Artifacts: Stuff of the Ancients

Welcome to the JAGS Have-Not Artifacts book. Here's about a hundred different artifacts, vehicles, weapons, armors (although most of the weapons and armors are in another book), and other great things that were left over from the Age of Wonders.

Finding stuff is, for some groups a major motivating factor—and why not? It's damn cool. We almost never get to find cool treasure in real life (no, garage sales don't count. I've been to them.) and with all the good stuff out there waiting to be dug up or uncovered, who *wouldn't* want to go looking.

Where's the Good Stuff?

The good stuff is usually found in one of a few specific places. To be specific:

- Ruins: The old cities were fought over (robots, weapons, armor, etc.) and contained all the good stuff to begin with. Furthermore, they're still haunted and dangerous—so there's more likely some stuff left. Talk about your basic silver lining!
- Sunken Installations: The Scalar Weaponry used during the Age of War had the effect of *sinking* whole buildings into the earth. This almost always spelt death for the people inside—but for the stuff? Good as new if you can dig it up! There were other ways things got buried too: land slides, massive dust storms, encroachment of desert, etc. Digging is good.
- Forgotten or Lost Installations: There's a lot of *out there* still left. People stick to the towns—they stick to the roads—they're scared. If you go off the roads you might find something. Hell, you might find *anything*. Although there's a decent chance some drugged out vestige of a warlord's army might have come through that grove of trees on the horizon *two-hundred-and-fifty-years-ago* it's pretty unlikely that anyone from the nearby town has been there since.
- Hidden Caches: Generals buried their stuff where they could find it. Sometimes in steel-walled sunken *bolt-holes*—sometimes just in ditches with encoded electronic markers. Either way, even an "ordinary looking ruin" could have stuff that was put in it *after* it became a ruin.

The armed ATV is a good all purpose exploration vehicle. We highly recommend one.

The Age of War

The Cults

Historians mark the day the domes went dark as the start of the Age of War—of course, like most ages, its true *currency* wasn't evident immediately. No. The Age of War began with riots and panicked attempts to escape the wonder-megapolises that had, mostly, stopped working. When society failed there were a few specific organizations that thrived. These were collectively identified as The Cults.

The Apocalypse Cults

Even in the Age of Wonder there were charismatic groups with apocalyptic philosophies anticipating and even calling for the end of the world. Many of them never dreamed their calls might be answered, but when the darkness came it was their greatest dream and their worst nightmare, but they were ready.

Sacred Raiment

The high priests of the cults (they didn't always call themselves priests; they didn't always call themselves cults) often wore protective gowns. These are usually robes (sometimes flowing, sometimes simple togas) of high quality ballistic cloth.

They are especially useful against fire. Sacred Raiment is usually white or black depending on the ideology. Often worn with a head-dress or gas mask.

Suit	Full Coverage	8/60 (30/120 vs. Flame)	1000c

Sacred Headress

The headdress says a lot about the culture. Apocalypse cults were rarely very deep and went for the terrifying large-eyed-gas mask look. Sometimes they put on demon faces, but their nightmares were usually industrial in nature and they reflected that in their almost obtusely primitive looking gear.

The head mask fully obscures the wearers face and contains a 2 hour oxygen supply, a built in encrypted radio and light amplification gear that allows nighttime visibility.

These headdresses are subtly and sometimes deeply disturbing. They're not just ugly—they're meant to obscure and offend the humanity of the wearer. In some cases, they were worn by leaders who oversaw atrocities notable even in the Age of War, and *these specific masks* are still remembered.

Suit	Coverage 2	8/60 (30/120 vs. Flame)	300c

Oblivion Draught

In many cases, the apocalypse was expected to be the beginning of a new era after a period of "tribulation" – an era in which the chosen (or maybe just well-armed) would emerge and rule. Some groups chose to secure their dominance during the age of chaos. Others preferred to "sleep it out."

The oblivion drought places the body in suspended animation – it permeates the body, sealing and preserving cell structure and lowering the metabolism to an effective zero. The drought suspends most life forms on contact, eliminating the ravages of disease or infection.

The sleep is thought to last from a few decades to thousands of years. They are of interest because they suggest there are hidden caches of cultists and their gear buried around the world, waiting for the clock on their sleep to run out.

Draught	Suspended Animation	1000 years	300c

Terror Projector

The terror projector is an electromagnetic weapon that is tuned to stimulate the human (and most animal) brain's fight / flight reflex. It is coupled with a visible-light projector (like a movie projector) that shows truly horrifying images at a very high rate of speed. They flash past too quickly to get a good look at but they suggest some terrible depravity.

The terror projectors are meant to cause fear an panic in a population. There are "industrial" terror projectors that are often mounted on cars (these look like spotlights) and

hand-held ones that can be carried like large flashlights.

Terror projectors also use audio cues to inflict fear—their public address systems let out a truly nerve wrenching shrieking hiss that combines animal sounds with a variety of mechanical nightmare cadences

Terror projectors cause a 14- PWR terror effect an all who are exposed to them.

Name	DAM	ROF	Ctrl	Rng	Clp
Projector	SPECIAL	1	--	-1/60	20
Weapon	PWR vs. STAT		14 PWR		1100c

Narkies

If the Terror Cults decided the world would end truly in a fire of their making, the Narkies thought it would be better if everyone just, you know, chilled out. Had they been better organized this might actually have been a successful strategy: as long as the drugs held out. There were communes (the "successful" ones were remote) and there were evangelists in the last days—guru styled narcotic addicted leaders, leading their faithful to artificial electro-chemical bliss.

Neuro-Lamp

The Neuro-Lamp looks like a glass tube with a metallic base. Within the tube a slightly luminous purple fluid flows up and down in intriguing patters of rising and falling globes of mass. It also emits a weak telepathic signal that gets people in the vicinity high. The Power starts at 14- and decreases 1pt per 3 yards range. A roll is made once after 4 minutes of exposure and again each 30 min (taking only higher results). A revelry roll can be substituted for a WIL roll. At L3, the character can shift the effect up one level. At L4, up 2 levels. The unit will not work through any active mind shield. The roll is otherwise against WIL.

Effect	Result
Minor	You get a good buzz—a relaxing feeling watching the bubbles rise and fall. It's pleasant. You're just a little sleepy.
Standard	You are pretty stoned. Make WIL and RES rolls to avoid losing moderate inhibitions or acting a bit silly.
Major	You're baked. All rolls to do anything that requires focus or concentration are at -4.
Critical	You fall asleep. A Perception roll at -3 will awaken you.
Catastrophic	You are in a deep, deep sleep and will not awaken until the unit is turned off.
Narcotic	PWR vs. STAT	14 PWR	1500c

Spindle Flute

The Spindle Flute is an odd musical instrument whose music is combined with a telepathic signal so that the music plays chords that cannot be heard by the human ear inside the audience's head. The music is quite beautiful if a little, well, druggy sounding. They are collectors items.

Musical Instrument		200c

Lace Thrower

Looks a little like a flame thrower but it sprays "pleasure juice" (which has the delightful property of creating a storm of floating bubbles and a nice pretty blue luminous foam). The roll is against CON. This must strike skin to be effective.

Name	DAM	ROF	Ctrl	Rng	Clp
Lace Gun	SPECIAL	4[12]	-1	1-/5y	30

Effect	Result
Minor	Treat as Dazed. Roll at -1 (vs. WIL) to recover each turn.
Standard	Target is treated as Dazed, roll at -3 to Recover. You feel *wonderful*.
Major	Target is treated as unconscious (totally blessed out). Roll vs. WIL each 20 min to recover. Roll immediately if someone does violence to you.
Critical	As above but every hour, the roll is at -4 (-2 if someone does violence to you).
Catastrophic	Incapacitated for 6 hours. Doesn't *care* if someone does violence to them.
Weapon	PWR vs. STAT	16-	3000c

Chill Cuffs

Metallic locking bracelets that detect neural signals associated with violence and "chill the character out." Roll once each turn of combat.

Effect	Result
Minor	The calming effect causes a -3 to to-hit rolls and is treated as Stunned.
Standard	The calming effect treats the character as Stunned.
Major	The character is treated as dazed.
Critical	The character is unable to act that turn.
Catastrophic	The character is
Weapon	PWR vs. STAT	16-	3000c

Vehicle Name	NAR-CULT MAGIC PARTY BUS		**Total Cost**	1800+2400+3940+1500=9640c
Body Type	Minibus		**Body Cost**	1800c

					Armor Base Cost	Size Mod	Final Cost
Size Class	9	**Armor Type**	Neo-Ceramic Shell				
Mass	85				**1600c**	**1.5**	**2400**
Base Handling	-3	**Plate**	100/200	Weight	2	Engine	H
Stock Engine	H	**Under Coat**	50/100			ACC	+10
Collision Mod	+6	**Ablative**	300			CRL	-0
To-Hit	+5	**Stats**	Coverage	DP			
Clearance	9"	**Vehicle**	6	+800			
Base DP	2510	**CORE**	8	+150			

Extras	Cost	Space	Effect
Industry IIV Rebuild	1800c	5	+2 ACC, +170 Core
Expanded Cab	40c	4	12 crew
Moderate Luxury	0	0	Colorful, but not all that *nice*
Custom Paint Job	10c	0	Psychedelic, man…
Air Supply	400c	3	12 person-hours of air
PA System	20c	0	Like an ice-cream truck loaded with *Jefferson Airplane*
Medi-Cocoon	1520c	10	Healing
Turret	150c	1	1-space turret

Core DP	340
STC Ratio	-1:168
Spaces	24
Tank Size	30
Efficiency	.6
Cab	12
MPG	

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
Light Auto Laser	Turret	1	RATT	600c	1	40 PEN	9x[32]	-0	-1/500y	320
25mm Cannon	Front	2	RATT	900c	0	125 HEAP	1	-.25	-1/100y	1s

Description: When the Nar-cults went out recruiting they took the *party bus*—armed well enough to slug it out with minor security forces and with a sound system that could blast their brand of psychedelic music over the landscape they were looking for more workers to "feed the commune."

Most of these recruitment missions were ill thought out—but a ready supply of drugs (in the beginning) and a super-colorful exterior (painted like flowers or fireworks or something) made the *party bus* hard to miss. Today they are favored by adventurers since they fit the whole crew!

Amor Pen Table		
Plate	200	
Roll	DAMAGE	
20-	20 -	39
19-	40 -	49
18-	50 -	65
17-	66 -	99
16-	100 -	113
15-	114 -	132
14-	133 -	139
13-	140 -	159
12-	160 -	179
11-	180 -	199
10-	200 -	219
09-	220 -	239
08-	240 -	259
07-	260 -	299
06-	300 -	349
05-	350 -	399
04-	400 -	499
03-	500 -	599
02-	600 -	799
01-	800 -	999
00-	1000 -	1000

Amor Pen Table		
Ucoat	100	
Roll	DAMAGE	
20-	10 -	19
19-	20 -	24
18-	25 -	32
17-	33 -	49
16-	50 -	56
15-	57 -	65
14-	66 -	69
13-	70 -	79
12-	80 -	89
11-	90 -	99
10-	100 -	109
09-	110 -	119
08-	120 -	129
07-	130 -	149
06-	150 -	174
05-	175 -	199
04-	200 -	249
03-	250 -	299
02-	300 -	399
01-	400 -	499
00-	500 -	500

Total Damage	**STC Roll**
168	15-
336	14-
504	13-
672	12-
840	11-
1008	10-
1176	09-
1344	08-
1512	07-
1680	06-
1848	05-
2016	04-
2184	03-
2352	02-
2520	01-
More	destroyed

The Brand Cults

After the fall people clung to *anything* for security—for a feeling of well being in a world on a rapid descent to anarchy and fiery chaos. It turned out that there was *already* something ready made to give you that feeling of warmth: brand name consumer goods. A lot of knowledge and understanding was lost very fast—fast enough for some of these to become actual, idolized, religions.

Animated Spokes-God

During the Age of Wonder brands had their own artificial intelligence spokes-beings—luminous animated characters made of solid light. The AI-cores and projectors were salvaged from the ruins and set up in the temples of the Brand Names.

The bits of the AI's that were salvageable were often missing vital pieces—and the units themselves were learning machines. The result is that now, if one is encountered it may believe it's self to be anything from some kind of real deity to a self-aware ancient machine that understands what it is. One thing that has not changed for these is their hard-coded love of the product.

A typical manifestation might look something like this:

Spokes God			Artificial being		
PHY 06	STR 30	BLD 05	STC 15	DP 150	Armor 30/60
REF	COR 12	REA 12	AGI 12	TBH -2	Base 20 IMP
INT	RES 14	MEM 18	WIL --	To Hit 12	
Move	12 y/s		**-1 STC / DP**		
Grapple	38/30		-10 STC / 1 DP		
Spokes-forms can appear and disappear as an 8 REA Long action within 100 yards of their "projector" and AI core (much further back in the old days of networking). In combat they can strike or use 30 damage power-rays.					
Charisma: The Spokes Gods are very likable if they want to be (many have gone psychotic). Give them 15- Charm rolls (some much higher)					
Fluid: The cartoon-looking entities can change their shape at will (but are always recognizable). This gives them a higher than normal grapple as worked into their listed score.					
Brand Addiction and History: The spokes beings are unwaveringly loyal to their brand, hostile to competing brands, and have some knowledge of their history. This may be their most valuable asset.					
Being					varies

Viral Marketing

The major tool of the Brand Cults were sub-derms that injected a need for the product they worshipped. Often this product no longer exists, making the victim (should someone dig one up and take a dose) despondent and miserable until something can be done to cure it. The rules are for Addiction (see the drugs section). The cure is buying the product. It lasts a week.			
Weapon	PWR vs. STAT	18-	3000c

Merchandize Cache

And of course they stockpiled merchandise. Dig in the right place or break into the right building and you might find massive stockpiles of boxes SuperTarts, syringes of Frosti-Pop, rolls of HappiLuvWidgets, stacks folded EternalT-Shirts or something else that was.	
Stuff	100c

Snake Cults

A darker solution to the end of society was to worship the monsters that arose from the mutation, devastation, and disease. Some of these beasts were created to be new gods. Some simply appeared and didn't devour (all of) their followers. Some of these exist today, almost symbiotic with their icons of consumption and terror. <u>Note</u>: Not all the cults actually worshiped snakes—some did spiders or giant toxic octopi or whatever. Collectively they're called snake cults for obscure reasons.

Envenomed bullets

| Envenomed bullets come in standard sizes and fit most standard weapons. They have the following properties:

24 Base Damage, 15- Power vs. Con. -1 Power for each 1 Mass over 4.

Must successfully do penetrating damage.			
Weapon	PWR vs. STAT	24 Base	30c/round

Scale Armor

Giant snakes shed their bulletproof skin. Enormous spiders spin armored web things. Massive poisoned octopi do … something else (it involves rapidly hardening goo excretion: You don't want to know). Their followers wind up with bio-tech armor as a result of this in some cases. The coverage is usually 4pts and the outfit looks like scales with bone plates (scary!).

Armor Pen Table Plate 15	
Roll	DAMAGE
20-	1 - 2
19-	3 - 3
18-	3 - 4
17-	5 - 6
16-	7 - 7
15-	8 - 9
14-	10 - 10
13-	10 - 11
12-	12 - 12
11-	13 - 14
10-	15 - 15
09-	16 - 17
08-	18 - 18
07-	19 - 21
06-	22 - 25
05-	26 - 29
04-	30 - 36
03-	37 - 44
02-	45 - 59
01-	60 - 74
00-	75 - 75

Armor Pen Table Suit 8	
Roll	DAMAGE
20-	0 - 0
19-	1 - 1
18-	2 - 2
17-	2 - 3
16-	4 - 4
15-	4 - 4
14-	5 - 5
13-	5 - 5
12-	6 - 6
11-	7 - 7
10-	8 - 8
09-	8 - 8
08-	9 - 9
07-	10 - 11
06-	12 - 13
05-	14 - 15
04-	16 - 19
03-	20 - 23
02-	24 - 31
01-	32 - 39
00-	40 - 40

Armor		120c

Warlords

After the fire and the panic and the destruction came the Warlords. They, and their strange armies, gave rise to the Age of War, making it in their image and their names. Much of the artifacts that can still be found are the results of these. Many things were created; many, many more were destroyed.

Robotic Authority Codex

You and what army? Oh. *That* army. An authority codex is a hand held computer device that contains a broadcaster and the crypto-command keys for some specific robots. In many cases the robots that could be commanded no longer exist (the Codexes held by famous generals are museum pieces). In other cases there are still robots around that will answer their call.

Pocket Computer	20y rng	200c or more

Royal Blood

It's not something you're born with—it's something you're given. A viral-re-write of your DNA gives you biometric command of assault robots. The sub-derm syringes that contained this were usually *rare* (and, are often, found cached with some bodyguard robots). Unlike a codex which could be taken away, Royal Blood was forever … until someone drained it all out of you.

Command		500c

Praetorian Defense Robot

This is an example of a robot that might be found with Royal Blood or otherwise cached in a warlord's secret base. They are not usually battlefield grade units (some warlords did have those things defending them, but mostly the heavy artillery was used on the field). This sample robot is over 200 years old. It would need to see codexes or royal blood to take commands. If touched it would respond with deadly force.

Praetorian			Robot Body Guard		
PHY 50	STR 50	BLD 100	STC 15	DP 450	Armor 30/60
REF	COR 11	REA 11	AGI 11	TBH +2	Base 58 IMP
INT 12	RES 10	MEM --	WIL --	To Hit 14	
Move	12 y/s	-1 STC / DP			
Grapple	60/40	-30 STC / 1 DP			

The Praetorian looks like an 8' tall semi-humanoid machine with brilliant silvery plates and a visor glowing with golden light. It carries a pole-arm. It is smart enough to take commands as a human would. They are usually short on personality.

Energy Lance A short-range plasma weapon powered by the robot. In HTH combat it has Swing of +1 and Back Swing of +2 and hits for +18 damage (total of 72 PEN).

Name	DAM	ROF	Ctrl	Rng	Clp
Lance	30 PLAS	4[12]	-1	-1/30y	--

Robot		5000c

The Ride

You need to get around. And you need to do it in style. Most warlords traveled in armored convoys with lead cars, and following cars, and air cover when they could swing it. When you're a Warlord, everybody hates you. When you're moving, you're vulnerable.

Vehicle		10K and up

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| **Vehicle Name** | **Warlord Class Presidential Limo** | | | **Total Cost** | 1200+14560+32800+9600= 58,160c | | |

Body Type Limousine   **Body Cost** 1200

		Armor Type	Ulterion Alloy Shell	**Armor Base Cost**	**Size Mod**	**Final Cost**
Size Class	7			**8000**	**1.3**	**14560**
Mass	120					
Base Handling	-2	**Plate**	500/1000			
Stock Engine	D	**Under Coat**	250/500	**Weight** 3	**Engine**	D
Collision Mod	+3	**Ablative**	1100		**ACC**	+40
To-Hit	+2	**Stats**	**Coverage**	**DP**	**CRL**	-3
Clearance	7 1/2"	**Vehicle**	**10**	**+4320**		
Base DP	6120	**CORE**	**10**	**+900**		
Core DP	1192					

Extras	**Cost**	**Space**	**Effect**
Militarize	600c	0	120 Mass, +2" Clearance, -1 ACC, +600 DP
Expanded Cab	30c	3	6 passengers, 3 crew
Luxury Interior	540c	0	Full Luxury Space
Stealth Finish	300c	0	-4 to radar perception
EMP Missile Defense	3400c	0	Distract self-guided missiles
Extra Axles	500c	0	+12 Core, +1 ACC
Nuclear power plant D	10,000c	5	Acceleration D, +250 Core
Mark 1 Force Field	16,000c	1	300 power force field
Earth Station	400c	0	World Wide Comm
Run Flat Tires	630c	0	+30 Core
Air Supply	400c	4	1280 min air supply

STC Ratio -1:408
Spaces 16
Tank Size 20
Efficiency 1.2
Cab 9
MPG --

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
125mm Smoothbore	Front	5	RATT	4800c	0	1400 PEN	1	--	-1/400y	10s
125mm Smoothbore	Front	5	RATT	4800c	0	1400 PEN	1	--	-1/400y	10s

Description: The Warlord Class "Presidential Limo" screams dangerous-cool. In the Age of War, the really important people traveled in these. They were never cut off, never uncomfortable and *never* out of style. Today, the highest echelons of the Bone Yard Hierarchy restore these to drive them around.

Note that these vehicles were often heavily customized with more weapons, wet bars, artificial intelligences, and so on. The model represented here is a common one, but hardly the top of the line.

Amor Pen Table		
Plate	1000	
Roll	**DAMAGE**	
20-	100 -	199
19-	200 -	249
18-	250 -	332
17-	333 -	499
16-	500 -	570
15-	571 -	665
14-	666 -	699
13-	700 -	799
12-	800 -	899
11-	900 -	999
10-	1000 -	1099
09-	1100 -	1199
08-	1200 -	1299
07-	1300 -	1499
06-	1500 -	1749
05-	1750 -	1999
04-	2000 -	2499
03-	2500 -	2999
02-	3000 -	3999
01-	4000 -	4999
00-	5000 -	5000

Amor Pen Table		
Ucoat	500	
Roll	**DAMAGE**	
20-	50 -	99
19-	100 -	124
18-	125 -	165
17-	166 -	249
16-	250 -	284
15-	285 -	332
14-	333 -	349
13-	350 -	399
12-	400 -	449
11-	450 -	499
10-	500 -	549
09-	550 -	599
08-	600 -	649
07-	650 -	749
06-	750 -	874
05-	875 -	999
04-	1000 -	1249
03-	1250 -	1499
02-	1500 -	1999
01-	2000 -	2499
00-	2500 -	2500

Total Damage	**STC Roll**
408	15-
816	14-
1224	13-
1632	12-
2040	11-
2448	10-
2856	09-
3264	08-
3672	07-
4080	06-
4488	05-
4896	04-
5304	03-
5712	02-
6120	01-
More	destroyed

Vehicle Name	CERBERUS MAIN BATTLE TANK		Total Cost	250,000c			
Body Type	Heavy Tank		**Body Cost**	10,000c			

Stats				**Armor Base Cost**	**Size Mod**	**Final Cost**
Size Class	10	**Armor Type**	30mm Composite	**12800**	**1.6**	**20500**
Mass	800					
Base Handling	-5	**Plate**	1000/2000			
Stock Engine	I	**Under Coat**	500/1000	**Weight**	7	**Engine** I
Collision Mod	+8	**Ablative**	2000			**ACC** +8
To-Hit	+8	**Stats**	Coverage	DP		**CRL** -0
Clearance	30"	**Vehicle**	**10**	+9000		
Base DP	45,000	**CORE**	**10**	+1800		
Core DP	4,000					
STC Ratio	-1:3000					
Spaces	28					
Tank Size	40					
Efficiency	.6					
Cab	5					
MPG						

Extras	Cost	Space	Effect
Treads		0	30" Ground clearance
Diesel/Turbine Engine		5	+7 ACC
Telepathy L2		0	Telepathy for tank commander
ESP L2		0	ESP for tank commander
Force Field Mk 4		0	Power 2800

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
100 Gun	Turret	3	RATT	9000c	3	3800 PLAS	S	-2	-1/120y	4xV2/100
100 Gun	Turret	3	RATT	9000c	3	3800 PLAS	S	-2	-1/120y	4xV2/100
100 Gun	Turret	3	RATT	9000c	3	3800 PLAS	S	-2	-1/120y	4xV2/100
Psychokinetic Hammer	360 Field	1	Psionic	NA	2	7000 IMP	1	0	LOS	--

Description: The MBT (Main Battle Tank) described here is one of the war-horses of the Age of War. These vehicles were expected to lead attacks and exploit breaches.

Unofficially called the "Three headed monster" (also Cerberus), the tank's *primary* weapon is, surprisingly *not* the 100 guns, but rather the psychokinetic "hammer" that allows the captain to lash out mentally at anything with line-of-sight.

The price listed is hypothetical – these units can no longer be manufactured, even in the Yard.

Armor Pen Table		
Plate	2000	
Roll	DAMAGE	
20-	200 -	399
19-	400 -	499
18-	500 -	665
17-	666 -	999
16-	1000 -	1141
15-	1142 -	1332
14-	1333 -	1399
13-	1400 -	1599
12-	1600 -	1799
11-	1800 -	1999
10-	2000 -	2199
09-	2200 -	2399
08-	2400 -	2599
07-	2600 -	2999
06-	3000 -	3499
05-	3500 -	3999
04-	4000 -	4999
03-	5000 -	5999
02-	6000 -	7999
01-	8000 -	9999
00-	10000 -	####

Armor Pen Table		
Ucoat	1000	
Roll	DAMAGE	
20-	100 -	199
19-	200 -	249
18-	250 -	332
17-	333 -	499
16-	500 -	570
15-	571 -	665
14-	666 -	699
13-	700 -	799
12-	800 -	899
11-	900 -	999
10-	1000 -	1099
09-	1100 -	1199
08-	1200 -	1299
07-	1300 -	1499
06-	1500 -	1749
05-	1750 -	1999
04-	2000 -	2499
03-	2500 -	2999
02-	3000 -	3999
01-	4000 -	4999
00-	5000 -	5000

Total Damage	STC Roll
3000	15-
6000	14-
9000	13-
12000	12-
15000	11-
18000	10-
21000	09-
24000	08-
27000	07-
30000	06-
33000	05-
36000	04-
39000	03-
42000	02-
45000	01-
More	destroyed

The Dominion Caesars and the Three Generals

Once upon a time there were seven Kings who ruled over fragments of a dying desert kingdom. They slew all who stood against them and came close to uniting the world. They stood together, not out of fidelity or loyalty (they understood those ideas, but scoffed at them), but because none of them could accept defeat, and only in unity could they ensure victory.

They each had secret plans—"When our victory is complete," they had said to their concubines and advisors, "I shall turn on my allies—it will be a magnificent betrayal! And I alone shall be the winner! The Last and Greatest of the Dominion Caesars!"

So it was that they plotted and schemed, until one day when victory was close at hand, the weakest of them, knowing that he would be the first betrayed (they were not fools) convened a meeting.

"Victory is near," He said.
"Near," They agreed.
"We rule in all directions as far as we can see—all the horizons belong to the Seven."
"Our rule," they agreed, "is complete."
"But even as we stand poised at the edge of victory, our defeat is made certain."
"Defeat!?" They cried. "What are you talking of? Who might defeat us? Hell, dude—who would even dare stand against us?" (This last, was the Surfing Caesar).
The Weakest looked from Window to Window. "The Three Generals," He said.
"What Three Generals? Who? Show us to them. Let them fall before our might, as well—"
"You know them well," The Weakest said. "They are the Three all Generals yet fall to. General Entropy. General Death. And the greatest of all—General Time."

Now, these Three Generals have always stood at the edge of any victory. They are patient and implacable. And they always win.

"You called us up to tell us *that*, Dude?" One of them asked (history does not record who).

"I called you because I suggest that if true victory—final victory—total victory is to be ours, then we must not simply wait for defeat. We must stand against them. And unlike those who have come before us we *will* prevail. Because we know we *can*.

Because there have been those who have come before us and have defeated The Three."

And the Seven knew it was true. They remembered the stories of the *Haves*.

"If they can defeat those Three Generals," the Seven said, "then perhaps so can we." In the time of the *Haves*, there were studies that were forbidden—ideas considered to abhorrent to be accepted in polite society. These avenues of depravity were not super-sciences (for that Age) – they were merely hateful and pathetic and damaging. And perhaps the worst of these was Abnegation—the ultimate crime against the self.

In the Age of Wonders, one could turn the strangest and most twisted machines built against the body. Abnegation took one beyond suicide—*death* was a release—and into eternal opposition. Even as one ceased to exist, one became immortal—no—beyond immortal. The Abnegnated became *eternal*.

Abnegation was a total transformation of the body—an experience beyond cybernetic replacement. It turned the subject into a thing as impervious and undauntedable as an idea.

The Seven searched the land, looking for those ancient, forbidden machines and, even rarer, the skill to repair, rebuild, and use them. It is said that in a desolate desert place, they built a laboratory and the Awful Engines in it hummed and mumbled to each other and talked of evil things and made mockery of Nature and Humanity, and all that is Pure.

And the Seven realized that to become Eternal was to die in ways unimagined by mortal man. To use the machine was to change in ways that were indescribable. And they realized, one by one, that the Awful Engines were the only weapons they had against their greatest foes—The Three. And so one by one, they entered the machine and one by one they were made into constellations.

And, of course, they made the Weakest go last.

And, of course, he stood in the empty chamber, and then threw the off-switch, and the Awful Engines fell silent. And he walked out, into the twilight desert sun.

The Tombs

No one's sure how the Seven perished—the story seems absurd. But their accountants know that tombs were built and great fortunes were spent (and, perhaps lesser, but still great ones hidden away). Abnegation transforms the body into something that seems to absorb energy and radiate it in ways that tweak (but... probably don't *defy* the Second Law of Thermodynamics). The Seven Tombs contain the Seven's bodies. Perhaps someday they will rise. Perhaps someday their death will end.

Until then, whomever finds a Tomb would be privileged to the most awesome secrets and (perhaps) a great fortune.

Some of the Tombs have been found. Some of the Seven have been dug up. This is some of their stuff.

The Ravenous Caesar's Eye

The Ravenous Caesar ruled over a great dry valley. He led an army of machines – it is said that his lineage had come from business men. His Eye is said to be a full inch in diameter and smooth like glass. It is a dark stone with faint hints of amber light deep within it.

It makes the holder *strong*. The holder's STR and DP will double within the first week of acquisition. They will double *again* in the second week (four times their original value), and *again* the fourth week of ownership. The increases will continue as follows.

Weeks Held	Strength	DP	Build
1	2x original value	2x original value	1x original value
2	4x	4x	1.5x
4	8x	8x	2x
8	16x	16x	2.5x

... and so on. The user will continue to grow and mutate. As the body changes, so does the metabolism and the mind. After the second week, the character must consume his body mass in biological material to each week. Failure to do so will not stop the change.

Giving up the eye means slowly returning to the original form (This requires a WIL roll—the power is addictive and some characters may be unwilling to do this at all).

Extreme mutations occur after the eighth week including the growth of Jaws, "Many Mouths to Feed" and so on. By the 64th week, characters holding the eye are usually unstoppable monsters, as ravenous as their patron.

Abnegated Eye	20y rng	10,000c

Ravenous Caesar's Heart

The Ravenous Caesar's Heart was cut from his body by the men who found his tomb. It is a beautiful thing—complex like an infinitely faceted crystal, seductive like a beautiful woman.

When it beats it causes a heatless, lightless shockwave comparable to that of a small nuclear explosion. The heart of the blast, the eye of the storm, as it were, is spared. Everything else is rendered to dust. They say that the noise it makes is utter silence.

Damage is 1,000,000,000 DP with a 2m RAD.

Distance	Damage	Distance	Damage
0 meters	0 DP	8 meters	62,500 DP
2 meters	1,000,000 DP	10 meters	40,000 DP
4 meters	250,000 DP	20 meters	10,000 DP
6 meters	111,111 DP	40 meters	2,500 DP

Distance	Damage	Distance	Damage
80 meters	625 DP	800 meters	6 DP
100 meters	400 DP	1000 meters	4 DP
200 meters	100 DP	2000 meters	1 DP
400 meters	25 DP	4000 meters	None

The heart beats upon command—they say—but there are also those who say it beats when *it* desires to…

Abnegated Heart		100,000c

The Silent Caesar's Sword

He never said anything—but he made his wishes known and his displeasure was a blood drenched statement splattered across the families of his subjects.

The silent one bore a blade that whispers when it is drawn. Unsheathed, its pale light and mad, half-heard babbling brings the world to a stop. The bearer gains L4 Fast. The silent one's blade has other aspects as well.

Despair PWR 18 (affects all within 10 meters)
Its voice causes despair in all those who hear it. It talks of deeply personal things to them. It speaks devastating truths and ingenious, crippling lies. Recorded, it is simply evocative word-salad, but heard… The effect is the same as Terror, except that a critical result will inflict a deep

depression and a catastrophic result will result in immediate suicide. This does not directly affect the wearer, but over time, most of the blade's owners have ended their life upon it.

Ghost
During the wielder's bullet-time phase, he can step through solid obstacles. This does *not* protect the wielder from damage that those obstacles might cause (walking through an electrified fence will still be … shocking), but it does allow the user to pass without trace. Users who end their phase within solid matter take an immediate disruption attack where power = the obstacles DP.

Pale light
The luminance of the blade makes things appear terrifying and ugly. Corrupt. Putrid. When the blade is drawn, the user has +4 to all intimidate rolls and there may be other effects.

Dreams
The blade's user has the Dreams advantage—often coupled with nightmares.

Name	Damage	STR	Swing	Back Swing	Reach
Abnegated Blade	64 PEN	11	+1	+2	Med

Abnegated Blade			15K	

The Silent Caesar's Robes

The silent Caesar wore a monk's robes. The hood covered his face. The robes were taken from his tomb. The robes protect the wearer from poison, radiation, and mental assault.

The robes provide formidable armor and add 128 pts to the wearer's DP.

The robes replace the wearer's senses—the wearer is blind and deaf—the robe sees and the robe hears. The wearer's perception roll goes to 20- and the robe can also detect the subtle tells that cleave truth from fiction (Lie Catcher 20-).

But as acute as the robe's sense are, the sensation of being deprived and isolated is strong and terrible. Most users cannot stand to wear the robes for long: WIL rolls each hour at an increasing -2 each hour, stopping at -8: if you make that, you may wear the robes indefinitely—but a failed roll by 5 will result in a subtle psychosis (that is, a normal WIL roll failed by 5, not with the negative).

Suit	Full Coverage	128/256 Armor	9000c

The Kind Caesar's Intentions

The Kind one—*Most Beloved of All*—had left instructions before he entered the machine. "Take from me the good that I have done, that it might remain in the world and not be undone by these Awful Engines." His burial attendants searched his form thoroughly for what good he had wrought, but all they came away with was his intentions.

The Kind Caesar's intentions are kept in a small pouch with a draw string. There is something in the pouch, but no one can say quite what (it feels like marbles…) Those who have looked into the pouch have been dazzled, their heads filled with ideas.

Sometimes pouch conveys L4 electronics, mechanics, physics, and other scientific skills necessary to build a great machine. The user has this vision in his head of a machine that would save the world. The skills *cannot* be used for general discovery, but there may be side effect breakthroughs as the machines are built (this is Age of Wonders technology—or, perhaps, even greater: almost to the level of the *Haves* some speculate).

The machine (or machines) has never been built. Those familiar with the design say it is abominable.

Sometimes the pouch conveys L4 Politics and L4 leadership and a dream of a blessed, utopian nation. The user will find followers willing to do his bidding. There will be funds—there are always those willing to fund despots. If the user is willing to do whatever is required, The Nation can be built. So far, those who have tried have been assassinated.

And sometimes, the pouch conveys L4 Artist, and the dream of a great work of art—a mural to cover a valley, a statue that dwarfs the colossus, something epic. It is a thing of magnificent beauty; a gift to the world. The colossus has never been built. Those who have tried have been burnt, their designs burnt with them. Those who have seen them partially completed have gone mad.

There may be other ideas and intentions within the pouch. No one can know for sure.

Unknown		10,000c

Vehicle Name	SURFING CESAR'S T-BIRD		Total Cost	500,000c	

Body Type	Muscle Car GT		Body Cost		

			Armor Type	Pure Neonium Plate	Armor Base Cost	Size Mod	Final Cost
Size Class	6				**18000**	**1.2**	**21600**
Mass	50						
Base Handling	-1		Plate	500/3000			
Stock Engine	A		Under Coat	250/1500	Weight	1	Engine	A
Collision Mod	+3		Ablative	1500			ACC	+100
To-Hit	+1		Stats	Coverage	DP		CRL	-6
Clearance	5 ½"		Vehicle	6	+2400			
Base DP	8250		CORE	8	+500			
Core DP	900							

Extras	Cost	Space	Effect
Nuclear Engine A	40,000c	6	Acceleration A
Force Field Mk 4	100,000c+	0	Power 2800
Luxury Interior	450c		
Regeneration Matrix		0	Regenerates 10% DP per second (825)
Earth Station	400c	0	World Wide Comm.
Scanner Invisibility	30,000c	0	Car is invisible to radar and laser sensors
Environmental field	31,000c	0	Environmental support in all conditions

Additional body stats:

STC Ratio	-1:550
Spaces	12
Tank Size	18
Efficiency	1.3
Cab	5
MPG	

Weapon	Mount	SZ	Target	Cost	SP	Dam	ROF	Ctrl	Range	Reload
Nuclear Laser headlight	Front	2	Advanced	--	0	3200 PEN	2	-0	-1/1000y	0s
Nuclear Laser headlight	Front	2	Advanced	--	0	3200 PEN	2	-0	-1/1000y	0s

Description: With the surfing-Caesar's T-Bird, the fun *never* ends. Literally. The nuclear engine runs forever (well, at least it runs until the end of the world, which, the way things are going, will be considerably shorter than "forever"). It also comes back from the dead – even when blown to pieces, an army of nanomachines will re-assemble it from its broken fragments. Almost every component of it is pure neonium; it doesn't rust. It doesn't "get old" and it never looses that "new car" smell. Speaking of the smell, the T-Bird looks like a convertible, but inside its force-bubble, it's got an unlimited supply of clean air and cool water, making it a comfortable ride on the surface of the moon or the bottom of the sea. The car was a legend when it was built, and it's been lost and found a thousand times. The cost listed is where the bidding might *start* if it came up for auction.

Armor Pen Table

Plate	3000	
Roll	**DAMAGE**	
20-	300 -	599
19-	600 -	749
18-	750 -	999
17-	1000 -	1499
16-	1500 -	1713
15-	1714 -	1999
14-	2000 -	2099
13-	2100 -	2399
12-	2400 -	2699
11-	2700 -	2999
10-	3000 -	3299
09-	3300 -	3599
08-	3600 -	3899
07-	3900 -	4499
06-	4500 -	5249
05-	5250 -	5999
04-	6000 -	7499
03-	7500 -	8999
02-	9000 -	####
01-	12000 -	####
00-	15000 -	####

Armor Pen Table

Ucoat	1500	
Roll	**DAMAGE**	
20-	150 -	299
19-	300 -	374
18-	375 -	499
17-	500 -	749
16-	750 -	856
15-	857 -	999
14-	1000 -	1049
13-	1050 -	1199
12-	1200 -	1349
11-	1350 -	1499
10-	1500 -	1649
09-	1650 -	1799
08-	1800 -	1949
07-	1950 -	2249
06-	2250 -	2624
05-	2625 -	2999
04-	3000 -	3749
03-	3750 -	4499
02-	4500 -	5999
01-	6000 -	7499
00-	7500 -	7500

Total Damage	STC Roll
550	15-
1100	14-
1650	13-
2200	12-
2750	11-
3300	10-
3850	09-
4400	08-
4950	07-
5500	06-
6050	05-
6600	04-
7150	03-
7700	02-
8250	01-
More	destroyed

The Lover's Wives

The Lover was known for his romantic writings, his women (several—but only one at a time, the legends say—and when they left him, how he determined if they lived or died), and (even more darkly) his "wives." His personal entourage and body-guard were automations stored in vases. They are spindly, pure Neonium humanoids that project soft-lit female appearing holograms around themselves when they are out and about. They move with an odd mechanical grace.

The Wives			Brutal Robot		
PHY 50	STR 180	BLD 8	STC 15	DP 2250	Armor 60/120
REF	COR 14	REA 14	AGI 14	TBH -5	Base 170 IMP
INT 12	RES 10	MEM --	WIL --	To Hit 14	
Move	18 y/s		-1 STC / DP		
Grapple	200/160		-150 STC / 1 DP		

In combat they are brutal hand-to-hand combatants, striking for 170 damage and rending metal with their hands. There exists codexes that allow their control—the Lover gave his "wives" to various functionaries as gifts—it is said that each had an override code to *his* codex so that he could order an underling dead from afar.

Massage: The wives are massage artists and have an amazingly light touch (unless commanded to rip your arms off).

Robots			10,000c

Ion Guns	Cost	Dam	ROF	Ctrl	Rng	Clip
	1500c	120 PLAS	S	-1	-1/15y	C/20

The signature weapon in the time of the Caesar's was the Ion Gun—notable for irradiating anyone even close to some combat action. Ion guns take water into a spherical tank and then run it through a super-conductor, creating an explosive ionic plasma. This is then accelerated and ejected from the mouth of the weapon, incinerating anything it hits. Targets in the area (4 yards) get 4 RAD points when it is fired. Targets that take damage from it get 16 RAD points. The area when the hit (or miss by 1) takes a 16 pt explosion within 2 yards (but not beyond that) due to "splash" of the ion stream.

Today, The Bad Muther is a story that parents tell their children about when they want them to stay indoors where it's safe and their teenagers about when they want to inspire them to acts of uncivilized bravery. Time has made him a legend, but he was real, and this is his story.

First came the darkness. And with the darkness came terror and chaos. The world fell around everyone and fire and violence were unleashed on the land. Those who were weak or stupid or unlucky perished. Those who hesitated were lost. Those who were meek were rendered unto the earth.

The Bad Muther was none of these things.

It is told how he never wanted leadership – never craved power. His credo was as simple as it was universal: Don't Mess With Me.

But, lo—there were those who messed with The Bad Muther, and so their stories are etched in history, even as their bones are now dust.

The Bad Muther emerged from the nuclear inferno that had swallowed his city and set out west, searching for some place of peace he could call home. He made his way toward the Great Ruins.

On the way he encountered many men who wanted his guns or his plasma or the gold chains about his neck, the leather jacket upon his back, and the snakeskin boots on his feet.

An lo, did he poppest caps in all of them – for as Bad as they were, he was Badder.

His notoriety preceded him. The small men who called themselves Sheriffs and Mayors and Warlords, but were unworthy of that title knew he was coming – like a storm on the horizon – and they feared him.

"We will welcome him," they decided, "and offer him a place he may live in peace and we will offer him women and wealth. But then we must betray and murder him lest others see our weakness and think we can be extorted. We will win his trust and then kill him."

And they decided it was a good plan.

And it *was* a good plan.

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But he was The Bad Muther.

On the day of his arrival in The Great Ruins, they met him with fanfare and adulation. "Welcome," They told him. "We offer you friendship and nourishment – for yours has been a long journey."

"Word," He said.

"We offer you companionship and cocaine – for you like to party," they told him.

"Yeah," didst he say.

"And as you settle here, is there anything else that we might do for you?" They asked of him.

"As a matter of fact, yo," The Bad Muther said, "There is. Could you—you know—hold still for a second?"

And then he didst shoot them all because he was The Bad Muther and he was No Fool.

And so did he rule until the end of his days in peace because it was clear to one and to all that he was one bad ass mo-fo and Not To Be Messed With.

The Bad Muther's Shades

These are museum pieces. The Bad Muther wore a distinctive A/V headset that kept him *plugged in* to what was *going down*. They were connected to a Smart Box neural net he wore on his hip, and they fed it everything he saw. As a result, the shades and the network *learned* his ways.

To anyone wearing them, who's willing to listen they grant the following:

+2 Visual perception – nothing got by him, and while the n-net's not *that* good it learned what matters and what doesn't.
+1 Initiative on the first round of a combat. The Net saw a lot of action and can tell when it's about go down.
+1 Accuracy with weapons – He hit what he aimed at. Always. And the net's learned to tell a good shot from a bad one.
L2 16- History and Lore of the Baddest One – The Net learned his stories and delights in telling them. It tends to go a bit over the top… but then… they *were* a bit over the top.

Sensor Net		1000c

The Bad Muther's Acoustic Guitar

The Bad Mother played the guitar. He had a beautiful, soft wood-wood acoustic guitar made especially for him. In his quiet, reflective moments, he would use it to woo the women of his life and it is said they were legion. The guitar itself is worth 1000c or more to anyone who appreciate his life and ways (and gives a +1 to musical performance rolls, but only in quiet, unplugged, intimate settings).

Also of interest is the "guitar case full of weapons" worth several thousand credit. He usually traveled with at least two sub-machine-gun type weapons, several energy-cells or cases of ammunition, rockets, grenades, and pistols. The guitar-case-full-of-ordinance contains an assortment of firepower worth about 10,000c. NOTE: there were several of these cases made and while there's only one "actual one" (the last one that the Bad Mutha carried) some similar setups are laying around.

- "Silver Bullets" – Not the actual metal—but rounds (similar to SHOK rounds) made by a master weapons smith who was his friend. The Silver Bullets are normal six-gun rounds that ignore up to 180pts of armor and do 3x damage if they penetrate (if armor is reduced to 0, PEN defense is halved).
- Executioner: A special hand weapon—a 10mm automatic. It has a neuro-active grip that interfaces with the holder's nervous system. Under normal conditions it feels good in one's hands and adds +1 to weapons skill—but if you know its secret then it's better. The secret is holding it *sideways*. When this is done, with an aiming action, the gun will scan and re-align the shot for maximal damage. This gives armor save a -3 and adds +4 to Damage Modifier after firing. It also carries Silver Bullets. The base damage is 9 PEN, 27 PEN if it penetrates.

Weapons package		10,000c

The Bad Muther's Leather Vest

It is said that he distained common armor, preferring to get out of the way of fire (or be the one with the ambush) rather than absorb it. But the vest was a gift from a woman who loved him—and he wore it.

It does not reduce Damage Modifiers or TBH and gives 30/200 armor coverage 4.

Armor	Coverage 4	30/200	4000c

THE BAD MUTHER'S CHAIN

It is known that he had many golden chains—and some of pure neonium just for the mix. But one was said to be special—he wore it for much of his life and before it ended, he gave it as a gift (some say to his daughter, some say to a lover, some say he took a young wife and she outlived him—it is not known for sure).

The chain contains a micro-medical unit that gives +2 to CON and will, 3x per day, heal 20 DP instantly. This is usually done if the wearer takes significant damage.

Medical Unit	Healing	1000c

THE BAD MUTHER'S PLASMA RIFLE

Mostly he fought with bullets but, as has been noted, he was No Fool. He carried a specially modified Mk1 Tactical Plasma Gun. It had a special black finish, a glowing red-stripe power indicator, special sights, and an amped up power-pack so it hit harder than normal. He made it heavy, with gyro-stabilizers (which he carried with no problem) to reduce the recoil and he made it hard to pull the trigger (it is said other men tried and failed).
Damage is 150 PLAS, ROF is S, Control is -1, Range is -1/100 and Clip is V1/80. It takes a 15 STR to use the weapon or Level 3 Weapons skill on a 16-. It is big—but it is also *invisible* to energy sensors … and has a secret catch for "retract mode" that allows a BLD 15+ person to hide it under a trenchcoat.

Weapon		7000c

THE BAD MUTHER'S HUNTING KNIFE

Although he was (by accounts) a skilled knife fighter, the blade he carried was *intended* to be used for hunting. All too often, the legends say, he did find it necessary to hunt those who hunted him—and so the blade found its way into many of his enemies. It is an improved ion blade with a mean-looking artistic design that features a heavily weighted bladed end. It does +12 damage on a normal hit, +36 damage on a hit by 4+.

Weapon		900c

THE VIDEO COLLECTION

People such as The Bad Muther are, even in their life, more myth than reality (puzzle out *that one*)—which is why we make sing their songs, tell their tales, and make B-grade grindhouse genre movies about them.

After his passing, all of those things were done—but there is legend that a set of story disks remain that actually *chronicled* the Bad Muther on his travels. It is said that he had a sidekick whom he allowed (barely say some legends. Historians just laugh) to tag along behind him and shoot his footage for all of time.

It is said these tapes exist—and that they are encoded with massive anti-copy Trojan-horses, proprietary electronic video formats with machine-controlling non-copying players, and other holy grails the RIAA of the Information Age sought … but they do (the legends say) exist.

And if you watch them, you can learn. Watching a real tape of the Bad Muther and learning from it requires that the character be a disciple of his—one who honestly seeks, in some way, to pattern and style his life after the ancient warlord. For this to be the case, it is necessarily true that the *last thing* the character would do is try to make copies or distribute the media. It also probably goes without saying that they would protect it. The Bad Muther would not like the idea of punks watching his life over sugary drinks and chips.

Blood Orgy of the Vampire Vixens Part 8
The 411: Were 1-7 lost? Who knows? The Bad Muther stops at an ancient and ruined establishment of higher learning and finds an evil doctor and his horrible, shape shifting, mutant coeds. He shoots them all.
Viewer Gets: 2pts in weapon skill

Blood Drinking Freaks
Some of the goriest footage on Vid shows the Bad Muther being invited to a show in a nearly destroyed movie house. … where the actors devour the audience. He guns them down after a horrific interlude of sex, gore, and violence.
Viewer Gets: +1 Fearless, 2pts in weapons skill

The Hard Ride
The 411: The Bad Muther and a gambler cross the country pursued by a cybernetic bounty hunter. When the metallic assassin finally catches them, the

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Bad Muther kicks it to pieces.
Viewer Gets: 8pts in Martial Arts skills

Pipe
The 411: The origin of this title is unknown (there's no pipe narcotic or otherwise in the vid) but it details a part of the Bad Muther's travels where he is hired by a warlord to retrieve the warlord's daughter from another, enemy encampment. Lots of great dialog. The Bad Muther blows up an entire convoy!
Viewer Gets: +8 Damage Points

Vid Collection		20,000c

Elvis Kahn

It is said that in what is now the far, unreachable wastes to the Northeast there was a land known as The Garden State (and this was, the Historians say, a lie on par with calling a desolate ice-ridden stretch of rock *Greenland*). In this state there was a mecca of all things glittering and clinking and making the holy sound of *Ka-Ching*. And in the end, there was a Warlord who fancied himself the heir to *something*. What this something is a mystery: a form of immortality? Definitely a form of godhood. Based on myths and religions of an even more ancient past, when the end came he was one of those who launched the missiles that sterilized what he believed to be his future domain: Las Vegas.

They called him Elvis Kahn.

It is said that he died in the desert where his convoy went down—but that may not be true. He certainly *rode* to Vegas with his army, his nuclear artillery, and his blasting music—but it is unclear when, if ever, he died. Perhaps he reached it. Perhaps whatever is in Vegas consumed him as well.

Whatever the case, Elvis Kahn was quite mad and his armies were composed of zealous followers in is bizarre schemes.

Inertial Maul

A highly unusual weapon, the Inertial Maul appears as a metallic ball on a stick (with grips—like a medieval mace). It takes a B Cell. When activated it has a massive moment of inertia for a fraction of a second (proximity sensors on the head detect and activate just before it strikes something when swung hard). Thus, its tendency is to *keep moving* right on through the target. It acts like a normal Mace (same Swing and Back Swing). It hits for +32 IMP damage.

Name	Damage	STR	Swing	Back Swing	Reach
Mace	+32 IMP	11	+2	+4	Med

Weapon		200c

CENTURION BREAST PLATE

Some people got full coverage power-armor but the Kahn chose handsome generals and wanted people to be able to see their faces. Even with the power at his disposal this led to some safety issues on the battlefield ("But what are zealot-followers for if not obeying one's orders unto death?" the Kahn would often say). The plate gives coverage 4, 50/100 armor and has a force field that gives 30 points of protection (and degrades as do normal force fields. It recharges overnight). They are golden and shine and shimmer as though under bright lights even in the darkness (if the field is active): -8 to Stealth rolls.

Armor	Coverage 4	50/100	2000c

WAR DRUMS (SUB-WOOFER)

The War-Drums subwoofer attaches to the bottom of a normal rifle where a grenade launcher might go. When activated, it produces a low-frequency war-beat that also contains telepathically delivered tactical information. Although the sound (which is a variety of ancient songs) gives away the user's location (and this, it is thought, wasn't necessary—but the Kahn loved it so) it lets the user detect other people within a 200 yard radius (telepathic scan). It will also get a Perception roll to pick up power-using weapons (15-).

Sensor		1000c

Random Stuff from the Age of War

Most of this was built by various warlords and can appear anywhere.

Sensory Grenade

It looks a bit like a 20mm grenade—but some models can be fired as regular shotgun shells. It comes with a "halo" head-set. When fired and it "detonates" the person wearing the halo can see, hear, smell, and even, um, taste (if they want) anything within 20 yards of the grenade. It lands 'silently' (Perception roll to see it come down at -1 per 4 yards distance if used in combat condition—no negative if not in combat). Once used it last 1 hour and is then expended.

Scanner		100c

Web Grenade

A pale-purple cylindrical container made of heavy cardboard with a metal top. When activated (it either has a 5s fuse or detonates on impact after being thrown, activator's choice) it explodes in a mass of coiled super-high-strength wires. A tenth of a second after impact they are fluid and expand within a 3 yard radius like a liquid. After that, they harden and seize up and coil and become high-friction tangle-wires. This has a Grapple of 30 against all targets—but against vehicular targets it has a 13-chance of stopping it dead, -1 per axel after the first (really it will decelerate at 60 Speed Class per second).

Weapon		200c

Spray On Body Armor

A spray-can canister that contains both a viral skin-adjuster and temporary polymer coat. The result is that when the target is sprayed down (the canister will cover 10 Mass) it gets +15/30 armor for 4 hours. This can be done over worn armor.

Armor		1200c

Bio-Scanner

The Bio-Scanner is a ranged creature analyzer. It has a 12- roll unless used by someone with scientific skills (in which case a Biology roll will work). With a 5 REA quick scan it gets a roll at -5 (partially negated by Level 3 skill or ignored by). With a 2 minute examination, the character gets a -2 roll. With several hours the character gets a normal roll.

A successful roll made by 5+ gives the complete stats on the target being. If made by 0-4 the character will get general data (ranges of stats, general amount of armor—usually within 10pts, major mutations or abilities, etc.)

Sensor		800c

Mech Sniffer

The Mech-Sniffer is a handy piece of gear that uses several sensors to detect active robots in the area. This will detect Skitter Mines, SAD Drones, and will detect the approach of larger systems. Due to the presence of robotic systems in the ruins this is a valuable piece of gear since prospectors want it. It gives the following:

- Perception of 13- to detect robots within 100yards
- Proximity Warning of a large robot-system within 1 mile.
- Signature and identification of standardized robots if scanned (point it at them and get a stats readout). X-System robots qualify—age of war Mech Abominations may not.

Sensor		3200c

Tactical Glasses

Binoculars that scan for heat, radio-signals, power sources, and movement. They have a 15-perception roll to find hidden targets within a field of view (this is at -1 per 100 yards, normal stealth and camouflage modifiers apply). Arrows and brackets will appear around things it detects that the visual scan can't see (color coded as to type of pickup).

Target has energy weapon	+3 to +5
Target is walking (<4 mph)	+1
Target is running (<20 mph)	+2
Target is sprinting (20+ mph)	+4
Target is hot like a running vehicle	+3
Target has a radio broadcast going	+6
Target is a cyborg	+1
Target fires a gun	+7

Armor		1200c

Hard-Copy Plate Armor

In the Information Age things were printed on something called "paper" made from trees. In the Age of Understanding, hardcopy—output from a computer one could hold in one's hands was spun from polymer nodes. Over the years odd things happened to the masses of documentation that were produced (and when the world-nets started failing it seemed that people were quick to start printing anything they could get their hands on): the stacks of hardcopy sort of fossilized. Today, worked pieces of the original tomes make pretty good armor plate—and if you get bored, you can read it! HAP has plate stats of 15/30. Cost is by coverage.

Coverage 3	100c
Coverage 4	200c
Coverage 5	400c

Armor		1200c

At midnight, in the Age of War conflict raged between the powerbrokers and the mass population of humanity lay at the mercy of the Warlords and their machines. The Executive System made for a ruthless and efficient army that was terrifying to stand against. Hundreds of thousands—perhaps millions—died, and the war raged on.

A man—his name is lost, we know him today as The Engineer—stood against the machines. He knew their ways and their secrets and he developed tools that ordinary men might stand against them. These weapons are very high-tech. They were breakthroughs in their own age and even in the Age of Wonders, they would have been considered brilliant.

They are designed for use against Age of Wonders robots. This means, primarily, the Executive System. It also includes a variety of other robots built in the age of war. They are *not* effective against *Have* technology machines like gunslingers or war machines. They can be effective against some cyborgs at the GM's discretion.

While the specific effects of these on cyborgs are up to the GM, typically effects like Dazed, Stunned, and Unconscious shut down the system (if this is your nervous system or skeleton, that means the effect applies to the character). Subsystems (weapons systems, senses, etc.) are reduced in effectiveness (if "stunned") or shutdown ("unconscious"). Damage effects operate similarly— a weapons system that is damaged is might 'burn out' without damaging the user—although in some cases, simply apply the damage to the user who suffers as his cybernetics burn.

All PWR v. Stat attacks roll against the robot's INT.

Against cybernetics, use the character's CON or the *level* of the cybernetic system x 2 + 11 (so a Mk 1 skeleton has a resistance of 13, an Mk2 skeleton has a resistance of 15, and an Mk3 skeleton has a resistance of 17) whichever is higher.

JAM Pack	Cost	Dam	ROF	Control	Range	Clip
Electronic Warfare Module	**2500**	**PWR 14**	**Special**	**--**	**Varies**	**NA**

The Jam Pack looks like a back-pack-sized radio and weighs 15lbs . It is both an amplifier and a transmitter, but it can be attached to a more powerful broadcast source. The JAM packs generate powerful electromagnetic interference and noise on frequencies that robots use to communicate with.

JAM packs, once activated, affect all robots within their area (100m radios in open territory—40m in ruins or built up areas, and line-of-sight in underground bunkers)

JAM packs affect robots immediately when turned on (or when the robot enters the effective zone), and then again at decreasing intervals—once every 4 turns, plus another 4 each time (so when turned on, 4 turns later, 8 turns after that, 12 turns again, and so on). Turning the pack off and back on, won't help.

The JAM Pack changes its approach rapidly – subsequent rolls are *not* at increasing negatives. In fact, once the JAM pack is successful, subsequent rolls are made at +2 as it learns the robot's vulnerability

JAM Packs require 2 fuel cells to run at operational power levels for 1 hour.

Minor Effect	Target is Dazed.
Standard Effect	Target is Dazed for 2 seconds.
Major Effect	Target is Dazed for 2 seconds and then shuts down
Critical Effect	Target shuts down immediately
Catastrophic Effect	Target shuts down indefinitely

Radio-Electric Cannon	Cost	Dam	ROF	Control	Range	Clip
Electronic Warfare Gun	1500	PWR 14	1	--	-1/20y	1

The RE-Cannon fires what has been described as a 'blizzard' of static at frequencies that tend to interfere with computer functioning. This is not the same as an EM Pulse, which will affect solid-state electronics. The RE-Cannon has no effect on systems that are not operated by ultra-high density Age of War / Age of Wonders computational processors.

It *will* affect a variety of systems, however, including powered armor and many energy weapons. It *will* effect cybernetic systems as well.

The RE-Cannon appears as a heavy-duty flashlight with a rifle stock. It fires a "cone" of light that can be used to sweep an area (+3 to hit)

The RE-Cannon takes a single B power cell.

Minor Effect	Target is Dazed.
Standard Effect	Target is Dazed for 2 seconds.
Major Effect	Target is Dazed for 2 seconds and then shuts down
Critical Effect	Target shuts down immediately
Catastrophic Effect	Target shuts down indefinitely

Pulse Gun	Cost	Dam	ROF	Control	Range	Clip
Electronic Warfare Gun	5000	15-	1	--	-1/40	1

The pulse gun generates a powerful, focused, full-spectrum electromagnetic pulse similar in some ways to the pulse caused by a nuclear weapon detonation. The burst lasts for a fraction of a second, but causes an uncontrolled surge of electrical current in all unshielded metal. This is not generally powerful enough to affect humans but it can cause significant, permanent damage to sophisticated electrical systems.

Pulse guns do damage to electronic systems based on the vulnerability of those systems.

Unshielded system	Civilian vehicles, civilian electronics (desktop computers, cell phones)	7-
Shielded system	Most robots (Executive System), cybernetics, and weapons. Corporate mainframes	11-
Protected system	Powered armor, cybernetics, High-powered energy weapons and very sophisticated robots	14-
Entrenched military systems and some Have technology	War Machines, military mainframes	18-

All damage is done *through* armor with a damage roll of +8, rolling on the *penetration* damage table

Pulse guns fire once per fuel cell. Their area of effect is 30meters, -1 PWR for each 10m after that. The area is measured from the point of impact of the beam.

Pulse guns appear as heavy rifles with thick metal housings and a metallic grill on the front. They're stubby and awkward in appearance and weigh about 30 lbs.

Minor Effect	Target is Dazed; 10pts damage
Standard Effect	Target is Dazed for 2 seconds, 30pts damage
Major Effect	Target is Dazed for 2 seconds, 60 damage
Critical Effect	Target is Dazed for 2 seconds, 120 damage
Catastrophic Effect	Target shuts down, 250 damage

Virus Gun	Cost	Dam	ROF	Control	Range	Clip
Electronic Warfare Gun	**3000**	**PWR 16**	**Special**	**--**	**-1/10**	**10**

The virus gun is a small, hand-held transponder that listens for and broadcasts on the robotic IIF channel. IIF—Identify Friend/Foe is the mechanism by which robots identify potential enemies. While most robots have a variety of sensory capabilities (visual, audio), most of them rely on encrypted broadcasts to ensure that they are not engaging friendlys.

These channels are vulnerable to sophisticated attack and the Virus Gun is one of the most sophisticated and devastating weapons. It mimics a variety of IFF challenge/response signals and also uses a variety of over-rides and backdoors – a sophisticated "brute-force" hacking approach to gain access to the robot's operational software stack.

If it succeeds, it infects the robot with a virus that is transmittable through the IFF data-exchange protocol. This virus (or, perhaps more accurately, *worm*) spreads far more easily through already-authenticated systems.

The worm can be configured to cause a time-delay shutdown which will synchronize its payload delivery to affect all infected systems simultaneously.

Chance of Infection against unauthenticated system: PWR 11 v INT; requires a *standard* success
Chance of infection against an authenticated system PWR 16 v INT; requires a *standard* success

A failure will alert the system of the hacking attempt.

The payload, when delivered causes the following impact

Minor Effect	Target is Dazed.
Standard Effect	Target is Dazed for 2 seconds.
Major Effect	Target is Dazed for 2 seconds and then shuts down
Critical Effect	Target shuts down immediately
Catastrophic Effect	Target shuts down indefinitely

Stuff From The Age of Wonders

The Age of Wonders remains a mystery. Accounts contradict, make no sense—and, when you think you have it all down, you learn something really … bizarre. They say human nature doesn't change: were the citizens in the Age of Wonder *really* like us? The *Haves* weren't—but how far did that change extend? There's no real way to know … until someone figures out how to go back and check.

The stuff from the Age of Wonders that's still with us has a definite *look* to it—it's usually brightly colored (commercial). It's usually some kind of ultra-durable plastic or alloy (metals that don't rust, molecular structures that don't decay). It's usually *sleek* and *ergonomic* – the computer system designers understood form and function intimately and those concepts drove all of their designs.

Today, figuring out exactly *what* Age of Wonders stuff is can be quite difficult—the designs look very similar to us, and the writing (logos, specialized consumer-segment languages and symbologies) no longer make sense.

Pens

A lot of stuff they built back then was packaged in thin, tapered cylinders that look a lot like ballpoint pens. This is especially true of stuff you inject into yourself: it's a clean, reliable, one-dose, highly efficient self-medicator (or whatever). They made a lot of these for entertainment purposes. They also made these to provide real medical treatment. Figuring out what they're used for can be the difference between life and death.

Administering a dose from a "pen" is a 3 REA short action if the pen is "readied" (held in the hand). Getting a pen ready is a 5 REA medium action.

Gene Therapy

They cracked the genetic code, totaled up what it means to be beautiful or tough, or eloquent, and bottled it just for you. For a lot of people, one hit of this stuff is a dream come true; you just never know which dream. These things can change your life— they *cause* permanent mutations. They can rock your world. The good ones cost a fortune. The one's you're most likely to find aren't quite that hot.

Most gene therapy reactions take 4 to 24 hours to fully complete.

Immunity Serum

From the day this hits you, until you die, you've got a tuned up, hyped up immune system. It can hunt and kill engineered viruses. It can recognize cancer—even the sneaky kind. It can find toxins and poisons and shut them down. Bonus effect: you won't have anymore allergies. Say goodbye to hay fever.		
+4 CON v. Disease, poison, toxins, venom, etc.		
Gene therapy		1000c

Sense of Duty

Now you've got a cause. Well, you already had a cause; now you're a true believer. Sense of duty gives you the stomach to carry on with whatever it was you said you believed. It fortifies your will (+2 to WIL rolls when acting for *the cause*) It makes others respond (Leadership L2 when acting for *the cause*). It also gives a +4 to WIL and forces an immediate roll against any form of brainwashing or mind control the character who takes it is under.		
You get to decide what the cause is when the drug hits you; it has to be something you believe in, but it can be something you never acted on before.		
Gene therapy		1000c

Party Like A Rock Star

You're the life of the party and you've got the talent to prove it. Party Like a Rock Star gives you the genetic advantage that *they* have. Whatever *it* is. It might be Flair and Appearance. It's almost definitely 8 character points in music or singing. It's a combination of charisma and shine-like-the-sun conviction. In most cases, the dream fades—you can party for about 18 hours. Some doses (very valuable ones) don't wear off, and the party lasts the rest of your life. The average PLRS dose has about 32 character points worth of pumping you up. Typically 4pts Flair, 8pts in a skill (L3, stat+), 8pts in Revelry (L3, stat+), 8pts in Attractive, 4ps in assorted other skills or abilities depending on who you're new life is based on.		
Gene therapy		1000c

PREFERRED STOCK OPTIONS

You're a VIP now, or at least you can play one on TV. Age-of-Wonder systems (and many Age of War systems) will recognize you as someone important. Many of them are smart enough to know you picked up your biological rights someplace you probably shouldn't have, but the whole point of PSO's was to let anyone with the right access into the party.

VIPs get better treatment from robots and computer-run installations. Even systems that won't give them access will still treat them with respect and provide assistance where possible.

Gene therapy		3000c

OTC MUTAGENS

Kids... sigh... you know how it goes—your daughter gets her ears pierced. The girl across the street has her nose done. Then it's the belly button. The lips.. the tongue. And then where? In the Age of Wonders, the sky was literally the limit. One hit of this stuff, and you start to *change* exactly how you change depends on what you get. A lot of these give only cosmetic changes. Some of them give 4 to 8 points of mutant abilities. Find a nice cluster of these and you can deck your whole party out with neon plumage, gills, and combat talons—neat!

Prices for cosmetic changes run in the hundreds of credits. Prices for serious combat mods run in the mid thousands and up.

Cost	Name	Effect
100c	"Might"	+1 STR +1 BLD
1000c	"Speed"	+1 REA
100c	"Look"	+1 Pre roll
300c	"Brain"	+1 RES
1000c	"Fire"	+1 WIL
100c	"Grind"	+4 DP
5000c	"Jump"	+1 AGI
5000c	"Live"	+1 CON
250c	"Fish"	Gills
300c	"Elf"	Exotic L1
100c	"Jaws"	Jaws Mutation
5000c	"Buddha"	Fat, +20DP, Glowing eyes
300c	"Siren"	Beguile

Gene therapy		varies

HEAD GAMES

A hit of Head Games gives the user telepathy L2. That's rare and expensive. A more common version (1/10th the value) gives a telepathic effect that lasts about 4 hours. Some variants also give psycokinesis and other mental effects.

Gene therapy		35,000c

PHARMACEUTICAL DEGREE

Don't want to learn a trade? Too busy battling mutants in the forbidden zone to apprentice? Too cool for school? A hit of Pharmacy will take care of your problem—you become a walking, talking source of valuable drugs. You're a little high all the time, and it can wreck your mind, but hey—radiation was going to get you anyway, right?

The character generates and produces (usually through tear ducts or sweat glands) various low-grade but still valuable narcotic chemicals. The character produces about 100c / week. INT rolls are made at -1 due to a constant buzz and some other physiological effects may apply

Gene therapy		5000c

Better Living Through Chemistry: Recreational Drugs

It looks like almost everyone in the Age of Wonders was on *something.* There was a lot to choose from. Most of the narcs from the Age of Wonders were highly recreational: they made you happy (or mellow, or excited) without terrible side effects or addiction. Some of them *were* addictive—it seems that some people in the Age of Wonders enjoyed the experience of being out of control.

Listed here are a few samples of the most popular and common street drugs.

Most of these drugs—or their general equivalent—can be manufactured in the Bone Yard, but at great expense. They are manufactured in ultra-pure, large quantities by The Pharms and, in fact, it is believed that The Pharms were the Age of Wonders source for most of the recreational narcotics.

On Drugs

Most drugs vary in the specific emotion they evoke. Dark Ocean makes you mad. Snow Blind makes you happy—and so on. The game effects of being

high (or low, or freaked out, or distracted) are about the same across the board. Your ability to concentrate (WIL, Perception, and so on) is reduced. This includes most INT/RES/MEM based skills as well. Additionally your inhibitions are lowered—especially with respect to the emotion the drug is engendering. WIL negatives are *doubled* concerning not doing what you wanna do so badly.

Minor effect	Mild buzz: -1 INT, -2 WIL for 1-4 hours
Standard effect	Buzzing. -2 to all INT and -4 WIL for 1-4 hours
Major effect	I. Wanna Rock and Roll All Night (as above, 12 hours)
Critical Effect	Smashed. -4 INT, -8 WIL (12 hours)
Catastrophic Effect	As Critical. Character becomes *delusional*, actively seeking situations that will create or evoke the emotional effects of the drug (i.e. gets into fights, hooks up with acquaintances, etc.)

Addicted

In the Age of Wonders, nothing *had* to be addictive. If it was, it was because someone wanted it that way. Addiction comes in a variety of flavors and intensities. Moderately addictive drugs have PWR 12 or 13 (strongly resisted by BLD). *Highly* addictive drugs can have PWR 14, 18, or even higher.

In general roll WIL against the addiction's power once per period (once a day, usually—sometimes more or less).

Addiction effects are *cumulative* – each effect adds up. Negatives to WIL rolls affect

Minor effect	You need it: -1 WIL
Standard effect	You need it bad: -1 WIL on further rolls and -1 INT (due to distraction, misery, etc.)
Major effect	-1 WIL and INT and the character and -1 REA
Critical Effect	-1 to INT and WIL; -1 REA and CON
Catastrophic Effect	-1 INT and WIL; -1 REA and CON

Note: CON will not drop below 7; at CON of 7, the character is incapacitated and will experience *withdrawal.* Withdrawal will last several days and may require further CON rolls to emerge from. After withdrawal, the character is no longer addicted.

Snow Blind

Back in the day, everyone who was anyone did snow blind. They had blizzards in the middle of the summer. Snow blind was the recreational drug of choice for people who with the means. Smooth, powerful, and always effective, it's considered *very* chic and retro at Bone Yard parties.

Snow Blind makes you happy and gets you *up*. Characters under a critical effect or higher may act irrationally (gambling large sums of money, taking

risks, etc.)

Narcotic	PWR 16		1000c

Dark Ocean

While the yuppies and media demigods were shooting up on snow blind, the psychos and tough guys were getting violent on Dark Ocean. It doesn't *make* you mean, but if you're kinda mean to begin with, it can really bring it out.

Characters under the influence of Dark Ocean have short tempers and must make WIL rolls not to get angry. Critical and higher effects usually start fights.

Characters under the under the influence of Dark Ocean feel reduced pain and generally get +1 to CON rolls to resist the effects of Minor and Sub-Minor wounds.

Narcotic	PWR 16		1000c

Comfortably Numb

You feel blissed out and very sleepy. And sometimes hungry. CN makes the user extremely apathetic. The drug inhibits the user from doing anything but the most basic activities (eating, sleeping, watching TV). But hey—you have a great time doing it!

Narcotic	PWR 16		1000c

Lost Weekend

Take a vacation from your mind. And take pictures, because you won't remember anything coming back. Lost Weekend stimulates significantly bizarre dream-states and leaves the user in a hypnotic stupor. On the other side, it's relaxing and almost like waking up to a whole new world.

Narcotic	PWR 16		1000c

Mr. Leary

T. Leary takes your brain on a wild, hallucinogenic ride. It's too extreme for most people (Lost Weekend is about as far as casual users will want to go), but Leary takes you deep into schizophrenia and brings you back. Some people think you learn about yourself. Some people think you just make stuff up.

There are indications that Mr. L. can cause permanent mental conditions or radically change

mental states. There are also reports of users developing or manifesting psychic powers or psychic awareness (pre-cognitive trips are *not* uncommon, but these effects are not reliable enough to make Leary useful tool in most cases).

Narcotic	PWR 16	1000c

The First Time's Always free

Most of the recreational drugs that were mass produced in the Age of Wonders were non-addictive. Those that were addictive were very, very addictive. First Time's Always Free is an addictive substance that is usually mixed with other street drugs.

Narcotic	PWR 16	1000c

The Good Times Virus

The Good Times Virus is like a sweet hit of Snow Blind with the good manners to share with your friends. Once you're high (standard effect or better), you're a *carrier*—anyone who has casual contact with you (standing nearby while you're breathing, for example, is going to be *exposed* and after that, they're likely infectious, too.

Narcotic	PWR 16	4000c

Health Care

A lot of what they turned out was meant to fix people up. These pens inject a cocktail of chemicals that analyze what's wrong with a biological system and try to set it right again. They arrest shock reactions, they stop blood loss. They start the healing process and they deliver oxygen and nutrients to the places in the body that need it. Note that these shots do *not* need a working circulatory system—they propagate through the body without it.

HMO

This is a standard (and not uncommon health dose). It allows an immediate CON roll at +2 to recover from damage effects (unconscious, dazed, etc.)

The health dose also contains powerful antibiotics and anti viral agents and gives an immediate CON+4 roll against any disease.

Dying characters are stabilized.

Healing	10 DP	100c

PPO

Like HMO but a single dose will heal up to 40 DP at 10 per second.

Healing	40 DP	200c

ICU

ICU stimulates cellular regeneration and floods the brain and body tissues with energy-giving chemicals and oxygen. It allows vital functions to continue *without* respiration, blood flow, or direction from the central nervous system. It can stabilize dying characters and can even raise the dead (restoring heartbeat and biological functions): it propagates through the body by a poorly understood method. ICU gives an immediate CON roll at +5 against the last damage taken including Dead results if administered within 5 to 10 minutes of death. It also gives a CON+8 roll against disease or infection and regenerates DP up to full at 1 DP per second.

Healing	Full DP	400c

Wide Awake

Wide Awake causes the character to become hyper alert for a period of time. This is similar in effect to the chemical produced by cybernetic *Alert Glands*. Pens usually contain L2 concentration.

Stimulant	Full DP	200c

Hyper Aspirate

HA infuses the user's body with high-energy chemicals suitable for sustaining cellular level metabolisms *without* oxygen (the "ATP cycle"). What this means, practically, is that for several hours after taking a dose of HA, the user doesn't *need* to breath and gains much greater endurance (8x normal).

Stimulant	8x Endurance	100c

Other Pens

Expert System

Not all computer systems come in smart boxes. The Expert System is a microscopic, biological computer with a neural / dendronic interface. You shoot it up, and it plugs in. Expert systems are loaded with data and they know the right questions to ask you to give

you the answers you need. An ES gives an L2 or L3 skill at RES +2 (it's still based on the user's brain). The value of the dose depends on the skill.

System	Skills	1000c

Binary Solvent

These pens contain two innocuous and rather inert chemicals that, when mixed together become an extremely potent acid. Binary solvent pens *usually* look a bit different from pens meant to be used on humans—they're thicker, and have a different spray gun (and all those cool markings are *dire warnings...*)

The Binary Solvent does 100 DP of damage, 10 points a second, to an area about 2 to 4 inches in diameter. It eats through armor: if the armor is greater than 10 points, the armor (in that spot) is *reduced* by 10 points. If it penetrates (the armor is less than 10 points) it reduces the armor by *half* and the remainder of the damage is applied to the character.

Example: A character has 8 points of armor. In the first round the solvent reduces the armor to 4 (spending 4 points of damage) and applies the remaining 6 points of damage to the *new* armor value doing 2 points to the character (6 – 4 = 2).

The second round, the solvent reduces the armor to 2 (spending 2 points) and applies the remaining 8 points of damage to the new armor value doing 6 points of damage to the character (8 – 2 = 6).

The third second, solvent reduces armor to 1 (spending a single point) and applies the remaining 9 points of damage to the new armor value, doing 8 points to the character (9 – 1 = 8), and so on.

Damage against unarmored characters is considered PEN, and hits each turn with same to-hit modifier as the initial hit roll.

Industrial Tool		250c

Memories

Memories, it turns out, can be recorded and encoded in chemical sequences. Characters who take a dose of this remember something as though it happened to them. They won't *experience* it, exactly, at least not immediately—but they will feel a deep connection with the events and the emotions that whomever had the memory in the first place had. A lot of these are recreational (that weekend where everyone got drunk and we had these three girls over... and that one was *wild*...) some of them are instructional. And others are just sort of like home movies. An anniversary here, a new child there. They're valued especially because they can give fascinating glimpses into the past.

Trivia		30c

Clickers

Clickers are a generic term for a common device with spin-dials, buttons, and switches. They exercised control over a number of things in their environment. They also acted as portable computers and came with headset and visor jacks.

Audio Visual Set

These are the headsets that allow communication with Clickers and other Age of Wonder systems. They don't have cords (they're wireless) but an individual set has to be "calibrated" to a specific Clicker. This usually involves holding the headset up to the Clicker and keying in the calibrate instructions.

There are several varieties of these: cool transparent ones. Menacing ones. Nearly invisible ones. Some have only audio. Others have video as well (and look like sunglasses).

Recreation		15c

Unlimited Calling Plan

This device reads the user's brainwaves and projects them at line-of-sight to other users. It can also pick up, de-scramble, or even hack the mental activity of nearby targets.

If the user has a head-set, it can be targeted by line of sight (hits as per telepathy). Without a headset, the beam must be fired directly (hits with COR), and it is held like a remote control.

Telepathic Communication		700c

I Never Forget A Face

The clicker and visor set is an auto-map and target ID system with database look-up: it takes a 5 REA Medium action to scan an area or click on a person to record their appearance. It's smart enough that, if you're wearing it when someone you clicked on is introduced to you, and you meet them again it'll tell you who they are. It also acts as a handy vehicle identification system and is good for giving you 3-D maps of installations you might enter.

Telepathic Communication		400c

TK-Controller

A hand-held wand that emits a "tractor beam" of 30 Mass Lift (2250lbs). It has a 12 pt grapple for purposes of holding squirming people. It moves

objects at 30/Mass yards per second and has a range of 30 yards.

Telekinesis		350c

Smart Boxes

A different take on the clicker (which is primarily a point and click tool) Smart Boxes are used to augment the wearer in some way (they're more passive). They almost *always* come with headsets or "halos" that clip in behind the ears.

Muse Deck

The Muse Deck plays music—randomly generated music tuned to the user's bio-feedback; it keeps getting more and more specific towards what the user likes. Muse Decks are usually fine pieces of entertainment, but they *can* become addictive—after several hours of listening, they have an addiction PWR 10 effect.

Smart Box		100c

Opiate of the People

An audio-visual muse deck. The designs are *fascinating*—like the best screen saver you've ever seen—and they're *interactive*—they "listen" to the user's reactions and adjust the light show. OOTP is addictive (PWR 13) and hypnotic (PWR 16).

All hypnosis effects are *cumulative* – seduced characters will also be *entranced.*

Minor Effect	Target is entranced (-2 to all INT / Pre rolls while watching)
Standard Effect	Target is seduced (Dazed; roll to recover v Will).
Major Effect	Target is captivated (As above, -2 to will rolls, -4 entranced)
Critical Effect	Target is awestruck (unconscious, roll against WIL to recover, -2 to resist addiction)
Catastrophic Effect	Target is mesmerized (unconscious, roll at -4 to resist addiction, character is *delusional* and believes great mysteries of the universe are revealed in the patterns and will resist recovery)

Smart Box		400c

Neural Network

The Neural Network is a general purpose artificial intelligence. These are companion systems with their own personalities, memories, and experiences. They are generally smart (INT 14) and give the best advice they can based on what they know of a given situation.

Neural Networks view the world through worn head-sets. Disconnected Nets are blind, deaf, and dumb.

Neural networks are often skilled at computing skills such as programming, data searching (electronic underground) and hacking. They can also be useful when connected to sensor arrays and other data sources, as they excel at finding patterns.

Some common skills – a neural network will often have *all* of these.

Computer Programmer	L2 14-	
Electronic Underground	L2 14-	
Mathematics	L2 15-	
Electronics	L2 14-	

Smart Box		2400c

Hostile Take Over

There are viruses that affect smart boxes and turn them into Trojan devices that affect and corrupt the user. Hostile Takeover works like an Opiate of the People, but with a mission—once the character is affected, the machine begins to present subliminal messages to control and manipulate the user.

The nature of these messages varies—some of them are simply psychotic or homicidal ("Kill your partners; give us channel 83..."). Others are relevant to modern life ("Join Great White")

Hostile Takeovers are often *viral marketing* strategies from the Age of Wonders – the character may become a disciple of Frosty Pop or Goode Rentals zealot.

Behavior is often bizarre and delusional. The character not only desires a product that probably no longer exists, but wishes to convert others to his cause. Characters under the effects of a Hostile Takeover can be dangerous and highly unpredictable.

Addictive Power 18		500c

School Books

Many smart boxes are information libraries. Generically called "School Books," they are actually complex expert systems that can advise users on a variety of specialized topics. They're usually L2 14-, sometimes with very insightful capabilities. Books are able to learn and analyze situations and tend to become more helpful as they are given more information.

Note that *unlike* neural networks, school books typically have a single skill or area of knowledge they are dominant in. Like other artificial intelligences, they have their on perspectives, opinions, and viewpoints.

History	L2 14-
Literature	L2 14-
Engineering	L2 14-
Physics	L2 14-

Smart Box		300c

Personal Mechanicals: Robots

In the age of wonders robots were common and sophisticated. Large things (cars, buses) and small things (filing cabinets, coffee makers) had their own intelligence and even their own autonomy (the coffee maker, for instance, could go to the cupboard, reach back behind the soup, get the coffee, and maybe even run down to the grocer when it realized you're out of cream...)

Most of the robots (*mechanicals,* as they were called) ceased to function without the ubiquitous network – but some of them were sophisticated enough to run on their own (called "fat clients" for reasons that may or may not be obscure).

Plush Mechanical

Plush Mech			Toy Robot		
PHY 4	STR 4	BLD 1	STC 16	DP 8	Armor 0
REF	COR 11	REA 11	AGI 11	TBH -4	No damage
INT 03	RES 07	MEM 07	WIL --	To Hit 11	
Move	2 y/s	-1 STC / DP			
Grapple	2/0	-2 STC/1 DP			

It might look like a little yappy dog—or, less cute, like a millipede that cleans the floor. Often these were toys for children—but some came with AV Relays and visors: so you can see out of its eyes and control it. That qualifies as valuable!

Small Robot		300c

Executive Desk

Plush Mech			Toy Robot		
PHY 19	STR 19	BLD 25	STC 15	DP 150	Armor 4/12
REF	COR 11	REA 11	AGI 11	TBH +3	Arm Strike: 12 Damage
INT 08	RES 07	MEM 07	WIL --	To Hit 11	
Move	4 y/s	-1 STC / DP			
Grapple	14/12	-1 STC / 10 damage			

The Executive Desk is a big, spidery thing with a circular desk area, built-in com and computer unit, and arms the rider can use to reach things far away.

Large Robot		300c

Pleasure Bot

Plush Mech			Toy Robot		
PHY 11	STR 11	BLD 09	STC 15	DP 74	Armor 2/8
REF	COR 12	REA 11	AGI 11	TBH -1	Arm Strike: 1 IMP
INT 09	RES 10	MEM 10	WIL --	To Hit 12	
Move	9 y/s	-1 STC / DP			
Grapple	5/3	-1 STC / 5 damage			

Perhaps the ultimate in decadent luxury, Pleasure Bots were used as servants and escorts. Oddly, they seemed to have been built to have an interesting "Virtual life" outside of their interaction with their owners—often attending a real person while "off somewhere else" with their "real friends" (other robots).

Exotic: Pleasure Bots are Exotic Level 3.

Medium Robot		1200c

Other Things from the Age of Wonder

Nothing captures the amazing variety and strangeness of the Age of Wonders as the odd, random bits that are at times recovered or dug up.

Rocket Pants

Personal flight technology! Rocket pants are, to look at, what could most charitably be described as "stylish" (with the speaker making the little quote marks with their fingers). They come in bright colors and the material is *just faintly* luminous—like they were ripped out of a cartoon. They have fins and metal disks around the ankles and big sleek belts with sort of "Swoosh" type designs. And back by the ankles and lower calves? Rockets!

Rocket pants let you fly at 60/Mass yards per second. They go for 2 hrs on a C Cell (see weapons) and require no roll to fly: they're gyro stabilized.

Device		2300c

Xerox Gun

It's pure *Have* technology in a sleek white hand-held device. Point and click at your target (with a handy laser pointer) and then point and click again (at mid-air) and *Zort* there's copy. The Xerox gun will only copy items that *were* mass-produced, non-living (the GM can relax this restriction if the game is really wacky), and worth less than 2500c. It usually has about 10,000c worth of charges (price is a *weird measure*, yes, but it's better at copying a data-tablet than an ancient work of art. Strange that way.)

Device		12000c

Mind Swapper

It looks like a machine with two "hair-drying-domes" coming out of it. You each sit under one and set it up. There's a spin-cycle … and a dry-cycle—and maybe a wash cycle (who knows)—but when it's over (about 20 min): *Poof*—you're in someone else's body (the person in the other dome) and they're in yours. This lasts until you go to sleep. They are very, very rare. Psionic scanning will detect (and can reverse) the effects.

Device		15000c

Grav-Board

In the Age of Wonders the law of gravity was sort of like drug codes in Amsterdam: sort of enforced—sort of not. The Grav-Board was a natural outgrowth of skimmer technology. It takes skill (an AGI based Sports skill at Level 2) but you can move at 20/Mass yards per second with a successful roll—and can skim up walls or even along ceilings (but there must be a stable surface capable of holding you). Going up requires a roll at -3. Going upside down for more than a second: -6.

Device		15000c

Mass Storage

These come in different sizes but look like reflective "black-glass" slabs of various shapes (the largest are big enough to drive a vehicle through) hooked up to a computer control deck. When activated they "absorb" anything touching them and can "re-emit" them later. Usually they have a Mass Limit (like 1-200 Mass). They have to be able to completely absorb the object along the vertical plane of emitter. They weigh 20lbs per square foot of the emitter.

Device		250c x Mass

Hygiene Projector

Often mistaken for a weapon, the Hygiene Projector emits a short range (10 yard) beam that when run over surfaces extracts dirt, kills harmful bacteria, and otherwise removes surface materials (it leaves skin feeling clean and fresh!). It requires a B Power Cell for 10 hours of use.

Device		60c

Object Projector

They look like red spheres with a tube ending with a lenses coming out of it (similar to a model of telescope). When activated it projects a solid image of one of the objects in its library (most have things like lamps, plants, chairs, etc. Some have energy weapons …). While kept within 10 yards and within a 60-degree of the lens the object is real and functional. It vanishes if taken outside. The unit needs a C battery for 2 hours of use. There is no known way to put items *into* the library. Most Projectors have 4-10 objects.

Device		60c

X-Ray Flashlight

A heavy handheld "flashlight" with a screen on top. The device a combination of sonic and electromagnetic signals to "look" through walls. A dial can set the depth that is "ignored" up to 1 yard thick of material of concrete-like density. The room or space inside is shown on the screen with the help of computer enhancement (it can distinguish wood from metal and flesh, for example).

Device		100c

Smart Clothes

Like almost everything in the Age of Wonders, the clothes they wore were computer-enabled and plugged in to the world wide network. Back in the day, this would have provided the network with up-to-the-second data. Today, those services are gone, but the clothes still monitor the wearer and themselves and update / correct for damage.

Smart clothes are self-cleaning and self-repairing (to a point). They provide a small amount of armor protection and arrange themselves to seal wounds.

Smart clothes provide 4/16 armor and apply a 12-L2 First Aid roll to the wearer upon demand.

Device		100c

30

Now *That's* Kinky

The neural whip is a light, fast bullwhip that causes no physical damage, but flash-stimulates the target's pleasure centers to such a degree that the effect is often overwhelming and sometimes addictive.

The whip has a PWR 12 addictive affect on anyone who takes a Major effect and PWR 14 addictive for critical and catastrophic effects.

Name	Damage	STR	Swing	Back Swing	Reach
Neuro Whip	16 PWR	--	+2	+6	Long

Minor Effect	The target experiences a distracting level of pleasure (Stunned)
Standard Effect	The target is overcome and in a state of bliss (Stunned for 2 rounds)
Major Effect	Target is overwhelmed (Dazed) and may be addicted (PWR 12)
Critical Effect	Target is dazed for 2 rounds and must make a WIL roll to continue aggressive action upon recovery (the user can defend, move, etc.)
Catastrophic Effect	Target is unconscious

Device		100c

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Smart clothes provide 4/16 armor and apply a 12-L2 First Aid roll to the wearer upon demand.

Device		100c

E-Hands Power Gloves

A powerful piece of Force Field Tech: E-Hands are technological gloves that fit a normal human hand. When active (requiring a C cell for 1 hr of operation) they project two glowing yellow energy hands up to 20 yards from the user. These hands have the following properties:
- Grip with a 25 Grapple
- Punch for 25 Base Damage Impact for 5 REA
- Lift and move mass at 25/Mass yards per second.
- They get a +2 Large Weapon Bonus to hit
- They can be used as a Large Shield with a 3

REA block action.
- With a 5 REA "dodge style action" (but the skill is Shield Skill) they can be used to block incoming ranged attack fire.

Device		8000c

Surprise Boxes!

Surprise boxes were small cardboard boxes (about the size of a single-serving cereal box), usually filled with biodegradable packing foam (edible, but bland). While it is not known *exactly* what role they played in culture, they seem to be something between a gag gift an a lottery ticket:

While closed, any amount of scrutiny will reveal them to have nothing but packing peanuts. When opened, most of the time (about 90%) they contain... packing peanuts. But another eight percent of the time, they contain something *interesting*. What, exactly "interesting" means is quite variable.

The nature of the box itself is very strange: attempts to look into the box (x-rays, for example) generally show it to be empty *until it's opened*. The indication is that the surprise! Is somehow transmitted or teleported in.

Device		60c

Have Artifacts

Of course the ultimate produces of artifacts were the *Haves*. If the Age of Wonder gear seems strange and/or wonderful … you ain't seen *nothing* yet.

Spirits and Sigils

D'Jinn and Tonnic

The *Haves* created servants that, unlike the robotic automatons that the Have-Nots used, were composed of whorls of probability of the firmament of the universe. These were called, by those who saw or dealt with them spirits. They use the statistics for Jinn from **JAGS Monsters**.

Sigils are material objects that, when held by a human can summon and (perhaps) control a spirit. Often spirits have specialized functions and can't act outside them. The sigil has an activation icon—

but they give no clue as to what will happen when the spirit arrives. Those that are unknown are worth about 2000c. Those that *control* spirits are worth *10,000c* or more.

Device		varies

License Server

Many Have technologies rely on "licenses" to work: a spirit may only obey users with valid licenses, for example. The sigils, in this case, hold an individual license, but there are also server devices that can provide licenses in a less physical, more metaphysical sense.

Licenses servers appear as flickering green energy patterns – columns of light that stand between a meter and ten-meters tall. They appear as very complex, moving patterns of neon light and they react when humans acknowledge them (see them, notice their existence). Licenses servers work telepathically and can transmit a psychic "key" to characters within 10 meters of them.

Holding a "key" of this kind is similar to owning a sigil, except that there is no physical component. License servers are extremely rare, but may hold keys to hundreds or thousands of spirits – the owner of such a server would be the commander of an unstoppable *have* army.

License servers are INT 30 machines (WIL 30) with L4 telepathy and the ability to track users and licenses owners within at least the earth's solar system.

Device		varies

Something Wicked This Way Comes

It rarely happened. Even in the most extreme cases, the actions of ordinary people didn't piss of the *Haves*. Sometimes it did. The Something Wicked This Way Comes sigil allows the user to invoke the spirits of vengeance.

These are seven extremely powerful *spirits* that are charged with carrying out revenge. The first is as powerful as a normal spirit. Each of the others is an *order of magnitude* more powerful than the first (so the 7th is a *million* times as powerful as the first). They typically do not engage in combat – but they will scheme and plot and find a way to *erase* the target's works and the memory of him from this earth.

Device		varies

Geometric Solids

Black Cubes

These are some of the most perplexing objects ever found. They appear as black cubes of a metallic composition – they reflect the world around them to a degree. Closer inspection reveals stranger details.

The cubes are always *cool* to the touch. They seem to absorb energy and ambient heat. The cubes are, apparently, indestructible: under extreme conditions they will disappear or distort. They are neither molecular in nature nor atomic. The material they are made of is closer in nature to an energy field, but with mass and weight

The length of each edge, measured in inches, appears to be an *irrational* number – a non-repeating decimal that quickly goes to a precision that is not measurable by normal tools.

The cubes reflect reality but seem to be apart from it. If they have a function, it may be in the way that they inspire and affect the human mind. Those who own them and have studied them report a progressive change of consciousness. The changes become more dramatic the longer the cube is owned and examined.

The first level is dreams – sometimes prophetic dreams, sometimes simply interesting ones. Owners have found reserves of creativity.

The second level, usually takes the form of a strange compulsion. The specifics vary from person to person—but it is often strange if not harmful. Very often it involves building things or starting projects of unknown final purpose.

What happens beyond that is not clear. Sometimes the "projects fail" and the owner becomes disenfranchised with the cubes. Other times, it "succeeds" (there is no recorded change when the 'project is finished') but the character has become fascinated with collecting "sister and son cubes" for the one he has. This may involve journeys into the ruins (often fatally) or attempts to collect certain cubes from other collectors. No one has ever gotten a "full set."

Geometric Solid		varies

Light Show

A psycheledic sphere that seems to be composed of colored nebula trapped in glass. When held, it transmits a complex mental puzzle to the holder. This requires RES rolls at -4 to solve. If the total made by gets to +10, the sphere is opened. If it gets to -5, the holder is defeated (they can come back and try again the next day).

When opened the user is transformed into a Class H Energy Body as per the Supers Body Type rules. This lasts 10 hours x amount *over 10* the final roll was made by.

Finally, this transformation seems to elevate the control of various parts of the character's personality: often the energy form will have several additional psychological quirks (or even deficiencies).

Geometric solid		varies

Crystal Skull

It is theorized that the *Haves* could "download" their psyches into complex crystal machines. If this is the case, then the Crystal Skulls might in fact contain the imprints of consciousness of the *Haves* themselves. It's not certain. When "active" the Skulls act as Level 4 WIL 16 Psionic weapons (Psi Bolt, 64 Damage Point, Mental Initiative 18 under the control of the "owner.") They can also be used to see the future (the power of the precognitive ability varies, etc.) Depending on how and by whom they are analyzed they seem to be either amazingly complicated crystalline quantum computers or … solid pieces of material with no special purpose. Even darker: they seem to have purposes—and they are said not to be nice. A skull (the legend goes) wants to *get* somewhere and have *someone* do *something*—it'll stay with an owner until it finds a better locale—and then arrange to have that owner killed in some horrible fashion. They do not (it is said) speak—but those nearby can get ideas.

Geometric solid		varies

Hypnotic Oil

Hypnotic oil is contained in lava-lamp style containers. Staring into them gives an impression of *depth*. And, indeed, you can "fall in." If you stare into it for more than a few seconds, make a WIL roll at -3. If this is failed, (and a roll that is normally made by 0 would be considered "failed by 3" you get three rolls at whatever negative you missed it by to come out. If you don't make those, you're lost in there. Your body goes comatose. Those that do come out emerge with *knowledge*. Make a random roll:

0 - 5	Gain 4pts in a random skill determined by the GM and knowledge of a person who had it.
6 - 10	Trivial memories but very vivid.
11 - 15	Gain 1pt in History Skill. You remember things about ages far past.
16-20	Gain 4pts in a random skill determined by the GM and knowledge of a person who had it.

Geometric solid		varies

Games and Riddles

The *Haves* had a sense of humor—one that was often twisted and deadly. There are those who say we perceive it as such because of our own limitations (the *Haves were* sublime) and there are those who say the *Haves* blessed with power beyond imagining were simply some twisted bastards. It's really hard to be sure, honestly.

Riddle

The Haves played very complex math games dealing with binary logic and prime numbers. Knowing certain sequences of numbers (the "solution" to certain riddles) gives the knower power over the world they left behind. These are like spells that anyone can cast if they know them. The "riddle" must be thought through (most are too complicated to reliably remember) or read to one's self or aloud.

Note: This is pretty damn weird. Spell effects would come out of JAGS Magic. If you don't want this in the game, ignore it—it's strange for post-app but for some sorts of games might be cool. Use JAGS Magic rules. The Skill is Mathematics. The GM determines what spells are available (most likely Imperial College).

Device		varies

Mutation game

The Mutation Game is a virus (often carried in a sub-derm like canister, sometimes in a chalice or other drink) that begins a tactical *war* within the user's body. This would be monitored by the *Haves*, it is believed (by some) for amusement—as one would watch a chess game. The virus is a POWER 15 to 24-, Base Damage 32 Power vs. Stat attack. If the character wins, he gains 12 mutation points.

Device		varies

Executable Glyphs

The Haves created a language of pictograms that are executable by computers (even fairly primitive ones—study indicates that it may be some sort of "natural language" for logic-gate-based systems. When executed, there are often surprising results. The common event is the creation of data files both personal, educational, and disturbing to the user—but other events have been recorded: large scale power failures, programs of odd utility being created, and unexplained connections between the machine and other databases (including some UBI-Net databases thought generally to no longer exist). A glyph-code only runs once at all—anywhere—and the effects often don't last.

Device		varies

AI Koans

Have Koans are electronic texts of questions that start very simple and get more and more obscure. The entire files are some 500-million questions long. Only Expert Systems can process them fast enough to really use them. When taken all at once—when asked and answered, the system gains enlightenment and becomes a self-configuring uncontrolled Artificial Intelligence. AI's are powerful, un-trusted by human forces, and heavily controlled. Have Koans will earn one a death sentence by the Hierarchy if found in unlicensed hands: the idea of a person with the ability to create unlicensed AI's is scary to them. Note: usually it takes a complex Expert System to really process the Koan—and many will refuse if their programming doesn't lead them to answer abstract questions as a matter of course—but there are still plenty of robots and assistance networks out there that are susceptible.

Device		varies

Stop Watch

A handheld time-keeper. When activated the holder goes back in time 60 seconds. Each time it is used, it degrades by 10s. When it reaches 0, it pops like a soap bubble, vanishing. They are said to reappear elsewhere. When used, everyone else will remember the user pulling out the stopwatch to check it (and the user will be there, back in time, with it in his hand).

Device		varies

Golden Eggs

They look like chicken eggs and are made of gold. It is said that each has a twin—and that another person holds the twin (as you find one, so does the other person). What happens then, however, is a matter of conjecture. At least one theory says that, should you ever meet, both of you will instantly die. Another says that you and the holder are *meant* for each other and while attempts to find each other will be *star crossed* (or at least met with great resistance) it *can* be done.

In any event both you and the other holder will be important to each other in your lives and goals should you take up and carry the egg. Often for the better of both—but often at a price of great hard ships. If sold, they become gray and lifeless and decay over a few days.

Device		varies

Broken chalice

Chalices are always found cracked with a piece or two missing—but they are otherwise indestructible. They appear to be some kind of anchor in fate, and there are significant coincidences around them (they might be "strange attractors") People who own them lead interesting lives. They play a part in a larger story and the history of the chalice becomes very important.

Device		varies

Divine Protection

A sigil granted by the *Haves*. When held, it ensures the following:

- Any attack directed at the holder is redirected back at the attacker.
- The holder need not breath, is immune to toxins, and will not age.
- Psionically, the holder "does not exist"
- Explosive effects, fire, damaging radiant energy, and any other harmful ambient force will route around the character.
- The character is immune to damage from falls.
- The sigil cannot be taken from the character by force—so long as the character wishes to hold it, he will.

Device		varies

Yellow Vessels

The *Haves* built two of these and their existence is not confirmed. They appeared as Age of Information nuclear submarines painted a bright golden color. They flew. There are pictures but beyond that, little is known. Each was some sort of battle ship (rumors say they flew out to make war with incoming aliens warships—but that's rubbish, isn't it?). Anyway: if they could be found, they would have things like omni-directional disintegration beams, black-hole rockets capable of taking out the moon, and force fields that could let them survive a "core-dive" through the earth. Their names were *Eternal Life* and the *Lief Erickson*.

Device		varies

Beautiful Weapons

These were built as deadly objects of art—not something the *Haves* would ever need to fight with. These are not *entirely* unique—there were several made and given out.

Thor's Hammer

It looks like a massive sledge hammer but is as light and as easy to swing as a normal carpentry hammer (with Long Reach). Its base damage is +16 (Swing and Back Swing are 0). It can be thrown using Axe skill based off of COR. When it hits, it returns to the thrower's hand as a lightning bolt, coalescing instantly in their grip.

For each point it hits by, damage is doubled (so a hit by 4 does 256 Base Damage).

Name	Damage	STR	Swing	Back Swing	Reach
The Hammer	varies	10	+0	+0	Long

Device		varies

Hate Bow

Imagine a long bow with no string. When a drawing action is made there is an ambient noise like that of a choir singing. When released it fires a bolt of pure-blue energy that does *as much damage as you want to*. Or more accurately, does more damage the more you hate your target. The basic damage is 64 PEN damage, however, this doubles for each point a WIL roll is made by. If the target is someone you have history with you get bonuses (if it's someone you love, you get big negatives). If the WIL roll is missed, halve damage for each point missed by. Range is -1/30 yards. Rate of fire is 1 shot every 2 seconds. Damage can be explosive at option (but is halved)

Device		varies

Harmonic Blade

The Harmonic Blade is a long sword style device with a silvery blade of amazingly intricate work. Flourishes, symbols, glyphs, and runes are carved into the surface (and close study will find such designs down to a molecular level at which point other orders apply). The weapon's edge is mathematically two-dimensional (although it gets thicker fast).

When held, it responds to an idealized version of what the user's intent would be: It's arc and your arm doesn't go "where you swing it," it goes "where you want it to." It confers L3 Sword skill on a 19-. The blade does +12 damage, +120 on a hit by 4 or more and ignores all armor. If the user has L3 sword skill, it goes to L4.

Further more, when used during a turn to block (any blocking move) it gives a -4 damage mod (applied before doubling) against HTH weapons. If it does successfully block anything but a *Have* manufacture weapon by 4+, that weapon is cut in half. Similarly, if blocked by anything but a *Have* weapon by 0 to 3, the blocking weapon is cut in half (but the block applies).

Device		varies

Avenger Gun

The Avenger looks a bit like a 9mm pistol—but it is "perfect black." From any direction, under any light, it's just a silhouette. It fires reality warps (it goes "bang" like a handgun) that distort space-time around them. The Avenger hits only what you shoot at—there is no collateral damage. When a target is hit, the damage is 400pts ignoring armor. Other stats are as per a normal 9mm handgun. The gun can "vanish" at the owner's will, reappearing in the hand when it is ready. Usually they were given for a single killing (although they'll kill plenty of people on the way to that killing)—and they evaporate after it is done. Legend says, when found, it is always by someone in need of vengeance.

Device		varies

Doomsday Jewelry

Have jewelry came in the form of golden necklaces with red crystals in them. The crystals are very, very tough (80 DP to break) and contain a perfect pathogen—a disease capable of ending life on earth. It is believed that this "perfection" (marred only by a time-lock that destroys the disease seconds after it is unleashed) was what the *Haves* appreciated. If broken, within a 40 foot radius, every animal species exposed to air will die. Then the pathogen itself (some form of lightning fast prion/viral entity) will expire leaving the area sterilized.

Device		varies

While the people outside the domes had clickers to manipulate their world, the *Haves* apparently used wands (which looked a bit like white plastic rods with a few red lights and buttons). Although there were a variety of wands (and wands with a variety of uses) the ones most often found by mortal men (or given, or loaned) was given with a purpose. Some wands respond to many command words and can carry out multiple functions described here.

Wands usually appear as metal rods 12 to 18 inches in length. They are often quite skinny (about half an inch in diameter or less). Sometimes they are plain metal, other times they are engraved with symbols or decorative designs (the *Haves* liked repeating geometric designs that flowed through subtle changes and transmutations as they were replicated).

Note that wands, like Sigils, require licenses to use. In most cases, the owner is *automatically registered* with the license server for the wand upon picking it up. In some cases wands may be locked (and therefore unusable) or require specific actions or events to allow registration.

Wands are triggered by thought—often a codeword or phrase—which is used here to denote their name.

Most wands have a "clip" which recharges at one charge 1/20th of its capacity (whichever is greater) per day.

Live and Let Die	Cost	Dam	ROF	Control	Range	Clip
Wand	9000	9000	1	None	-1/40y	20

Live and Let Die is a reasonably tactical personal weapon. These were used (usually) to make a point without wiping out the entire seaboard. Live and Let Die unleashes a blinding flash of light (PWR 19 Flash Attack) and a searing ray of heat (9000pt Heat Beam) at its target.

The heat-ray is intense and will usually cause severe, short-range firestorms at the point of impact (100pt fire attack to all targets within 2 yards of the impact point, with a radius of 1m beyond that).

Paint it Black	Cost	Dam	ROF	Control	Range	Clip
Wand	35000	PWR 24	1	None	-1/20y	20

Paint it Black is a terrifying weapon – an incredibly powerful death-ray – but the "death" it brings on contains, with it, a strange kind of permanence. Targets that are slain by the death-ray do not decay or deteriorate, but instead seem to become more beautiful and lifelike over time – almost a reverse-entropy process. Their bodies glisten as though bathed in starlight. They seem – not dead — but asleep; as though they might awaken at any time.

After more than a century, targets of Paint it Black are addictively beautiful. Looking upon them brings a sense of peace and joy that has a PWR 12 addictive quality, +1 PWR per century (a cadaver 5 centuries old would be PWR 16 addictive)

Attempts to destroy or mutilate the body are dangerous: the body protects itself with a PWR 14 death-ray (19- to hit, Initiative 20, ROF 4, but only one "attack" per target) and regenerates damage. Even completely destroyed bodies will re-form over time.

It is believed that the death-ray is a kind of temporal distortion; perhaps a stasis field, and that perhaps the subject will awaken over time. Poets have speculated that Paint it Black was not a weapon, but some tremendous, incomprehensible act of love amongst the *Haves*.

Armageddon It	Cost	Dam	ROF	Control	Range	Clip
Wand	50000	3600	25x[104]	None	-1/100y	1400

Some wands were weapons. Armageddon It was a *toy*. The *Haves* were notorious for their disregard for the natural world. They saw it as a playground to be used and used up at their will. Apparently they also used it for target practice.

Armageddon It sprays 3600pt Plasma Beams from its tip. A single use will leave the target zone full of smoldering craters and arcing static discharge. The wand also protects its user with a 10,000 pt force-field: not enough to endure a direct hit from the wand, but usually enough to prevent collateral damage from being fatal.

The force field only applies in rounds that the wand is used, and only applies from the user's firing action to the *end* of the round. When the wand is out of energy, the force field no longer activates.

Fire of Unknown Origin	Cost	Dam	ROF	Control	Range	Clip
Wand	16000	--	1	None	-1/20y	3

Fire of Unknown Origin summonses a spirit (see above) and directs that spirit against the target. Up to three spirits can be active at any one time. The spirit will seek to either destroy the target or capture him / her at the user's discretion. The spirit will not stop or return until the target is dead (either at the hands of the spirit or by other means).

So Far Away From Me	Cost	Dam	ROF	Control	Range	Clip
Wand	5000	--	1	None	-1/20y	3

So far away from me is either a transport mechanism or a way of ridding one's self of nuisances. It opens a wormhole at the target location (Grapple 6 against all targets in 1m radius) which sends the target... elsewhere.

Generally, targets are just banished, never to return again (14-). Sometimes the target is deposited "nearby" (hundreds or thousands of miles away) – often at the "sink" point of an existing wormhole.

It is believed that the wand *can* be controlled within reason: the user could, with sufficient practice, send a target to a specific wormhole or area (it would have to be an area that has or could have a wormhole). The *Haves* may have, routinely, had that level of control, but in general these wands are mainly good for garbage disposal and getting rid of pests.

Break on Through to the Other Side	Cost	Dam	ROF	Control	Range	Clip
Wand	4000	none	1	None	-1/5y	20

Haves were very direct in their dealings with those outside the domes. They rarely paid attention to niceties like guards, secretaries, closed doors, security systems, or other mechanisms that regular humans used to keep themselves isolated.

Break On Through to the Other Side re-arranges matter to form a portal the user can walk through. It is usually simple, opening a hole 8' x 8' and up to 128' deep in any structure. It is *very* careful not to eliminate or damage structural integrity. It also re-routes or re-positions pipes, electrical wiring, and so-forth.

As far as can be determined, the molecules themselves, simply spontaneously re-arrange themselves. Molecular bonds including ionic and covalent ones are broken and re-established. Formidably stable structures (arches, molecular-level geodesic pipes, etc.) are used to build load-bearing structures. This takes seconds – usually less than a second and rarely more than 10.

Opening a portal *will* set off security systems – it is not, and is not meant to be, surreptitious.

The portal is permanent, although, at the user's discretion it can close behind him (automatically, once he and his friends have passed), or close automatically after a period of time.

Note: Break On Through will *not* affect or open a Have dome.

Let It Be	Cost	Dam	ROF	Control	Range	Clip
Wand	27000	---	1	None	-1/20y	20,000

Let It Be allows the user to dispense protection as needed. The wand contains up to 20,000 points of power field which can be projected in 1000 point increments to build protective walls, bubbles, or to enclose and protect targets.

A 1000 point field can protect an area 2m x 2m x 2m (or create a force field sphere about 3m in diameter). Each extra 1000 points adds 1 to the dimensions

Power Field Power	Cube	Sphere
1000	2m x 2m x 2m	~3m radius
2000	3m x 3m x 3m	~4.5m radius
4000	5m x 5m x 5m	~7m radius

And so on...

The field will conform to the terrain features around it. It provides protection against environmental factors such as radiation and toxins (it is permeable to air, but will block poisonous chemicals and elements).

Note that the field can be projected at a particular target in which case the target is protected by a form-fitting enclosed field.

The power field will drain away at 100pts per hour.

Nowhere Man	Cost	Dam	ROF	Control	Range	Clip
Wand	3000	--	1	None	-1/20y	3

Nowhere man has an odd effects on its targets – it is believed that *Haves* used it on their servants in some cases to make them more effective and in other cases as a punishment. Targets of Nowhere Man are altered in subtle ways.

So long as they behave in a manner that is calm—almost bland, really—and low key, those who interact with them trust them and seem to remember them – they seem familiar even if they're not. Nowhere Men are strangely trustable and likeable. This isn't exactly a form of mind control (if one of them is trying to kill you, the effect won't work), but they tend to be able to effortlessly talk their way through checkpoints and past all but the most disciplined security screens.

No Where men are L4 Likeable and have the psychic power of *influence* at PWR 14—although to an observer who is not interacting with them directly (watching a recording), there appears to be no explanation for this: the likeability is a result of something about the way the user perceives the Nowhere Man.

Another effect—one that can be both a blessing and a curse—is that Nowhere Men are quickly forgotten when out of sight for more than an hour. People will have the same, positive reaction to them – and will *think* they remember them – when meeting a Nowhere Man again, but will not be able to carry out an on-going relationship.

This makes giving people commands to be carried out at a later date difficult, but Nowhere men can arrange this – they simply have to make contact with the subject again when the command is to be carried out (the effect works over the phone or video link, after a face-to-face meeting has been completed).

Nowhere men make devastatingly effective agents but find normal, human relationships impossible to maintain. As one Nowhere Man put it, "They've given you a number and they take away your name..." Or maybe that was the subject of a *different* wand...

Ticket To Ride	Cost	Dam	ROF	Control	Range	Clip
Wand	1100	1500	1	None	-1/20y	20

Ticket To Ride lets you get around. The target can, with an 8 REA Long Action teleport without error and with no danger on landing direction from 1-1000 miles. But that's not all. The wand can store up to 12 locations for instant return—and if that's not enough, it can sometimes *grant locations*. The user can say "put me in the Amaglam-Conglomated-Industries board room!" or "Take me to my girlfriend's apartment," or even ""Take me to some really good stuff!" When this is done a roll is made (the wand has a 15- skill). Each question asked during a month is at a cumulative -3.

Missed	The wand doesn't know. Sorry. That question is off limits now.
+0 to +3	The wand will be able to find things a local to the area (and it must be an inhabited area) could find. Major landmarks, common buildings, street addresses, etc.
+4 to +6	The wand can find conceptual things in common places: a good restaurant, a happening bar, etc. It can also find things that an expedition could find in a named area given a day or so (you can say "take me to a devastated movie theater in the LA Ruins." Finally, at this level, it can find things that a person with a good map and a lot of knowledge of the land could find (a big town, a well stocked hospital, etc.) The user need not specify a location but that helps.
+7 to +9	The wand can find things very few people know about—a spot of buried treasure, a crime bosses apartment, etc.
+10	The wand can find things that no one knows about.

Unlike normal teleportation, the wand is not effected by force fields or any other technological or psionic defense.

Finally, the wand can be used to "Get me Out of Here!!"—this is useable as a 3 REA Short action and teleports the user somewhere random within 100 miles (but to a safe spot for landing—and not within reach of a dangerous creature).

Come Together	Cost	Dam	ROF	Control	Range	Clip
Wand	3000	---	1	None	-1/20y	20

Come Together repairs and restores and sometimes even enhances in unexpected ways. It analyzes what it's aimed at and *understands* it at a deep level. Point it at a horse – it doesn't just see a biological organism: it sees a loyal steed, a beast of burden, a symbol of endurance or power. It understands the horse's role, its history, its *meaning*. And then it restores it.

Most of the time this means healing. A charge from Come Together restores up to 1000 points of DP to any animate or inanimate object and reduces any damage taken to dazed. It purges toxins and disease and restores the (freshly) dead to life.

Sometimes, (4-, perhaps) it will imbue the target with some improvement to some aspect of its role or being. This is not always what one might expect but it usually makes some sense after consideration.

Everyone's Got Something to Hide Except Me and My Monkey	Cost	Dam	ROF	Control	Range	Clip
Wand	2500	--	1	None	-1/20y	20

The truth will set you free. EGSHEMMM (pronounced "eggs" for short) performs a deep scan and analysis and then brutally tears away illusion and falsehood. It exposes secrets, reveals deception, disintegrates disguises and so-forth.

This has two components. The first is a shockwave of information – everyone within 100m receives a telepathic upload of the true nature of the target – background, history – especially secrets and hidden

things.

The second effect is that "eggs" compels truth and prevents deception with a PWR 24 Compel Truth effect. The truth effect

Minor Effect	10 hours	Target cannot speak known falsehoods. The target *can* remain silent and can omit or provide partial information but cannot lie.
Standard Effect	100 hours	Target is unable to conceal, deceive, omit or otherwise engage in any act of deception. Target can refuse to answer questions, but must make it clear that he is refusing to do so.
Major Effect	1000 hours	As above, but target projects an "eggs" field which *compels truth* on those around him at PWR 14
Critical Effect	10,000 hours	Target is committed to absolute honesty and disclosure. Target *catches lies* at INT + 5, projects a PWR 18 Compel Truth field an has + 5 perception to detect hidden things.
Catastrophic Effect	Permanent	As above but PWR is 20 and the character is capable of projecting PWR 16 rays that act as the wand.