hazards aren't reflected in Table 2-23, but are left to the GM to implement as she sees fit, as encounters or as means to control the pace of travel.

The road degradation described under Highway Condition includes issues such as rock falls, washed-out culverts, and collapsed bridges over relatively small rivers—in other words, obstacles that slow travel but don't bring it to a screeching halt. Equally possible, but not incorporated into general highway degradation, are serious obstacles such as washed-out bridges over major rivers or gorges, collapsed tunnels, and mountain rock slides that take out the entire roadway. These sorts of obstacles can take hours or even days to circumvent, or force travelers to find entirely different routes.

And, of course, there are living dangers. The best roads are the most popular with bandits, gangs, and marauders. Taking the interstate is the surest way to run into dangerous foes.

Finally, there are cities and settlements. Major routes usually pass through metropolitan areas—which are centers of devastation in many postapocalyptic settings. In any apocalypse that involved weapons of mass destruction, cities are likely to be dangerous places—highly irradiated, infested with plague, or simply wiped off the map. Even small towns can be dangerous, because abandoned towns attract hostile scavengers or dangerous creatures, and inhabited towns are often suspicious of strangers.

Any of these issues can influence travel time, greatly reducing the distances heroes can cover in a single day.

Minor Damage: The roadway has begun to degrade. Ruts, heaves, and potholes are common. In heavily vegetated areas, brush and vines have begun to grow over the pavement in areas. The occasional culvert is washed out. All Drive checks are made with a -2 penalty.

Major Damage: The roadway is in bad shape. In many areas, the pavement is nearly destroyed or covered with debris or soil. Obstacles, including fallen logs and rocks, washed-out culverts, and damaged bridges, are common. All Drive checks are made with a -2 penalty, and the road is considered a trail for the purpose of determining long-distance travel rates.

Severe Damage: The roadway is almost unusable. The surface is rough over large stretches, the pavement eaten away by time and the ravages of nature. Obstacles, including fallen logs and

rocks and washed-out culverts are frequent; most bridges are collapsed. All Drive checks are made with a -4 penalty, and the road is considered a trail for the purpose of determining long-distance travel rates.

Destroyed: The roadway is virtually nonexistent. The road surface is visible only in patches; for the most part, it has eroded away or been buried in debris, soil, or vegetation. Culverts are washed out and bridges collapsed, and obstacles such as fallen logs and boulders are common. Travel is considered off-road (see Off-Road Travel, page 36; the terrain type is rough), and the road is considered trackless terrain for the purpose of determining long-distance travel rates.

MOUNTED COMBAT

A staple of the postapocalyptic genre is the sight of ferocious thugs and mutants duking it out on the shattered highways in overpowered muscle cars. However, when fuel for vehicles dwindles and cars break down, survivors in the apocalyptic age resort to the transportation of their ancestors—horses, donkeys, and other animals. Just as in ages past, courageous warriors take to the saddles of their trusty steeds to decide the battles of the future.

Combat on Animals

Riding a mount into battle gives you several advantages.

Horses in Combat

Combat horses can readily serve as combat steeds. Riding horses, however, are frightened by combat. If you don't dismount, you must make a Ride check (DC 20) each round as a move action to control such a horse. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full-round action and you can't do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move.

A horse is a Large creature and takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount's space during combat.

Combat while Mounted

With a Ride check (DC 5), you can guide your mount with your knees and keep your hands free to attack or defend yourself. This is a free action.

When you are in mounted combat and you attack a creature smaller than your mount, you gain a +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make a full attack. Even at your mount's full speed, you don't take any penalty on melee attacks while mounted.



If your mount charges, you also take the penalty to Defense associated with the charge. If you make an attack at the end of the charge, you receive the bonus granted from the charge.

You can use ranged weapons while your mount is taking a double move, but you take a -4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), but at a -8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally, so that, for instance, you can load and fire a rifle in a round when your mount is moving.

Using FX Abilities while Mounted

You can cast a spell, use psionics, or use a mutant ability normally if your mount moves up to a normal move (its speed) either before or after you use the ability. If you have your mount move both before and after you use an FX ability, then you're using the ability while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DC 10 + spell level or psionic power level) or fail in the use of the ability. If your mount is running (quadruple speed), you can use an FX ability when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + spell level or psionic power level).

If Your Mount Falls in Battle

If your mount falls, you have to succeed on a Ride check (DC 15) to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

If You Are Dropped

If you are knocked unconscious, you have a 50% chance to stay in the saddle. Otherwise, you fall and take 1d6 points of damage. Without you to guide it, your mount avoids combat.

ENVIRONMENTAL HAZARDS

Many versions of the apocalypse are defined not just by the destruction of civilization, but also by massive trauma to the Earth. Environmental and nuclear disasters, invasion scenarios, and asteroid strikes don't just wipe out populations—they reshape the climate and sometimes geography of the entire world. Small wonder, then, that postapocalyptic settings are often marked by environmental hazards unlike any faced in the age of civilization.

The hazards here are, for the most part, somewhat extreme examples of what might be encountered in a postapocalyptic world. Use those that fit the nature of your apocalypse, ignoring those that don't.

Each of the hazards covered here has an EL. Treat these hazards like any other encounter, introducing them into your game as you see fit.

Acid Rain [EL 1]

Working with dangerous chemicals and pollutants was common in the age of civilization, and these substances didn't go away with the apocalypse—if anything, they were given free rein. Acidic pollutants and dangerous compounds released into the environment during and after the apocalypse take their toll in a phenomenon called acid rain.

An acid rain storm looks, from a distance, like an especially dark and menacing rainstorm. Any character with 5 or more ranks in Survival may make a Spot check (DC 10) to notice an acid rain storm before it passes over; success alerts the character to the acid rain storm 20 minutes before its arrival (add 2 minutes for every point by which the hero beat the Spot check DC).

Acid rain has a dark, gritty quality, and the liquid stings slightly to the touch. Exposure to acid rain for 1 round is not harmful, but any creature in the open for 2 or more rounds during an acid rain storm takes 1d3-1 (minimum 0) points of damage on the second and each subsequent round. Any material that normally provides cover from rain (such as a tent) provides cover from acid rain.

Acid rain lasts 3d6 minutes.

Fallout Cloud [EL 2]

Nuclear wars are the most obvious cause of radioactive fallout (see Radioactivity, page 14), but alien assaults and even impacts by asteroids or comets bearing radioactive isotopes can also result in fallout. Most fallout occurs in the days or weeks after the apocalypse, but some might continue to float about the stratosphere for decades or even centuries, falling to Earth every so often.

From a distance, a fallout cloud looks like any other heavy cloud, albeit a bit darker. Any character with 5 or more ranks in Survival may make a Spot check (DC 15) to notice a fallout cloud before it passes over; success alerts the character to the fallout cloud 10 minutes before its arrival (add 1 minute for every point by which the hero beat the Spot check DC).

A fallout cloud drops a light sprinkling of radioactive ash and dust, much in the way that a winter cloud might drop snow flurries. This ash drifts lazily to Earth for a period of time, often releasing only trace amounts, but sometimes coating everything with a solid layer of gray dust.

The fallout causes the area on which it falls to become irradiated; creatures present when this happens or that venture into the area afterward risk radiation sickness (the danger becomes more severe the longer they remain in the irradiated area; see Chapter 4 of *d20 Future*).

To determine the duration of the storm, the area it affects, and the degree of radioactivity, roll d% and consult Table 2–24. The duration of the storm affects the degree of radioactivity the area is subjected to, as shown in the bottom portion of the table.

Table 2–24: Fallout

d%	Area	Affected
01–50	1d4 rounds	250-foot radius
51–75	2d6 rounds	1/2-mile radius
76–90	3d8 rounds	1-mile radius
91–100	4d10 rounds	5-mile radius

Fallout Duration	Degree of Radioactivity	Attenuation ¹
0–10 rounds	Lightly irradiated	1 day
11–20 rounds	Moderately irradiated	1 week
21+ rounds	Severely irradiated	1 month

¹ The amount of time that passes before the radioactivity in the affected area drops by one degree.

Ghost Storm [EL 3]

The total effects of a supernatural apocalypse go beyond those that can be explained by science; this applies not just to the creatures encountered but to the weather as well.

From a distance, a ghost storm looks like a large cloud that roils and churns in an unnatural manner. Any character may make a Spot check (DC 15) to notice a ghost storm before it passes over; success alerts the character to the ghost storm 20 minutes before its arrival (add 2 minutes for every point by which the hero beat the Spot check DC).

The rain that falls from a ghost storm is gray and milky in color, and the liquid is cold to the touch. Any creature in the open during a ghost storm must make a Fortitude save (DC 15) each round or take 1d3–1 (minimum 0) points of Constitution damage. Any material that normally provides cover from rain (such as a tent) provides cover from a ghost storm.

Ghost storms last 4d6 rounds.

Joy Buzzer [EL 4]

Any form of earth-shattering cataclysm involves tremendous quantities of energy and much of the energy is retained in the roiling atmosphere. Postapocalyptic electrical storms can be much more powerful and unpredictable than those in the age of civilization.

The ironically named “joy buzzer” is a thunderstorm gone berserk. From a distance, it looks much like a conventional thunderstorm, but it flickers with excessive energy and occasionally shoots out abortive sparks of ball lightning. Any character may make a Spot check (DC 10) to notice a joy buzzer before it passes over; success alerts the character to the joy buzzer 10 minutes before its arrival (add 1 minute for every point by which the hero beat the Spot check DC).

A joy buzzer blasts the area beneath it with lightning at a rate that puts conventional thunderstorms to shame. In addition to pouring rain, there is a 50% chance of a lightning strike every round. The lightning strikes a randomly determined creature in the open or under only light cover (tents, trees, tarps, and so on), dealing 6d6 damage (Reflex DC 15 half). (If the encounter occurs over a large area, check for a separate lightning strike for each 100-foot-by-100-foot area.) Creatures inside buildings cannot be targeted. Creatures inside vehicles can be targeted, but the lightning strikes the vehicle, dealing full damage to the vehicle and half damage to the targeted character within.

A joy buzzer lasts 2d8 rounds.

MUTATIONS

Mutations are common in apocalyptic settings. Mutants vary from horrid brutes maddened by radiation burns to creatures with psionic powers—whole new species arisen from the ashes. The basic rules for mutations are presented in Chapter 12 of *d20 Future*. This section expands those rules and provides some alternatives, both for more realistic

More Realistic Mutations

The rules for mutations here and in *d20 Future* present fantastic, story-driven options that allow amazing and inhuman abilities. They are not even close to a realistic examination of mutation. They aren't meant to be. That's because, realistically, most mutations are negative, unpleasant, or lethal.

A setting taking a more serious look at mutation may do so in many ways. First, exposure to radiation can be limited to unfortunate consequences such as sores, tumors, and disabilities.

Second, the offspring of creatures exposed to mutagens may have actual mutations, but 90% of such offspring die at birth, and 90% of those that live suffer distinctly negative mutations: drawbacks (limited to those that can reasonably be considered to not require psionics or magic), tumors, disabilities, or other weaknesses.

The 10% of creatures born with benign mutations are limited to cosmetic changes or relatively “normal” new abilities (not magical or supernatural abilities). A creature might gain low-light vision, for example, but not energy diffusion. Radiation resistance one level higher than the parent's is also a possible positive mutation.

There are no hard-and-fast rules for applying these realistic effects. The best option is to limit the negative effects to NPCs and creatures, mainly for story flavor, and to limit player characters to purely cosmetic mutations, perhaps allowing a character to take one of the more believable beneficial mutations in place of a feat.



Table 2–25: Mutations

d%	Mutation	Type	MP Cost
01–02	Extra digits	Cosmetic	0
03–04	Fins	Cosmetic	0
05–06	Forked tongue	Cosmetic	0
07–08	Horns	Cosmetic	0
09–10	Scaly skin	Cosmetic	0
11–12	Thin fur coat	Cosmetic	0
13–14	Unnatural eyes	Cosmetic	0
15–16	Unnatural hair	Cosmetic	0
17–18	Unnatural skin	Cosmetic	0
19–20	Unnatural voice	Cosmetic	0
21–22	Acidic saliva	Minor	1
23	Adrenaline jolt	Minor	3
24	Chameleon skin ¹	Minor	1
25–26	Claws	Minor	1
27	Darkvision	Minor	3
28	Direction sense ¹	Minor	1
29–30	Energy diffusion	Minor	2
31–32	Fangs	Minor	1
33–34	Force barrier	Minor	3
35–36	Gill	Minor	2
37–38	Great horns	Minor	1
39	Hypersensitivity	Minor	3
40	Leaper	Minor	1
41	Living furnace ¹	Minor	3
42	Psionic talent, minor ¹	Major	2
43	Radiation resistance ¹	Minor	3
44	Scaly armor	Minor	3
45–46	Scent	Minor	2
47–48	Second wind	Minor	2
49–50	Smokescreen	Minor	1
51	Tail	Minor	1
52	Thick fur coat	Minor	1
53	Thick hide ¹	Major	3
54	Trip attack ¹	Minor	3

d%	Mutation	Type	MP Cost
55–56	Ultra immune system	Minor	2
57	Wall crawler	Minor	2
58	Webbed digits	Minor	1
59	Adaptive body ¹	Major	6
60	Blindsight ¹	Major	5
61	Danger sense ¹	Major	6
62	Dual brains ¹	Major	5
64	Echolocator	Major	5
64	Elasticity	Major	5
65–66	Energy absorption	Major	4
67–68	Enlarged form	Major	6
69–70	Exoskeleton	Major	5
71	Extra arms	Major	6
72–73	Gazing eye	Major	4
74	Pheromone attraction	Major	6
75	Plant traits ¹	Major	5
76	Prehensile tail	Major	4
77	Prickly pear	Major	4
78–79	Psionic talent, major ¹	Major	6
80	Psionic talent, moderate ¹	Major	4
81	Quadruped ¹	Major	4
82	Radioactive	Major	5
83	Shocker ¹	Major	4
84	Skeletal reinforcement	Major	5
85–86	Stinger	Major	4
87–88	Telekinetic mind	Major	5
89–90	Telepathy	Major	5
91–92	Tentacle	Major	6
93	Venomous bite	Major	4
94	Very thick hide ¹	Major	6
95–96	Vexing voice	Major	4
97–98	Wings	Major	6
99–100	X-Ray vision	Major	6

¹ Indicates a mutation described in this chapter.

mutation effects and for the over-the-top mutations seen in some apocalyptic scenarios.

Fantastic Mutations

The basic mechanisms for fantastic mutations are presented in Chapter 12 of *d20 Future*. Mutants can be far more common in postapocalyptic campaigns than standard futuristic settings, and so here are some additional rules options (and additional mutations) to expand the types of mutants a GM may include in his game.

The most important thing when dealing with mutants is to decide how characters gain mutations. (This is separate from the explanation or rationale for the mutation in your game.) A GM may only allow mutant characters, or may require characters to pick up mutations during game time. A GM may allow players to have starting characters that are mutants (with drawbacks earning Mutation Points for beneficial mutations), or gain mutations as rewards during the game.

A campaign should have one or more defined sources of mutation. Though radiation doesn't give people superpowers in the real world, a GM may allow it to do so as the conceit of an apocalyptic campaign. Alternatively, mutation could come from nanites, genetically engineered

retroviruses, strange energies created by matter beyond the bounds of the laws of physics, alien experimentation, mad-scientist experimentation, the supernatural energies of beings from beyond our plane of existence, or even raw psionic energy. Of course, characters in a campaign world may not know what causes mutation (especially if much technology and knowledge have been lost), but a defined source helps a GM create a consistent world.

A GM should also make sure players know how common mutants are and how they are treated by society. This information establishes a baseline that players can use to form their characters' attitudes. If mutants are hated and feared, players can reasonably expect their characters to be at least cautious when encountering one. If nearly every individual is a mutant of some kind, the same reaction is far less likely.

Mutation as Reward

A GM can pass out Mutation Points (MP) as a reward for successfully overcoming one or more encounters. This is particularly appropriate in campaigns where wealth and goods are rare and a GM rarely wishes to pass out useful items as rewards. Using mutation (from being exposed to radiation, nanites, or DNA-altering goop, or being bitten by a radio-



A Road Warrior with the danger sense and monocular vision mutations

active spider) allows a GM to grant players new powers and options for their characters without making resources any less scarce.

There are drawbacks to using mutant points as treasure. First, not everyone wants to play a character with mutations, and not everyone wishes to play an obvious mutant character. A GM should be sure players are happy with mutant characters before using MPs as rewards.

Table 2-26: Drawbacks

d%	Drawback	MP Value
01-03	Ability decay	4
04-05	Achilles heel ¹	2
06-10	Blood hunger	1
11-15	Brittle bones	4
16-20	Combat fear	4
21-25	Cybernetic dependency	6
26-30	Festering sores	2
31-35	Frailty	3
36-40	Heat/cold susceptibility	1
41-45	Lethargy	2
46-50	Light sensitivity	1
51-55	Lost arm	3
56-58	Mindslave	2
59-60	Monocular vision ¹	2
61-65	Neutrad dependency	5
66-70	Pheromone repulsion	1
71-75	Poisonous blood	6
76-79	Rapid aging	2
80-85	Reduced speed	3
86-90	Thin skin	5
91-95	Ultraviolet allergy	3
96-100	Weak immune system	1

¹ Indicates a drawback described in this chapter.

Second, the GM should allow players some choice on what mutations their characters gain. The easiest way to do this is to give characters MPs and allow players to spend them however they wish. A player may decide to give a character a new drawback at the same time, earning extra points to buy mutations worth more than the MP award given.

As a guideline, a GM should give out MP equal to half the wealth bonus he would have given as an adventure reward (as determined in Chapter 7 of the *d20 MODERN Roleplaying Game*).

Thus, if a group overcomes an EL 6 encounter and would receive a +9 wealth bonus according to the standard *d20 MODERN Roleplaying Game* rules, the GM instead hands out 4 MP. If there are 4 PCs, each gains +1 MP, which may be combined with MP earned previously, or with MP from new drawbacks, to buy a new mutation.

Not all players appreciate gaining mutations as rewards for their adventures. Players can instead spend MP on bonus feats (5 MP per feat) and increases to ability scores (10 MP per point of increase).

Mutation as a Template

A GM can use mutation as a template that can be applied to PCs and foes alike. This template simply grants 8 MP in return for a +1 level shift or CR boost. (For rules on how to handle PCs with a level shift, see the entry for the weren in Chapter 13 of *d20 Future*.)

A GM can stack as many MP as she's comfortable with, adjusting effective CR and character level as appropriate.

Additional Mutations

To widen the options for mutant characters, here are new powers and drawbacks in addition to the mutations defined in *d20 Future*. Tables 2-25 and 2-26 allow the random determination of mutations and drawbacks, including those from this book as well as those in *d20 Future*.

Achilles Heel [Drawback]

You have a major weakness that can be exploited.

MP Value: 2.

Drawback: Any attack roll made to confirm a critical hit against you gains a +4 circumstance bonus.

Special: Creatures immune to critical hits cannot have this drawback.



Adaptive Body [Major]

Your body can adapt to better absorb different types of weapon damage.

MP Cost: 6.

Benefit: You gain one of the following types of damage reduction (your choice): DR 2/ballistic, DR 2/bludgeoning, DR 2/piercing, or DR 2/slashing. At the start of your turn, as a free action, you can alter the type of damage reduction, choosing a different type from the list above. The change persists until the start of your next turn.

Blindsight [Major]

You can perceive things in your immediate vicinity without sight.

MP Cost: 5.

Benefit: You have blindsight with a range of 15 feet. See page 226 of the *d20 MODERN Roleplaying Game* for a description of the blindsight special quality.

Chameleon Skin [Minor]

Your skin (or chitin, fur, or scales) can change color to match your surroundings.

MP Cost: 1.

Benefit: You gain a +4 mutation bonus on Hide checks. This bonus is reduced to +2 if you wear clothing or armor.

Danger Sense [Major]

You have a mild form of precognition that warns you of impending attack.

MP Cost: 6.

Benefit: When you are surprised at the beginning of combat, you may make a Wisdom check (DC 10). If you succeed, you may act in the surprise round as if you aren't surprised.

Direction Sense [Minor]

You can perceive true north.

MP Cost: 1.

Benefit: As long as you are awake, you always know what direction is true north.

Dual Brains [Major]

You have two brains.

MP Cost: 5.

Benefit: You have two brains, one in your head and one located in another location. Whenever you are called to make a Will save, roll twice and take the higher roll. Additionally, your penalty for fighting with two weapons is lessened by 1.

Living Furnace [Minor]

Your body generates a tremendous amount of heat, and your touch can cause things to burn and melt.

MP Cost: 3.

Benefit: You deal an extra 1 point of fire damage with a successful unarmed attack or attack with a natural weapon. Three times per day, as a free action, you can channel more of your body's heat

and increase the fire damage to 2d6 points (instead of 1 point).

You gain a +4 mutation bonus on Fortitude saves against extreme heat temperatures (see page 213 of the *d20 MODERN Roleplaying Game*).

This mutation does not grant immunity or resistance to fire.

Monocular Vision [Drawback]

You have only one eye.

MP Value: 2.

Drawback: You have poor depth perception. All range increments are halved (including those for Spot checks).

Plant Traits [Major]

You have plantlike traits. You are not a plant, but your skin turns a ripe shade of green and your eyes are dull yellow.

MP Cost: 5.

Benefit: You gain a +2 mutation bonus on saving throws against sleep, paralysis, stunning, and mind-influencing effects. You also gain low-light vision (described on page 227 of the *d20 MODERN Roleplaying Game*).

Psionic Talent, Major [Major]

You have a single psionic power.

MP Cost: 6.

Benefit: Choose one 2nd-level psionic power (from Psionic Powers in Chapter 10 of the *d20 MODERN Roleplaying Game*). You can manifest this power once per day at no power point cost. Your manifester level is one-half your character level.

Special: This mutation may be taken more than once. It can be used to increase the number of times you may use the same power, or give you a new 2nd-level power you may use once per day.

Psionic Talent, Minor [Minor]

You have a single psionic power.

MP Cost: 2.

Benefit: Choose one 0-level psionic power (from Psionic Powers in Chapter 10 of the *d20 MODERN Roleplaying Game*). You can manifest this power three times per day at no power point cost. Your manifester level is one-half your character level.

Special: This mutation may be taken more than once. It can be used to increase the number of times you may use the same power, or give you a new 0-level power you may use three times per day.

Psionic Talent, Moderate [Major]

You have a single psionic power.

MP Cost: 4.

Benefit: Choose one 1st-level psionic power (from Psionic Powers in Chapter 10 of the *d20 MODERN Roleplaying Game*). You can manifest this power three times per day at no power point cost. Your manifester level is one-half your character level.

Special: This mutation may be taken more than once. It can be used to increase the number of times you may use the same power, or give you a new 1st-level power you may use three times per day.

Quadruped [Major]

You move swiftly on all fours.

MP Cost: 4.

Benefit: Your base land speed increases by 10 feet when you move on all fours. If you have anything in your hands, you cannot run on all fours.

Radiation Resistance [Minor]

You can ignore the effects of some levels of radiation.

MP Cost: 3.

Benefit: You gain radiation resistance. You treat an irradiated area or radiation source as two degrees weaker for the purpose of determining radiation exposure (severe becomes moderate, high becomes low, moderate becomes mild, and you are unaffected by low and mild degrees of exposure).

Shocker [Major]

You can discharge a powerful stroke of lightning from your fingertips.

MP Cost: 4.

Benefit: Once per day, as a standard action, you can shoot a 5-foot-wide, 30-foot-long line of lightning that deals 5d6 points of electricity damage to every creature in its path. You can choose to widen and shorten the lightning bolt, making it 10 feet wide and 15 feet long. The bolt begins at your fingertips. A successful Reflex save (DC 10 + your character level + your Charisma modifier) halves the damage.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier out to its maximum range; otherwise, it stops at the barrier.

This mutation does not grant immunity or resistance to electricity.

Thick Hide [Minor]

Your skin is tough and resilient.

MP Cost: 3.

Benefit: You have an unusually tough hide. Increase your natural armor bonus to Defense by 2.

Special: A creature with thin skin, very thick hide, an extremely thick hide, or scaly armor cannot gain this mutation.

Very Thick Hide [Major]

Your skin is tough and resilient.

MP Cost: 6.

Benefit: You have an unusually tough hide. Increase your natural armor bonus to Defense by 4.

Special: A creature with thin skin, thick hide, an extremely thick hide, or scaly armor cannot gain this mutation.

CREATURES OF THE APOCALYPSE

Hunters from tribes of new primitives flee a pack of hyperintelligent wolves. Military survivalists fight a never-ending battle with monstrous, carnivorous roaches. Stragglers, broken bands of once-civilized folk become prey to flesh-eating plants and swarms of vermin driven by a hive-mind. Hellhounds pick through the ruins of man's monuments to greed and sin.

Radiation, toxins, genetic engineering, alien experimentation, supernatural forces and a radical and dangerous new environmental can result in numerous creatures that didn't exist in the civilized age. A number are presented here. Not all creatures are appropriate for all apocalyptic settings—some are the result of radioactive mutation, others of alien attack, supernatural invasion, or even the wrath of god. Use whichever creatures suit your campaign.

Apocalypse Demon (Template)

An apocalypse demon is a terrifying monster native to hellish realms of existence beyond our own world. More than a mere outsider, it is a terrifying embodiment of violence and war. Even other creatures of darkness avoid these beasts of battle. The apocalypse demons waited in their own dimension of constant conflict for a gate to open to a new world, and once it opened they tore that world apart, feasting upon the chaos following the apocalypse—or perhaps causing it in the first place.

More than a single species, apocalypse demons are an entire class of fiend devoted to endless fighting. Because they are infused with the power of war, they are immune to the effects of many earthly weapons. Thus, even a few apocalypse demons can defeat entire armies of conventional soldiers. Once the demons of the apocalypse have been released, the world is doomed.

After destroying a world, many apocalypse demons move back through their gates, but some stay behind. They become wandering killers or cruel warlords of shattered cities and their broken inhabitants. Apocalypse demons care about nothing but unending battle. They force their slave citizens to attack their neighbors and build gruesome monuments to each victory. Powerful apocalypse demons often rule over weaker ones, becoming generals for small armies of demon soldiers.



Fortunately, apocalypse demons are not entirely invulnerable. They are not immune to the effects from weapons made of silver or blessed by the faithful. Although this discovery rarely comes in time to prevent the destruction of civilization, postapocalyptic survivors may eventually discover this weakness and learn to fight these terrible creatures.

Template Traits

"Apocalypse demon" is an inherited template that can be added to any living creature (referred to hereafter as the base creature) other than a celestial. The creature's type changes to outsider. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +4.

Hit Dice: Change all nonclass Hit Dice to one die type larger than the base creature (for example, from d8 to d10); maximum die type d12. If the creature has a class, it gains class Hit Dice normally.

Speed: Apocalypse demons have wings, with a fly speed equal to double their base land speed or 50 feet, whichever is greater. If the base creature already has a fly speed, its fly speed increases by 10 feet or to double its base land speed, whichever is greater. Apocalypse demons have good maneuverability.

Attacks: The apocalypse demon retains all the attacks of the base creature. It also gains the ability to use all weapons proficiently, within the limits of normal size restrictions. Most carry at least one melee weapon and one firearm, though they may prefer to use their natural attacks.

Special Qualities: The apocalypse demon retains all the special qualities of the base creature. It also gains the following special qualities.

Darkvision (Ex): An Apocalypse demon has darkvision with a range of 300 feet.

Damage Reduction (Ex): Roll on Table 8-21: Fiend Immunities, Resistances and Damage Reduction (page 235 of the *d20 MODERN Roleplaying Game*) to determine an apocalypse demon's DR. Regardless of what DR it has, it is always overcome by silver weapons.

Immunities (Ex): Roll on Table 8-21: Fiend Immunities, Resistances and Damage Reduction (page 235 of the *d20 MODERN Roleplaying Game*) to determine an apocalypse demon's immunities.

Resistance to Energy (Ex): Roll on Table 8-21: Fiend Immunities, Resistances and Damage Reduction (page 235 of the *d20 MODERN Roleplaying Game*) to determine an apocalypse demon's resistances.

Allegiances: An apocalypse demon always has allegiances to evil and chaos.

Ability Scores: An apocalypse demon gains the following ability score increases: Str +8, Dex +6, Con +4, Int +0 (minimum score of 6), Wis +4, Cha +6.

Automatic Languages: An apocalypse demon can speak Abyssal.

Skills: An apocalypse demon gains skill points as an outsider of its nonclass Hit Dice. Treat all skills as class skills. If the creature has a class, it gains skills for class levels normally.

Feats: Apocalypse demons gain Advanced Firearms Proficiency, Archaic Weapons Proficiency, Exotic Weapons Proficiency (cannons, heavy machine guns, grenade launchers, and rocket launchers), and Personal Firearms Proficiency as bonus feats.

An apocalypse demon
minotaur



CT

45

RULES MODULES

Sample Apocalypse Demon

The following sample apocalypse demon uses a minotaur as the base creature. This results in a massive, bull-horned and cloven-hoofed creature with giant bat wings wielding a sword and an assault rifle. Its charge, scent, and natural cunning abilities work like a minotaur's do, and it receives the same +4 species bonus on Search, Spot, and Listen checks.

Apocalypse Demon Minotaur: CR 8; Large outsider; HD 6d10+24; hp 57 (33 from HD); Mas 19; Spd 30 ft., fly 60 ft. (good); Defense 14, touch 9, flat-footed 14 (-1 size, +5 natural), BAB +6, Grap +18 (+6 BAB, +4 size, +8 Str); Atk +13 melee (2d8+12, Huge longsword) or +8 ranged (2d10, HK G3); Full Atk +13/+8 melee (2d8+12, Huge longsword), +8 melee (1d8+4, gore), or +13/+8 melee (1d4+8, slam), or +8/+3 ranged (2d10, HK G3); FS 10 ft. by 10 ft.; Reach: 10 ft.; SQ charge 4d6+12, scent, natural cunning, darkvision 300 ft., DR 5/+1 or silver, immune to acid damage, electricity resistance 20, weapon immunity; AL chaos, evil; SV Fort +8, Ref +8, Will +7; AP 0; Rep +0; Str 27, Dex 16, Con 19, Int 7, Wis 14, Cha 14.

Skills: Intimidate +8 (6 ranks +2 Cha), Jump +14 (6 ranks +8 Str), Listen +12 (6 ranks +2 Wis, +4 species), Search +8 (6 ranks, -2 Int, +4 species), Speak Abyssal, Speak Giant, Spot +12 (6 ranks +2 Wis, +4 species).

Feats: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Exotic Weapons Proficiency (cannons, heavy machine guns, grenade launchers, and rocket launchers), Great Fortitude, Personal Firearms Proficiency, Power Attack.

Possessions: Huge longsword, HK G3.

Advancement: By character class.

Combat Robot T-C-4 "Tin Can" (PL 6)

The T-C-4 Basic Combat Robot is a relatively simple and unsophisticated design. It might be a foot soldier in the effort to eradicate mankind in a rise of the machines scenario or an alien invasion, or perhaps it was deployed by human forces in an apocalyptic war, with a few rogue units still operating in the aftermath. Survivors call it the "tin can" because of its cylindrical head and the relative ease in which one is destroyed. However, what it lacks in firepower and armor, it usually makes up for in sheer numbers. Tin cans are commonly deployed in units of four, often with a meatgrinder (see below) as backup.

The tin can is a bipedal design that superficially resembles the human form. Its head contains sensors, and its core computer is protected by the chest cavity. It typically carries an advanced assault rifle, but some models exist with heavier mounted weaponry.

The tin can is not a sentient robot; it is controlled through encrypted radio messages sent by an A.I. robot or supercomputer.

Combat Robot T-C-4 "Tin Can": CR 1; Medium-size construct; HD 1d10+10; hp 15; Mas -; Init +2; Spd 30 ft.; Defense 18, touch 12, flat-footed 16; BAB +0; Grp +2; Atk +2 melee (1d4+2, hand) or +2 ranged (2d8, OICW assault rifle); Full Atk: +2 melee (1d4+2, hand) or +2 ranged (2d8, OICW assault rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits, darkvision 60 ft.; AL varies; AP 0; Rep +0; SV Fort +0, Ref +2, Will +0; Str 14, Dex 14, Con -, Int -, Wis 10, Cha 1.

Skills: Climb +6, Hide +6, Jump +6, Listen +6, Move Silently +6, Spot +6

Equipment: OICW assault rifle, 4 magazines.

The "Tin Can" T-C-4 Basic Combat robot has the following systems and accessories.

Frame: Biomorph.

Locomotion: Legs (2, speed-enhanced).

Manipulators: Hands (2).

Armor: Resilium armor.

Sensors: Class VI sensors.

Skill Software: Climb skill progit (4 ranks), Hide skill progit (4 ranks), Jump skill progit (4 ranks), Listen skill progit (4 ranks), Move Silently skill progit (4 ranks), Spot skill progit (4 ranks).

Ability Upgrade: Dexterity Upgrade (+4).

Combat Robot M-G-8 "Meatgrinder" (PL 6)

The M-G-8 is a large, powerful robot designed both for heavy, up-close fighting and for duty as a mobile weapons platform in support of other robots. Like the T-C-4 (above), it might be a human design left over from preapocalyptic armies, or it might be a machine- or alien-made model designed to eradicate humanity. Survivors of the apocalypse have nicknamed it the "meatgrinder" for its ability to chew apart bodies with seeming ease. It's also sometimes referred to as a "hunter-killer."

A meatgrinder looks like an oversized crab, with a thick outer carapace and six spindly legs that propel it in a disturbing gait, even up walls. Its sensors package sits in the front like an evil-looking head with a cluster of glowing red eyes. Two mounted laser rifles and a mini-rocket launcher are capable of laying down a withering storm of fire.

The meatgrinder is not a sentient robot; it is controlled through encrypted radio messages sent by an A.I. robot or supercomputer.

Combat Robot M-G-8 "Meatgrinder": CR 10; Large construct; HD 7d10+20; hp 55; Mas -; Init +4; Spd 30 ft.; Defense 17, touch 9, flat-footed 17; BAB +5; Grp +15; Atk +10 melee (1d6+6, claw), or +4 ranged (3d8, laser rifle), or +4 (varies, mini-rocket launcher); Full Atk: +10 melee (1d6+6, claw) or +4 ranged (3d6, 2 laser rifles) and +4 ranged (varies,



mini-rocket launcher); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ construct traits, darkvision 60 ft.; AL varies; AP 0; Rep +0; SV Fort +2, Ref +2, Will +2; Str 23, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills: Climb +10, Hide -5, Listen +12, Search +4, Spot +8.

Feats: Alertness, Exotic Weapon Proficiency (rocket launcher), Improved Initiative, Personal Firearms Proficiency.

Equipment: 2 laser rifles (mounted), mini-rocket launcher (mounted), 6 shrapnel rockets, 4 fireflush rockets, 2 concussion rockets.

The "meatgrinder" combat robot has the following systems and accessories.

Frame: Armature.

Locomotion: Multiple legs (6).

Manipulators: Hands (4).

Armor: Duralloy armor.

Sensors: Class VI.

Skill Software: Climb progit (4 ranks), Listen skill progit (8 ranks), Search skill progit (4 ranks), Spot skill progit (4 ranks).

Feat Software: Alertness progit, Exotic Weapon Proficiency (rocket launcher) progit, Improved Initiative progit, Personal Firearm Proficiency progit.

Ability Upgrade: Dexterity upgrade (+2).

Accessories: Loading mechanism, magnetic feet, weapon mounts (3).

Donkey

Donkeys (including burros) are Medium-size pack animals. Larger beasts of burden such as mules use the horse statistics on page 239 of the *d20 MODERN Roleplaying Game*.

Donkeys are surefooted and sturdy. They can carry up to 50 pounds as a light load, 51-100 pounds as a medium load, and 101-150 pounds as a heavy load. A donkey can drag 750 pounds.

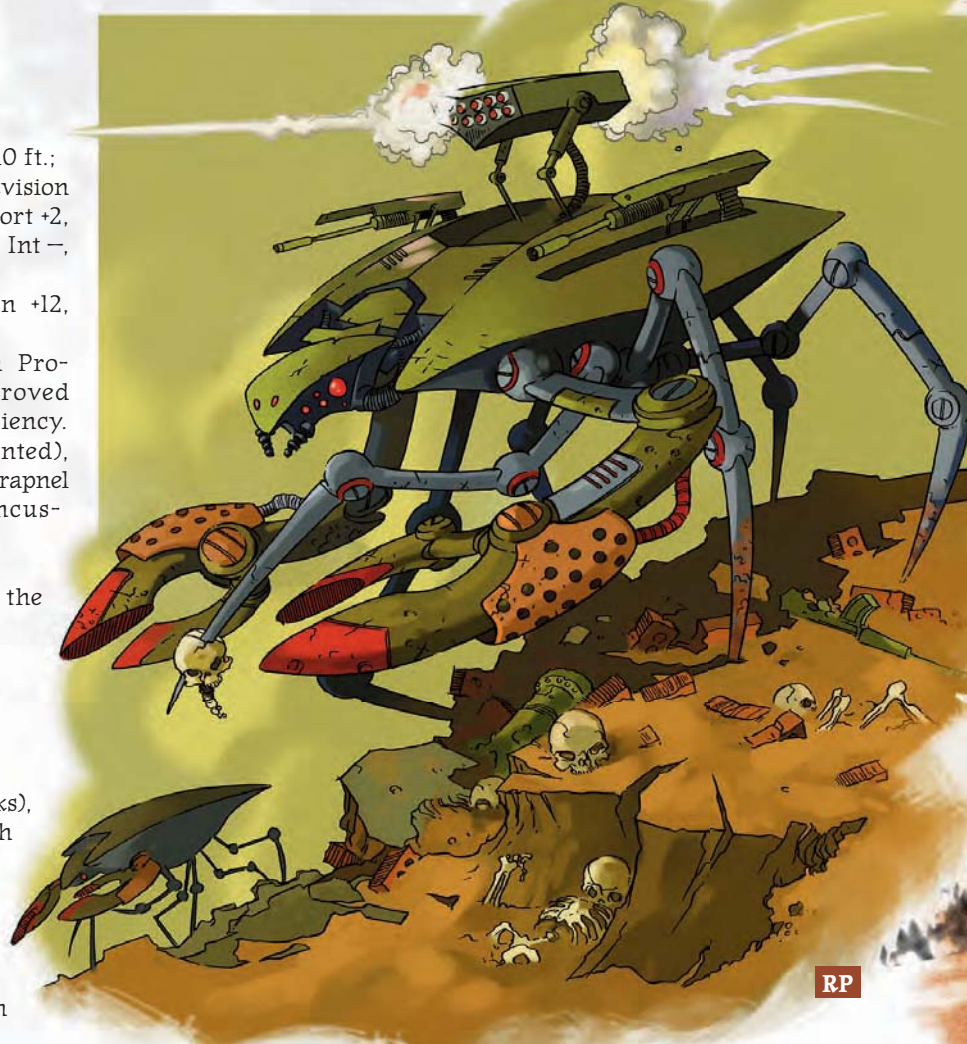
Species Traits

Low-Light Vision (Ex): Donkeys can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent (Ex): This ability allows the donkey to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See page 228 of the *d20 MODERN Roleplaying Game*.

Skill Bonus: Donkeys gain a +2 species bonus on Balance checks.

Donkey: CR 1/6; Medium-size animal; HD 2d8+2; hp 11; Mas 12; Init +0; Spd 30 ft.; Defense 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); BAB +1; Grap +1; Atk +1 melee (1d3, bite); Full Atk +1 melee (1d3, bite);



RP

"Meatgrinder"

FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision, scent; AL none or owner; SV Fort +4, Ref +4, Will +0; AP 0; Rep +0; Str 10, Dex 13, Con 12, Int 1, Wis 11, Cha 4.

Skills: Balance +3, Listen +5, Spot +5.

Feats: None.

Advancement: None.

Horseman of the Apocalypse

Though not the towering figure represented in the Bible, a horseman of the apocalypse is nonetheless terrifying. Untold millions swept through the world during Judgment Day, killing without mercy. After the apocalypse, some remain. There are four different types of horseman, each a variant of the base form.

A horseman of famine appears as a hideously gaunt figure wearing tattered rags. It rides upon a black, bestial horse, also emaciated. The horseman's mouth is wide, pulled back in a rictuslike grin, and measly strands of hair flop from its head. It carries a pair of rusted scales.

A horseman of pestilence resembles a corpse riddled by a horrible, flesh-eating virus. Trails of blood-soaked bandages dangle from its body. Its skin is a mass of festering sores and boils that

constantly ooze a sickening, disease-ridden pus. Its mount is equally diseased and disturbing. A horseman of pestilence carries a bow, although it never uses the weapon.

A horseman of war is a powerful, imposing figure clad in ancient armor the color of dried blood. Its mount resembles an enormous red, infernal-looking Clydesdale. The horseman carries a cruel sword that is an extension of its own body.

A horseman of death is a skeletal figure garbed in black robes, its face hidden in perpetual shadow. Its mount is a sickly pale white, and it seems to shift in and out of existence. The horseman carries an enormous scythe that is an extension of its own body.

Horseman of the Apocalypse: CR 13; Large outsider; HD 10d8+50; hp 90; Mas 20; Init +2; Spd 60 ft.; Defense 25, touch 11, flat-footed 23; BAB +7; Grp +17; Atk +12 melee (1d10+6, unarmed strike or integrated weapon) or +8 ranged; Full Atk: +12/+7 melee (1d10+5, unarmed strike or integrated weapon); FS 10 ft./10 ft.; Reach 10 ft.; SA varies (see below); SQ horseman of the apocalypse traits, outsider traits; AL horsemen of the apocalypse; AP 0; Rep +0; SV Fort +12, Ref +9, Will +9; Str 23, Dex 14, Con 20, Int 10, Wis 14, Cha 18.

48

Horseman of pestilence



Skills: Jump +19, Listen +15, Move Silently +15, Search +6, Spot +15, Swim +12, Survival +15.

Feats: Heroic Surge, Power Attack, Run, Track.

Possessions: Varies (see below).

Species Traits

All horsemen of the apocalypse have the following traits.

Bonus Feat: A horseman of the apocalypse gets Track as a bonus feat.

Immunities (Ex): A horseman is immune to electricity and poison.

Damage Reduction 10/+1 (Su): In campaigns with no or few magic weapons, the GM can either disregard the horseman's damage reduction or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, sonic/concussion, piercing, or slashing).

Summon Horseman (Su): Once per day, a horseman can attempt to summon 1d2 horsemen of the same type as it is, with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

Haste (Sp): Once per day, a horseman may cast *haste* upon itself as if cast by a 5th-level Mage.

Combined Mount and Rider (Ex): Although a horseman appears to be riding its mount, it is treated at all times as if it were a single Large creature. A horseman can never be dismounted.

Specific Types

Described here are the traits for the four different types of horsemen of the apocalypse. Each type uses the statistics above unless otherwise noted.

Horseman of Famine: A horseman of famine has the following traits.

Aura of Famine (Su): A horseman of famine produces an aura that saps the energy from creatures. All creatures within 30 feet must make a Fortitude save (DC 19) each round or take 1d3 points of Constitution damage. This damage can only be restored by eating the equivalent of a full day's worth of food (in addition to the normal food requirement). This ability is Charisma-based.

Wasting Touch (Su): A creature that takes damage from an unarmed attack by a horseman of famine must make a Fortitude save (DC 20) or take 1d4 points of Constitution drain. This ability is Constitution-based.

Horseman of Pestilence: A horseman of pestilence has the following traits.

Aura of Disease (Su): A horseman of pestilence produces an aura of filth and disease. All creatures within 30 feet must make a Fortitude save (DC 19) each round or contract anthrax (see page 215 of

the *d20 Modern Roleplaying Game*). This ability is Charisma-based.

Diseased Touch (Su): A creature that takes damage from an unarmed attack by a horseman of pestilence must make a Fortitude save (DC 20) or immediately suffer the effects of necrotizing faciitis (see page 215 of the *d20 Modern Roleplaying Game*), as if the disease had completed its incubation period. This ability is Constitution-based.

Horseman of War: A horseman of war has the following traits.

Aura of Violence (Su): A horseman of war produces an aura that inspires mindless violence. All creatures within 30 feet must make a Will save (DC 19) every round or attack the nearest creature, friend or foe. A creature that makes this save is shaken for 1d6 rounds. This ability is Charisma-based.

Touch of Torment (Su): A creature that is damaged by any attack by a horseman of war must make a Fortitude save (DC 20) each round or take 1d6 points of Constitution damage in a bout of extreme pain. In addition, a creature that fails this save moves at half speed and must make a Concentration check (DC 15) to take an action despite the excruciating pain.

Integrated Weapon (Ex): Although it appears to wield a sword as a weapon, a horseman of war attacks as if using a natural weapon. The weapon is an extension of its body, and the horseman cannot be disarmed.

Horseman of Death: A horseman of death has the following traits.

Aura of Despair (Su): A horseman of death produces an aura of despair and hopelessness. All creatures within 30 feet must make a Will save (DC 19) or be affected by a *cause fear* spell as if cast by a 5th-level Mage. This ability is Charisma-based.

Touch of Death (Su): If a horseman of death succeeds on a touch attack, the victim must make a Fortitude save (DC 20) or die. A creature that makes this save takes 4d6 points of damage. A horseman may only attempt this ability once per creature. This ability is Constitution-based.

Integrated Weapon (Ex): Although it appears to wield a scythe as a weapon, a horseman of death attacks as if using a natural weapon. The weapon is an extension of its body, and the horseman cannot be disarmed.

Mutated Creature

Radiation, mutagens, supernatural energy, or even the unexplained effects of a deep-space comet strike might all contribute to the mutation of Earth's natural flora and fauna.

Template Traits

"Mutated creature" is an acquired template that can be added to any creature (referred to hereafter as the base creature) that has been exposed to radiation or a mutagen. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Hit Dice: Change to one die type larger than the base creature (for example, from d8 to d10); maximum die type d12.

Type: The creature gains the mutated subtype.

Base Attack: Same as the base creature +1.

Special Qualities: A mutated creature retains all the special qualities of the base creature and gains the additional special qualities described below.

Drawbacks (Ex): A mutated creature gains 1d3 drawbacks. Roll on Table 2-26: Drawbacks (page 42) to determine the mutated creature's drawbacks, or pick drawbacks appropriate to the creature's niche.

Mutations (Ex): A mutated creature gains Mutation Points equal to 5 + one-half the creature's HD + the MP value of its drawbacks. Roll on Table 2-25: Mutations (page 41) to determine the mutated creature's mutations, or pick mutations appropriate to the creature's niche.

Radiation Resistance (Ex): A mutated creature treats an irradiated area or radiation source as two degrees weaker for the purpose of determining radiation exposure (severe becomes moderate, high becomes low, moderate becomes mild, and the creature is unaffected by low and mild degrees of exposure).

Saves: A mutated creature gains a +2 mutation bonus on Fortitude saves.

Ability Scores: A mutated creature gains the following ability score increase: Con +2.

Mutated Bear: CR 6; Large animal (mutated); HD 6d10+30; hp 63; Mas 21; Init +1; Spd. 40 ft.; Defense 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +5 natural); BAB +5; Grap +17; Atk +12 melee (1d8+8, claw) or Atk +12 melee (1d8+8, gore) or Atk +12 melee (1d8+8, tail); Full Atk +12 melee (1d8+8, 2 claws), +7 melee (2d8+4, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ electricity and fire resistance 5, improved grab, low-light vision, radiation resistance, scent, telekinetic mind, ultra immune system; AL none; SV Fort +12, Ref +4, Will +3; AP 0; Rep +0; Str 27, Dex 13, Con 21, Int 2, Wis 12, Cha 6.

Skills: Balance +3, Climb +18; Listen +6, Spot +6.

Feats: None.

Mutations (Ex): This mutated bear has the following mutations and drawbacks.

Blood Hunger: This mutated bear must drink one pint of blood from a willing, helpless, or dying (but not dead) creature every 24 hours or take 1d4 points of Constitution damage that cannot be restored through natural healing. The Constitution damage is restored within 1d6 rounds of drinking a pint of blood. Drinking a pint of blood is an attack action.

Energy Diffusion: This mutated bear has electricity resistance 5 and fire resistance 5.

Great Horns: The mutated bear has a single large horn with which it can make gore attacks.

Lethargy: The mutated bear's Reflex save includes a -2 penalty.

Tail: The mutated bear has a thick, ropy tail with which it can make slam attacks.

Telekinetic Mind: As a move action that does not provoke attacks of opportunity, the mutated bear can move an unattended object it can see weighing up to 5 pounds up to 15 feet in any direction. The bear must concentrate to move it telekinetically; if its concentration is broken while levitating the object, the object falls.

Ultra Immune System: The mutated bear gains a +2 mutation bonus on Fortitude saves to resist poisons, disease, and radiation sickness (see page 80 of *d20 Future*). Furthermore, any permanent ability drain inflicted on the bear is treated as temporary ability damage instead.

Advancement: 7–10 HD (Large).

Rad-Roach

The rad-roach is a breed of mutated, carnivorous roach common in many blasted, apocalyptic landscapes. It is a small, armored eating machine that hunts down prey by scent and consumes it live. Nearly immune to radiation, rad-roaches flourish in places that cause other creatures to sicken and die.

A rad-roach appears to be a much larger version of its common kitchen-raiding cousin. It is sleek and black, with a hard shell and numerous long feelers that protrude from its front. Its entire head opens into a 4-jawed mouth, allowing it to deliver bites more damaging than its size would suggest.

A typical rad-roach is 3 feet long, 1 foot wide, and weighs 100 pounds. A clutch of rad-roach eggs can number in the thousands, and when they hatch they can form a roach swarm (see Thinking Swarm, below).

Species Traits

Disease: Rad-roaches are carriers of vile diseases to which they are naturally immune. These diseases are transmitted by both injury and ingestion, so any creature that damages a rad-roach with a bite attack (or eats one) is exposed.

Roach Fever: Injury/ingested DC 16; incubation period 2d4 hours; initial damage 1 Con; secondary damage 1d2 Str plus 1d2 Con.

Radiation Resistance (Ex): Rad-roaches treat an irradiated area or radiation source as two degrees weaker for the purpose of determining radiation exposure (severe becomes moderate, high becomes low, moderate becomes mild, and the creature is unaffected by low and mild degrees of exposure).

Rad-Roach: CR 1/2; Small vermin; HD 1d8; hp 4; Mas 10; Init +3; Spd 30 ft., climb 10 ft.; Defense 16, touch 14, flat-footed 13 (+1 size, +3 Dex, +2 natural

armor); BAB +1; Grap -4; Atk +5 melee (1d6-1 plus disease, bite); Full Atk +5 melee (1d4-1 plus disease, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blindsight 60 ft., disease, immune to mind-influencing attacks, radiation resistance, resistance to massive damage; AL none; SV Fort +2, Ref +3, Will +0; AP 0; Rep +0; Str 9, Dex 17, Con 10, Int 2, Wis 10, Cha 2.

Skills: Climb +10, Hide +11, Move Silently +7, Spot +4.

Feats: Weapon Finesse (bite).

Advancement: 2–4 HD (Small), 5–7 HD (Medium-size).

Thinking Swarm

Thinking swarms are dense masses of Fine, Diminutive, or Tiny creatures that are not particularly dangerous in small groups, but can be terrible foes when gathered in sufficient numbers. Though each creature within the swarm is no more than a typical vermin or animal, when the swarm gathers together it gains an intelligence nearly equal to a human.

For game purposes, a swarm is defined as a single creature with a space of 10 feet—gigantic hordes are actually composed of dozens of swarms in close proximity. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Defense. It makes saving throws as a single creature.

Many different creatures can mass as thinking swarms; thinking ant and rat swarms are described here. The thinking swarm's type varies with the nature of the component creature (most are animals or vermin), but all swarms have the swarm subtype.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger thinking swarms are represented by multiples of single swarms. A large thinking swarm is completely shapeable, though it usually remains contiguous.

To attack, a single thinking swarm moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but even so it remains a creature with a 10-foot space. Thinking swarms never make attacks of opportunity, but they can provoke attacks of opportunity (they are clever enough to avoid doing so when possible). Unlike other creatures with a 10-foot space, a thinking swarm is shapeable. It can occupy any four contiguous squares, and it



can squeeze through any space large enough to admit one of its component creatures.

Species Traits

Thinking swarms share the following traits.

Distraction (Ex): Any living creature that begins its turn with a thinking swarm in its space must succeed on a Fortitude save (DC 12) or be nauseated for 1 round. The save DC is Constitution-based.

Divided Physiology (Ex): A thinking swarm is immune to all effects of massive damage, as well as critical hits. By the same token, a thinking swarm cannot grapple, or be grappled. It is also immune to trip and bull rush attacks, unless such attacks are somehow made with an item that can cover all the spaces the swarm occupies.

Hive Mind (Ex): Any thinking swarm with at least 1 hit point per Hit Die forms a hive mind, giving it an Intelligence score of 6. When a thinking swarm is reduced below this hit point threshold, it becomes mindless. Because it only has this Intelligence when in a swarm, its skills are determined as if it had an Intelligence score of 2 (if animal) or – (if vermin).

Resistance to Physical Attack (Ex): Swarms are extremely difficult to fight with physical attacks (taking half damage, or no damage, depending on the swarm). However, they have a few special vulnerabilities. A lit torch or other fire or electricity source (road flare, live power cables) swung as an improvised weapon deals 1d3 points of fire damage or electricity damage (as appropriate) per hit. Any weapon that deals area damage, such as a flamethrower, affects thinking swarms normally, as do most magical and psionic attacks.

Skills: Thinking swarms of the vermin type have a +4 racial bonus on Listen and Spot checks.

Feats: All thinking swarms gain Weapon Finesse (swarm) as a bonus feat.

Thinking Swarm (Vermin)

This thinking swarm of ants is typical of vermin thinking swarms.

Thinking Ant Swarm: CR 3; Large vermin (swarm); HD 6d8–6; hp 21; Mas –; Init +4; Spd 10 ft.; Defense 18, touch 18, flat-footed 14; BAB +4; Grap –, Atk +7 melee (2d6, swarm); Full Atk +7 melee (2d6, swarm); FS 10 ft. by 10 ft.; Reach 0 ft.; SQ dark-vision 60 ft., distraction, divided physiology, hive mind, resistance to physical attack, vermin traits; AL none; SV Fort +4, Ref +6, Will +2; AP 0; Rep +0; Str 1, Dex 19, Con 8, Int 6, Wis 10, Cha 2.

Skills: Listen +4, Spot +4.

Feats: Weapon Finesse (swarm).

Advancement: None.

Thinking Swarm (Animal)

This thinking swarm of rats is typical of animal thinking swarms. It has the following additional special qualities.

Scent (Ex): This ability allows the thinking swarm to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: A thinking rat swarm has a +4 species bonus on Hide and Move Silently checks. It uses its Dexterity modifier for Climb checks.

Thinking Rat Swarm: CR 3; Large animal (swarm); HD 6d8; hp 13; Mas –; Init +2; Spd 15 ft., climb 15 ft.; Defense 11, touch 11, flat-footed 9; BAB +3; Grap –, Atk +6 melee (d6, swarm); Full Atk: +6 melee (d6, swarm); FS 10 ft. by 10 ft.; Reach 0 ft.; SQ distraction, divided physiology, hive mind, resistance to physical attack, scent; SV Fort +4, Ref +6, Will +2; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

Skills: Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10.

Feats: Alertness, Weapon Finesse (swarm).

Advancement: None.

Viral Deathspawn (Template)

Viral deathspawn are more than just walking corpses. They are roaming sources of infected evil, able to pass on their foul state to living victims with a bite or claw wound. Those killed by a viral deathspawn rise as creatures of the same type, and even those who survive an initial encounter may fall prey to the infection later. A single viral deathspawn can infect dozens of victims in a few hours, and each of them can spread the evil just as quickly.

Template Traits

"Viral deathspawn" is an acquired template that can be added to any creature killed by a viral deathspawn (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +1.

Type: The creature's type changes to undead.

Hit Dice: Change to dl2. Viral deathspawn have no Constitution score.

Attacks: If the viral deathspawn does not already have a bite or claw attack, it gains a bite attack that deals damage based on the creature's size (see Table 8–16: Undead, page 223 of the *d20 Modern Roleplaying Game*).

Special Qualities: The viral deathspawn keeps all the special qualities of the base creature, and gains the abilities described below.

Cannibalistic Hunger (Su): A viral deathspawn prefers to feed on living members of its former species and deals +1 point of damage when it hits such creatures with any of its natural weapons. For instance, a human viral deathspawn gets the damage bonus when it hits a living human with its bite attack.

A viral deathspawn has no taste for the flesh of other viral deathspawn.



A pack of viral deathspawn on the move

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Scent (Ex): Viral deathspawn all have the scent ability (see page 228 of the d20 Modern Roleplaying Game).

Viral Death (Su): Any creature killed by a viral deathspawn rises as a viral deathspawn 1d4 rounds later. A viral deathspawn retains no memories or alliances from its old life. The new viral deathspawn creates other viral deathspawn by killing new victims.

Furthermore, any creature wounded by a natural attack of a viral deathspawn is exposed to the death virus (injury DC 16; incubation period 4d6 hours; initial damage 1d6 Dex; secondary damage 1d6 Con). A victim reduced to 0 Constitution dies and rises 1d4 rounds later as a viral deathspawn.

Allegiances: A viral deathspawn always has allegiances to chaos and evil, and no other allegiances.

Saves: As the base creature, modified by altered ability scores (see below).

Action Points: Viral deathspawn do not acquire or amass action points. It loses any action points possessed by the base creature.

Abilities: Apply the following modifiers to the base creature's ability scores: Str +2, Dex +2, Int -2, Wis -2, Cha -4. No penalty can reduce an ability score below 3. Viral deathspawn have no Constitution score.

Skills: The viral deathspawn loses all skills.

Feats: The viral deathspawn loses all the base creature's feats and gains the Toughness feat.

Advancement: None.

Sample Viral Deathspawn

The following viral deathspawn is based on a human.

Human Viral Deathspawn: CR 1; Medium-size undead; HD 1d12+3; hp 9; Init -1; Spd 30 ft.; Defense 11, touch 9, flat-footed 11 (-1 Dex, +2 natural), BAB +0, Grap +1; Atk +1 melee (1d6+1 plus disease, bite); Full Atk +1 melee (1d6+1 plus disease, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ cannibalistic hunger, scent, undead, viral death; AL chaos, evil; SV Fort +0, Ref -1, Will +3; AP 0; Rep +0; Str 13, Dex 12, Con -, Int 9, Wis 8, Cha 6.

Skills: None.

Feats: Toughness.

Possessions: Tattered clothes.

Using Existing Creatures

Existing creatures from other d20 System rulebooks can stand in for mutated species. This is true for character races as well as monsters: A game could allow any of the alien species from *d20 Future* as a mutated player species, and use many of the threats and creatures from other d20 System sources as mutant animals and threats.

Most aberrations, humanoids, magical beasts, and monstrous humanoids make good mutants. Even some outsiders and undead make appropriate mutant creatures in certain games. Sometimes it's necessary to redefine a magical ability as being psionic, or eliminate it altogether, but most creatures of these sorts are believable as the result of wacky evolution run amuck.

The creatures in the lists below are appropriate for use as mutants. The potential creature from which each may have mutated is given in parentheses after the creature name.



d20 MODERN Roleplaying Game

The following creatures, described in Chapter 8: Friends and Foes of the *d20 MODERN Roleplaying Game*, are well suited to serve as mutant creatures in a *d20 Apocalypse* campaign.

Bugbear (bear); displacer beast (panther); fiend, rotlord (human); gnoll (dog); kobold (lizard); minotaur (bull); monstrous flytrap (flytrap); monstrous spider (spider); moreau (moreau base creature); ogre (human); troglodyte (human); troll (human); vampire (human); wyrm (snake); yuan-ti (snake); zombie (human).

d20 Menace Manual

The following creatures, described in Chapter 1: Creatures of the *d20 Menace Manual*, are appropriate to serve as mutants in a *d20 Apocalypse* campaign.

Acid rainer (jellyfish); anaconda, giant (anaconda); bogeyman (human); cat folk (human or cat); Crawsfordville monster (germ); dimensional horror (virus); dread tree (tree); drop bear (koala); fiend, kwevencha (spider); fiend, stygilor (human); fraal (human); gardhyi (human); grimlock (human); half-fraal (any humanoid); infester (eel); kinori (lizard); malleable creature (any creature); maniac (any humanoid); man-o'-war, giant (man-o'-war); mapinguari (bear); Mongolian death worm (millipede); neothelid (slug); rod (insect); sasquatch (primate); sea serpent (eel); sewer sludge (amoeba); snake, hoop (snake); toxic sludge (amoeba); yeti (bear); zeikune (starfish).

URBAN ARCANA Campaign Setting

The following creatures, described in Chapter 7: Creatures of the *URBAN ARCANA Campaign Setting*, fit easily into a *d20 Apocalypse* campaign.

Blix (psionic human); drow (human); dwarf (human); elf (human); gnome (human); halfling (human); leechwalker (leech); rat, dire (rat); roach thrall (roach); skunk ape (skunk); urban wendigo (human).

Monster Manual

The *DUNGEONS & DRAGONS*® *Monster Manual* describes dozens of creatures that can be imported into a *d20 Apocalypse* campaign. GMs should not discount this resource when searching for mutant creatures to populate a wasteland adventure. Turning a D&D monster into a *d20 Apocalypse* creature should require only minor modifications—turning the ethereal marauder into a psionic marauder, for instance.

Here's a list of *Monster Manual* critters that lend themselves well to *d20 Apocalypse* encounters.

Aboleth (fish); achaierai (ostrich); ankheg (roach); arrowhawk (vulture); assassin vine (kudzu); behir (crocodile); blink dog (dog); carrion crawler (centipede); chuul (lobster); cloaker (manta ray); darkmantle (squid); destrachan (re-evolved dinosaur); digester (re-evolved dinosaur);

dinosaur (re-evolved from birds); dire animals (base animals); dragon turtle (snapping turtle); eagle, giant (eagle); ettercap (spider); ettin (human); formian (ant); frost worm (snake); giant ant (ant); giant bombardier beetle (bombardier beetle); giant fire beetle (beetle); giant owl (owl); giant praying mantis (praying mantis); giant stag beetle (beetle); giant wasp (wasp); girallon (ape); githyanki (human); grick (snake); griffon (eagle); hill giant (human); hippogriff (eagle); howler (porcupine); kraken (squid); krenshar (hyena); kuo-toa (frog); lizardfolk (crocodile); lo-cathah (fish); manticores (tiger); monstrous centipede (centipede); monstrous scorpion (scorpion); owlbear (owl); phantom fungus (mold); phase spider (spider); purple worm (worm); remorhaz (millipede); roc (vulture); rust monster (ant eater); sea cat (dolphin); shocker lizard (electric eel); shrieker (mushroom); spider eater (wasp); stirge (bat); swarm (any); tendriculos (moss); treant (tree); violet fungus (mushroom); winter wolf (wolf); worg (wolf); wyvern (bat).

Any of these creatures can be altered further by applying the mutated creature template (see page 49) to them.

VIRULENCE

If a biological disaster was the apocalypse that depopulated your world, chances are the disease behind the cataclysm still exists in some form. It may have mutated since the fall of humankind, periodically reappearing among the surviving population to take an additional toll. The survivors of the apocalypse—and their offspring—are immune to the original disease, but mutated versions, called secondary infections, may resurface, causing severe effects even in the immune population.

Additionally, all-new diseases with the potential to spread massive death can spring up or reach populations never before exposed. The scant medical resources available in the postapocalypse are hardly capable of dealing with such a threat.

This section provides rules for viruses deadly enough to lie at the root of a biological cataclysm. These superviruses are not handled in the same way as standard diseases in the *d20 MODERN Roleplaying Game*. Instead of dealing set amounts of ability damage, most superviruses have more complex effects. The rules for resisting the disease—and perhaps recovering—remain the same, however.

Once a character suffers the effects of a disease and survives (that is, she fails the initial Fortitude save, but later, when affected by the disease, succeeds on the Fortitude save two days in a row and recovers), she is immune to the primary infection. She is still susceptible to secondary infections, however.

Supervirus Descriptions

Each supervirus description contains the following information.

Origin: Superviruses are either naturally occurring or weaponized. A natural supervirus emerges from nature; a weaponized virus is created or improved in a lab for use in biological weapons.

Type: This entry gives the method by which the virus is spread, along with the DC of the Fortitude save to avoid catching the disease. In addition to the methods by which standard diseases are spread (ingestion, inhalation, or injury), some superviruses are spread by contact; touching the flesh of an infected creature delivers the disease.

Inhaled superviruses can be delivered on the breath of an infected individual. Any creature that comes within 5 feet of an infected creature must make a Fortitude saving throw to avoid catching the disease.

Inhaled or contact type diseases can be spread by infected corpses as well as still-living creatures. For each day the corpse has been dead, the DC of the Fortitude save to avoid catching the disease is reduced by 1.

Incubation Period: The amount of time before the primary infection occurs. Unless otherwise noted, the infected creature is not contagious until the primary infection begins.

Carrier: If this entry is "Yes," an infected creature can carry the disease without suffering its effects. If the disease can be carried, a creature that makes its Fortitude save successfully, but

makes it by 5 or fewer points, is contagious after the end of the incubation period for the indicated length of time.

Symptoms: The tangible signs of the disease.

Primary Infection: The game effects of the infection. In most postapocalyptic settings, the primary infection will have been spread in the past; at the present time, most if not all of the members of the population are immune to a supervirus's primary infection. However, they can still be laid low by a secondary infection (see below) that is still circulating.

Brain Blast

Origin: Weaponized.

Type: Inhaled, Fort DC 22.

Incubation Period: 1d4 days.

Carrier: Yes (1d6 days).

Symptoms: Headache, the manifestation of random psionic powers, confusion, stupor, and coma. Most victims are comatose within 24 hours of presenting symptoms and wither to death in the days or weeks that follow.

Primary Infection: Once every 1d8 hours, roll d% and consult the table below. The infected character manifests the given psionic power as a 10th-level manifester, ignoring the power point cost. When the psionic power is manifested, the character takes 1d6 points of Intelligence drain, and when the character's Intelligence reaches 0, he enters an irreversible coma. In a comatose state, the character cannot feed himself and suffers the effects of starvation unless hospitalized.

d%	Power
01-15	Lightning strike
16-35	Concussion
36-50	Levitate
51-70	Mind darts
71-85	Fire bolt
86-100	Brain lock

Ebola

Origin: Natural.

Type: Contact/Inhaled, Fort DC 21.

Incubation Period: 2d10 days.

Carrier: Yes (2d4 days).

Symptoms: Flulike symptoms, diarrhea, vomiting, and rash, followed by severe internal and external bleeding.

Primary Infection: The victim is shaken for 24 hours. The following day, and on all following days until the victim dies or recovers, the victim takes 2d4 points of Constitution damage and is nauseated.

The Rot

Origin: Weaponized.

Type: Contact/Inhaled, Fort DC 19.

Incubation Period: 1d4 days.

Carrier: No.

Superviruses in Play

As with radiation sickness (see the Radiation in Play sidebar on page 15), a slow death—or even a quick one—in the grip of a supervirus doesn't make for a very fun game. Superviruses can add color and tension to a postapocalyptic campaign, but they can also wipe out a party of heroes in a quick and unsatisfying manner.

In play, a supervirus is best used as a McGuffin—a story element that motivates the players and perhaps puts a little fear into their hearts. If the heroes are faced with the prospect of infection, they should be given sufficient warning and resources to do something about it. A race against time to find the ruins of a secret government lab that holds the vaccine that counteracts the virus can make for a compelling and tense adventure. Likewise, the knowledge that some geographical areas are still heavily infected with a supervirus will discourage the heroes from exploring those areas—until your adventures require them to go there, at which time they'll do so with great trepidation.

These virulence rules can add a whole new dimension to your game—but only if they're used sparingly and with a lot of thought.



Symptoms: Flulike symptoms, rash, open sores, and disintegrating skin.

Primary Infection: The victim is shaken, and takes 1d6 points of Constitution damage per day.

Lassa Fever

Origin: Weaponized.

Type: Contact, Fort DC 25.

Incubation Period: 2d10 days.

Carrier: No.

Symptoms: Flulike symptoms, chest, abdominal, and back pain, vomiting, diarrhea, internal bleeding, and seizures.

Primary Infection: The victim is nauseated, and takes 1d3 points of Strength drain per day. When the character's Strength reaches 0, he begins to take Constitution drain.

Miry Virus

Origin: Natural.

Type: Inhaled, Fort DC special (see Primary Infection).

Incubation Period: 1d4 days.

Carrier: Yes (2d10 days).

Symptoms: Memory loss, difficulty speaking, and seizures.

Primary Infection: The infected subject takes 1 point of Intelligence drain per day. When the character's Intelligence reaches 0, he enters an irreversible coma. In a comatose state, the character cannot feed himself and suffers the effects of starvation unless hospitalized.

This disease targets adults, often bypassing children. The Fortitude save DC to resist Miry Virus is equal to 5 + the subject's age.

Smallpox

Origin: Weaponized.

Type: Inhaled, Fort DC 20.

Incubation Period: 2d8 days.

Carrier: Yes (2d6 days).

Symptoms: Flulike symptoms, rash, and skin pustules.

Primary Infection: The subject takes 1d3 points of Constitution damage per day for 4d4 days. If the subject survives for this period, the disease is cured and the subject begins to heal.

Super Flu

Origin: Weaponized.

Type: Contact/Inhaled, Fort DC 24.

Incubation Period: 2 days.

Carrier: Yes (1d6 days).

Symptoms: Flulike symptoms, massive phlegm discharge, and internal bleeding.

Primary Infection: The subject is exhausted. (The subject cannot improve this condition to fatigued through rest.) The subject takes 1d4 points of Constitution damage per day.

Secondary Infections

Secondary infections occur when superviruses mutate and are reintroduced into populations immune to the original disease. Any character not immune to the original disease suffers the effects of its original form; those who have immunity suffer a milder form, possibly with different symptoms and effects.

When an immune character encounters a disease's secondary infection, he makes all Fortitude saving throws to resist the disease with a +5 bonus.

To determine the effect of a disease's secondary infection, roll on Table 2-27: Supervirus Secondary Infections. A single disease can have multiple secondary infections. For example, in a postapocalyptic world devastated by super flu, different secondary infections might sweep through the surviving population every few months.

Blindness: For 1d4 days, the infected creature is blinded.

Chills: The infected character takes 1d4 points of Strength damage, 1d4 points of Constitution damage, and 1d4 points of Wisdom damage. He runs a fever that lasts for 1d4 days, during which time he is fatigued. (The subject cannot remove this condition through rest.)

Hemophilia: For 1d10 days, whenever the character takes damage, he suffers severe bleeding, resulting in 1 additional point of damage per round. This loss is cumulative; if the character is attacked and damaged twice, he loses 2 hit points per round. The bleeding can be stopped with a successful Treat Injury check (DC 15; each wound requires its own check) or the application of any FX effect that restores hit points (a single FX effect stops all bleeding).

Lesions: For 1d6 days, the infected creature's body is covered with painful lesions. Wearing restrictive clothing (including any form of armor) results in constant pain and causes the character to be shaken. Furthermore, the skin's sensitivity and weakness results in a +1 bonus on all damage rolls following successful attacks on the subject.

Vomiting: For 2d4 days, the infected creature is nauseated.

Table 2-27:
Supervirus Secondary Infections

d%	Effect
01-20	Blindness
21-40	Chills
41-60	Hemophilia
61-80	Lesions
81-100	Vomiting

Chapter Three

CHARACTER OPTIONS

Characters from *d20 Apocalypse* are quite similar to the characters from the *d20 Modern Roleplaying Game*. The same skills are used, though often in different ways. Additional feats are available in this genre, as well as two new advanced classes: the Road Warrior and the Salvager.

STARTING OCCUPATIONS

In a postapocalypse campaign, starting occupations are normally representative of the character's life up to the start of the game. This is often based on circumstance rather than choice—very few denizens of the campaign have the luxury of planning their careers.

A campaign set just five years after the apocalypse will be filled with survivors who have starting occupations based on a world that no longer exists. In other words, in an Aftermath era campaign (see page 11), characters old enough to have been around before the cataclysm may choose any starting occupation from the *d20 Modern Roleplaying Game*.

In later postapocalyptic eras, some occupations simply don't exist: The creative, emergency services, entrepreneur, investigative, student, and white collar starting occupations cannot be used in those eras. Even if a character fills one of those roles (a large settlement might have fire fighters, in the crudest sense), the environment doesn't really allow the character to develop the strengths unique to that career. Instead, most such characters have the academic, adventurer, athlete, or law enforcement occupation.

Academic

Academics are rare in postapocalyptic settings and often closely guarded. Many academics are the sages in their societies, preserving the wisdom of the past and sharing it with their communities. Others are advisors to petty

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Firefight in an
abandoned subway tunnel



warlords and military commanders, who often value the secrets of the age of civilization. In some cases, an academic might simply be a character who grew up in an abandoned library or old survival shelter packed with books.

Because characters grow up fast after the apocalypse, an academic can be as young as 18.

Adventurer

An adventurer is someone who, for whatever reason, spends more than the usual amount of time outside the relative safety of a community. Most adventurers instead search ancient ruins for items of value or strive for a life free of responsibility to others.

After the apocalypse, an adventurer can be as young as 12.

Athlete

Though organized sports are rare, the need for physical fitness in the demanding environment of the postapocalypse is universal. Many survivors, regardless of their lifestyles, qualify as athletes. Good physical skills and a dash of proficiency in close combat serve any character well.

Blue Collar

Life after the apocalypse is hard, and many survive by developing a range of hands-on skills. Although few postapocalyptic characters have real jobs to speak of, performance of the day-to-day tasks that keep them alive often qualify them for the blue collar occupation.

After the apocalypse, a blue collar character can be as young as 12.

Celebrity

There are no movie stars in the postapocalypse world, but gladiators, explorers, and stage actors all have the possibility of becoming known over a wide area. These are not the glamorous stars of yesteryear, however. Being a celebrity means little more than having a name and a face known outside your own town and the wit to take advantage of it. Even criminals and raiders may qualify as celebrities, if they play off their fame rather than honing the skills that got them there.

Criminal

Criminals make up a disproportionate percentage of survivors in the early years because they have a knack for facing adversity, exploiting others, and taking advantage of any opportunity to get ahead. While the standard criminal occupation is best suited to masters of subtlety—safecrackers, con artists, and pickpockets—the skills offered by this occupation can also be honed in a postapocalyptic world. When resources are scarce, many are more than willing to take what they do not

have—and the lack of a lawful society only makes that lifestyle easier.

Dilettante

While their numbers are greatly reduced after the cataclysm, a few of these children of leisure still exist. They are typically the offspring of powerful warlords or the directors of well-stocked bunkers, who are treated like a new breed of royalty. Many dilettantes are cruel and selfish, having been raised to believe that only through strength and ruthlessness can they keep the status they crave.

A dilettante may be as young as 15. Because a postapocalyptic world has different priorities even for a dilettante, such a character may take any one Knowledge skill as a permanent class skill (he is not restricted just to current events and popular culture).

Doctor

Doctors are even more closely guarded in the postapocalyptic world than academics, and it's not unheard of for survivors in one settlement or nomadic band to raid another for the sole purpose of stealing away a doctor. Communities demand that medical experts carefully pass on their skills to successors in the society, and old medical texts are more valuable than gold. A character with this starting occupation has received specific training in the field at the side of an older doctor.

Law Enforcement

A disproportionate number of law enforcement personnel survived the apocalypse, aided by their training, experience, and equipment. This occupation covers anyone trained to protect others and thwart criminals, including vigilantes, settlement lawmen, and dedicated do-gooders hoping to rebuild civilization.

Because their skills are so important in the new era, characters with this occupation are taught early, changing the prerequisite age to 15.

Military

With their training and equipment, military characters are more likely than the average citizen to survive the apocalypse. Also, their traditions survive longer. Even if a military base becomes a petty empire for its generals, the training and discipline of its inhabitants is maintained for years or even generations. These traditions can even be carried over into mercenary companies and marauder bands when military survivors join such groups.

Religious

Though religion is less organized after the apocalypse, it's no less popular. Characters with religious backgrounds may be members of surviving sects, or may be part of a new cult that worships bombs,

15

CHARACTER OPTIONS

mutations, or some charismatic leader. They are often sources of both inspiration and information, filling a role similar to that of academics.

Despite the rigors of the postapocalyptic world, a character must be 23 years old to qualify for the religious occupation—younger characters simply haven't had time to develop both a firm understanding of their religion and the authoritative demeanor to inspire followers.

Rural

For humanity and any of its societies to survive, someone must work the fields. Like the athlete and blue collar backgrounds, the rural occupation is extremely common and can represent anyone who lives off the land or contributes to the well-being of a settlement. Most new societies are made up largely of rural characters.

After the apocalypse, a rural character can be as young as 12.

SKILLS

Skills play a vital role in any *d20 Modern Role-playing Game* setting. This is especially true in a postapocalyptic game, since survival on a day-to-day basis often depends upon a character's resourcefulness. Characters must find, trade for, or make the items they rely on just to get by—and that means using their skills to best advantage.

Diplomacy (Cha)

In a postapocalyptic setting, Diplomacy is commonly used when bartering (see page 23). Individuals interested in trade are generally indifferent to a bartering character. Use the normal rules for changing an NPC's attitude to improve the rate at which he'll barter goods.

Craft (Int)

Normal use of the Craft skill allows you to create a variety of items.

The Craft (chemical) and Craft (pharmaceutical) skills are not generally practiced in the postapocalypse—the necessary labs and highly refined raw materials are no longer available.

Use of the Craft (electronic), Craft (mechanical), and Craft (structural) skills normally requires making a Wealth check to obtain the necessary components, with the purchase DC set by the complexity of the task. In a postapocalyptic game, Wealth isn't used; instead, a character makes a parts check to see if he has sufficient components on hand. Electrical parts are used in making Craft (electronic) checks. Mechanical parts are used in making Craft (mechanical) and Craft (structural) checks. See *Making and Fixing Items*, page 30.

Craft (mechanical)

In addition to the normal uses of this skill, Craft (mechanical) can be used to make ammunition for firearms.

Craft Ammunition: You can use this skill to manufacture ammunition for firearms. Doing so requires raw materials in the form of shell casings and mechanical parts (see *Postapocalyptic Gear* in Chapter 2).

Crafting ammunition is a moderate Craft task (see Table 2–17, page 30). The amount of ammunition crafted with a single check is ten bullets, or the number of shell casings used, whichever is less. The type of ammunition made is the same as the type of shell casings used.

This use of the Craft (mechanical) skill can only be employed to create normal bullets for firearms that do not deal special damage or have a burst radius. For example, it cannot be used to create ammunition for the M79 grenade launcher.

A character without an ammunition kit (see page 27) takes a –4 penalty on Craft (mechanical) checks made to craft ammunition.

Repair (Int)

Use of the Repair skill normally requires making a Wealth check to obtain the necessary components, with the purchase DC set by the complexity of the task. In a postapocalyptic game, Wealth isn't used; instead, a character makes a parts check to see if he has sufficient components on hand. Electrical parts are used in making Repair checks to predominantly electrical or electronic devices; mechanical parts are used in making Repair checks to predominantly mechanical devices. See *Making and Fixing Items*, page 30.

Research (Int)

Postapocalyptic campaigns rarely provide the resources necessary to use the Research skill successfully. Without access to at least a sizable collection of books, no Research check is possible. Even with such access, Research checks are harder than they are in the age of civilization. Refer to the table below for modifiers to standard Research check DCs.

Resource	DC Modifier
None	No check possible
Book collection (few hundred books)	+20
Small town library	+15
Major branch library	+10
Major library (central branch of university or large city library)	+5

When setting the DC of a Research check, the type of information refers to the degree of restriction on the information before the cataclysm. For example, after the apocalypse, the maximum operating depth of a Seawolf-class submarine may not be a state secret, but the information remains difficult to obtain.



Because formal recordkeeping is spotty at best after the apocalypse, Research can rarely if ever be used to find information from after the time of the apocalypse.

Survival (Wis)

The postapocalyptic environment offers several new uses for the Survival skill, including avoiding mishaps in damaged buildings (see Exploring Unsafe Structures, page 17) and avoiding postapocalyptic environmental dangers (see Environmental Hazards, page 39).

In addition, new uses of the skill include the following.

Cover Tracks: When on foot or riding a mount (but not when riding a vehicle), you can disguise evidence that you have passed through the area. Upon a successful Survival check, the DC to track you is increased by 5 + your Wisdom modifier.

Trailblazing: When moving through underbrush, tall grasses, or heavy weeds, with a light slashing weapon in one hand, you can move at your normal speed without taking damage if you succeed on a check. (You normally move at half speed though such obstructions.) You may not run when trailblazing, but you can take a double move.

Foliage Type	Survival DC
Thorns and briars	25
Bushes and small trees	20
Dense weeds	15
Tall grass	12

Time: When covering tracks, you must make a Survival check every mile, and your overland movement rate is reduced by half. When trailblazing, you must make a check every round that you attempt to move through dense vegetation.

Try Again: No.

Special: You cannot trailblaze and cover tracks at the same time.

FEATS

The following are feats appropriate for use in *d20 Apocalypse*. Not all of these feats are useful in every postapocalyptic setting; ask your GM before taking any of these feats.

Expert Scrounger

You have a knack for finding valuable items in detritus that others have overlooked in previous searches.

Prerequisite: Search 8 ranks.

Benefit: You gain a +5 bonus on Search checks when scavenging (see page 18).

Fight with Anything

You are adept at fighting with improvised weapons.

Prerequisite: Base attack bonus +4.

Benefit: You take no penalty on attack rolls when using improvised weapons (see page 109 of the *d20 MODERN Roleplaying Game*).

Normal: You take a -4 penalty on attack rolls when using improved weapons.

Mounted Combat

You are skilled in mounted combat.

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Mutation Damage Boost

You can make one of your damage-causing mutations more devastating.

Prerequisites: Constitution 13, must possess a mutation that deals hit point damage.

Benefit: When you take this feat, you choose one of your mutations that deals hit point damage. You can deal more damage with that mutation. You must state that you're using this ability before the attack roll is made. If the attack hits, you deal an extra 1d6 points of damage; if the attack misses, the ability is spent and wasted. You can use this feat a number of times per day equal to 1 + your Constitution bonus.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different mutation.

Mutation Immunity

Your body shrugs off the effects of mutations.

Prerequisite: Great Fortitude.

Benefit: You are immune to mutations. You never gain mutations or drawbacks.

Special: You cannot choose this feat if you already possess a mutation.

Rad Soaker

You are less susceptible to radiation than most people.

Prerequisite: Great Fortitude.

Benefit: You have a mild form of radiation resistance. You treat an irradiated area or radiation source as one degree weaker for the purpose of determining radiation exposure (severe becomes high, high becomes moderate, moderate becomes low, low becomes mild, and you are unaffected by mild exposure).

Special: The effects of this feat do not stack with the radiation resistance mutation (page 44).

Sense Mutation

You can sense if another creature possesses some form of subtle mutation.

Benefit: If you spend a full-round action observing a creature within 30 feet of you, you can determine whether or not it is a mutant. Make a Spot check opposed by the target's Disguise check.

Driving a hard bargain—
ammo for fuel



(If the target is not the same species as you, it gets a +5 bonus on its check.) If you win the opposed check, you know whether or not the creature has any mutations, but not the number or types of mutations. If you beat the target's Disguise check by 5 or more, you can correctly identify all the creature's cosmetic mutations and drawbacks (but not minor or major mutations). If you beat the check by 10 or more, you correctly identify all the creature's mutations, including minor and major ones.

Special: If you fail the opposed check by 5 or more, you cannot attempt another check against the same creature for 24 hours.

Shrewd Bargainer

You are skilled in the art of haggling.

Prerequisite: Diplomacy 4 ranks.

Benefit: When bartering goods (see page 23), you may add your Intelligence modifier (if any) to your Diplomacy check.

Thrifty Mechanic

You are adept at using as few parts as possible when building or modifying vehicles or equipment.

Prerequisites: Intelligence 13, Repair 8 ranks.

Benefit: When building, fixing, or modifying equipment (see Making and Fixing Items, page 30), reduce the number of parts used by an amount equal to your Intelligence bonus (to a minimum of 1 part).

ADVANCED CLASSES

All the advanced classes in the *d20 Modern Role-playing Game* have their place in a postapocalyptic

setting. The following advanced classes need no modification to use in *d20 Apocalypse*: Soldier, Martial Artist, Gunslinger, Infiltrator, Daredevil, Bodyguard, and Negotiator.

The classes discussed below may be modified slightly to reflect the unique circumstances that exist in this setting.

Techie

To reflect the general lack of components with which to modify equipment and build robots, the Techie must expend mechanical or electrical parts (as required for the device). See Making and Fixing Items, page 30, for more information.

Investigator

The Investigator still gets her contacts, but they should be specific to the genre. These contacts could include waste nomads, salvagers, militia members, barbarian tribesmen, and settlers.

Personality

Because of the lack of mass media, the Personality changes from a superstar recognized by all to a charismatic individual whose fame precedes her. When she uses the unlimited access class ability, the situations change to fit the postapocalyptic setting. See below for examples of how a Personality in *d20 Apocalypse* can "upgrade" a service or goods purchase.

Upgrade	Diplomacy DC
Cleaner/safer living quarters	10
Additional food	15
Better quality equipment	20
Asking for the bargainer's last item	25

ROAD WARRIOR

The Road Warrior vies for supremacy on the crumbling roads of the postapocalyptic world. On the empty highways bands of Road Warriors, both marauders and crusaders, maintain and salvage the best vehicles they can acquire for the purpose of dominating the routes between settlements. For the Road Warrior, a vehicle is both armor and weapon, and battles take place at speeds sometimes reaching a hundred miles per hour. A few Road Warriors apply their skills with small aircraft and take to the sky rather than doing battle on the roadways.

Groups of malign Road Warriors are commonly interested in controlling heavily traveled routes between settlements so that they can extort trade goods. When not harassing other motorists, Road Warrior bands often raid settlements. While the accumulation of booty benefits these groups, their main goal is usually the acquisition of fuel.

On the other end of the spectrum are those who take to the roads trying to end the tyranny of the



Table 3-1: The Road Warrior

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Improved vehicle modification	+1	+0
2nd	+1	+2	+2	+0	Improved retain control	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+2	+0
4th	+3	+2	+2	+1	Shot on the move	+2	+0
5th	+3	+3	+3	+1	Skillful boarding	+3	+1
6th	+4	+3	+3	+2	Bonus feat	+3	+1
7th	+5	+4	+4	+2	Off-roader	+4	+1
8th	+6	+4	+4	+2	Collision control	+4	+1
9th	+6	+4	+4	+3	Bonus feat	+5	+2
10th	+7	+5	+5	+3	Free driving	+5	+2

gangers. These crusaders are just as dependent upon fuel as their malicious counterparts, but they salvage what they can from wrecks and abandoned vehicles, and attempt to find more peaceful ways of obtaining fuel through trade.

Requirements

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

Base Attack Bonus: +2.

Skills: Craft (mechanical) 4 ranks, Drive 6 ranks.

Class Information

The following information pertains to the Road Warrior advanced class.

Hit Die

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

Action Points

A Road Warrior gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Road Warrior's class skills are as follows.

Balance (Dex), Craft (mechanical), Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, tactics) (Int), Listen (Wis), Navigate (Int), Pilot, Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Road Warrior advanced class.

Improved Vehicle Modification

A Road Warrior is adept at modifying vehicles. She gains a competence bonus on Craft (mechanical) checks

when making vehicle modifications (see page 31) equal to one-half her class level (rounded down).

Improved Retain Control

At 2nd level a Road Warrior becomes better able to control her vehicle in difficult circumstances. She receives a +2 competence bonus when making a Drive check to retain control of her vehicle.

Bonus Feat

At 3rd, 6th, and 9th level, a Road Warrior gets a bonus feat. The bonus feat must be selected from the following list, and the Road Warrior must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Aircraft Operation, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Brawl, Burst Fire, Cleave, Combat Reflexes, Double Tap, Expert Scrounger*, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Mutation Immunity*, Power Attack, Rad Soaker*, Thrifty Mechanic*, Vehicle Dodge, Vehicle Expert.

*Indicates a feat described in this chapter.

Shot on the Move

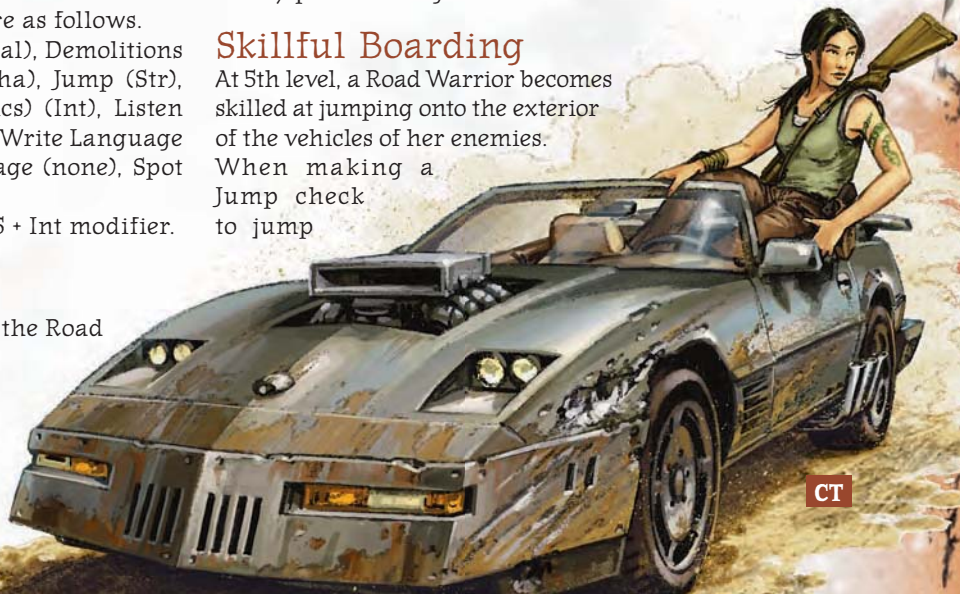
At 4th level, a Road Warrior is highly skilled at timing her attacks. She may take an attack action at any point during her vehicle's movement.

Skillful Boarding

At 5th level, a Road Warrior becomes skilled at jumping onto the exterior of the vehicles of her enemies.

When making a Jump check to jump

61



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A Road Warrior and her ride

between moving vehicles while moving, a Road Warrior gets a bonus equal to her class level.

Off-Roader

At 7th level, a Road Warrior's skills off-road become highly developed. The check/roll modifier for the vehicle's speed category is not doubled when a Road Warrior drives off-road. The Drive check penalty for the terrain type (see page 36) still applies.

Collision Control

At 8th level, a Road Warrior has perfected the art of using the capabilities of one vehicle against the inherent weaknesses of another, able to expertly land a crippling blow against her opponent's vehicle when ramming. At the Road Warrior's discretion, the smallest vehicle involved in a collision may be treated as though it is one size larger or smaller for the purpose of determining the damage caused by the collision. A Road Warrior may use this ability even if she did not instigate the collision.

Free Driving

At 10th level, a Road Warrior has perfected the skill of combat while behind the wheel. She is able to drive any ground vehicle as a free action. (Drive checks made to perform a second stunt require a move action.)

SALVAGER

The Salvager is a master scrounger, adept at finding long-lost treasures and useful items in the wastes of the apocalypse. He has an uncanny knack for locating items that others have overlooked, as well as being able to repair gear that appears too mangled to be worth anything. A Salvager can be a community's savior, finding goods needed for survival, or he might be a stingy merchant who sells his find to the highest bidder.

Select this advanced class if you want your character to excel at finding and making the most of useful goods among the dwindling resources of the postapocalyptic world.

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Table 3-2: The Salvager

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Bargainer, jury-rig +1
2nd	+1	+0	+0	+3	Scavenger, mishap sense +1
3rd	+2	+1	+1	+3	Bonus feat
4th	+3	+1	+1	+4	Jury-rig +2
5th	+3	+1	+1	+4	Mishap sense +2
6th	+4	+2	+2	+5	Bonus feat
7th	+5	+2	+2	+5	Jury-rig +3, treasure from trash
8th	+6/+1	+2	+2	+6	Mishap sense +3
9th	+6/+1	+3	+3	+6	Bonus feat
10th	+7/+2	+3	+3	+7	Jury-rig +4, master scavenger

Requirements

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

Skills: Disable Device 6 ranks, Repair 6 ranks, Search 6 ranks.

Feat: Expert Scrounger*.

*Indicates a feat described in this chapter.

Class Information

The following information pertains to the Salvager advanced class.

Hit Die

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

Action Points

The Salvager gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Salvager's class skills are as follows.

Computer Use (Int), Craft (electronic, mechanical) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Drive (Dex), Knowledge (current events, earth and life sciences, physical sciences, technology) (Int), Navigate (Int), Read/Write Language (none), Repair (Int), Search (Int), Speak Language (none), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Salvager advanced class.

Bargainer

A Salvager is a skilled negotiator when it comes to getting the most for the materials he's scrounged. When making a Diplomacy check to affect the attitude of an NPC with whom he is bartering, a Salvager receives a +2 competence bonus.

Jury-Rig

A Salvager gains a +1 competence bonus on Repair checks made to attempt temporary or jury-rigged repairs. See the Repair skill, page 70 of the *d20 MODERN Roleplaying Game*, for details on jury-rigging.



This ability increase to +2 at 4th level, +3 at 7th level, and +4 at 10th level.

Scavenger

At 2nd level, the Salvager adds one-half his Salvager class level (rounded down) to all Search checks when scavenging (see Scavenging, page 18).

Mishap Sense

Starting at 2nd level, a Salvager has an intuitive sense that alerts him to danger from potential mishaps in damaged structures (see Exploring Unsafe Structures, page 17), giving him a +1 bonus on Reflex saves made to avoid mishaps. These bonuses increase by 1 every three Salvager levels thereafter (5th and 8th level).

Any bonuses the Salvager has from the trap sense class feature apply to mishaps and stack with the Salvager's bonuses from this class feature.

Bonus Feats

At 3rd, 6th, and 9th level, a Salvager gains a bonus feat. The bonus feat must be selected from the following list, and the Salvager must meet all the prerequisites of the feat to select it.

Alertness, Archaic Weapon Proficiency, Builder, Endurance, Exotic Weapon Proficiency, Fight with Anything*, Gearhead, Great Fortitude, Lightning Reflexes, Low Profile, Meticulous, Personal Firearms Proficiency, Renown, Shrewd Bargainer*, Thrifty Mechanic*, Surface Vehicle Operation.

*Indicates a feat described in this chapter.

Treasure from Trash

At 7th level, a Salvager may spend an action point when making a Repair check on improvised or jury-rigged equipment to make the repair permanent, allowing the item to be used normally.

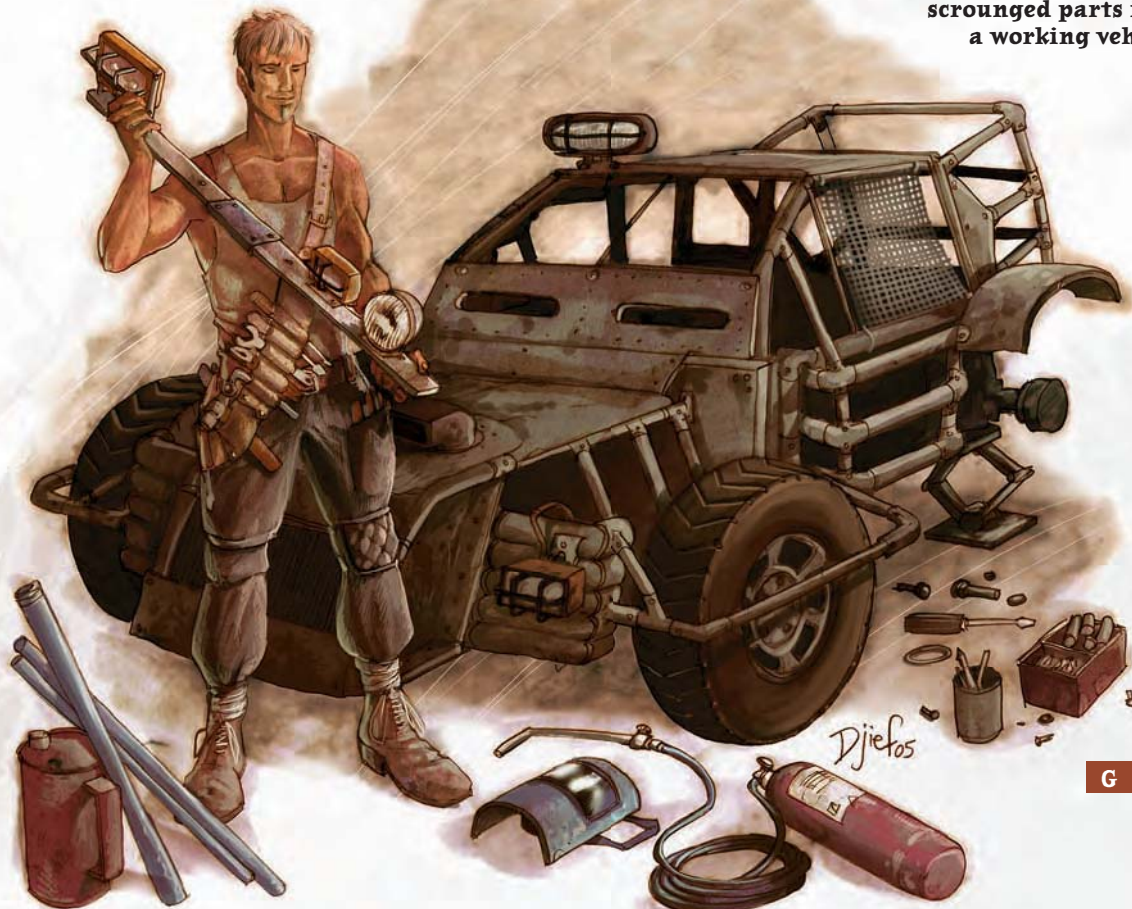
Master Scavenger

At 10th level, a Salvager's instincts become so acute that he can find items that others simply overlook. Once per day, when the Salvager finds miscellaneous items while scavenging, he can choose to roll on the table below instead of the normal miscellaneous items table.

d%	Item	d%	Item
01-05	Ammunition kit ¹	50-52	Glock 17
06-08	Beretta 92F	53-57	Laser sight
09-15	Chainsaw	58-60	Light-duty vest
16-22	Climbing gear	61-67	Lockpick set
23-25	Colt M1911	68-70	M16A2
26-28	Colt Python	71-73	Night-vision goggles
29-31	Concealable vest	74-80	Portable stove
32-36	Deluxe electrical tool kit	81-87	Standard scope
37-41	Deluxe mechanical tool kit	88-94	Surgery kit
42-44	Electrical generator ¹	95-97	Toiletries kit ¹
45-49	Electro-optical binoculars	98-100	Undercover vest

¹ Indicates a new item described in Chapter 2.

A Salvager can turn scrounged parts into a working vehicle



Chapter Four EARTH INHERITED

Angel battles fiend
for the right to rule
the ruined world

"It's been years since the gates of Heaven and Hell opened up, taking the blessed and damned to their respective ends. That leaves us—the so-called "meek" . . . what a joke!—to pick up the scraps. And we're not letting either side finish what they started."

—An anonymous member of
the Avengers of Humanity

SUMMARY

In the not-too-distant future, the Rapture comes to pass—the faithful are whisked away to Heaven and the damned dragged to Hell. The survivors, known as the meek, must survive in a world still full of angels and fiends, who have likewise been abandoned to their fates.

CAMPAIGN IN BRIEF

EARTH INHERITED presents a campaign setting in which humanity has undergone its final test of faith. A huge proportion of the world's population disappeared in an event known as the Rapture; many of those left behind have been killed in the events that followed.

When the mythical seventh seal was broken, the gates of Heaven and Hell opened up, bathing the world in a blend of holy and infernal power. Those who had led lives of altruism, faith, love, and good will toward others were taken away to a blissful afterlife, while those who were evil, selfish, and malicious were dragged into eternal torment. This event happened in the blink of an eye; people disappeared off the streets and even out of moving vehicles. One moment they were there—the next, all that was left was a pile of clothes. . . .

The Rapture was not limited to Christians—Muslims, Hindus, Buddhists, and members of every faith were affected, presumably spirited away to their faiths' respective places of paradise or torment. Even those who proclaimed no religious affiliation, but nonetheless led admirable or depraved lifestyles, were whisked away during the Rapture. Those who were left behind were noted for a lack of faith or belief in almost anything of a spiritual nature.

Following the wholesale departure of most of humanity, masses of angelic and fiendish beings flooded the Earth to wage a terrible war upon each other, oblivious of those who stood in their way. The empty cities were soon ablaze from the war between these armies of Heaven and Hell and millions of remaining humans were killed in the crossfire.

Whether by design or accident, however, it seems that the gates of Heaven and Hell have been closed behind their denizens, leaving them to their fate in the Earthly realm. If anybody knows who won the celestial war—or even if it's over—nobody's saying. The angels and fiends continue to follow their original missions, but their apparent abandonment on Earth doesn't seem to be part of the plan.

What's left of humanity does have one thing working in its favor—technology. This campaign is set in the near future, and technology has advanced to the point at which robotics, advanced firearms, and other high-tech items are not uncommon. Angels and fiends have taken physical form on Earth, and humans have found them to be vulnerable to bullets, fire, and other weapons. Angels may be the manifestation of righteousness and splendor, but a 10mm bullet puts a hole through them like any other creature.

Whether battling hordes of vile fiends from the cockpit of a 10-ton mecha or grappling a mighty angel on the roof of a shattered skyscraper, the heroes of *EARTH INHERITED* are caught in a bleak struggle of survival against the forces of Heaven and Hell.

ROLE OF THE HEROES

The heroes of *EARTH INHERITED* are grim survivors in a nearly empty world left to its own fate. After the Rapture, the world is a dangerous, uncertain place—fiends and angels (not to mention unscrupulous survivors) prowl the vacant ruins. Survival is a day-to-day affair—the cities have been decimated, the fields destroyed, and all semblance of order and law have disappeared. Still, isolated towns may have escaped the worst of the post-Rapture combat, and these can be strongholds or looting sites for the survivors left behind.

The heroes may fill many roles in this setting, acting as avengers of humanity's downfall, mercenaries who sell their talents to settlements too weak to defend themselves, or loners who walk

the wastelands in pursuit of their own goals. They may decide to try to rebuild civilization or to create something new from the ashes and rubble. As the forces of Heaven and Hell dwindle, the heroes may find allies among the angels and enemies among the fiends—or vice versa—as everyone, human, angel, and fiend, comes to question their abandonment and the unending battle. The heroes may rally behind an angelic, fiendish, or human force in an effort to carve out their niche in the world.

CAMPAIGN TRAITS

In the *EARTH INHERITED* setting, *d20 MODERN* and the apocalyptic scripture of the world's religions collide. The setting combines the classic survival story with overtones of religious zealotry, spiritual questioning, and the sheer primal impulse to stay alive in a world that has been abandoned.

This campaign is set in the Aftermath era (see page 11).

Department-7 in Earth Inherited

Although severely reduced in strength and numbers following the Rapture, Department-7 still exists in the postapocalyptic world, and still works to help humanity survive.

Because of its deep interest in the spiritual and religious realms, Department-7 theologians and scholars foresaw the approach of the final days and prepared accordingly. Stockpiles of food, equipment, and weapons were squirreled away, and agents received a crash course in basic survival skills. When the Rapture occurred, Department-7 felt that it had done everything possible to ensure its survival. It was barely enough.

Many Department-7 personnel disappeared during the Rapture, but a surprisingly large number remained behind. Perhaps their clinical, doubting nature meant that few of Department-7 personnel had the moral certainty to be taken by one side or the other. Or perhaps their training in the arcane and divine arts had "shielded" Department-7 agents against the Rapture. In truth, no one knows.

In the postapocalypse, Department-7's mandate is to rebuild civilization. In doing so, it hopes to avoid the human failings that some say brought about the apocalypse in the first place—racism, religious and ethnic intolerance, and the like. However, the remaining Department-7 leaders realize that humanity hasn't changed all that much since the Rapture—and in fact must make due without many of its most righteous members—and thus they move both slowly and cautiously.

Department-7 has access to some preapocalyptic technology, including medicine, communications gear, and military grade weapons. It has small outposts scattered across the globe, usually carefully hidden away.

Department-7 uses the heroes to advance its goals—exploring ruins, scavenging for bits of technology, fuel, and food, looking for enclaves of survivors, and finding ways to banish the remaining angels and fiends from the surface of the Earth forever.

Progress Level and Rules

EARTH INHERITED makes use of all the rules in this book except environmental hazards, mutation, and virulence. Some monsters are inappropriate, and radioactive regions are rare (although nuclear weapons may have been employed here and there by the remnants of the military against the invading infernal and celestial forces). The default Progress Level is PL 6 (giving humanity access to advanced weapons, cybernetics, and mecha, all of which are described in *d20 Future*), but you can choose to eliminate higher-tech elements and set the campaign against a PL 5 background.

Magic and FX

Magic is rare—though not unheard of—in the EARTH INHERITED setting.

After the Rapture, the gates to Heaven and Hell sealed up, seemingly forever. One effect of this event was that divine magic disappeared. Most of those of sufficient faith to manifest divine magic were taken away to their respective final ends. Those few divine spellcasters who remained found themselves cut off from "the source," presumably because the divine powers had turned their backs on the world.

As a result, divine magic, including the Acolyte advanced class, magic items of a divine nature, and faith-based FX abilities, do not work in this setting—for humans, that is. For unknown reasons, however, the abilities of angels and fiends, presumably fueled by divine power, continue to function.

However, arcane magic still works in this setting. Because arcane magic draws its power from nondivine



Avengers of Humanity

KK

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EARTH INHERITED



sources, Mages and other arcane spellcasters found that they still possessed their abilities.

Psionic abilities are not used in the EARTH INHERITED setting.

POWER GROUPS

In the years since the Rapture, humanity has once again begun to regroup, coalescing into small settlements across the world. While most have no particular agenda beyond daily survival, some have banded together around certain goals or philosophies. In addition, some angels and fiends, now left to their own devices, have also created groups that compete for power.

The Avengers of Humanity

Agenda: Restore law and order; destroy remaining angels and fiends.

Structure: Network of small communities.

Symbol: A Roman fasces.

Most Common Allegiance: Order of the Machine

The survivors of the Rapture and the celestial war find themselves in a world without comfort, without purpose, and without hope. Many of the survivors fall into a deep melancholy, burdened by the fact that they were not deemed worthy enough by either side, and begin to question their entire existence.

However, others pull themselves up by their bootstraps and look at their plight not as a curse, but as a blessing. They see the cleansing of most of humanity as a chance to "do things better," without the greed, racism, and petty differences that divided humanity in the first place.

Underlying even the best of outlooks is a sense of betrayal and a desire to get even with the outsiders that still roam the Earth. The more militant survivors, especially those who had previously belonged to military groups, band together with two goals in mind: rebuilding civilization—and wreaking revenge.

Calling themselves the Avengers of Humanity, these individuals scavenge together as much military hardware as possible and create numerous fortresses and camps in the wastelands and devastated cities of the world. From these strongholds, they try to maintain a semblance of the order and familiarity they had in the past, while protecting themselves from marauding bands of fiends and powerful groups of angels bent of purifying any humans left behind.

The Avengers of Humanity are renowned for their tough, law-minded outlook—not for their sense of humor. They train their members in self-defense and have access to (or have managed to scavenge)

serious military hardware, including personal firearms, tanks, and even more advanced equipment that had been brought out in a last-ditch effort to fight the forces of Heaven and Hell.

Most Avengers of Humanity camps are built like fortresses, capable of withstanding assaults from the ground or the air. Avengers are extremely suspicious: They have a "shoot first, ask questions later" policy, even when it comes to humans attempting to join them. However, once an individual gets inside one of their camps, he can find many of the creature comforts he once knew, along with a hot meal and camaraderie.

As the war rages on, some of these camps succumb to the predations of fiends, angels, and even traitorous humans. Lacking much in the way of faith or hope, these grim survivors simply keep going with the desire to avenge humanity's fall from grace.

The Damned

Agenda: Hedonistic self-gratification.

Structure: Anarchic.

Symbol: Bloody red X.

Most Common Allegiance: Individual fiends.

The Rapture left those people who straddled the middle ground of morality and ethics—neither particularly good nor evil—to their own devices. This "reset" didn't last long, however, because those left behind were faced with a fight for their survival. Some turned to help their fellows, discovering a goodness within themselves that had lain dormant before the Rapture, but others descended into barbarism and brutality. The Damned is a group that fell sway to the moral free-for-all that followed the Rapture. In the absence of even a pretense of heavenly reward or infernal damnation, these people felt they could do whatever they wanted. Seeing the destruction being dealt by angel, fiend, and human alike, they embraced nihilism.

Groups of the Damned frequently ally themselves with fiends. They revel in a hedonistic and brutal lifestyle that features a casual disregard for life. Most live in small encampments of ten to thirty individuals, but the populations of some Damned settlements number in the thousands. These "towns" are depraved in the extreme, with a large number of slaves kept for labor, entertainment, and in the worst cases, food.

The Damned are utterly lawless and only pay heed to strength. Powerful and ruthless leaders who rule with iron fists run most settlements. Some are ruled by fiends, who whip the Damned into a frenzy and offer them power and blood—mayhem to those that oppose them.

The Damned are ideal opponents for the heroes, who may be the only force that stands between the Damned and other human survivors.



The Heavenfire Coalition

Agenda: End the conflict between angels and fiends.

Structure: Secret society.

Symbol: Ichthus (fish-shaped outline).

Most Common Allegiance: None.

After the Rapture, the gates of Heaven and Hell stayed open long enough for hordes of angels and fiends to stream out to wage the final war. But the gates closed behind them, and the beings stranded on Earth were shocked to find themselves abandoned—forever.

Most of the angels and fiends stayed the course, focusing solely on their mission of eradicating their foes regardless of the cost to themselves. However, some individuals contemplated their status, trying to fathom the reason they were left behind. They began to question their original mission, and some looked to the remaining humans not as meaningless leftovers, but as fellow prisoners, trapped on the rotting husk of the Earth.

These questioners eventually seek out like-minded individuals. In the most unlikely of circumstances, the occasional angel and fiend meet—and find common ground in their plight. Over time, this group forms a loose alliance, calling itself the Heavenfire Coalition. While by no means a steady or trustworthy group, the Heavenfire Coalition exists to bring about a truce between the warring factions of angels and fiends.

As could be imagined, these renegades are considered utterly traitorous by their kind, and thus keep their activities a secret, knowing that to be found out means death. The Coalition's goals include finding sympathetic members to bring into the fold, looking for common unity and seeking answers to their abandonment. The group is fractious at best. The angels adhere to a strict code of honor, and the fiends use underhanded and duplicitous methods to spread the Coalition's mission.

Members are noted for a lack of zeal for their original mission and a slight reduction in the normal contempt for human survivors.

The members of the Heavenfire Coalition are likely allies for heroes looking to rebuild civilization, although, despite a better outlook on humanity, members of the Coalition remain grating and imperious.

Order of the Machine

Agenda: Build a new society based on logic and a rejection of the divine.

Structure: Network of small bands.

Symbol: An electronic chip.

Most Common Allegiance: Avengers of Humanity.

Some humans have always believed that good and evil are foolish, outdated concepts, and they feel vindicated in their views by the events of the apocalypse. In the aftermath, these humans tighten their embrace of technology, seeing it as an alternative to morality—machines have no concept or use for ethics. This band of humans calls itself the Order of the Machine and venerates technology in all its forms.

The Order of the Machine is made up of disillusioned scientists, engineers, information technology professionals, and other tech-savvy individuals seeking to restore the glory of civilization in the form of "the machine." The Order makes extensive use of robots, computers, and cybernetics, and has gathered resources in an attempt to create an artificial intelligence.

The Order of the Machine is completely contemptuous of anything resembling faith or belief in the divine. To this group, the language of mathematics, the cold logic of computing, and the power of the robotic form is far superior to the frailty of the human body and soul. Members band together in small collections of technologically minded individuals, scouring the wasteland for parts and functioning machinery, especially computers, robots, and other high-tech items.

Members of the Order of the Machine can be allies or opponents of the heroes, depending on how the heroes' objectives and methods synch up with theirs. Department-7 sees the Order as a potentially valuable resource, if its members can be brought around to a more humanistic viewpoint.

FRIENDS AND FOES

The world in the setting of EARTH INHERITED is full of tough, cynical human survivors, vengeful angels, sinister fiends, and the loyal machines of humankind. However, despite having the embodiment of good and evil present in the flesh, the lines in the celestial war have begun to blur. Some angels grow despondent because they are locked out of Heaven, and a few fiends make unlikely alliances with humans in order to survive.

Angels

The angels that descended from the heavenly realms are the embodiment of good—but a pure form of goodness that is stern and unrelenting. Originally ordered to fight the fiends, they pay little attention to the remaining humans. As a result, most angels are self-righteous and unbending to an extreme. However, a few angels have begun to question their fate, having seemingly been abandoned to the mortal realm for reasons even they cannot comprehend. Some of these have "gone renegade," cooperating with or even actively helping humans, and thinking twice before attacking absolutely every fiend that they spot—especially if their chances of surviving the combat are slim.



Since they have now taken bodily form, angels are slowly "devolving" into true mortal beings. Angels have found they must enter into a meditative trance at least 4 hours per day to retain their strength. While they do not yet need to eat, some angels have experienced strange pangs of hunger—a concept that most angels find extremely confusing and disturbing.

Species Traits

Angels have the following traits.

Keen Sight (Ex):

Angels have darkvision with a range of 60 feet and low-light vision.

Aura of Menace (Su):

A righteous aura surrounds angels who fight or get angry. Any hostile creature within a 20-foot radius of an angel must succeed on a Will save or take a -2 penalty on attack rolls, Defense, and saves for 24 hours or until the creature successfully hits the angel that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same angel's aura for 24 hours. The save DC varies with the type of angel, is Charisma-based, and includes a +2 racial bonus.

Immunities (Ex): An angel is immune to electricity and petrification.

Save Bonuses: An angel has a +4 species bonus on saves against poison.

Tongues (Sp): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level 10th). This ability is always active.

Soulless: Angels cannot be raised from the dead.

Automatic Language: Angels read, write, and speak their own celestial language called Enochian. Other creatures may learn this language, if they can find an angel willing to teach it to them.

Cherub (Angel)

Cherubim (the plural of cherub) have been portrayed in Earthly art as innocent, babylike figures swaddled in cloth and shooting potential lovers with arrows. However, true cherubim are actually the lowest order of angels—majestic nonetheless—and are among the most numerous. Cherubim are commonly employed as foot soldiers (a slight misnomer, because they have wings) for the forces of good. Those cherubim who have not gone renegade demur to the authority of higher-ranking angels. Cherubim originally came to Earth armed with bows and fine silvery swords; while some



Seraph

Cherub

retain their weapons, most have taken to using human firearms.

Cherubim resemble miniature, attractive humans, with slender builds and lustrous white hair. Their skin shimmers with a silver and golden sheen as though it were made of metal. The eyes of a cherub are pure white and lack pupils—this has no impact on their vision, however. Two small, feathered wings sprout from a cherub's back. Although the wings seem too small, they allow the cherub to fly.

Cherubim stand 4 feet tall and weigh 90 pounds.

Cherub: CR 2; Small outsider; HD 2d8+2; hp 11; Mas 13; Init +3; Spd 20 ft., fly 40 ft. (average); Defense 19, touch 14, flat-footed 16 (+3 Dex, +1 size, +5 natural); BAB +2; Grap -1; Atk +5 melee (1d6+1, mastercraft shortsword) or +6 ranged (2d6, HK MP5K); Full Atk +5 melee (1d6+1, mastercraft shortsword) or +6 ranged (2d6, HK MP5K); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ angel traits, *command*, damage reduction 5/+1, *provoke emotion*, *true strike*; AL law, good; AP 0; Rep +0; SV Fort +4, Ref +6, Will +2; Str 13, Dex 16, Con 13, Int 10, Wis 13, Cha 14.

Skills: Diplomacy +4, Hide +9, Knowledge (theology and philosophy) +2, Listen +5, Move Silently +5, Read/Write Enochian, Speak Enochian, Spot +5.

Feats: Archaic Weapon Proficiency, Personal Firearms Proficiency.

Aura of Menace (Su): Will DC 15 negates.

Command (Sp): Once per day, a cherub may cast *command* as if cast by a 7th-level Acolyte.

Provoke Emotion (Su): Three times per day, when a cherub attacks with a ranged weapon, it may choose not to deal damage but instead to incite a powerful emotion in the target. If the attack hits, the target takes no damage, but must make a Will save (DC 13) or be overcome with one of the following effects as chosen by the cherub at the time of the attack.

Fear: As *cause fear* as if cast by a 7th-level Mage.

Passion: The target is overwhelmed by a deep passion and is *stunned* for 1d4 rounds.

Hatred: The creature immediately attacks the nearest target, whether friend or foe. The creature may make a new saving throw every round; it continues to attack until it succeeds on the save.

This ability is Charisma-based.

True Strike (Sp): Once per day, a cherub may make an attack as if it had been affected by the *true strike* spell as if cast by a 7th-level Mage. The cherub may choose to use this attack in conjunction with the provoke emotion ability described above.

Possessions: HK MP5K, 30 rounds of 9mm ammunition, mastercraft shortsword (treat as machete).

Dominion (Angel)

Dominions are the lieutenants of the angelic orders, often commanding legions of cherubim in their fight against fiends. Dominions are even more rigid and steadfast in their moral code than cherubim are. Those that go renegade, however, are even more jaded and cynical, having known more of the majesty of Heaven that is now denied to them.

Dominions appear as powerfully built humans with slightly blue-tinged skin. They have no hair, and their eyes resemble pools of molten gold. Two wings of multicolored hue sprout from the shoulder blades of a dominion. Dominions typically wear fine (if antiquated) chainmail armor that glistens in the light. While many dominions carry modern firearms, each also possesses a magical longsword sheathed in flames, and they take delight in wading into battle against the "fallen," sword in hand.

Dominions stand 7 feet tall and weigh 350 pounds.

Dominion: CR 6; Medium-size outsider; HD 6d8+18; hp 45; Mas 17; Init +1; Spd 30 ft., fly 40 ft. (average); Defense 21, touch 11, flat-footed 20 (+5

natural, +1 Dex, +5 armor); BAB +6; Grap +10; Atk +12 melee (1d8+5 plus 1d6 fire, +1 flaming longsword) or +7 ranged (2d6, OICW assault rifle); Full Atk +12/+7 melee (1d8+5 plus 1d6 fire, +1 flaming longsword) or +7/+2 ranged (2d6, OICW assault rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ angel traits, *command*, damage reduction 10/+1, shout of righteousness; AL law, good; AP 0; Rep +0; SV Fort +8, Ref +6, Will +8; Str 18, Dex 12, Con 17, Int 12, Wis 16, Cha 18.

Skills: Diplomacy +10, Intimidate +11, Jump +4*, Knowledge (theology and philosophy) +6, Knowledge (tactics) +6, Listen +9, Move Silently +2*, Read/Write Enochian, Speak Enochian, Search +6, Sense Motive +8, Spot +9.

*Includes armor check penalty.

Feats: Armor Proficiency (medium), Archaic Weapon Proficiency, Personal Firearms Proficiency, Weapon Focus (longsword).

Aura of Menace (Su): Will DC 19 negates.

Command (Sp): Three times per day, a dominion may cast *command* as if cast by a 7th-level Acolyte.

Shout of Righteousness (Su): Once per day, a dominion may release a powerful bellow that deals damage and cows weaker opponents. This effect fills a 30-foot cone and deals 2d6 points of sonic damage to any creature in the area. In addition, creatures in the affected area must make a Will save (DC 19) or be panicked for 1d3 rounds. Creatures with an allegiance to evil take a -4 penalty on this save.

This ability is Constitution-based.

Possessions: OICW assault rifle, +1 flaming longsword, mastercraft chainmail shirt.

Seraph (Angel)

Seraphim (the plural of seraph) are among the most powerful of the angelic forces that remain on Earth. They are the generals of the angelic army, as it still remains, and most continue to carry out their initial orders regardless of the fact that they have been abandoned on Earth. Seraphim are almost completely unyielding in their beliefs or convictions. The other angels defer to their authority, and most seraphim grant healthy respect to others of their kind. However, cracks have begun to form in the unity between these commanders, and some have begun to act of their own accord.

Seraphim appear as enormous humans with a nimbus of flame for hair. Their eyes glow with a deep blue light. Seraphim possess majestic wings with brilliant white feathers. A seraph gives off heat that burns any creature that touches it. Seraphim wield massive swords sheathed in blue, holy flame and wear stylized breastplates of silver and gold.

Seraphim stand 12 feet tall and weigh 500 pounds.

Seraphim: CR 14; Large outsider; HD 16d8+48; hp 120; Mas 16; Init +2; Spd 30 ft., fly 80 ft. (clumsy); Defense 32, touch 11, flat-footed 30 (+14 natural, +7



armor, +2 Dex, -1 size); BAB +16; Grap +25; Atk +23 melee (2d8+7 plus 1d6 fire, +2 *flaming greatsword* or +17 ranged; Full Atk +23/+18/+13/+8 melee (2d8+7 plus 1d6 fire, +2 *flaming greatsword*) or +17/+12/+7/+2 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ angel traits, blast of righteousness, damage reduction 10/+2, heat, spells; AL law, good; AP 0; Rep +0; SV Fort +13, Ref +12, Will +14; Str 20, Dex 14, Con 16, Int 16, Wis 18, Cha 23.

Skills: Climb +15, Concentration +15, Diplomacy +25, Intimidate +25, Knowledge (theology and philosophy) +22, Knowledge (tactics) +22, Listen +20, Read/Write Enochian, Search +22, Sense Motive +23, Speak Enochian, Spot +23, Survival +9.

Feats: Armor Proficiency (medium), Archaic Weapon Proficiency, Cleave, Great Cleave, Power Attack, Weapon Focus (greatsword).

Aura of Menace (Su): Will DC 26 negates.

Spells: A seraph can use the following spells as though cast by a 10th-level Acolyte (save DC 14 + spell level). At will—*detect magical aura, light, bless, shield of faith*. 3/day—*cure light wounds, hold person*. 1/day—*cure moderate wounds, searing light*.

Blast of Righteousness (Su): Three times per day, a seraph's greatsword is capable of releasing a torrent of holy fire in a 30-foot line that deals 5d6 points of holy damage (creatures with an allegiance to evil take double damage) and 5d6 points of fire damage to any creatures in its path. A creature may make a Reflex save (DC 15) to reduce this damage by half.

Heat (Sp): An enraged seraph generates heat so intense that any creature that touches its body takes 9d6 points of fire damage. Creatures striking a seraph with an unarmed attack or a natural attack are subject to this damage, but creatures striking with melee weapons do not take damage from the seraph's heat. The save DC is Constitution-based.

Possessions: +2 *flaming greatsword*, +2 *breastplate*.

Fiends

It's almost impossible to describe the number of shapes and sizes that the legions of fiends take. They range from the tiniest of sinister imps and bogeymen to the largest of unholy behemoths. All the fiends from the *d20 MODERN Roleplaying Game* are found in this campaign setting, along with the fiends described here.

For fiend species traits, see page 234 of the *d20 MODERN Roleplaying Game*.

Naberus (Cacophonous Fiend)

A naberus is a small, fierce fiend that roams the waste in packs. It has a vaguely humanoid torso with three vulturelike heads sprouting from its neck. Its arms are overly long in proportion to its torso and end in filthy talons. It is a dimwitted being that can be easily fooled.

A naberus communicates in horrible squawks and spends much of its time jabbering among its

three heads. In combat, a naberus can unleash a deafening yell that can damage and deafen anyone nearby. They are cowardly creatures and often wait until they outnumber an opponent by at least three to one before attacking.

A naberus stands 4 feet tall and weighs 80 pounds.

Naberus: CR 1; Small outsider; HD 1d8+1; hp 5; Mas 13; Init +5; Spd 20 ft.; Defense 19, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 size); BAB +1; Grap +0; Atk +5 melee (1d6+3, bite) or +5 ranged; Full Atk +5 melee (1d6+3, 3 bites) or +5 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ deafening yell, fiend traits, immune to sonic damage, acid resistance 5, summon fiend, weakness; AL chaos, evil; AP 0; Rep +0; SV Fort +5, Ref +5, Will +3; Str 16, Dex 16, Con 13, Int 6, Wis 13, Cha 10.

Skills: Climb +4, Hide +8, Listen +8, Spot +8, Survival +5.

Feats: Alertness, Improved Initiative.

Bonus Skills: A naberus has a +2 species bonus on Survival checks and a +4 species bonus on Listen and Spot checks.

Deafening Yell (Su): Three times per day, a naberus can emit a cacophonous blast from its combined heads. This effect fills a 30-foot cone and deals 2d6 points of sonic damage to any creature in the area. In addition, all creatures in the affected area must make a Fortitude save (DC 11) or be deafened for 1d6 rounds. Additional attacks on the same creature deal damage, but do not extend the deafening effect. This ability is Constitution-based.

Immunity (Ex): A naberus has immunity to sonic damage and cannot be deafened.

Acid Resistance 5 (Ex): A naberus ignores the first 5 points of damage from any attack that deals acid damage.

Summon Fiend (Su): Once per day, a naberus can attempt to summon 1 naberus with a 20% chance of success. This ability is the equivalent of a 2nd-level spell.

Weakness (Su): A naberus has a strong aversion to holy symbols within 30 feet. If it fails a Will save (DC 20) in such a circumstance, it takes a -2 morale penalty on attack rolls, damage rolls, and skill checks until the holy symbol is no longer nearby.

Marchocias (Bull Fiend)

Marchocias are tough, powerful fiends often found at the forefront of battles against angels; they are the shock troops that inflict terrible damage before letting smaller fiends clean up what is left. A marchocias is able to change its shape into that of a human. In its natural form, a marchocias resembles an infernal bull. Huge, feathered wings sprout from its shoulders and a deadly viper sits in place of a tail. A marchocias constantly breathes a poisonous vapor that, oddly, smells of roses.



EARTH INHERITED



Despite their brutish demeanor, marchocias are cunning, intelligent fiends, savvy enough to strike bargains with weak-willed humans. In exchange for its protection (for as long as its whims dictate) and the occasional bit of knowledge that grants power, a marchocias often gathers troops of humans to fight and die on its behalf.

In its natural form, a marchocias stands nearly 8 feet tall at the shoulder and weighs 1,000 pounds. In its human form, it stands 6 feet tall and weighs 200 pounds.

Marchocias: CR 8; Large outsider; HD 9d8+45; hp 82; Mas 21; Init +0; Spd 30 ft., fly 40 ft. (clumsy); Defense 23, touch 9, flat-footed 13 (Defense 24, touch 10, flat-footed 14 in human form) (+14 natural, +0 Dex, -1 size); BAB +9; Grap +18 (+14 in human form); Atk +13 melee (1d8+5, gore) or +13 (1d6+5 plus poison, bite) or +14 (1d4+5, slam in human form) or +9 ranged (2d6, HKMP5 in human form); Full Atk +13/+8 melee (1d8+5, gore) and +9/+4 (1d6+5 plus poison, bite) or +14 (1d6+5, slam in human form) or +9/+4 ranged (2d6, HKMP5 in human form only); FS 10 ft. by 10 ft. (5 ft. by 5 ft. in human form); Reach 10 ft. (5 ft. in human form); SQ human form, breath weapon, fiend traits, poison, *prayer*, summon fiends, weakness; AL chaos, evil; AP 0; Rep +0; SV Fort +11,

Ref +6, Will +7; Str 21, Dex 10, Con 21, Int 15, Wis 12, Cha 16.

Skills: Bluff +11, Climb +9, Concentration +10, Diplomacy +13, Gather Information +9, Intimidate +13, Knowledge (arcane lore) +12, Knowledge (theology and philosophy) +12, Listen +9, Read/Write Infernal, Search +6, Speak Infernal, Sense Motive +6, Spot +9, Survival +5.

Feats: Alertness, Improved Bull Rush, Power Attack, Simple Weapon Proficiency, Personal Firearms Proficiency.

Human Form (Su): As a move action, a marchocias can assume the form of a male human being. This shape is always the same, and the marchocias cannot mimic another person. The marchocias retains its ability scores, *prayer*, and *summon fiend* abilities, and its weakness, but cannot fly or use its breath weapon or poison while in this form. A marchocias can remain in either form indefinitely.

Bonus Feat: A marchocias gains the bonus feat Alertness.

Breath Weapon (Su): A marchocias in its natural form can breathe a 60-foot cone of poisonous gas once every 1d4 rounds (but no more than three times per day). This poison produces the same effect as described below. Wearing a functioning gas mask negates this effect.

Poison (Ex): A marchocias injects venom with a successful hit by its viper tail. The victim must succeed on a Fortitude save (DC 19) or take 1d6 points of temporary Constitution damage; a second Fortitude save must be made 1 minute later to negate the venom's secondary damage (2d6 points of Constitution damage).

Prayer (Sp): A marchocias constantly produces an effect identical to the *prayer* spell as if cast by a 9th-level Acolyte.

Bonus Skills: A marchocias has a +4 species bonus on Knowledge (arcane lore) and Knowledge (theology and philosophy) checks.

Summon Fiends (Su): Once per day, a marchocias can attempt to summon 1d4 naberus with a 40% chance of success. This ability is the equivalent of a 2nd-level spell.

Belphegor



Naberus

Weakness (Su): A marcochias has a strong aversion to holy symbols within 30 feet. If it fails a Will save (DC 20) in such a circumstance, it takes a -2 morale penalty on attack rolls, damage rolls, and skill checks until the holy symbol is no longer nearby.

Possessions: HKMP, 24 rounds of 9mm ammunition.

Belphegor (Ravenous Fiend)

Belphegors are ruthless and cunning beasts that command large armies of lesser fiends. Due to their fractious nature, however, many belphegors spend as much time fighting each other as they do battling the forces of angels they were originally commanded to destroy. They eagerly kill humans, but some have taken to rounding them up into massive slave colonies or bending them to their wills, shaping them into their own private armies. Belphegors utterly despise seraphim, seeing them as near equals in their power, and go out of their way to see them destroyed.

In many ways, a belphegor resembles a "classic" fiend—a huge humanoid with reddish skin and an overly exaggerated head, complete with horns and a beard. It has a long, forked tail that it often holds in its taloned hands.

A belphegor stands 16 feet tall and weighs 1,000 pounds.

Belphegor: CR 12; Huge outsider; HD 11d8+66; hp 115; Mas 22; Init +1; Spd 40 ft.; Defense 25, touch 9, flat-footed 24 (+16 natural, +1 Dex, -2 size); BAB +11; Grap +23; Atk +16 melee (2d6+7, claw) or +17 (1d10+7, bite) or +10 ranged (2d8+7, rock); Full Atk +16/+11/+6 melee (2d6+7, claw) and +17/+12/+7 (1d10+7, bite) or +10/+5/+0 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ breath weapon, damage reduction 15/+1, fiend traits, improved grab, spell-like abilities, swallow whole, summon fiend, weakness; AL chaos, evil; AP 0; Rep 0; SV Fort +13, Ref +8, Will +10; Str 24, Dex 12, Con 22, Int 16, Wis 16, Cha 18.

Skills: Bluff +14, Concentration +11, Decipher Script +8, Diplomacy +16, Intimidate +22, Jump +14, Knowledge (arcane lore) +18, Knowledge (behavioral sciences) +13, Knowledge (history) +8, Knowledge (tactics) +8, Knowledge (theology and philosophy) +15, Listen +8, Read/Write Abyssal, Read/Write English, Read/Write Latin, Search +8, Sense Motive +13, Speak Abyssal, Speak English, Speak Latin, Spot +11, Survival +8.

Feats: Cleave, Great Cleave, Weapon Focus (bite), Power Attack, Simple Weapon Proficiency, Sunder.

Bonus Skills: A belphegor has a +4 species bonus on Intimidate, Knowledge (arcane lore), and Knowledge (theology and philosophy) checks.

Breath Weapon (Su): Once every 1d4 rounds (but no more than three times per day), a belphegor can vomit forth a 30-foot cone of blistering goo

that deals 3d6 points of acid damage and 3d6 points of fire damage (Reflex DC 15 half).

Improved Grab (Ex): To use this ability, the belphegor must hit an opponent at least one size category smaller than itself with its bite attack. If it gets a hold, it automatically deals bite damage each round that the hold is maintained, and it can swallow in the next round. See page 227 of the *d20 MODERN Roleplaying Game* for more information.

Spell-Like Abilities: A belphegor can use the following abilities at will, as though cast by a 10th-level Acolyte (save DC 13 + spell level): *bane*, *bestow curse*, *command*, *comprehend languages*, *detect magical aura*, *inflict light wounds*, *true seeing*.

Summon Fiend (Su): Once per day, a belphegor can attempt to summon 1d4 naberus or 1 marchocias with a 60% chance of success. This ability is the equivalent of a 5th-level spell.

Swallow Whole (Ex): If a belphegor begins its turn with an opponent two or more size categories smaller than itself held in its mouth, it can attempt a new grapple check as though trying to pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the belphegor, the opponent takes bludgeoning damage equal to the belphegor's bite attack plus 1d6 points of acid damage per round from the monster's gullet. A successful grapple check allows the swallowed creature to climb out of the gullet and return to the belphegor's maw, and another successful grapple check is needed to get free. Alternatively, the swallowed creature can attack from inside the gullet using claws or a light piercing or slashing weapon. Dealing at least 20 points of damage to the gizzard (Defense 20) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed creature must cut its own way out. A belphegor's gullet can hold 1 Medium-size, 4 Small, or 32 Tiny or smaller opponents.

Weakness (Su): A belphegor has a strong aversion to holy symbols within 30 feet. If it fails a Will save (DC 20) in such a circumstance, it takes a -2 morale penalty on attack rolls, damage rolls, and skill checks until the holy symbol is no longer nearby.

The Damned

The Damned are nihilistic barbarians who often ally themselves with fiends. They are vile, despicable beings who care nothing for the sanctity of life, including their own, which they consider to be worth nothing. They live like animals among the debris of their former lives, taking what they can from others to survive. Some members of the Damned wear horrible masks made of leather (sometimes from human skin) to mimic the fiends they admire.

Low-Level Damned (Strong Ordinary 1/ Tough Ordinary 1): CR 1; Medium-size human; HD 1d8+2 plus 1d10+2; hp 14; Mas 14; Init +1; Spd 30 ft.; Defense 14, touch 13, flat-footed 13 (+1 Dex, +2 class, +1 leather jacket); BAB +1; Grap +3; Atk +3 melee (1d6+2, machete) or +2 ranged (2d8, Mossberg); Full Atk +3 melee (1d6+2, machete) or +2 ranged (2d8, Mossberg); FS 5 ft. by 5 ft.; Reach 5 ft.; AL chaos, evil; AP 0; Rep +0; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Occupation: Blue Collar (class skills: Climb, Craft (mechanical), Intimidate).

Skills: Climb +4, Knowledge (streetwise) +1, Craft (mechanical) +2, Intimidate +3, Read/Write English, Speak English, Spot +2, Survival +3.

Feats: Archaic Weapon Proficiency, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Mossberg shotgun, 3 rounds of 12ga ammunition, machete, leather jacket, 3 canned goods, can opener, hideous leather mask.

Mid-Level Damned (Strong Ordinary 3/ Tough Ordinary 3): CR 5; Medium-size human; HD 3d8+2 plus 3d10+2; hp 34; Mas 14; Init +1; Spd 30 ft.; Defense 14, touch 13, flat-footed 13 (+1 Dex, +4 class; +1 leather jacket); BAB +5; Grap +8; Atk +8 melee (3d6+3, chainsaw) or +6 ranged (2d6, Uzi); Full Atk +8 melee (3d6+3, chainsaw) or +6 ranged (2d6, Uzi) FS 5 ft. by 5 ft., Reach 5 ft.; AL chaos, evil; AP 0; Rep +1; SV Fort +6, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Occupation: Blue Collar (class skills: Climb, Craft (mechanical), Intimidate).

Skills: Climb +6, Knowledge (streetwise) +2, Craft (mechanical) +3, Intimidate +5, Read/Write English, Speak English, Spot +3, Survival +5.

Feats: Archaic Weapon Proficiency, Exotic Weapon Proficiency (chainsaw), Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Uzi, 10 rounds of 9mm ammunition, chainsaw, leather jacket, 7 canned goods, can opener, 1 gallon of gasoline (for chainsaw), hideous leather mask.

BARGE FORTRESS

The cities are mostly burned-out wrecks and the open lands teem with outsiders, and so the human survivors of EARTH INHERITED must search hard to find a safe place to hide. Described here is a location that can be used as a headquarters, prison, or settlement for any group of humans. It is an old river barge moored along a dock. The example situation described here assumes it is occupied by human survivors, unaffiliated with any group. Feel free, however, to exchange the characters described here for members of the Damned, the Avengers of Humanity, or some other group. Guards are typically low- or mid-level thugs, as described on pages 273 and 274 of the *d20 MODERN Roleplaying Game* (replace their weapons as desired).

1. Guard Post/Gangplank

The only access to the barge from land is a single gangplank protected by a shack at its entrance. Two guards are posted here at all times, equipped with an M-60 machinegun, 30 rounds of ammunition, a single pair of binoculars, and a powerful searchlight (range 300 feet). Firing holes, providing nine-tenths concealment, protect the guards.

2. Bridge

The barge no longer operates, so the bridge has been turned into the "main office" for the group that owns it. The controls have been looted of any functional parts. A large table and six chairs are situated in the middle of the room. At any given time, there are two guards in the bridge, using its high ground to keep an eye on the surrounding terrain. A klaxon has been mounted on the inside of the enclosure. As an attack action, one of the guards can turn the klaxon, producing an alarm loud enough to be heard by everyone on or in the barge.

3. Main Deck

The main deck of the barge is 40 feet wide and 100 feet long. The group that uses the barge has erected several tents and shanties on its surface. At any given time, 2d6 people are wandering around or inside these structures.

4. Guard Towers

There are two guard towers on the barge, one at the front of the vessel and another in the center of the main deck. Each tower is 20 feet tall and made of welded pipe, metal, and scraps of wood. One guard stands watch in each tower at any given time, one of whom is constantly viewing the surrounding terrain with a pair of binoculars. The guards in the fore tower each have an AK-47 with a full magazine of ammunition. The central tower has a mounted M-60 machinegun with 30 rounds of ammunition. The towers provide one-half concealment to the guards inside. The supports that hold it up have hardness 10 and 80 hit points.

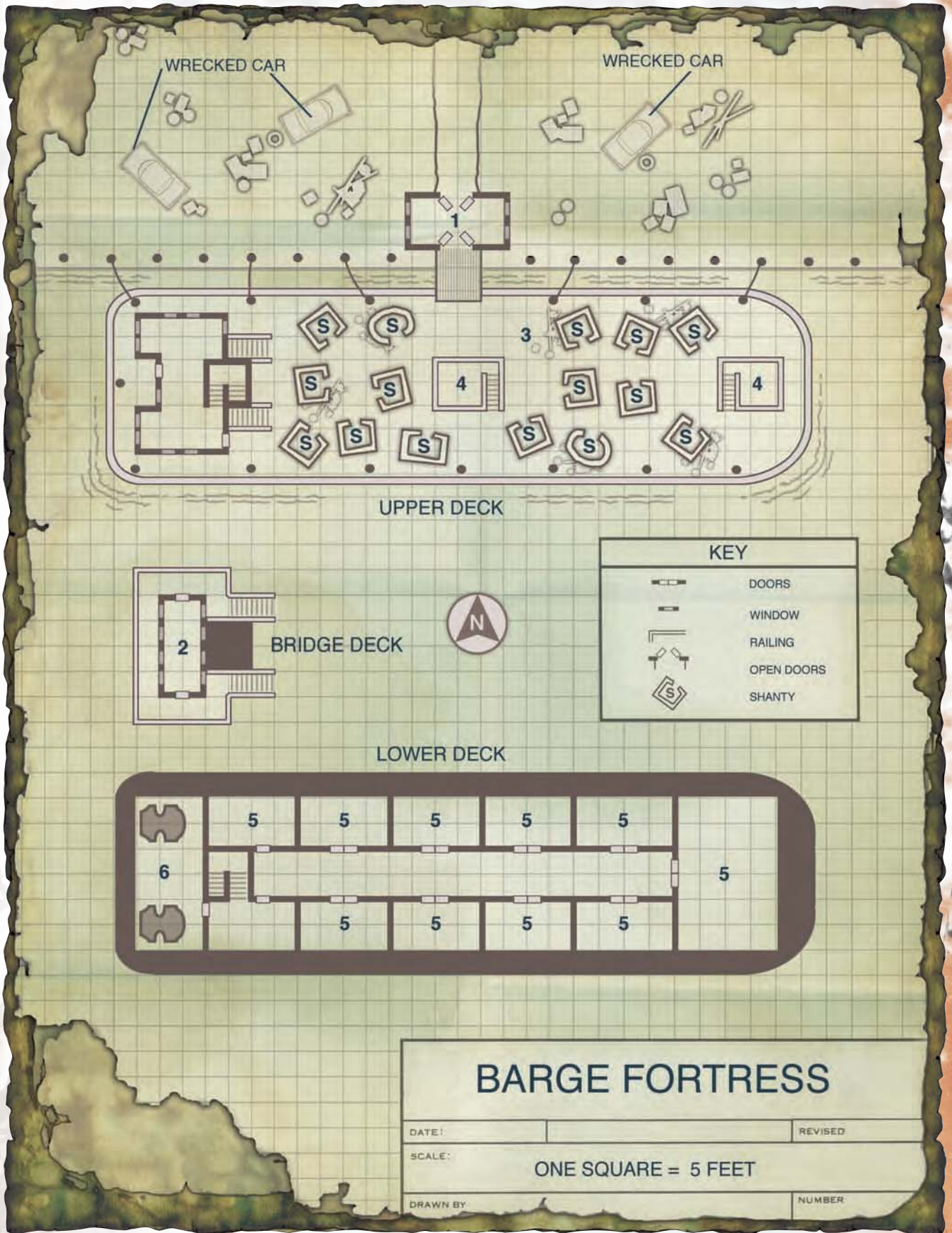
5. Storage Berths

The barge features ten square berths that had been used for storing grain. Now they have been converted into bedrooms, weapons caches, and other kinds of storage areas. At any given time, 2d6 people are scattered throughout the berths. The metal doors have hardness 10, 120 hit points, and a break DC of 35.

6. Engine Room/Brig

The engines of the barge no longer function. Repairing them requires three complex Repair checks. This room is used as a brig by the group that controls the barge.





Chapter Five ATOMIC SUNRISE

They say that it has been seventy-five years since the cleansing fire fell from the sky, shattering the wondrous mountains of steel and glass in which our ancestors dwelled. It has been seventy-five years of filth, disease, mutation, and slow decay. Now the buzzards we refer to as the Wasteland Marauders, the Six-Fingered Hand, and the Government of New Texas pick over the carcass of our burned-out world. I'm here to send them back to the radioactive pit that spawned them."

—Jasper McCormick,
sergeant of the Epoch Legion

SUMMARY

Ten years from now the weapons deemed too terrible for use are employed on a worldwide scale, destroying civilization. The cities are incinerated, governments topple, and ninety-five percent of the human race is burned away. Those who remain must fight for survival in an irradiated landscape while warlords and other groups struggle to dominate what remains.

CAMPAIGN IN BRIEF

ATOMIC SUNRISE is a campaign in which a global nuclear exchange wiped out ninety-five percent of human life on Earth.

Nobody knows for sure how the nuclear war came to be, but those whose parents talked about the war say tensions ran high between the vast and powerful nations of that day. A rogue organization, friend to none of the great nations, detonated a nuclear weapon in an American city, and in the anger and confusion that followed, a larger war could not be avoided.

Mutant guard dogs charge a well-armed interloper

The world was changed, but it was not the end of humanity. In the tense weeks prior to the nuclear exchange, some people built fallout shelters in their backyards. Other, wealthier individuals had already looked at the dangerous future and constructed enormous vaults—heavily armored bomb shelters as large as small skyscrapers buried deep in the ground or built into mountains. Still others were simply outside of the most devastated regions; the worst they had to endure was the radioactive nuclear fallout.

While many individuals remained sheltered for months or years in the safety of bomb shelters, the radiation wreaked havoc on the DNA of those on the surface. Years passed; the survivors eked out a meager existence. Children were born, though most didn't survive, and those who did often had strange mutations. Some of these children were abandoned (or worse) by their parents, while others were raised to adulthood and themselves reproduced.

Over the next twenty years, the radiation on the surface tapered off. The inhabitants of the largest shelters had remained underground that entire time, but were finally forced to emerge. They surfaced to a devastated world. Much of the continent had succumbed to desertification, and much of humanity was scarred by mutation.

Despite the obvious changes, life moved forward. Communities coalesced, organizations sprang up, and leaders emerged. Some groups worked toward the betterment of the species; others simply gobbled up any resources they could scavenge or take. The roads became war zones. Fuel became an important commodity, as did weapons, armor, and technological relics from before the apocalyptic war.

In *ATOMIC SUNRISE*, the heroes are thrust into this horrific setting, and they must decide who they will align themselves with, who they will fight, and what they choose to stand for.

ROLE OF THE HEROES

The heroes of *ATOMIC SUNRISE* may come from a variety of backgrounds: second-generation mutants born into wild tribes of nomad, citizens of struggling but peaceful communities, or even unmodified humans recently emerged from the bomb shelters and vaults. Although the old world lies in ashes and expansive deserts cover what once were verdant fields, hardy heroes can make a difference. They may join (or already be a part of) one of the power groups described below, or they may choose to struggle against the oppressive powers that try to dominate the landscape.

CAMPAIGN TRAITS

The *ATOMIC SUNRISE* setting combines the classic survival story with overtones of the eternal struggle

against nature, the complexity of intolerance, and the discovery of powerful lost technology. Before the fall, the tech level had not progressed beyond the Information Age; however, secret government technology, which includes items such as powered armor, laser guns, and field technology, has made its way into the hands of the people, creating a setting in which weapons range from archaic to advanced. *ATOMIC SUNRISE* mixes the fantastic with the bleak—it is dark and gritty, but filled with the promise of a strange new age at its dawn.

This campaign is set in the Generation 0 era.

Department-7 in Atomic Sunrise

In an *ATOMIC SUNRISE* campaign, Department-7 is an information-gathering organization based in one of the old vaults that was opened twenty years ago. The facility retains power, but since it can no longer sustain the lives of the three thousand people it was built to hold, it has been converted into a research facility. The administrators of the vault dedicated this facility to the accumulation of knowledge. Of particular interest is what organizations have formed and what their agendas might be. This information is compiled and stored at the facility for future reference. Heroes working for Department-7 are given the simple mandate of going out into the world and learning as much as they can about any subject they wish.

Heroes in *ATOMIC SUNRISE* may or may not have a connection with Department-7, or they might align themselves with another power group. Should they choose to work for Department-7, they are given a vault photo ID card, which they can show other members to obtain free housing for the night, a free meal, or a piece of information. Department-7 agents are spread throughout the continent, and are accessible anywhere, at the GM's discretion.

Progress Level and Rules

ATOMIC SUNRISE makes use of all the rules in this book except virulence (see page 53). Some monsters are inappropriate. Radioactive regions are common. The default Progress Level is PL 5, although you can choose to incorporate select elements from PL 6 (in the form of secret government technology that was brought out during the war), or even decide that the apocalypse occurred at a later date, when Earth had reached PL 6.

Magic and FX

Magic does not exist in *ATOMIC SUNRISE*.

Psionic powers do exist in this campaign setting, in the form of some types of mutations. However, psionic abilities are extremely rare, and the psionic classes from the *d20 Modern Roleplaying Game* are discouraged.

The Landscape

ATOMIC SUNRISE, as written, takes place in the postapocalyptic United States, but it can easily be moved to another country. Most of the groups can be transported to other locations as is, or with a simple change of names.

In what remains of the United States, most of the East Coast was heavily bombed, leaving it a radioactive ruin. In some locations, radiation levels have fallen low enough to allow exploration, but there is no civilization to speak of amid the twisted towers and bombed-out buildings.

Although targets such as Seattle, Los Angeles, and Portland were prime West Coast targets, the region suffered comparatively few hits. Furthermore, prevailing winds pulled radioactive fallout to the east, resulting in a lower concentration of radiation in the western states. Much of the continent between the Mississippi River and the West Coast is somewhat livable. The primary locations of activity in ATOMIC SUNRISE are all on the West Coast and in the Midwest.

POWER GROUPS

Nuclear annihilation did not spell the end of humanity's need to grasp after power. Some organizations that predated the apocalypse managed to survive, rebuild, and either change their focus or continue pursuing the same ends they sought before the fall. Furthermore, following the apocalypse, new organizations sprang into existence, filling the vacuum as governments fell.

The organizations described here are large and expansive, with influence in one form or another over a large area. Their interests often conflict with those of others, leading to open hostility and occasionally outright war.

In addition to the groups found here, countless warlords with small armies at their disposals have carved niches in the hostile landscape. They occasionally form alliances, but in general they are not large enough to compare to the organizations covered here. Small towns and enclaves, some of which are quite well organized, also dot the landscape, but have little influence beyond their boundaries.

Prewar Power Groups

The following organizations are all discussed, in their preapocalyptic form, in the *d20 Menace Manual*. Other organizations from that book might have survived the war and can be converted and added to the setting as the GM sees fit.

The Establishment

Agenda: Monitor and weaken power groups throughout the country, to prevent any from threatening the potential reemergence of the U.S. government.

Structure: Intelligence-gathering group.

Symbol: The seal of the Central Intelligence Agency, with the words *United States of America* replaced with *Free Confederacy of New Langley*, and *Central Intelligence Agency* changed to *The Establishment*.

Most Common Allegiance: Links to all known groups.

The only prewar organizations that saw the apocalypse coming were the world's intelligence agencies. While most survivors assume the CIA died with the old U.S. government, the few who have learned the truth are hardly surprised this organization not only survived, but still covertly influences events.

The senior members of the CIA and their families retreated to vaults during the final war and later emerged, ultimately electing to move to the base of the Rocky Mountains in Montana, a relatively intact region of the country.

The CIA has changed its name to *The Establishment* and has renamed the area it claims as the *Free Confederacy of New Langley*. Well-armed guards in military vehicles patrol the borders, discouraging outsiders from approaching their headquarters.

The Establishment continues the work of its predecessors, infiltrating other power groups. Its modus operandi is to play these groups against one another, preventing any group from becoming overly powerful, and to keep every group as far away from New Langley as possible.

Someday, The Establishment believes, the time will be right to rebuild the government of the U.S. They hope to keep that stage set by preventing any other group from gaining too much power.

Federal Emergency Management Agency (FEMA)

Agenda: Maintain control of the strategic petroleum reserves.

Structure: Military group.

Symbol: An eagle and shield, with the eagle holding in his beak a scroll bearing the motto "*Pace ac bello merita*" ("Service in Peace and War").

Most Common Allegiance: None.

Following the apocalypse, FEMA sprang into action, immediately securing the strategic petroleum reserves maintained by the U.S. government in a set of salt caverns in Texas and Louisiana. With the collapse of the federal government, the organization quickly realized it had no prospect of "managing" the postapocalypse—but that it was sitting on the largest reserve of one of the most valuable commodities on Earth. Having been reinforced by a brigade of national guard soldiers, FEMA decided to sit tight, guarding its fuel cache as a hedge against future crises.

This retreat didn't go unnoticed. In the early days after the war, local survivors crowded the entrances of the salt caverns, begging for admittance and the protection they assumed FEMA could



provide. Riots followed, but FEMA did not emerge from its underground base.

In the years that followed, rumor of the underground fuel cache spread, and more than one warlord or band of road gangers attempted to assault the caverns. Their attempts were halted by military firepower.

No assailant has succeeded in penetrating the salt caverns, and FEMA personnel are rarely seen in local settlements. The organization's legendary unwillingness to share in tough times (especially given its mandate) have made its members very unpopular.

Nautilus Club

Agenda: Maintain separation from the outside world while continuing to develop advanced scientific breakthroughs.

Structure: Association of wealthy intellectuals.

Symbol: A golden silhouette of Jules Verne's *Nautilus* with the initials "JV" in the middle.

Most Common Allegiance: None.

In the final years before the apocalypse, the Nautilus Club quietly emerged from its secret society status and devoted millions of dollars to the construction of undersea facilities. These dome-shaped buildings were reinforced by some of the world's first energy fields and designed to withstand the crushing depths of the sea—as well as radiation, and theoretically even a nuclear blast. Within these domes lived the wealthy members of the club, their hand-picked scientists, and the privileged workers who maintained the facilities.

When the nuclear apocalypse occurred, as they had predicted would happen, the members of the Nautilus Club survived in their secluded underwater bases. While scientific progress ground to a halt in the outside world, their organization continued to develop new technology. Occasionally the Nautilus Club sends explorers to the surface in an effort to better understand the forces that are shaping what remains of the world. They normally bring their technology with them on such expeditions for trade.

Many groups seek to make connections within the Nautilus Club, hoping to acquire their advanced technology.

Six-Fingered Hand

Agenda: Organize mutants and help them rise to dominance.

Structure: Bands of hierarchically organized mutants.

Symbol: A red hand with the fingers splayed out and a second thumb on the pinky side of the hand.

Most Common Allegiance: Wasteland Marauders.

Before the apocalypse, the Six-Fingered Hand was a group interested in ending the world. Their rationale for this attitude was relatively unknown,

and in fact, it varied greatly from one individual to another. When the nukes exploded, burning away civilization, the cult took delight and congratulated itself on its perceived victory.

Amazingly, enough members survived to regroup and reevaluate the organization's goals. Their decision: Everything that remained must be destroyed, ridding the universe of humanity once and for all. That mandate has slowly been overtaken, however.

As radical mutations began to appear, many mutants blamed humanity for their condition. Embittered, often as much by their treatment by other survivors as by their actual mutations, many mutants began to see the Six-Fingered Hand as a means to exact vengeance. Over the next twenty years, the original members grew old and died, leaving the organization to its mutant followers. As time passed the group evolved into a pro-mutant organization that served to advance the interests of mutantkind.

While these new interests are not always at odds with humanity, they do often lead the group into conflicts with nonmembers. Members are notoriously contemptuous of the unmutated (and even of mutants who live in nonmutant communities), and many would just as soon kill nonmembers as not. Mutants are likely to join the Six-Fingered Hand, and unmutated humans are more likely to take the appearance of the group's insignia as a precursor to hostility.

New Power Groups

A number of new power groups have sprung from the ashes of the apocalypse. Unlike the majority of the older groups, which sought only to survive and sequester themselves from the world, many new groups aggressively seek to transform the world into one more suited to their liking.

Most of these groups are made up of individuals who never knew the world before the apocalypse; their agendas reflect their interpretations of the myths and stories of the preapocalyptic world.

Enforcers

Agenda: To facilitate the development of civilization by promoting law and order.

Structure: Association of aligned law officers.

Symbol: Balances.

Most Common Allegiance: Epoch Legion.

The Enforcers are a group inspired by the frontier sheriffs of the preapocalyptic Old West. The enforcers were founded by a sheriff, Shayne Gunn, ten years after the nukes fell. Upon turning over his law enforcement duties to one of his deputies, he traveled the west, meeting other law enforcers and convincing them that their efforts at restoring order would be more successful if they helped one another.

This group consists primarily of law officers who maintain order in towns or outposts and protect the people who live there from the dangers of the ATOMIC SUNRISE setting.

Under the Government of New Texas, the West is wilder than ever



RP

The Enforcers are a loosely organized group with no leadership to speak of. Lawbringers (see page 84) top the organization, many of whom deputized other officers. The only way to join the Enforcers is to be invited by an existing Lawbringer member. However, because the organization lacks strong leadership and infrastructure, it is easy for an impostor to impersonate a member.

Enforcers are not welcome in every community. Many towns prefer anarchy to law, others are run by corrupt individuals who maintain a hold on power through force, and still others are extremely distrustful of any organized force. Nevertheless, the Enforcers remain one of the few groups making some headway in the struggle to bring order to what remains of the country.

Epoch Legion

Agenda: To reunite the country, defeat marauding organizations, and unearth and develop advanced technology.

Structure: Hierarchical military group.

Symbol: The shape of the United States of America.

Most Common Allegiance: The Enforcers.

Perhaps the most powerful group on the North American continent, the Epoch Legion is a militaristic organization that has a goal similar to that of the Enforcers. The group formed twenty-five years ago from a band of marauders who discovered a hidden military base in the New Mexico desert. The raiders realized they were now in possession

of more advanced equipment than they had ever encountered before. This new equipment included items such as powered armor and energy weapons. Two members of the group were scientifically inclined and figured out how to produce more of these items. Over time, the band changed its name to the Epoch Legion. The group's ranks expanded and the members redefined their purpose, proclaiming themselves crusaders in the cause of reuniting the country under just rule.

The Epoch Legion maintains an underground headquarters in the ruins of Las Cruces, New Mexico. Within this facility is a weapons and armor factory, a research facility, and living quarters for nearly five hundred members. The Epoch Legion's crusades take it all over the continent. The group occasionally sets up an outpost in a region in which it wants to maintain a presence.

The Epoch Legion has established an alliance with the Enforcers, and it is the only group known to have had friendly relations with FEMA.

Despite these successes (or perhaps because of them), the Legion has become the enemy of the Government of New Texas, the Wasteland Marauders, and the Six-Fingered Hand. The Wasteland Marauders normally keep a healthy distance from the better-armed Epoch Legion, and although the Six-Fingered Hand occasionally harasses the Legion's outposts, the Epoch Legion's real concern is the Government of New Texas, which has armor and weaponry just as advanced as its own and is attempting to expand into the Epoch Legion's home territory in New Mexico.

Government of New Texas

Agenda: Assume control of old Texas and annex surrounding territories.

Structure: Governing council and military enforcers.

Symbol: Gold star on a black background.

Most Common Allegiance: None.

The Government of New Texas was formed by surviving members of the state house and senate under the leadership of the former governor. For decades it existed as a small group proclaiming itself to be the rightful authority in the state—despite the fact that the members were holed up in a bunker.

This situation changed when a splinter group of the Epoch Legion contacted them with an offer: access to Legion technology in exchange for a factory. The Government of New Texas agreed to these terms, but betrayed the Legion members, luring them to their deaths at the opening of the factory. The Government then distributed its new technology among troops it had recruited and began reclaiming the state in its name.



The army of the Government of New Texas spread like a cancer, claiming control over one town after another with promises of protection and order. Those who dared oppose the army were publicly cut down as a warning to anyone else who might be planning to do the same thing. The group's presence has had some beneficial effects, such as reducing the number of marauders operating in a local area and toppling some corrupt bosses who ran some of the settlements, but the Government has also ousted other leaders and planners who were well-liked by the locals, causing resentment and eventually rebellion.

The Government of New Texas does not have friendly relations with any other power group. It has been engaged in a war with the Epoch Legion for the past two years and has made enemies of the Wasteland Marauders as well.

Wasteland Marauders

Agenda: Control over trade through violence and intimidation.

Structure: Aligned organizations of thugs.

Symbol: United States flag.

Most Common Allegiance: Mutant Arm of Radillos.

The Wasteland Marauders consist of numerous bands of common thugs and road gangers who have entered into a mutual nonaggression pact—instead of attacking each other, they have agreed to spend their violence on travelers and settlements in their territories.

They have taken control of many major trade routes, on which they demand tribute from merchant caravans and travelers. Also, because of their strategic alliances with one another, they can call upon other groups to aid them when rival groups of thugs form in their areas. The organization has spread across the continent, though individual groups normally control only a few miles of road-way in any given region.

Most outsiders—and even many members of the gangs—assume that the Wasteland Marauders have no organized leadership. This is far from the truth: Ten thugs who lead the largest marauding bands within the organization are the official leaders, despite the fact that they rarely give direct orders or take official action. Instead, they take a small cut of all tribute, allowing them to live a wealthy, if nomadic, lifestyle.

The Wasteland Marauders have made numerous enemies, but they have managed to make a powerful friend in the Mutant Arm of Radillos, with which they trade captured individuals as slaves in return for weapons and armor. The Six-Fingered Hand has also conducted trade with them as well. The Epoch Legion has sworn to eliminate the Wasteland Marauders entirely (an effort that has gotten off to a slow start), members of the Enforcers shoot them on sight, and The Establishment has an agent within the upper tiers of their leadership.

The Mutant Arm of Radillos

Agenda: Profit through gladiatorial matches and use radiation experiments to create new mutant species.

Structure: Dictatorship.

Symbol: A human skull with a third eye socket.

Most Common Allegiance: Wasteland Marauders.

Radillos is a mutant warlord who controls an organization involved in numerous repugnant yet lucrative activities. Though the Mutant Arm of Radillos is notorious for the gladiatorial fights it hosts, it is also known for trading weapons, buying and selling slaves, and genetically manipulating humans and other creatures—both unborn and fully grown.

Radillos is a second-generation mutant of enormous physical power and charisma, who has built a loyal group of both human and mutant followers. Among them are scientifically inclined individuals who understand the concepts of genetic engineering and nuclear technology. Radillos keeps these individuals as his closest advisors.

Upon forming his organization, Radillos took over the eastern Washington town of Pullman, the site of a prewar university. Although the city had been hit by a low-grade nuclear weapon during the war, numerous buildings were intact, including the engineering department's small underground nuclear reactor. Radillos ordered the reactor brought on line as quickly as possible so that it could provide power to the Mutant Arm's facilities.

Among the other structures still standing was a football stadium. Radillos immediately saw the potential in transforming it into a gladiatorial arena. He captured ten slaves and held the first matches the following spring. The match was publicized throughout the surrounding towns and drew an amazing crowd. The price of admission was 1 TU of commodities, which hundreds willingly paid.

Following the initial success of this venture, Radillos hosted more gladiatorial battles, pitting humans and mutants against one another, arming them with weapons ranging from swords to chainsaws, and creating an ever more dangerous and tricky battlefield full of traps and other surprises.

To supplement the gladiators and keep the games interesting, Radillos ordered his scientists to create new types of mutants for the arena. Many experiments failed, though others resulted in the creation of numerous mutant human and animal breeds. In several instances, these creatures developed more powerful mutations than the scientists initially intended. While most such creatures were destroyed, a few did not manifest their powers until they were released into the arena, and some of those succeeded in escaping. The Army of the Bloody Maw, a militant group opposing Radillos, is led by one of these escaped mutants.

Radillos is kept in power by the Riders of the Glow, a band of ATV-mounted Road Warriors who patrol the region for threats and keep the people

of Pullman in line. They patrol in gangs and are known for their brutality, occasionally picking an individual at random to assault. They constantly keep watch for travelers in motor vehicles they don't recognize. If the person appears to be an easy target, they swarm the vehicle, destroy the car, and salvage the fuel.

The area Radillos controls extends approximately ten miles out from the ruins of Pullman. Beyond that, his influence is felt through his trade and other activities. Agents, just as skilled in diplomacy as they are in combat, promote Radillos' interests abroad. They travel throughout the Northwest, buying slaves and weapons, selling those that turn a profit, and returning with the rest to Radillos. The cordial behavior of these agents when they conduct business with other groups has earned them a positive reputation among those with whom they deal, many of whom have no knowledge of Radillos, his gladiatorial games, or the fact that he is a mutant.

Radillos (Charismatic Hero 6/Soldier 5/Road Warrior 6): CR 17; Medium-size mutated human; HD 6d6+18 plus 5d8+15 plus 6d8+18; hp 118; Mas 17; Init +3; Spd 15 ft.; Defense 25 (+3 Dex, +7 class, +5 enhanced sports pads), touch 13, flat-footed +22; BAB +10; Grap +11; Atk +11 melee (1d6, 19-20, metal baton) or +14 ranged (2d10, HK G3 assault rifle); Full Atk +11/+6 melee (1d6+1/19-20, metal baton) or +14/+8 ranged (2d10, HK G3 assault rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Mutant Arm of Radillos; AP 8; Rep +5; SV Fort +12, Ref +15, Will +3; Str 12, Dex 16, Con 17, Int 14, Wis 10, Cha 18.

Occupation: Dilettente (class skill: Intimidate).

Skills: Bluff +12, Craft (mechanical) +12, Demolitions +8, Diplomacy +12, Disguise +13, Drive +18, Gather Information +13, Handle Animal +10, Intimidate +25, Knowledge (tactics) +5, Knowledge (art) +11, Knowledge (behavioral science) +11, Navigate +7, Pilot +12, Speak Language (French), Spot +13, Survival +8.

Feats: Advanced Firearms Proficiency, Aircraft Operation, Armor Proficiency (heavy), Armor proficiency (light), Armor Proficiency (medium), Dodge, Frightful Presence, Lightning Reflexes, Personal Firearms Proficiency, Burst Fire, Point Blank Shot, Power Attack, Renown, Simple Weapons proficiency, Vehicle Dodge, Vehicle Expert, Weapon Focus (HK G3 assault rifle).

Mutations: Mindslave, poisonous blood, psionic talent (major) *inflict pain*, radioactive, reduced speed, unnatural skin.

Abilities: Charismatic Hero: coordinate, inspiration, greater inspiration; Soldier: weapon focus, weapon specialization; Road Warrior: improved vehicle modification, improved retain control, skillful boarding.

Possessions: AM General Humvee, binoculars, enhanced sports pads, HK G3 assault rifle, flash goggles, 5 fragmentation grenades, metal baton, thermite grenade, walkie-talkie (professional), 50 rounds of 7.62mm of ammo.

Rider of the Glow (Fast Hero 4/Road Warrior 5):

CR 9; Medium-size mutated human; HD 9d8+18; hp 62; Mas 14; Init +3; Spd 30 ft.; Defense 23, touch 13, flat-footed 20 (+3 Dex, +7 class, +3 sports pads); BAB +6; Grap +8; Atk + 8 melee (1d6+3, machete) or +9 ranged (2d8, desert eagle); Full Atk +8/+3 melee (1d6+3, machete) or +9/+4 ranged (2d8, desert eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Mutant Arm of Radillos; AP 4; Rep +2; SV Fort +6, Ref +6, Will +3; Str 15, Dex 16, Con 14, Int 13, Wis 12, Cha 10.

Occupation: Criminal.

Skills: Balance +8, Craft (mechanical) +13, Drive +15, Intimidate +7, Jump +7, Knowledge (streetwise) +8, Navigate +6, Pilot +8, Spot +8, Survival +8.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Drive-By Attack, Personal Firearms Proficiency, Point Blank Shot, Double Tap, Quick Reload, Simple Weapons Proficiency, Vehicle Expert, Vehicle Dodge.

Mutations: Energy diffusion (fire, sonic/concussion), lethargy.

Abilities: Fast Hero: evasion, uncanny dodge; Road Warrior: improved vehicle modification, improved retain control, skillful boarding.

Possessions: ATV, cigarette lighter, Desert Eagle, Geiger counter, sports pads, machete, 5 rounds of .50AE ammo.

Genetic Scientist (Smart Hero 5/ Field Medic 10):

CR 15; Medium-size human; HD 6d4 plus 10d8+30; hp 90; Mas 14; Init +2; Spd 30 ft.; Defense 23, touch 20, flat-footed 21 (+2 Dex, +8 class, +3 under-cover vest); BAB +7; Grap +7; Atk +7 melee (1d4, knife) or +9 ranged (2d6, Colt Python); Full Atk +7/+2 melee (1d4, knife) or +9/+4 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Mutant Arm of Radillos; AP 13; Rep +6; SV Fort +10, Ref +6, Will 11; Str 10, Dex 15, Con 14, Int 19, Wis 16, Cha 12.

Occupation: Doctor.

Skills: Computer Use +22, Craft (pharmaceutical) +22, Craft (structural) +22, Decipher Script +14, Demolitions +12, Disable Device +12, Knowledge (earth and life sciences) +25, Knowledge (technology) +25, Listen +15, Repair +12, Research +22, Search +12, Spot +21, Treat Injury +24.

Feats: Aircraft Operation, Armor Proficiency (light), Armor Proficiency (medium), Dodge, Educated, Gearhead, Medical Expert, Personal Firearms Proficiency, Quick Reload, Simple Weapons Proficiency, Studious, Surface Vehicle Operation, Surgery.



Emblem of Radillos

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Abilities: Smart Hero: exploit weakness, savant, trick; Field Medic: expert healer, medical mastery, medical miracle, medical specialist +3, minor medical miracle.

Possessions: Aluminum travel case (10 lb.), Colt Python, concealed carry holster, first aid kit, knife, medical kit, notebook computer, overcoat, pen light, pharmacy kit, undercover vest.

THE COMPOUND

Radillos controls four key structures on what was once a state college. Built during the twentieth century Cold War, these buildings were constructed of reinforced concrete for use as bomb shelters in the event of nuclear war. The final apocalyptic war came after a long age of relative peace, so many of the other buildings that were later constructed were not built to the same specifications. Because of this, when the low-grade nuke hit, the buildings now inhabited by Radillos stood up to the blast and many of the surrounding structures collapsed.

Each of these buildings is connected to underground steam tunnels, which run throughout what was once the campus and connect to most of the buildings. The entrances to the steam tunnels are guarded by armed soldiers loyal to Radillos; the ones that connect to his compound are blocked, barricaded, and guarded. The nuclear reactor is located in the basement of a small building a few hundred yards from the primary compound and is staffed with guards and the engineers who keep it running.

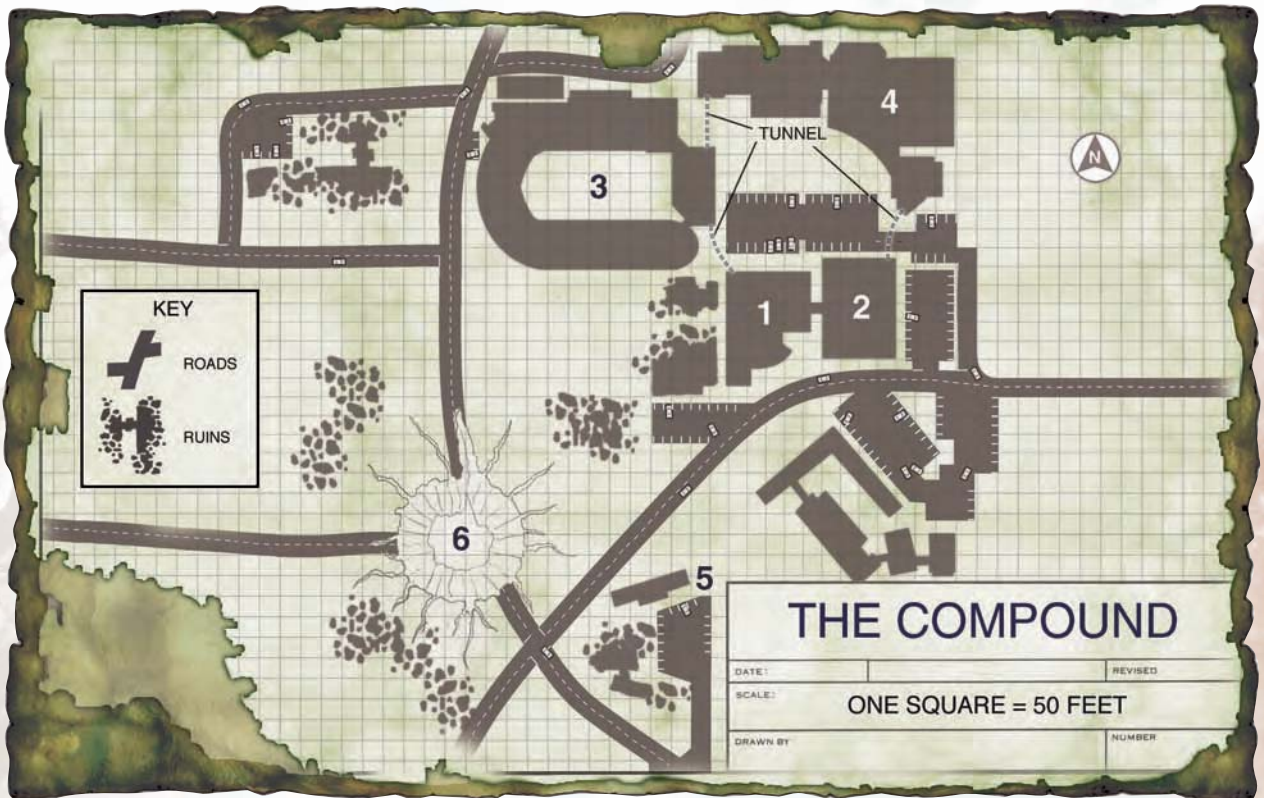
1. Primary Compound

The Mutant Arm of Radillos keeps its base in a four-story building that once was the college gymnasium. A stairway guarded by soldiers and monitored by security cameras links all floors of the building. The bottom floor is used primarily as slave quarters. The second and third floors contain offices built around an emptied swimming pool, which holds numerous barrels of gasoline. The offices are used by Radillos's scientists, who create mutants that will be entertaining in the arena. The fourth floor contains an auditorium as well as Radillos's personal quarters. His room is guarded by six of his best-trained and most loyal followers and is filled with numerous weapons, preapocalyptic entertainment devices, and the finest rugs and art he has been able to acquire.

The gymnasium is connected to the stadium by an underground tunnel. Because the exterior of this building is heavily guarded by thugs and security devices, this arrangement has saved Radillos from assassination attempts on numerous occasions.

2. Secondary Compound

This building, which was a second gymnasium, connects to the main compound by way of a sky bridge on the third floor. The devastation of the nearby nuclear blast shattered the windows on the exterior of this walkway, but those have since been replaced with bulletproof tinted windows. The sky bridge is used as one of the primary lookout stations. A smaller pool exists in this building, which Radillos uses as the home for aquatic mutant specimens that



have been created by his scientists. The rest of the building is used to store weapons and ammunition and serves as a barracks for his soldiers.

3. Arena

This structure contains what was once a football field and bleachers. The nuclear blast tore away the top levels of the bleachers, so the top section of the arena is jaggedly shorn from the rest of the seating (which remains quite sturdy). The artificial turf on the field has long since degraded and been replaced by sand and obstacles to make the gladiatorial matches more interesting. These obstacles include spike pits, posts with spikes protruding from them, and cages that can either be left on the ground or suspended above the arena floor and dropped upon the combatants.

4. Library

The only main structure not controlled by Radillos and his soldiers, the library is actually three connected buildings. It is home to a reclusive monastic order that predates Radillos's arrival and is dedicated to the preservation of knowledge. Typically dressed in hooded gray robes, the order's members have an uneasy peace agreement with the mutant warlord. Radillos allows them to maintain the knowledge found in the numerous books within these walls, and in return, they must provide him any knowledge from their vaults that he needs. They abide by his terms reluctantly; they have no love for Radillos and would gladly aid anyone who attempted to free this town of the warlord.

5. Dorm

This building is six stories tall and weathered the nearby nuclear explosion better than expected. The bottom floor, once a recreation area, is now the bottommost guard post. The floors above are each identical, consisting of small dormitory rooms on either side of a central hallway.

The upper floors of this building offer a clear view of the surrounding region, so guards are typically posted on the roof. During gladiatorial matches, the rooms in this building are rented out to wealthy visitors, who trade up to 20 TU in goods per night. Food, drugs, and the use of slaves are available for an additional fee.

6. Crater

This crater is the site where a low-grade (75 kiloton) nuclear weapon struck. The crater is approximately 100 feet deep and 1,000 feet across. The rocky center

remains dangerously radioactive. On the frequent occasions when Radillos passes a death sentence on a disobedient soldier, an unruly prisoner, or some random person, that unfortunate soul is tossed into the pit, where he or she suffers exposure to a lethal dose of radiation. The area surrounding the pit is also lightly irradiated.

ADVANCED CLASSES

Most non-FX classes from the *d20 Modern Role-playing Game* and *d20 Future* can be used in the *Atomic Sunrise* setting. The following advanced classes can be used in this setting with no modification: Bodyguard, Dreadnought, Engineer, Explorer, Field Medic, Field Officer, Field Scientist, Gunslinger, Helix Warrior, Infiltrator, Martial Artist, Negotiator, Road Warrior*, Salvager*, Soldier, Swindler, and Techie.

*Indicates an advanced class introduced in Chapter 3 of this book.

LAWBRINGER

The Lawbringer is a throwback to a time before the apocalypse, when a body of law governed the populace and provided a framework upon which civilization was made safer. In postapocalyptic times, though, the Lawbringer is an oddity. Many think he is a deluded individual trying to apply long-outdated social pressures upon an anarchic world. Despite this, many communities come to respect and value the Lawbringer, embracing the concept of order and equality under law.

The Lawbringer enforces laws, investigates crimes, and pursues those who commit them. In the *Atomic Sunrise* setting, the Lawbringer normally operates without the assistance of lawmakers or a judicial system, forcing him into the roles of judge, jury, and executioner. His position of authority is limited to the community that has accepted him—and the range of his gun—but he occasionally leaves his jurisdiction to track down a criminal and bring her to justice.

Upon becoming a Lawbringer, the individual adopts a legal code that he enforces. Upon acceptance by the community, the code is normally posted in a public area as a warning to those who would violate the local laws. The legal code is normally fairly short by comparison to modern standards, but it outlaws murder, rape, theft, and assault. Some communities adopt additional laws unique to their needs or level of sophistication.

Table 5-1: The Lawbringer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+2	+0	Community support	+1	+1
2nd	+2	+0	+3	+0	Bonus feat	+1	+1
3rd	+3	+1	+3	+1	Fast tracker	+2	+1
4th	+4	+1	+4	+1	Bring 'em back alive, bonus feat	+2	+2
5th	+5	+1	+4	+1	Dodge bullet	+3	+2



Requirements

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

Base Attack Bonus: +6.

Skill: Gather Information 10 ranks, Survival 6 ranks.

Feats: Weapon Focus, Track.

Allegiance: The Lawbringer must pledge his primary allegiance to a specific settlement or to the Enforcers, and remain a dutiful servant of this body; if the Lawbringer breaks this allegiance, he loses all the benefits of the community support class feature.

Class Information

The following information pertains to the Lawbringer prestige class.

Hit Die

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

Action Points

The Lawbringer gains a number of action points equal to 7 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Lawbringer's class skills are as follows.

Balance (Dex), Climb (Str), Diplomacy (Cha), Disable Device (Int), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge (current events, streetwise, tactics) (Int), Listen (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

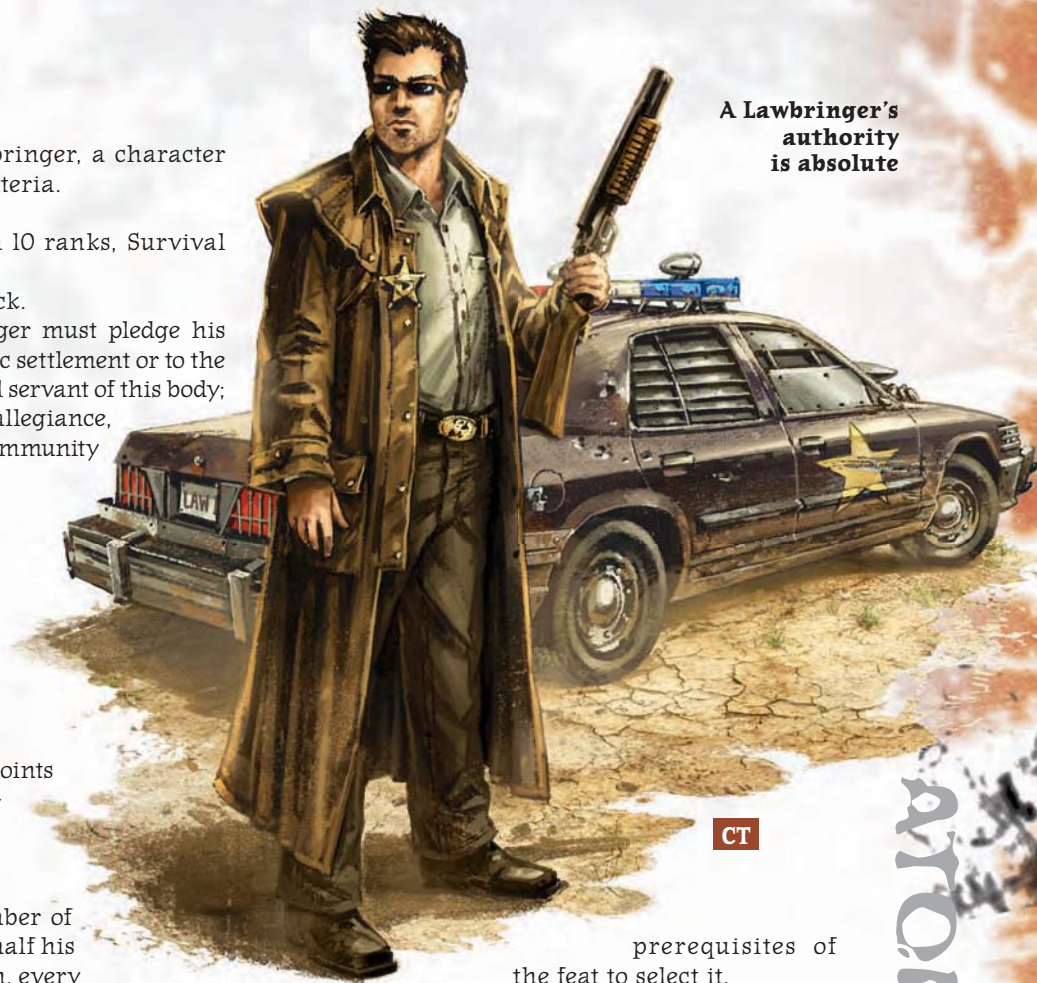
The following features pertain to the Lawbringer prestige class.

Community Support

A Lawbringer has a natural air of authority and easily earns the trust of the community he serves. Members of the community provide a Lawbringer with trade items (typically food, ammunition, and fuel) equal to 10 TU. Every time the character gains a level in this class, his community provides him with additional goods of a TU value equal to five times his new Lawbringer level.

Bonus Feat

At 2nd and 4th level, a Lawbringer gets a bonus feat. The bonus feat must be selected from the following list, and the Lawbringer must meet all the



A Lawbringer's
authority
is absolute

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prerequisites of
the feat to select it.

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Brawl, Burst Fire, Dead Aim, Double Tap, Far Shot, Fight with Anything*, Knockout Punch, Mounted Combat*, Mutation Immunity*, Precise Shot, Quick Draw, Quick Reload, Rad Soaker*, Renown, Run, Sense Mutation*, Shot on the Run, Skip Shot, Strafe.

*Indicates a feat described in Chapter 3 of this book.

Fast Tracker

At 3rd level, a Lawbringer becomes especially skillful at tracking. The Lawbringer moves at normal speed when tracking, and takes only a -10 penalty when tracking at up to twice his speed.

Bring 'Em Back Alive

At 4th level, a Lawbringer has the option of not killing an opponent when attacking with lethal force. If the Lawbringer's attack drops an opponent to negative hit points, it can instead, at the Lawbringer's option, reduce the opponent's hit points to exactly 0.

Dodge Bullet

By 5th level a Lawbringer has developed an amazing ability to avoid death or critical injury. When the Lawbringer is hit by an attack (but not an area effect), he may spend an action point to cause the hit to miss. If the hit was a critical hit, it is instead converted to a normal hit.

ATOMIC SUNRISE

Chapter Six PLAGUE WORLD

Whiiiiirrrrrrr . . . click. Clock set . . . 500 years elapsed. Begin defrost sequence. Heart-rate . . . normal. Body temperature . . . normal. Full revivification complete. Begin command playback.

Congratulations, Captain Sterling. If you're listening to this, you have survived cryogenic freezing. You and your Rip Van team are now active. Whether we beat the creepers or lost to them, I don't know, but everyone here at command is confident you'll deal with the situation admirably either way.

Of course, this recording is years out of date by the time you're listening to it, and one way or another all of us back here are dead. But we'll keep sending updates as long as we can, so you'll have as complete a record of what's happened as we can arrange.

Pay attention to this, Captain. The creepers have landed, and already they've shown us a lot of new stuff. Between the diseases, nanotoxins, and bizarre weaponry, there are a lot of things out there that can kill you. I've listed the most important ones . . .

. . . whirrrrrrr. Click.

Memory error. Recording ends. Breach in bunker detected.

SUMMARY

A little more than three hundred years in the future, the world is a shattered wilderness. Civilization has been laid low by an invasion of aliens, which themselves experienced the near total destruction of their own technology. Both humanity and the invaders watched their greatest achievements crumble, but kept fighting for as long as their technology would allow. In the end, both cultures were reduced to near barbarism, with only a few bastions of higher culture remaining.

A Rip Van team fights off monstrous horrors

Because the mutual destruction was not completely unexpected, many groups of humans took steps to ensure that all of the species' advanced thought, knowledge, and technology would not be lost. Dozens of bunkers were created and teams of trained experts placed inside, frozen in cryogenic suspension. Now, three hundred years later, they are beginning to awaken. It is a very different world they face.

CAMPAIGN IN BRIEF

In the not too distant future, Earth is subjected to an alien invasion. Terrible insectlike creatures from another world, the spanthi, arrive in a vast fleet of massive, genetically engineered, biologically based space ships and attack all the nations of the world. Their weapons easily neutralize Earth's crude satellite defenses and knock out the world's global communication system. Billions of biological nanites are released into the atmosphere. These creatures destroy the Internet, chew through vast numbers of advanced technological components, pollute and ruin vehicle fuel of all kinds, and unleash dozens of lethal diseases that target only humanity.

This initial onslaught lasts several years. The spanthi are in no hurry. Indeed, most of their number are in cryogenic sleep, with only a skeleton crew operating their weapons. The spanthi seek to colonize humanity's homeworld, not simply subjugate it. Once Earth's ability to strike beyond its own atmosphere is eliminated, the alien fleet is content to attack humanity's infrastructure from a safe distance. The aliens' weaponry tears down much of humanity's technology, but does little to harm the planet's environment. In fact, many of the viruses and bacteria they release are designed to clean up the poisons humanity has dumped into the world's air and water.

More and more spanthi begin making scouting missions and landing troops in areas ready for conquest. A few spanthi are defeated and a little of their technology falls into human hands, but the trend of the war is clear. Humanity cannot win without resorting to weapons so terrible they may make the planet uninhabitable.

As the governments of Earth begin to fail, a few visionaries realize that the use of atomic weapons and biological agents against the invaders will soon become inevitable. Fearing the holocaust such warfare will bring, these visionaries use cryogenic suspension technology taken from the spanthi to create Rip Van teams—groups of experts cryogenically frozen and hidden in bunkers, ready for revival when the war is over. Rip Van teams are equipped with the training and gear to either rebuild society, or fight a guerilla war against victorious spanthi overlords.

In some ways, these fears prove unfounded. The spanthi, well aware of Earth's weapons, take steps to neutralize humanity. In addition to the nanite

weapons they use to destroy human technology, the spanthi seed the most advanced nations with retroviruses and mutagenic viruses. These materials mutate Earth's creatures into monstrosities, creating widespread panic and chaos. This attack on the very DNA of the Earth could not be overcome with bombs or poisons, and as a result only a few nuclear weapons are ever launched against the spanthi. Riots break out worldwide. Cities burn. Governments collapse. The spanthi proclaim victory.

The victory, such as it was, turned out to be short-lived. As the spanthi land their ships and begin mopping up the remaining cells of human resistance, they fall victim to mass mutation as well. Their own biological weapons have mutated in the Earth's biosphere, and the spanthi are no longer immune to their effects. On top of that, the biologically based technology of the spanthi begins to sicken, mutate, and die. Within weeks, most spanthi warships, vehicles, medical supplies, and gear are useless. Only a few wire-and-battery devices are immune to the biological weapons, and the spanthi have too few of these to overcome the hundreds of millions of surviving humans.

The war deteriorates to one of small squads of infantry attacking each other with increasingly primitive weapons. The physically frail spanthi, in desperation, genetically modify themselves into armored killing machines. The process works, but it also saps the great intellect of the spanthi. A few trueblood aliens avoid this intellectual degeneration, but most of the alien forces slowly become reavers—mindless eating and killing machines.

A single spanthi mothership avoids becoming infected and remains in orbit around Earth. Lacking the fuel and resources to leave the solar system, the ship's crew has no choice but to watch the degeneration of the spanthi stranded on the ground. For as long as communication remains possible, the mothership advises the ever-shrinking number of thinking spanthi, but it cannot give them a sufficient advantage to overcome the human defenders. As decades pass, the shipboard spanthi die off, leaving only automated systems aboard the mothership. Within a hundred years, the alien vessel is a derelict, silently orbiting the world it came to conquer.

The lone spanthi mothership manages to stay aloft for three hundred years until its orbit decays and it disintegrates and burns up in the Earth's atmosphere. Because the cryogenic systems were set to detect when the last of the spanthi fleet had left orbit, that event triggered the reawakening of the Rip Van teams.

The teams have slept through centuries of war and, eventually, progress. While a few teams were awakened early as a result of malfunctions, most aren't brought into the world until the war they sought to outlive is long since over.

Earth has weathered three hundred years of starvation, feudalism, barbarism, warfare, and collapse. New societies have begun to develop,

PLAQUE WORLD



though most are limited to Iron Age technology. No old governments remain, but a few modern strongholds take the names and symbols of ancient nations. The spanthi remain one of the greatest known threats; their primitive descendants have bred profusely and now form omnivorous hordes that can denude vast areas of land. Even the most carefully stocked and guarded bunkers are generally little more than caves now, their ammo and fuel long since spent. The once-proud cities of humankind are twisted spires of metal jutting out from dangerous wildernesses. Disease, mutation, vermin, and clouds of poisonous nanoweapons bring plagues upon the land, and humanity's existence is threatened once again.

ROLE OF THE HEROES

In a typical *PLAGUE WORLD* campaign, the heroes are members of a Rip Van team emerging from cold sleep after three hundred years. In most cases, the Rip Van teams entered suspended animation after the spanthi attacked, but before the full extent of the oncoming disaster had become clear.

The mission of the Rip Van teams is to restore order, give aid to the remaining legitimate government, and fight any remaining spanthi. Of course, the world situation makes at least some of those goals impossible, but the heroes are still the last vestiges of real civilization. They face a world plunged back into primitivism, one in which only they have the education and means to affect a real change in how the new nations that arise shall be formed.

CAMPAIGN TRAITS

A *PLAGUE WORLD* campaign begins as a story of exploration and inquiry. The heroes must learn about the dangers of this new world and find a way to survive. Conservation of resources is extremely important, for while the Rip Van teams have a fair amount of starting gear, there are few places it can be replenished.

Of course, a *PLAGUE WORLD* game can be played with a mix of Rip Van team members and local characters, with one or two characters native to this world acting as scouts and guides for the thawed-out heroes from a different time. It can even be played with only local characters, though this eliminates much of the charm of allowing players and characters to learn about the world at the same time.

As the campaign progresses, heroes are likely to want to join forces with an existing community, or build their own. The heroes have some advantages over most locals, including a modern education, better starting gear, and a scientific sensibility that prevents them from accepting superstition as fact. It's a barbaric world, and most of the current rulers

are petty warlords who engage in slavery, gladiatorial games, and brutal warfare with their enemies. The heroes must either try to build a society that upholds better standards, or accept that the world is too harsh for ideals such as justice and equality.

Ultimately, *PLAGUE WORLD* is still a battle for control of Earth. While sentient spanthi truebloods are rare, the degenerate hordes of the locustlike creatures that the spanthi have devolved into pose a serious threat. One or two spanthi are a small threat, but a ravaging horde can pick an entire region clean of all life. Additionally, many warlords rule expansive, violent empires that perceive any new political idea as a threat. If civilization is to survive, the heroes must create it, sustain it, and defend it themselves.

This campaign is set in the New World era.

Department-7 in Plague World

Department-7 is the agency responsible for creating the Rip Van teams, and secretly did so worldwide. They were aware of the spanthi threat, having captured a spanthi scout ship in 1946. (In fact, many later UFO sightings were hoaxes, set up by Department-7 to prevent the truth from being revealed.) Knowing that humanity might fail to win a war against these masters of bioengineering, Department-7 took steps to set up teams of agents in cryogenic suspension, ready to reemerge and rebuild civilization once the situation had stabilized.

The heroes are not the only Rip Van teams to reawaken to the new world. A few Department-7 bunkers survived intact. Some teams were awakened too early and have already begun the slide from civilized to barbaric. Some of the teams awaking now are in foreign countries and may still feel nationalistic loyalties; they are more interested in rebuilding their own governments than working for the good of humanity. And of course, some ranking officers of Department-7 may have built their own Rip Van teams to reestablish the organization once it was safe.

The heroes might not know that Department-7 is behind their three-century sleep. Indeed, in a slightly darker campaign, the heroes may not have agreed to be part of a Rip Van team. Perhaps when the spanthi fleet first entered the solar system, agents of Department-7 abducted experts in various useful fields—biologists and doctors, engineers and sociologists, and experts in urban combat and survival (military personnel, police officers, and possibly even thugs), and placed them in Rip Van bunkers as a fail-safe. In this case, the heroes need to not only learn about the new world—they must learn to trust one another.

Department-7 bunkers are all unmanned now, but still hold caches of weapons, food, and fuel. The search for such bunkers, or for other Rip Van teams that may have fared better, can make an exciting quest for early *PLAGUE WORLD* campaigns.



Progress Level and Rules

PLAGUE WORLD makes use of all the rules in this book except environmental hazards (see page 39). Some monsters are inappropriate, and radioactive regions are not pervasive (although nuclear weapons were employed here and there against the invading spanthi).

There are four distinct progress levels relevant to a PLAGUE WORLD campaign—the PL of the world before the apocalypse, the PL of most of the remaining human strongholds, the PL of the few rare bunkers that held onto high technology, and the PL of the aliens who remain. That may seem overwhelming to keep track of, but it isn't really. The GM need only keep two things in mind: what is common (the typical PL) and what is possible (the highest existing PL).

The PLAGUE WORLD campaign assumes Earth was at a high PL 5 state when the aliens arrived; thus, most items scavenged from old human structures are no higher than PL 5. The civilization that humans have begun to rebuild is generally PL 4, so that is the highest level of equipment that is commonly available for barter.

Most Spanthi are now savage brutes with no technology or tools to speak of; however, the few remaining trueblood Spanthi are PL 6 or PL 7 in education, but they have very little functioning technology. Similarly, some human enclaves have a few precious items of higher technology levels. Thus a GM can introduce a few pieces of PL 6 or PL 7 tech as rewards if she wishes to do so. Such items should always be in the possession of NPCs willing to defend them, or buried in bunkers that no one has raided in three centuries—in other words, bunkers in dangerous regions full of traps and deadly guards.

Magic and FX

Magic does not exist in any form in a PLAGUE WORLD campaign.

Psionic powers do exist in this campaign setting, in the form of some types of mutations. Psionic abilities are rare, but the psionic classes from the *d20 MODERN Roleplaying Game* are allowed.

The Landscape

PLAGUE WORLD is designed to take place primarily in the eastern third of the United States. It can easily be moved to other parts of the country, or other continents entirely, but the high population density of the U.S. East Coast makes the remaining relics (and the twisted ruins in which to search for them) in this area somewhat easier to uncover.

Because the spanthi did not land in numbers until they had largely shattered the countries of the Earth, few truly devastating weapons were used within the borders of the United States. Nuclear weapons halted a column of spanthi moving up

from Mexico late in the war, and as a result, much of what was once Texas, Oklahoma, and Arkansas is now a radioactive plain.

Furthermore, over three centuries the lack of maintenance has taken its toll on many of America's great cities. Hurricanes, flooding, and earthquakes have struck many times over, leaving little of Houston, Baton Rouge, New Orleans, Mobile, and the coastal cities of Florida, Georgia, and the Carolinas. Washington, D.C., Atlantic City, and Manhattan have been flooded and broken by horrific storms. Inland cities have fared only slightly better, with Chicago, Columbus, and Nashville more intact than most, but still buried under a thick layer of vegetation.

The primary locations of activity in a PLAGUE WORLD campaign in the Appalachian Mountains, where lumber and wild game are plentiful. New kingdoms have begun to arise there, driven by relentless use of slave labor and reliance on recycled steel and new felled lumber. Most regions south and east of the mountains are too overrun with mutant animals and spanthi reavers for any human community to flourish, though a few exceptions exist.

In most places, the flora and fauna are thick and dangerous. In addition to spanthi and human raiders and mutant bears and wolves, many places are overgrown with molds, spores, and fungi, ravaged by airborne diseases, and plagued by bands of zombielike humans who transmit their ailment through their bite.

POWER GROUPS

No preinvasion power group has survived the three centuries since the spanthi arrived. The power structures that do exist tend to be local and temporary. The following groups are exceptions, in that they have survived for a century or more and have spread their influence farther than a few days' walk from their headquarters.

Adeptus Dei

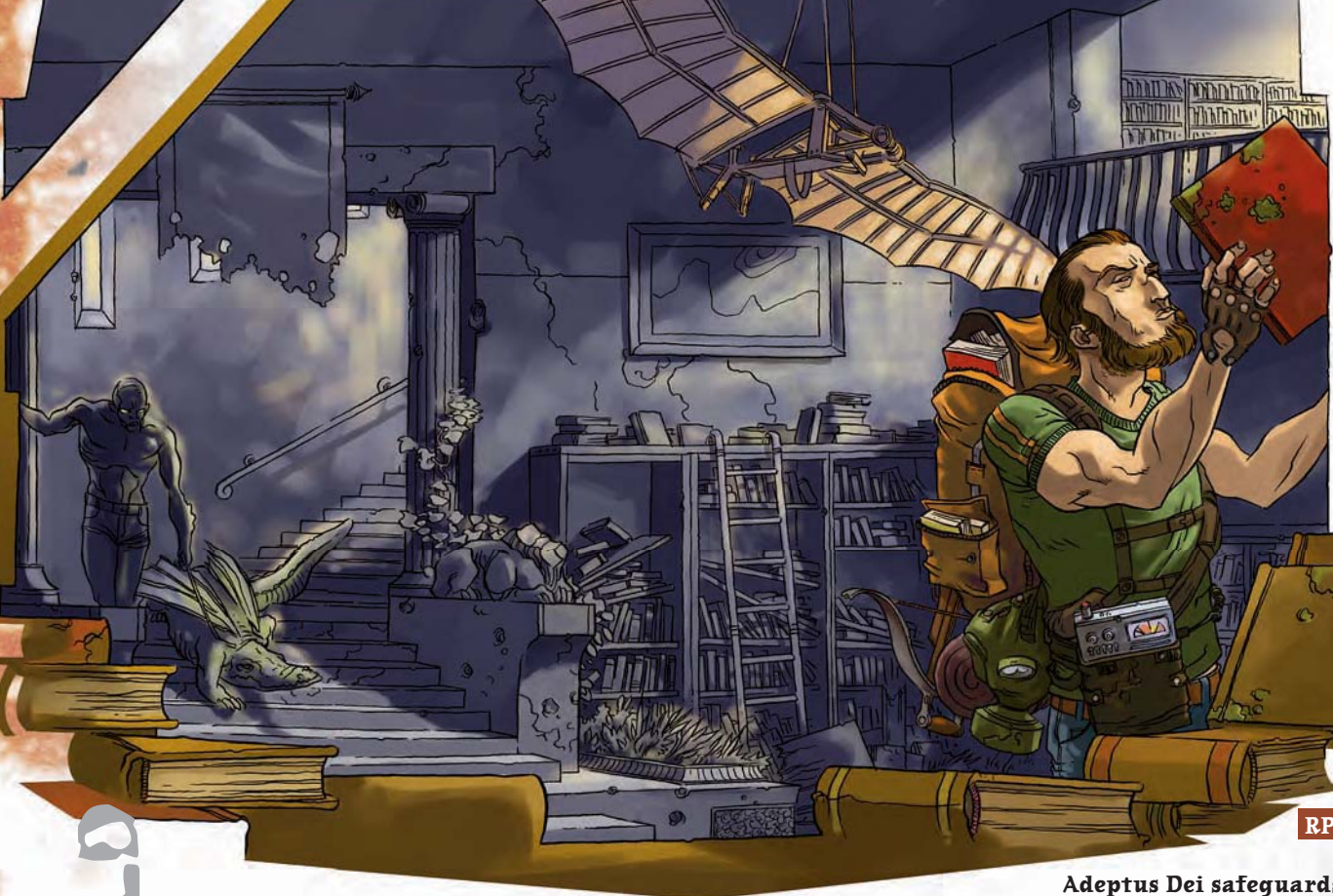
Agenda: Ensure that no further knowledge is lost and build a bridge between humans and spanthi.

Structure: Pseudo-religious brotherhood.

Symbol: DaVinci's Vitruvian Man.

Most Common Allegiance: Independent explorers.

Adeptus Dei operates out of The Cathedral of Science, located in what used to be western North Carolina near Asheville. The cathedral is in fact an old Rip Van bunker of unusual size, once able to support a few hundred cryogenically frozen soldiers. Unfortunately, a system failure one hundred years ago caused all but one of the sleepers to die without awakening. The exception was the unit's chaplain, a man named Frank Kroeger. A scientist as well as a religious official, Kroeger set about



RP

Adeptus Dei safeguards the knowledge of the past

building a new order dedicated to preserving what knowledge remained in the world.

Kroeger also decided that the ongoing war between humans and spanthi, now both residents of the same world, was pointless and wasteful. Recognizing reavers as near-mindless killing machines, the chaplain began trying to communicate with and understand spanthi truebloods, looking for a way to build a peaceful relationship. To date, only a handful of truebloods have had anything to do with Adeptus Dei, but those successes have continued to encourage the group.

The Cathedral of Science is well guarded and armed, but none of its technology ever leaves the premises. Instead, groups of missionaries go out from the cathedral, looking for any knowledge that can be preserved. The missionaries, and indeed the entire organization, are not evangelical. Though they are motivated in part by faith, they are willing to accept anyone's faith as equally valid. The only important mission for the order is the search for knowledge of all kinds.

Adeptus Dei is mistrusted by almost everyone but a few independent explorers, who have learned they can sell artifacts to the order with no questions asked. The reason for this mistrust is simple: All other humans fear and hate the spanthi as the killers of the Earth. The fact that Adeptus Dei is constantly trying to forge an alliance of some kind with the spanthi makes it the most hated group in the world, and the fact that it makes no effort to help other cultures or communities adds salt to the wound. Adeptus Dei is one of the most powerful forces left in the world, but it refuses to use its might for any but its stated goals.

The Kin

Agenda: Grow in power and resources by subjugating anyone not a member of the family, especially including nonmutants and non-Americans.

Structure: Familial clan.

Symbol: Two crossed hand axes.

Most Common Allegiance: Tyrannis.

The Kin is a loose coalition of small, family-run towns nestled in the western Appalachian Mountains. The members' ancestors were among the poorest and most reclusive citizens of the United States. Most lacked the high-tech conveniences of modern life, and as a result they suffered less when civilization collapsed. Already accustomed to growing their own food, hunting, and living with limited access to modern medicine and communications, the forerunners of the Kin managed to get along fairly well.

Caught in the waves of spanthi nanoweapons targeted at weapons depots in Virginia and West Virginia, many of the Kin underwent extensive mutation. Many died, of course, but a surprising number of the mountain folk managed to not only survive, but to thrive. They bear their mutation as a sign of pride, and soon as a sign of divine grace. The Kin see themselves as inheritors of the Earth and look down on those with fewer mutations. Nonmutants, as well as those declared "un'merican," are often captured and used as slave labor.

Each Kin town is a small, walled enclosure, often set around an old mine that is used as a keep. The oldest mutant in town is the town elder



and has extensive authority. Most Kin towns have a few farms, but they rely more heavily on hunting. The Kin have abandoned modern technology, preferring to build communities they can sustain without such amenities.

Town elders communicate by messenger from time to time, and often arrange for the trade of young Kin (having enough youngsters for marriage outside the close-knit families is a constant problem).

Luckily for those survivors who don't match the Kin's definition of "family," these insular mutants rarely venture far from their homes, and almost never gather in large numbers.

Tyrannis

Agenda: Raid what few troves of ancient tools and devices remain and use them to build an empire able to exterminate the spanthi at any cost.

Structure: Feudal kingdom.

Symbol: A crown.

Most Common Allegiance: The Kin.

The kingdom of Tyrannis is based in what was once Charleston, West Virginia, and claims much of that state's territory (though its grip grows lax more than one hundred miles from its stronghold). Most of the land Tyrannis claims is open wilderness, though many smaller strongholds found throughout eastern North America are arms-length allies of the kingdom and are strongly modeled after it.

Tyrannis was founded almost a century ago by a man who found a few unraided bunkers in eastern cities, including Washington, D.C. Using gear and supplies from these bunkers, he took control of a few active communities and installed himself as ruler. The man called himself the Tyrant and named his fledgling kingdom after himself. The Tyrant authorized "marshals" to take control of whatever territory they could, granting them high-tech tools in return for their loyalty and allegiance. Though the marshals were often brutal in their methods, they did successfully destroy a few spanthi hordes and bring relative security to many areas. Towns began to petition Tyrannis for its protection, and many people saw the growing kingdom as the legitimate successor to the governments of old.

The Tyrant died a few decades ago, and Tyrannis has suffered since. It has taken a decidedly pro-mutant stance: The Tyrant taught that political power must be bought with military power; since the ancient weapons the Tyrant used to forge his empire are largely defunct now, many powerful mutants have taken over as marshals.

The new Tyrant, a psionic mutant called the Headhunter, has created armies of slaves put to the task of unearthing new caches of ancient weapons. What few rights the citizens of Tyrannis previously enjoyed have been suspended, with only the powerful enjoying any security or safety. The Headhunter wishes to build an army strong enough to reach the remains of New York City, or Chicago, in hopes of finding more relics.

FRIENDS AND FOES

The PLAGUE WORLD campaign uses two unique monsters, the spanthi reaver and spanthi trueblood, and one new advanced class, the Evolutionary.

Spanthi Reaver

A spanthi reaver is arguably the most dangerous creature on Earth. The product of a desperate genetic gamble by the stranded spanthi, the reaver is designed for physical speed, power, and resilience. Fortunately for humankind, its physical prowess comes at the cost of its intelligence. Though trueblood spanthi are brilliant, reavers have degenerated into a state only marginally smarter than common animals.

A reaver stands 7 to 8 feet tall and appears as a cross between a praying mantis and a lobster (with the worst features of numerous bugs thrown in as well). Each has two huge claws, twelve to twenty other limbs (varying by individual), and a wide, lobsterlike tail. Reavers can breathe air and water with equal ease and have laid claim to many islands and coastal regions. Their hide is a tough chitin armor, and they also have a strong internal skeleton. Each reaver has about two dozen eyes, as well as numerous hairs that perform hearing and olfactory functions.

Spanthi reavers have a poisonous bite. They do not use tools, but are clever enough to work simple mechanisms such as door latches.

Spanthi reavers often gather in vast hordes of a thousand or more. Such a horde is capable of eating every plant, animal, and vaguely organic structure over an area of hundreds of acres before it gorges itself. Such a horde always follows a queen, breaking into smaller groups that wander away if the queen is killed.

Once every seven years a queen reaver nests, laying ten thousand eggs, which form ten separate hordes if allowed to mature. A horde guards the nesting place of a queen, but will not enter it.

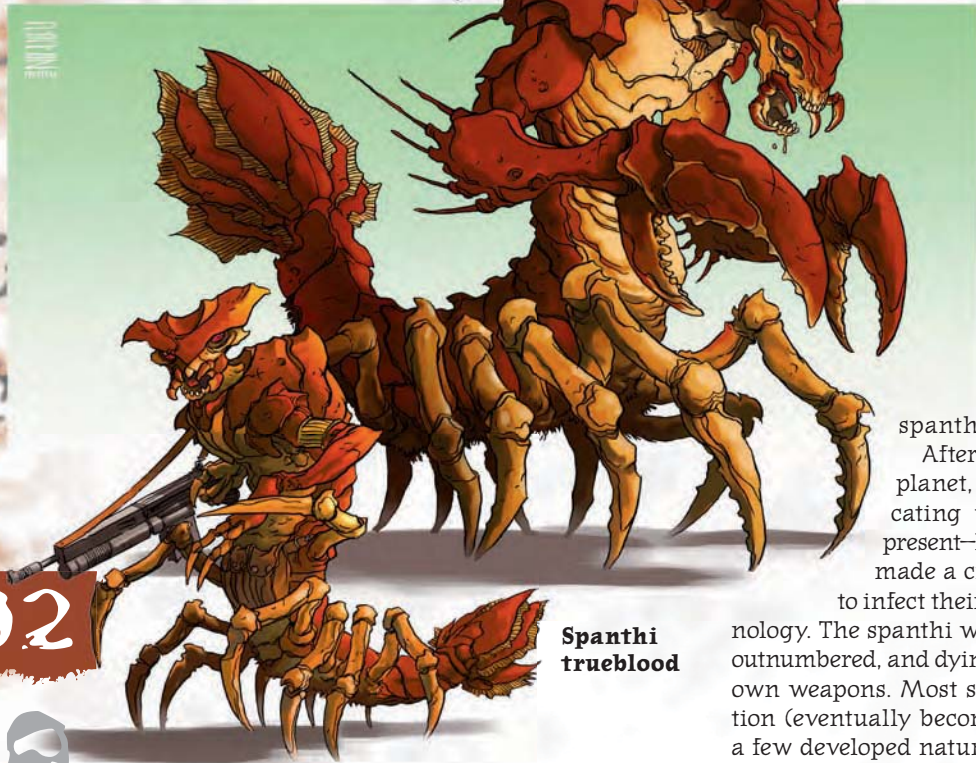
Species Traits

Improved Grab (Ex): To use this ability, a spanthi reaver must hit with a claw attack. See page 227 of the *d20 MODERN Roleplaying Game* for more information.

Poison (Ex): The bite of a spanthi reaver is poisonous. A victim that takes damage from a bite must succeed on a DC 15 Fortitude save. On a failed save, the victim takes initial damage of 1d8 Strength and 2d6 Dexterity. If a second save is failed, the target takes secondary damage of paralysis (for 2d4 minutes).

Radiation Resistance (Ex): A spanthi reaver treats an irradiated area or radiation source as two degrees weaker for the purpose of determining radiation exposure (severe becomes moderate, high becomes low, moderate becomes mild, and the spanthi reaver is unaffected by low and mild degrees of exposure).

Spanthi reaver



Spanthi trueblood

Resistance to Massive Damage (Ex): Spanthi reavers have a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Spanthi Reaver: CR 8; Large monstrous humanoid; HD 10d8+50; hp 95; Mas 20; Init +3; Spd 50 ft., climb 20 ft., swim 30 ft.; Defense 20, touch 12, flat-footed 17 (-1 size, +3 Dex, +8 natural armor); BAB +10; Grap +20; Atk +15 melee (1d8+6, claw); Full Atk +15 melee (1d8+6, 2 claws) and +13 melee (1d6+3 plus poison, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved grab, poison, radiation resistance, resistance to massive damage; AL none; SV Fort +8, Ref +8, Will +9; AP 0; Rep +0; Str 23, Dex 17, Con 20, Int 6, Wis 18, Cha 12.

Skills: Listen +14, Search +8, Spot +14.

Feats: Multiattack, Power Attack.

Advancement: 11–15 HD (Large); 16–20 HD (Huge).

Spanthi Trueblood

There are fewer spanthi truebloods on Earth than there are unmutated humans. Very few spanthi can survive the current biological conditions on Earth without extreme genetic engineering, and most of those were killed in the first century of conflict. The few that remain are not numerous enough to maintain a stable population. In a few more generations, the last of these spanthi will be only a memory.

Spanthi culture is indescribably older than humanity and had recorded many great accomplishments during its existence. But when their own planet was threatened by a stellar catastrophe, the spanthi could not find a way to survive on it. Desperate to continue as a species, the spanthi

focused all their energy on the construction of a fleet able to take them to a new homeworld. For a century, all spanthi endeavors were aimed at getting the best of their kind into cryogenic sleep aboard ships able to travel the galaxy at some fraction of the speed of light. These ships scouted for decades before discovering a planet that met the spanthi's needs: Earth.

After settling into orbit around the planet, the spanthi set about eradicating the most dangerous species present—humanity. In their efforts, they made a critical mistake and managed to infect their own biologically based technology. The spanthi were stranded on Earth, badly outnumbered, and dying of modified versions of their own weapons. Most spanthi underwent modification (eventually becoming spanthi reavers), while a few developed natural immunity to the weapons they had created.

The remaining spanthi truebloods are as much a postapocalypse culture as the humans they tried to eliminate. Few have any more advanced training than a typical 20th-century human, though their naturally high intellect allow them to pick up technical skills far more easily. The spanthi of PLAGUE WORLD have managed to retain a level of technology similar to Earth's before the apocalypse (PL 5), but their former PL 7 technology is largely beyond them. The few examples they still retain are precious artifacts not to be risked or traded for any reason.

One benefit truebloods enjoy is that reavers will not consume them, which allows the trueblood spanthi to move safely in lands overrun by reavers. This may be a result of the close physical similarity between spanthi truebloods and reavers. Though smaller and thinner than reavers, truebloods still have an appearance reminiscent of a large preying mantis with too many legs and eyes.

Species Traits

Immunity to Disease (Ex): The few remaining spanthi trueblood are immune to diseases of all kinds.

Radiation Resistance (Ex): A spanthi trueblood treats an irradiated area or radiation source as two degrees weaker for the purpose of determining radiation exposure (severe becomes moderate, high becomes low, moderate becomes mild, and the spanthi trueblood is unaffected by low and mild degrees of exposure).

Spanthi Trueblood: CR 1; Medium-size monstrous humanoid; HD 1d8+1; hp 5; Mas 13; Init +2; Spd 40 ft., climb 20 ft., swim 30 ft.; Defense 16, touch 12,

flat-footed 14 (+2 Dex, +4 natural armor); BAB +1; Grap +1; Atk +1 melee (1d4, claw) or +3 ranged; Full Atk +1 melee (1d4, 2 claws) and -1 melee (1d6, bite) or +3 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ immunity to disease, radiation resistance; AL none; SV Fort +1, Ref +4, Will +6; AP 0; Rep +0; Str 11, Dex 15, Con 13, Int 18, Wis 18, Cha 14.

Skills: Computer Use +5, Craft (chemical) +7, Craft (electronic) +7, Craft (mechanical) +7, Hide+5, Intimidate +6, Jump+4, Knowledge (history) +7, Knowledge (technology) +7, Listen +7, Move Silently +5, Read/Write Language (Spanthi, any one Earth language), Repair +5, Sense Motive +5, Speak Language (Spanthi, any three Earth languages), Spot +7, Survival +5.

Feats: Alertness, Multiattack.

Advancement: By character class.

RIP VAN BUNKER

This location is a typical cryogenic sleep bunker used by a Rip Van team. This bunker is undamaged, but that doesn't mean it's unraided. The equipment originally placed in each room is given below, but unless the bunker has never been found and scavenged, it won't be there any longer.

This location can represent the heroes' starting location, an old bunker in use by some other group, or even a section of the Adeptus Dei Cathedral (which is actually a collection of dozens of these bunkers).

In a standard PLAGUE WORLD campaign, the heroes awaken in a bunker such as this one only to discover that everything beyond the cryogenic chamber has been raided. All tools, gear, vehicles, and even computers are gone. Obviously, a GM can leave some of the gear if she wishes, or leave directions to a nearby bunker that might contain such gear.

1. Garage

This high-ceilinged chamber contains a full tool bay and two hydraulic lifts. Two Humvees are stationed here, along with 500 gallons of fuel.

2. Armory

A spartan room kept behind a vault door, this chamber contains locked weapons cages (high-quality locks) containing 12 Glock-17s, 8 HK MP5s, 4 Beretta M3Ps, 8 metal batons, 8 knives, 2 stun guns, 6 hatchets, and 6 machetes. There are 50 rounds of ammunition for each firearm. These weapons were selected for reliability and because most share a common ammunition type (making it easier to share ammo).

3. Dry Stores

This is a warehouse of general goods. It includes a bolt cutter, a portable satellite phone, 4 night vision goggles, an electrical tool kit, 10 first aid kits, 250 zip ties, a portable stove, 12 sleeping bags, 8 backpacks, a pharmacist kit, and a search and rescue kit. There are also 360 MREs, as well as an extensive collection of seeds and agricultural hand tools.

4. Barracks

This is a large room with eight double bunks and sixteen empty foot lockers. Two showers are located at the far end.

5. Kitchen and Mess Hall

A small kitchen, suitable for cooking meals for a dozen or so people, is combined with a mess hall and recreation room. Furnishings include two folding tables with built-in chairs, a folding Ping-Pong table, and two dart boards.

6. Communications Center

This room has a computer with a link to the Internet (long since dead), a satellite phone (likewise useless), and a long-range radio and television transceiver. It also includes a television with playback devices in a wide variety of formats, a video camera, and 10 12-hour tapes.

7. Power Center

This room contains the controls and hardware to operate the geothermal power plant running the bunker. It also has the master pipes for the (long since dead) plumbing.

8. Medical Bay

This room contains a surgery kit and table.

9. Cryogenic Chamber

This portion of the bunker is a self-sufficient, sealed chamber with 8 cold-sleep modules, each able to support one Medium-size or smaller creature in suspended animation indefinitely. Each has a footlocker with a few personal items, a Glock-17 with a spare magazine and 34 rounds of ammunition, fatigues, a tool belt, a fatigue jacket, a parka, and a multipurpose tool. Four of the footlockers have a Mossberg shotgun, a box of 50 12ga shells, and duct tape. One has a medical kit and 12 MREs. One has night vision goggles and an 8-person dome tent. One has a basic electrical and basic mechanical tool kit. One has 2 sets of climbing gear, a battery flood flashlight, and 150 feet of rope.

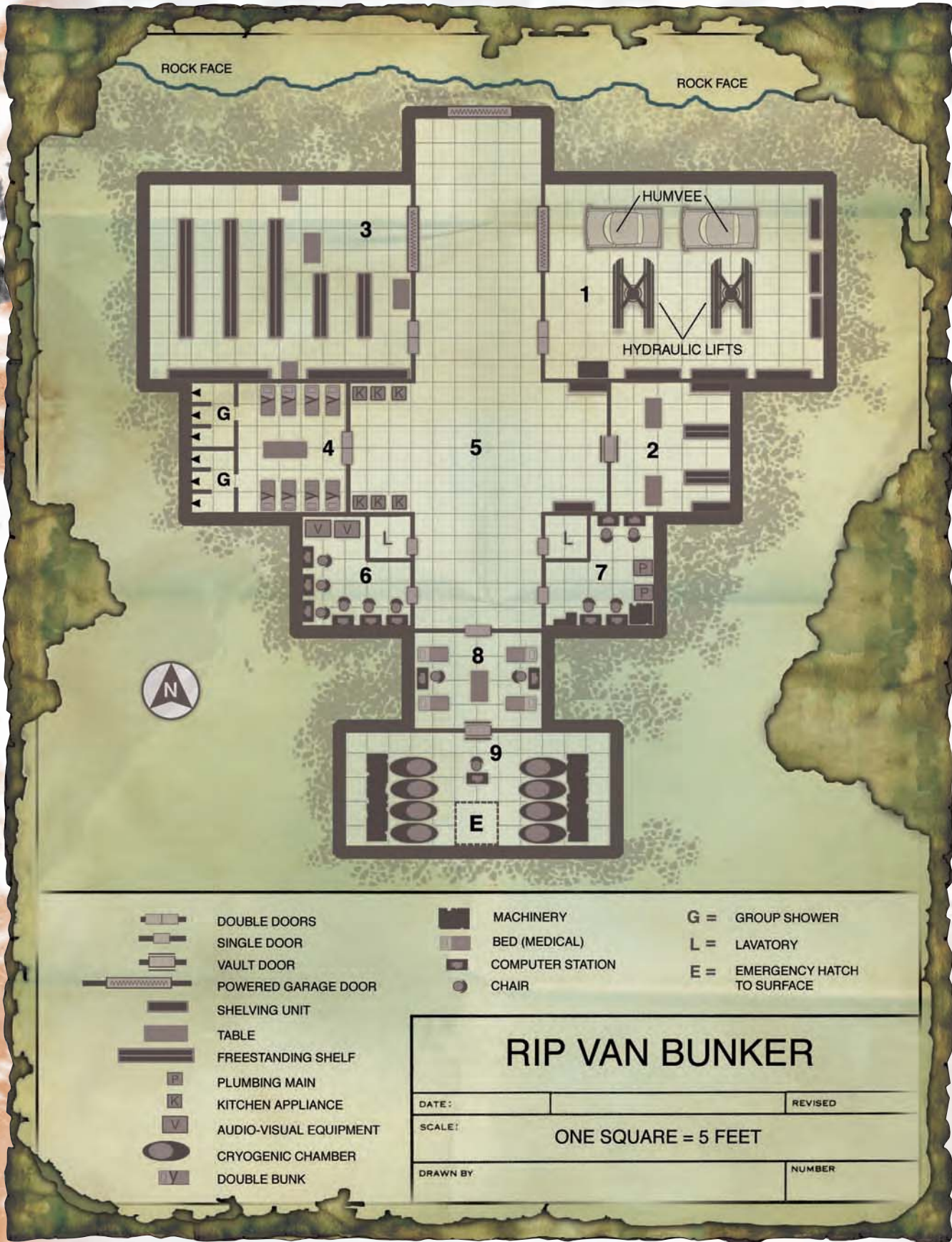
ADVANCED CLASSES

Most non-FX classes from the *d20 MODERN Role-playing Game* and *d20 Future* can be used in the PLAGUE WORLD setting. The following advanced classes can be used in this setting with no modification: Bodyguard, Daredevil, Dreadnought, Explorer, Field Officer, Gunslinger, Helix Warrior, Infiltrator, Martial Artist, Negotiator, Road Warrior*, Salvager*, Soldier, and Swindler.

*Indicates an advanced class introduced in Chapter 3 of this book.

The following classes are appropriate for members of Rip Van teams: Field Scientist, Field Medic, Engineer, and Techie.

In addition, the Evolutionary advanced class is introduced on page 95.



EVOLUTIONARY

That which does not kill us, makes us stronger.

Because of the spanthi retroviruses and mutagenic bacteria, mutation is common among all species in PLAGUE WORLD. In most cases, mutation takes place between generations, with each set of offspring more varied than the previous. However, it is not unknown for the advanced alien materials and viruses to mutate living creatures directly, especially when the creature is also subjected to high levels of stress or moderate levels of radiation. Most human bodies resist such changes. The Evolutionary welcomes them, body and soul-changing, growing, and adapting to overcome any challenge.

Many Evolutionaries see themselves as the new humanity—a race of superior ability that will inevitably become the ruling class. These elitists often form a kind of nobility in mutant-heavy communities, becoming the rulers and warrior champions for their towns. A strange form of mutated feudalism arises, with the most extremely mutated creatures becoming lords and knights, receiving tribute from (and in theory offering protection to) weaker, less mutated citizens. In the best of these societies, the Evolutionaries protect the weak. However, just as often, they are tyrants who treat mundane humans as serfs—or slaves.

Other Evolutionaries avoid communities entirely, seeing them as a crutch for the weak. These wanderers seek to constantly test themselves against the environment, giving their bodies the opportunity to adapt to whatever hazards they face. The most brutal of these loners consider everything in terms of strength—anything that cannot threaten them is beneath them.

A surprising number of wandering Evolutionaries take a broader view, seeking experiences of all kinds. As some of the most powerful humans left, they have the luxury of treating even weaker creatures with dignity, and seek to learn and grow from every situation they encounter.

Requirements

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

Base Attack Bonus: +2.

Skills: Concentration 6 ranks.

Mutations: At least two mutations, with a total MP cost of 8 or more.

Class Information

The following information pertains to the Evolutionary advanced class.

Hit Die

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

Action Points

The Evolutionary gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Evolutionary's class skills are as follows.

Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following class features pertain to the Evolutionary advanced class.

Development

At 1st level, and every three levels thereafter, an Evolutionary develops an existing mutation. Some developments apply to all the Evolutionary's mutations, while others (defined in the descriptions) must be applied to a single mutation the Evolutionary already possesses. Once an Evolutionary chooses a development, it cannot be changed. The possible developments are given below.

Conceal Mutations (Ex): An Evolutionary with this development is able to take a move action to conceal all his obvious mutations for a number of minutes equal to his Constitution score. Mutations concealed in this way do not function and cannot be perceived using the Sense Mutation feat (see page 59). The Evolutionary may end a mutation's concealment as a free action.

Damaging Mutation (Ex): An Evolutionary with this development selects one mutation that

Table 6-1: The Evolutionary

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Development	+0	+0
2nd	+1	+2	+2	+0	Additional mutation	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+1	+1
4th	+3	+2	+2	+1	Development	+1	+1
5th	+3	+3	+3	+1	Additional mutation	+2	+1
6th	+4	+3	+3	+2	Bonus feat	+2	+2
7th	+5	+4	+4	+2	Development	+2	+2
8th	+6	+4	+4	+2	Additional mutation	+3	+2
9th	+6	+4	+4	+3	Bonus feat	+3	+3
10th	+7	+5	+5	+3	Development, additional feat	+3	+3

deals damage. Whenever this mutation is used to deal damage, it deals an additional 1d6 points of damage.

Focus Mutation (Ex): An Evolutionary with this development can focus the power of a single mutation. If the mutation requires an attack roll, the Evolutionary gains a +1 bonus on the attack roll. If it has a save DC, that DC is increased by 1.

An Evolutionary can take this mutation multiple times. Its effects do not stack. Each time it is taken, it must be applied to a different mutation.

Re-Evolution (Ex): By taking this development, an Evolutionary can eliminate up to three mutations, and buy up to three new mutations with the same MP cost or lower. The Evolutionary may eliminate one drawback in this manner, though the drawback's MP value counts against the MP cost of the Evolutionary's new mutations.

For example, an Evolutionary with adrenaline jolt (3 MP), energy absorption (4 MP), major psionic talent (6 MP), very thick hide (6 MP), and weak immune system (-1 MP) eliminates adrenaline jolt, energy absorption, and weak immune system. The total MP value of these mutations is $(3 + 4 - 1) = 6$ MP. He takes wings, spending the whole 6 MP to gain this new mutation.

This development may not be taken if the Evolutionary selected it as his previous development.

An Evolutionary protects those too weak to fend for themselves



Additional Mutation

At 2nd, 5th, 8th and 10th level, an Evolutionary gains an additional 4 MP with which he may buy new mutations. (These are in addition to any MP the Evolutionary may gain from exposure to mutagenics or as a reward from the GM.) The Evolutionary may not buy more than one mutation per level, but need not spend MP at the level they are gained. Each time the Evolutionary gains a new character level, he may spend any remaining MP on a new mutation. (This allows the Evolutionary the option of saving MP for more expensive mutations.)

Bonus Feat

At 3rd, 6th, and 9th level, an Evolutionary gets a bonus feat. The bonus feat must be selected from the following list, and the Evolutionary must meet all the prerequisites of the feat to select it.

Action Boost, Acrobatic, Alertness, Animal Affinity, Athletic, Attentive, Blind-Fight, Builder, Cautious, Confident, Creative, Deceptive, Dodge, Endurance, Focused, Frightful Presence, Gearhead, Great Fortitude, Guide, Heroic Surge, Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Low Profile, Medical Expert, Meticulous, Mutation Damage Boost*, Nimble, Renown, Run, Sense Mutation*, Stealthy, Toughness, Trustworthy, Weapon Finesse.

*Indicates a feat described in Chapter 3 of this book.

About the Authors

ERIC CAGLE is a freelance designer whose previous design credits include *Races of Destiny*, the *d20 Menace Manual*, and *Monster Manual III*. He has also written more than thirty articles for *Dragon*® Magazine and the Wizards of the Coast website.

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