



Have-Not: Character's Book

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Characters in Have-Not

This book tells you how to make characters. It references other JAGS books (Cybernetics and Psionics) and it makes some additions and modifications to those—but before we plunge into rules, let's look at the five basic Archetypes of Have-Not:

Cyborgs

The *Haves* built cyber-technology to grow from "pods." A pod looks a little like a metallic egg from 1 yard in diameter to maybe 3. Most (at this point) are dormant and perhaps "dead"—but when you come in contact with a live one it will "light up" with flashing sigils across its surface. Touch it—and it may open—and from within cables spraying bio-fluids emerge like striking snakes. They grapple with the target implanting the "seeds" that grow cyber-systems throughout the organism. Hours or sometimes days later, the subject is *modified*.

Sometimes Cyborgs are created intentionally: a warrior is taken and exposed to the pod. Other times it is accidental: the warlords created masses of cyber-tech and some of it has been discarded—or buried in caches—or are still stowed in abandoned installations.



Mutant Humans (Also Anthropomorphics)

All life under the *Haves* was subjected to subtle genetic manipulation. Everyone—those appearing normal—and those who decidedly are *not* contains this legacy. When exposed to mutagens the modified human form may undergo spontaneous *change*—this is rare—but it can and does happen. By chance—by simple random occurrence, the vast, vast majority of these changes should be fatal: but the *Haves* arranged things otherwise. Creating what 'Yard scientists call "islands of stability" or "alternate biological configurations" the likelihood of mutation is not *death* but rather an extreme change of phenotype (appearance) and a moderate change in genotype (the genetic code for the organism). Moreover, the change in the genotype will be propagated from parent to child.

Anthropomorphic characters are human-animal hybrids. Shark people, for example.

Intelligent Animals (also Mutant Animals)

As the *Haves* toyed with nature, they attempted to create—and did create humans that appeared as a vast, vast variety of species. It is not known what the role of these beings was prior to the collapse—but "animals" (with the intelligence of humans, the physiology somewhere in between, and often other mutations) have been found far distant from what their apparent habitats would suggest. These beings are genetically closer to human than the animals they appear as—and their diet and even reproductive ability more closely matches the humans or mutants of more "normal" appearance.

NOTE: Some mutant strains “breed true” some don’t. There can be families of variations on a theme (everyone has a third eye—not *all* of them are telepathic)—or there can be actual “races” (although we have left this somewhat vague).

Telepaths

A secret that the *Haves* bestowed upon some of their charges (all the world) was that of mind-to-mind contact. In the days of the collapse this became a weapon. Presently it is a somewhat rare talent—but one that is highly prized. A special school exists in the BoneYard for the teaching and training of telepaths. Secret societies of linked minds exists as well.

Genetically Stable Humans

The scientists tell us that *everything intelligent* is human—even if it looks like a field mouse. Even if it looks like a land-squid. But there are those who not only appear normal (and the majority of the remaining population still looks like two-arms, two-legs, yadda, yadda, traditional ...)—and are *not* disposed to mutate. There’s no really good test for this, but it appears to be the product of some kind of inbuilt redundancy in the genome.

Genetically Stable Humans use the JAGS *Fast Company* rules. They’re *aware*—they’re ready. They hit hard, can duck incoming gun fire, have superior reflexes, and incredible resilience. Not everyone who looks normal is “Genetically Stable.” Those who are, however, lead their lives in an elevated state.

Character Advancement: Treasure

Check out the Approach chapter in the first book—it discusses different conventions of play for Have-Not. The common approach detailed therein is the *Treasure Game*—in this the characters start as relative nobodies and as they travel and adventure, rise in power—part of this rise in power comes from Experience Points that enhance their skills (and perhaps Archetype abilities)—but a significant amount of it comes from finding the good stuff: treasure.

Now, if you’re *not* playing the Treasure Game (and the GM and players should all discuss this before starting) then it’s safe to say that the focus of the game won’t involve digging up ruins and getting better and better armor and weapons—and you can skip this bit.

But if you are, here are some things you need to consider:

Concept 1: Radicals (Non Humanoid Mutants)

In a game where you really can be a telepathic field mouse, there are some special concerns. The first is that you’re never gonna wear that power-armor unless someone with skills that generally no longer exist makes a set for you. You won’t drive an armed bike (well, if you’re telekinetic too, maybe). And so on.

The term for mutants so warped that they can’t use normal gear—especially armor is Radical (i.e. Radically different than human). Radicals have special problems: if the whole group just got Neonium Plate armor and they won’t fit into it, aren’t they meat? Well we put in some Mutant Sub-Derms that are essentially

The Mutant Dividend

The term that came up in playtesting for the money a mutant saved by not having to buy armor (and maybe weapons) if it was provided by his mutations.

If players wish to have custom armor made for their mutant characters, all the game’s participants should discuss this: Radical armor is usually stronger with the intent that it won’t be paired with worn armor.

Some forms of technological armor (Power Armor) is incapable of being retrofitted—but others (Force Fields) would probably logically work with radical mutant forms. If you feel that balance in this part of the game is important discuss with the other participants a prohibition against combining plated bio or cyber armor with worn gear.

power-ups for Radicals. If they can find/buy these items that's one way to help them keep up with the joneses. Force Field belts and stuff help with that too. Keep these guys in mind when determining what the flow of the game will be like. If you're a player, ask the GM if you'll need to do something special to help your character survive the really powerful weapons.

Mutants who can't wear normal armor are called *Radicals* (as in radically non-human). What makes you a Radical is some of the following:

- Choosing an animal form.
- Being a Size Class 2 greater or 1 less than Medium (you can be Medium and Medium Big and not be Radical)
- Having extra arms, legs, or heads. Or having a really huge head.
- Having armor marked with a special symbol indicating that it has plates or a large shell that armor won't fit over.
- You are a cyborg with external body plating.

Concept 2: Unable to use Normal Weapons

Some characters, also, won't be able to use normal weapons. Most of these characters are radicals—some aren't (rare cases). Here are some examples.

- No hands (animal form, some deformation, etc)
- The Combat Atavism Mutant Defect (the character, a mutant, could *look* pretty normal—but if he's taken this, normal weapons usually aren't an option).
- Animal Form (this is a version of the above No Hands—but just to be specific ...)

Concept 3: Can't Wear Armor/Use Weapons and Doesn't Want Mutant Hide

A final concept is that of the character who for whatever reason doesn't want to hide (maybe they're playing a soft-fleshy "fat man"—more likely they're playing an intelligent polar bear and, dammit, want to keep the animal natural). In this case, the player should expect to lag behind some of the other players in power-level—but we've done what we can to help.

Now, why'd we bring this up? We bring it up because if you fall into one of these categories in the Treasure Game you're going to suffer at the higher levels if you don't take advantage of some special rules we have here. If you don't care too much about that—or find this complex—ignore it—the game will still function fine—but if the only way you had to do damage was your Plasma Breath, when everyone is carrying portable death rays and wearing mecha-suits you might feel a little under-gunned.

Solutions: Upgrading "Natural Armor" and Bio-Attacks

The solution to armor and weapons limitations are as follows: each 8 Xp you get, you also get 1 Archetype point. Here are some rules that allow you to use that Ap to upgrade your natural armor and bio-weapons if you so choose.

NOTE: These upgrade abilities can *only* be bought with Ap gained through experience during play. You can't start a character with them (unless, perhaps, you are bringing in an "experienced" new character to, say, replace one that died). During normal character creation, these abilities are not an option.

Character Levels

The concept of Levels started way back in the early days of roleplaying and has carried on both in modern permutations of Dungeons and Dragons and computer RPG's. Levels are shorthand for saying how powerful a character is. In JAGS (and other games of a similar bent) this is (theoretically) more accurately measured by *points*. And yet, for Have-Not, here's a level system. Why?

We wanted to put a huge breadth of gear in the game, especially when it came to armor and weapons. We knew we had a framework that would let PC's sustain and dish out massive firepower, and we liked that. Being able to have a battle with giant X-System robots where you've got a *Gauss Pig Railgun* in one clawed mutant hand going CRACKK-CRACKK-CRAKK as the tungsten-molybdenum bullets exit the barrel at four times the speed of sound is (we think) rockin'. But for it to not just be a kill-fest for the player characters there had to be some guidance to everyone about what kind of weapons are appropriate—and ways to ensure that if you all start with Middle Ring six-guns that *those* are relevant in the beginning—but several play-sessions later you're pulling out the Plasma Cannons and now *those* are relevant.

So that spoke to some sort of carefully modulated method for charting improvement: levels. All character advancement still works about the same way it always does in JAGS. At the end of an adventure the GM hands out 2-4 XP to everyone (you can do it on a per-player basis if you want to say, reward good "roleplaying" or "punish" ideas that got someone killed—we find it works best just to give everyone the same amount and "reward" playing in the game—but that's just us).

But each 8pts you are assigned a new "level." That means a few things. Let's talk about *that*.

How Levels work in Have-Not

Levels are a mechanism for telling the players and the GM this: *If you are playing under the assumptions we've made about how the game will go then when the PC's have a certain amount of experience points, this (check the chart) is approximately how much damage they should be able to handle—and roughly how much they should be able to dish out.*

Now, you're thinking, "that's pretty vague." And you're right. It is. First, let's discuss those assumptions:

- This Levels system (but not JAGS itself, nor the Have-Not world necessarily) assumes that the players and characters are starting out as a certain kind of character and then progressively, through play, getting more powerful (see the Heroic Science Fantasy section in the first book).
- It assumes that the group is engaged in activities that will lead them to gain money and treasure and go into more dangerous places to uncover better treasure (or get more valuable finds for more money). This might not be the *focus* of the game (the PC's might be following the level system but have a political benefactor who rewards them with stuff even though they don't *find it* themselves) but it assumes that's going on.
- The assumption is made that the participants (player and GM) find it beneficial and "logical" to start with competent "beginners" and, over time, build up and play characters who can take a full on burst from a 50-cal or worse.

NOTE: At levels 5 and up, we still list numbers for damage. These get pretty ... absurd. Just because the Level system is being followed there is no *requirement* for PC's to get gear that will place them in the upper power-scales. We suggest the following:

Discuss with all participants (GM and players) what the feelings are about the upper power-levels of gear. A character with 72 DP can survive a pretty good hit with a pretty heavy weapon. Once

you give him Iridium-5 Power Armor, though, most of the world stops being all that relevant in terms of threat. Many groups may find it more appealing to keep the DP increments going, but not provide the upper levels of armor.

The Level System is not exact, and is not a *contract*. The group needs to discuss things prior to play (the game will still work without adhering closely to it) and by their nature, some characters will probably exist at different "levels" at different times (a very large mutant will have more damage points than a human of the same XP. And not everyone will advance at an identical rate.

If your group plays (as we think is common) without a specific agreement between the GM the players, the armor levels and incoming damage are just rough guidelines (and if you do have a stated agreement, it *can* be just that).

Level	XP	AP	Approx. DP	Incoming DMG	Armor U/P		Damage Mods
0	[75]	[8]	24 [avg]	11 PEN 1x	2/8	6/16 [4]	-0 to -4 DM/TBH
1	8	+1	32	24 PEN 1x	4/6	11/30 [4]	-4 DM/TBH
2	16	+1	40	30 PEN 2x	8/24	25/50 [4]	-3 DM/TBH
3	24	+1	48	50 PEN 3x	25/80	45/80 [5]	-3 DM/TBH
4	32	+1	56	80 PEN 3x	50/100	75/200 [5]	-2 DM/TBH
5	40	+1	64	100 PEN 3x	80/200	105/250 [5]	-2 DM/TBH
6	48	+1	72	200 PEN 1x	120/250	150/300 [4]	-2 DM/TBH
7	56	+1	80	400 PEN 1x	320/600	500/1000[4]	-1 DM/TBH
8	72	+1	88	900 PEN 1x	800/1600	1000/2000[4]	-1 DM/TBH

Levels: Getting Specific

Okay, now, what does all this mean? Looking at the chart the first column is Level. That's just a measure of how many Experience points the characters have gotten. Each full 8pts is "1 level." You can see that in the second column: XP (that Experience Points). After that is AP (that's Archetype Points).

Increasing Archetype Points: Each full 8 Xp the characters get will (under this method) result in +1 Archetype Pt. This can be used to add new cybernetics, improve or add mutations, buy more levels of GSH, etc. If a player can think of nothing else to do with an Archetype point and doesn't want to change their character in any way, then let them cash it in for an additional +5 Damage Points or purchase weird traits out of the standard book.

Increasing DP (Damage Points): Each XP the characters get under the Have-Not Levels system gives them one extra Damage Point. This means that if a beginning characters starts with 24 DP, after they have gained 16 XP (being Level 2 on the chart) they will have a total of 40 Damage points—even if they haven't spent a single XP to buy more toughness.

Incoming Damage: This column indicates what kind of incoming attack that character might reasonably expect to survive. If you've got a Level 3 character with Level 3 armor and you run up against a laser gun that kicks out 50 PEN damage 3x per second, you should expect to live through that. It's a good guide for the GM to use.

Armor: Armor is divided into Plates (with Coverage) and "undercoat," which covers the whole body. Nothing (again) is saying you'll have armor exactly like that—but that level of armor, plus the Damage Points listed are about what it takes to survive that weapon hit.

Increasing and Cybernetic Mutant Armor

Mutants can buy enhanced damage for their attacks using the Powerful Mutation. The Armor upgrade system allows mutants to increase their bio-armor. While not "realistic" (whatever you think that means—in the world of Have-Not we think you could make a case for adaptive physiologies ...) it does allow a player to have a character who can't wear normal armor (a "Radical") and not just be out of luck when the challenges get tougher.

Enhanced Armor can *only* be bought with Archetype Points gained *during play*. Note: this armor can only be bought if the character had armor to begin with—or purchases some other normal armor.

- You can only buy 1 increase per level—even if you save up Mutant Points to buy more. If your characters have only gotten 24 XP, you can only get up to Level 3 Armor Increase.
- The total armor is what you *started with* plus the listed bonus.
- If your armor didn't have Plates, you can either use your mutant points to buy/upgrade to a new form of armor, or just tough it out. However: armor *with* plates prohibits the wearing of worn armor. Armor without plates allows other worn types of defense.

Armor	Cost	Plate (Original armor + increase)	Undercoat
Level 1	2 Mutant pts	+6/9 coverage (as per armor)	+2 / 4
Level 2	2 Mutant pts	+12/16	+6 / 23
Level 3	2 Mutant pts	+24/48	+18 / 36
Level 4	2 Mutant pts	+50/100	+35 / 70
Level 5	2 Mutant pts	+100/200	+50 / 100
Level 6	2 Mutant pts	+130/260	+100 / 200
Level 7	2 Mutant pts	+450/900	+300 / 600
Level 8	2 Mutant pts	+900/1800	+700 / 1400

Increasing Damage With Earned AP

Just as Archetype points earned through experience can be used to improve armor, they can also be used to improve damage. This can be bought for:

- Un-armed or bio-weapon HTH attacks. Depending on the agreement of the game participants, there may need to be *no* real explanation (a perfectly "normal" intelligent Polar Bear may "learn the art of Thunder Paw").
- Cybernetic weapons
- Mutant attacks

Limitations: You can only buy this up to your current level even if you somehow have "extra" mutant points (say you reserved some from character generation—they can't be spent on this).

Damage Type: The damage type is of the same type as the enhanced attack.

Attack Level	Cost	Added Damage	Total Bonus
1	2 Mutant Pts	+5	+5
2	2 Mutant Pts	+8	+13
3	2 Mutant Pts	+12	+25
4	2 Mutant Pts	+15	+40
5	2 Mutant Pts	+50	+90
6	2 Mutant Pts	+30	+120
7	2 Mutant Pts	+310	+430
8	2 Mutant Pts	+450	+880

TBH and Negative Damage Mods: TBH stands for To-Be-Hit. A -4 TBH means that incoming attacks are at -4 to hit. Some characters come with negative Damage Modifiers (the Quick mutation, the Fast Company GSH package, and certain cybernetics are some examples of these). Negative Damage Mods tend to have a somewhat multiplicative effect on armor worn (combining the two makes the character much more well defended). Resultantly, if a character has high negative Damage Mods, and wears heavy armor, we have added a rule to reduce those mods. This has the effect of not "requiring" all PC's in a game to find some way to get their character negative damage mods in order to "hang with the party." At Level 3, reduce negative damage mods of -4 or greater and -4 TBH or greater to -3. Note: these modifiers only apply if the character is wearing that level of armor or more. If the character chooses to go without armor, keep the mods.

Examples of Level System In Action

Let's take an example of a group that consists of a Battle Mutant with Armor Plated skin (a radical who cannot wear armor), Genetically Stable Human, a cyborg, and mutant human who has *steel skin*—so he looks like he's "made of metal" but otherwise has a fully compatible human form. These characters have been adventuring for a while and have accumulated 16 Xp, making them Level 2. This gives them 2 Ap to spend on either new abilities or "extra levels" (which for purposes of this example is what they'll all do).

Battle Mutant

She is Medium Sized and has Plasma Breath (18pts Damage at her Size Level) and Neutronium Shell (12/30). If she:

- Spends both Ap buying Level 2 for her Plasma Breath it'll go up 13pts of damage to 31pts. This will leave 2 remaining Mutant Points for whatever she chooses.
- Spends both Ap buying Level 2 for her Neutronium Shell it'll go up to: 24/46 Plates (coverage 5) and 18/53 Undercoat (coverage Full). *Note:* if she's shot in the plate the armor and the undercoat *don't* add. She just gets the higher defensive value. This will leave 2 remaining Mutant Points for whatever she wants.
- In any event, for being Level 2 with 16 Xp (*this is irrespective of her Ap*) she gets +16 Damage points.

Genetically Stable Human

He has all 8 Archetype Points spent on GSH which gets him the following: -4 Damage Modifier from Incoming PEN and IMP attacks and -6 Damage Modifier against "heavy weapons." It also gives him -4 TBH (to-be-hit) by incoming attacks.

- He *purchases* Level 2 Armor with *credits* (not points—you don't buy gear with Archetype points unless it's an unusual starting condition) and that *halves* his defensive modifiers: -2 TBH, -2 DM vs. light attacks. -3 vs. heavy attacks.
- He cannot spend Ap to increase damage done with his weapons (he *theoretically* could spend the Ap to improve his unarmed damage—but doesn't really want to). He has no "natural" armor (either cybernetic or mutant) so he can't use Ap to improve armor.
- He saves the points for a higher level of GSH.

Cyborg

The Cyborg has Mk1 Cyber Skeleton (7/24 Undercoat, 17/34 Plate) and has found a Plasma Weapon rated at Level 0 (2 levels below standard). He can:

- Spend 1 or 2 Ap to upgrade his armor. Because it has plates it'll get the Plate Bonus. If he just had Polymer (which doesn't change his "profile") he would *not* get a Plate Bonus but *could* wear normal armor. If he spends 1pt improving his Cyber Armor it'll go up to 13/33 Plate and 18/40 Undercoat. This would leave 1 Ap and 1 Cyber point remaining.
- He can, for 2 Cyber Points, Mount the weapon (assuming he's normal sized and it's a normal sized weapon). It will get a +18 Damage Bonus (the L2 Damage Plus) since it's 2 levels below standard. This would leave 1 unspent Ap and one 1 Cyber point remaining.

Stereotypes



The Archetypes each get a chapter (okay, the Mutant Humans and Mutant Animals share a chapter) and those are the areas in which you will probably spend the majority of your character points. However, there are some "stereotypes" which we want to discuss before you just start reading the Archetype rules.

How does that work? Well Genetically Stable Human (GSH) is an Archetype—they might *also* be cyber-modified—but basically, a GSH is a bad-ass normal guy. Now, the *stereotype* gunslinger—a traveling gun for hire is a *stereotype*. They're *often* built using the GSH archetype—but a gunslinger is really a profession (and, yes, a common stereotype of one)—and might be a full-on cyborg or a subtle mutant (note: you can also have a completely non-human mutant gunfighter—but that wouldn't quite fit the *stereotype* of a gunslinger).

Anthropomorphic

Humanoid in stance—but crossed with some other animal. Common are cats, dogs, wolves, foxes, and other such mammals—

but the aftermath of genetic stabilization compounded with the randomizing effects of the Age of War (and numerous experimental forms at the end of the Age of Wonders) have created stranger human-chimeras. Usually this isn't *all* you are—it's not an *identity*—more like a racial trait.

Archetype: Mutant (2-4pts)

Armor Worn: Any

Pertinent Skills: Any

Likely: Exotic L1 to L4

Special: None

Gunslinger

The classic Have-Not gunslinger looks human (there could be mutant or cybernetic gunslingers too—but we're talking classic) and is an absolute bad-ass with a gun. What gun? Usually a revolver (at least to start with) and a set of Lewis Revolvers or a Strontium Dueling Pistol if he can get it.

Archetype: GSH 6pts

Armor Worn: Light

Pertinent Skills: Firearms Lvl 3, 15-

Likely: Presence L1 or L2

Special: Gear 2pts (Lewis Revolvers or Strontium Dueling Pistols)

Journeyman Scout

Scouts lead convoys, escort merchants, and drive the badlands looking for work and often finding trouble. At the Journeyman level they've usually got a fast car (but they're looking for an upgrade) and some good driving skills born of the roughest kind of experience. For purposes of this Archetype, the Scout is assumed to be human-looking ... but again, that's subject to change at the player's whim. Mutant Scouts or Cyborgs are certainly common.

Archetype: GSH 4pts
Armor Worn: Light
Pertinent Skills: Driving L3, 15-
Likely: Gunner L2 14-
Special: Owns Vehicle 2-4pts

Battle Mutant (Radical)

The Battle Mutant stands out in a crowd. People can tell just by seeing you across the room that you're bad news. Maybe it's metallic skin. Maybe you're 12' of solid muscle. Maybe it's the energy field around your body that tips them off. The Battle Mutant might carry a gun—but for this archetype your mutant profile won't fit into normal armor—you're what's called a Radical (Radically different from human).

Archetype: Mutant 8pts
Armor Worn: None. Mutant is a *Radical* and can't wear normal armor.
Pertinent Skills: Street Fighting L2 14-, Ranged Attack (Firearms) L2 14-
Likely: Mutant defects like Asymmetric or Radioactive or something else unpleasant for extra points.
Special: None outside of mutant abilities

Cyborg Soldier

You've been modified—maybe accidentally—and now you're using your fusion-of-metal-and-flesh body to earn a living. You're probably faster than normal—probably armored, maybe both (but if your armor is too heavy it'll cut into your bonuses for being fast).

Archetype: Cyborg, 8pts
Armor Worn: Cyber Armor doesn't cut down on Hardwired Reflexes modifiers until it gets improved with experience so a standard way to go is to wear light or no armor and have cyber-steel skin.
Pertinent Skills: Firearms (cybernetic weaponry) L2 14-
Likely: Stealth, Surveillance, etc.
Special: None

Operator

The classic Operator doesn't look like much. He might be a mutant—but not a hulking radical battle mutant. He might be a cyborg—but usually with fewer weapons and more com or sensor gear. He might be a GSH—but usually doesn't come off like a gunslinger. Whatever the case, the Operator is usually smart, usually a problem solver, and usually multifaceted. In a classic team-style game the Operator might be the guy who signs up teams for missions. In a more free-style, player directed game, an Operator might be an educated character who's striving to gain power by learning about the past. Either way, there are a few important things to be aware of:

- Everyone needs Damage Points. If you've built a character with 18 or fewer damage points, take a hard look at that—chances are the character will fight—and some heavy damage might come your way. Look into GSH (comes with damage points), Artificial Blood (if you're even mildly cybernetic), or Mutant Toughness (if you're a mutant).
- Operators might well have extra gear—the gear comes with extra character points for its use—but if you go this route, discuss with the GM what conventions the game will be using in terms of the group finding gear that's like yours, but better.

- Hacker-style operatives are valuable in the BoneYard—but less so outside it. Granted, many lost or damaged installations have networks that sort of work—but for the most part, most of the world is without a computer net. Those skills will possibly be of more value *later* than in the beginning (if you start in the Middle Ring).

Archetype: Any (4 GSH/4 Cyborg or 4 Mutant/4 Cyborg is common)

Armor: Medium if you can get it. As much as you can find.

Pertinent Skills: History, Computer Programming, Science Skills, Business Skills, Street Skills—all good

Likely: Likeable, Appearance, Leader, Keen Senses, and other people-person/manipulation enhancements are good here.

Special: maybe 2 Ap in armor, weapons, or some kind of special gear (vehicle?)

- Evasion Reflexes are a good cybernetic ability to give protective negative damage Mods.
- Artificial Blood is a good way to get extra DP if you're cybernetic.
- Quick is a good mutation to give protective negative Damage Mods
- GSH is a good trait to give protective negative Damage Mods (note: the mods don't stack with cybernetic Evasion Reflexes)

Small Intelligent Animals or other Small Mutants

In Have-Not you can be pretty tiny and still be a working character. We like the idea of a group including a vampire bat scout or mutant owl—but there are some things you should know. The first is that, as a *radical*, you won't get the good armor. You'll rely on being hard to hit and dodging. We suggest that since not all small animals are armored and you start with lower Damage Points, you take extra Mutant Toughness.

Archetype: Mutant (usually around 4pts) Other Ap may be spent on cybernetics or other enhancements.

Armor: Often none-but sub-dermal bone-plates are a good way to increase survivability without looking like a walking metallic bowling ball.

Pertinent Skills: Streetfighting (to use animal combat moves), Survivalist, Stealth, and Tracking are all good.

Likely: Small body type. Quick (a valuable mutation even if you take *no other mutations*), Mutant Toughness (a good idea, again, *even if you take no other mutations*)

Special: Work with the GM to determine what traits the animal should have. Don't be afraid to do out-of-place animals (an octopus, normal in every way, save intelligence and land-dwelling ... and quick and extra toughness, we suggest).

Prospector

The prospector character is stereotypically grizzled and hard-bitten—but there are some other ways to go. Maybe your prospector is a *historian* who's finding their dig sites in old books (or data-tapes)? Maybe you work for the bank and are more corporate than western. Whatever the case, a prospector character will usually have some way to move around (this might mean hiring a vehicle—but often means owning your own pickup truck) and some skills for deciphering technology.

Archetype: Any. Common? 8pts in GSH. But anything is possible.

Armor: Medium or better—whatever you can get (if you go the heavy GSH route, you may wish to go lighter on the armor to preserve your GSH dodge and negative damage mods).

Pertinent Skills: Electronics and Mechanics L2. History L1 to L3, Archaeology L2 or L3.

Likely: Subtle mutations like radiation and toxin resistance make for a good prospector.

Special: Lucky is good for prospectors. Good perception rolls and Instinct are up there too.

Psion

Telepaths are rare and mistrusted—but they're handy. In Have-Not, psionic characters tend to be treated like valuable resources when cooperative and dangerous anomalies when less so. In the Yard you can hook up with a corp if you're a decent pre-cog. If you're a powerful Telepath the Corpus will want you—and on *their* terms. In the Middle Ring, these abilities are greeted with mistrust and suspicion. There are many who believe Psions to be in league with the Blight or the Exiles ... or the Aliens. NOTE: Because mind reading is *intrusive* (the subject knows what's happening and who's doing it) Psions don't make superlative political intrigue specialists *solely* by the nature of their ability. However, the ability to *crack* someone does have its uses in that arena. Furthermore because the Surface Scan and Surface Probe are *not* intrusive (the lighter versions) a skilled Psion manipulator can often coax surface thoughts the subjects would prefer to remain hidden. Most powerful Psions *are* political in some dimension eventually.

Archetype: At least 2 on some psionic trait. Often 4pts Psionic and 4pts other Mutant abilities.

Armor: Whatever you can get.

Pertinent Skills: Varies widely. If you are planning to make a living off your talents, political and social skills are good.

Likely: Likely you'll want to keep it hidden in the Middle Ring is what's likely.

Special: Depending on how you spend your points, Mind of Matter and a host of the right mutations (Quick and Force Field if you somehow have the points) can make for a very powerful combat Psion. Don't discount this—it isn't common or stereotypical—but it is possible (especially if the group is playing on 12 Ap instead of the recommended 8).

Sword Saint

A character type that's cropped up is the HTH weapon using character. Thematically this is a cross between the Gun Slinger and John Henry (who pitted his muscles and his hammer against a Steam drill in the Ballad of John Henry for those not familiar with American folklore). The Sword Saint can be an incredibly satisfying character—but there are some things you should know.

Archetype: Mutants can be stronger and hit harder. Pure GSH's get better damage mods against heavy weapons. Because you'll lack range, expect to take a hit.

Armor: Tends to be light (in our games)—but there is precedent for samurai warlord-power armor. Of course people may respect you less for going up against machine guns in Cyber-shell—even if all you've got is an Ion Sword.

Pertinent Skills: Well, the weapon skill at L3 is about necessary. Martial Arts are good—but let's look at special ...

Likely: Meditation, Level 1 Tai Chi (even if you don't fight with it), and Philosophy are good.

Special: For 2 Ap, the character gets Iron Will and 12pts of Chi Martial Arts moves that feed off it. This *may not* be combined with psionics (if a character has both, the Iron Will will not apply to their psionics). This allows things like Harmonic Palm as an attack or even Chi Bolt (cool!).

Road Knight/Wandering Lawman

There, on the balance, is a lot more injustice than justice in the world—and much of it masquerades under the auspices of authority. Townships can and do perpetrate acts such as execution without fair trial (a witch-hunt). Banks make examples of towns that can't pay their taxes. The strong prey on the weak and the world devours everything it can catch in it's maw. There are those who've felt a higher calling. You can hear them on the radio-nets ... and you might even meet one. Sometimes their vehicles even come with the red and blue flashing lights and sirens of lawmen of a previous age. When they aren't righting the wrongs of those in power, they're hunting down bandits (in some cases, dead-beats) and escorting pilgrims or refugees.

Archetype Points: Any—but they come with a car. Most common? Cybernetic, we think.

Armor: often heavy. Knights are appropriately garbed in battle-gear.

Pertinent Skill: Law (the Yard's codes), Philosophy (for when might doesn't make right). Lots of Combat Skills.

Likely: Leader, Diplomacy, Appearance, maybe even Likeable. Getting people on your side is preferable to fighting.

Special: Well, 1-4 Ap on a vehicle is common. Born To Drive is common (but more common for scouts).

Trucker

Chances are you don't drive a big-rig. Those are rare—and their drivers are more selected for reliability and trustworthiness than sheer skill (after all, while it does take skill to drive a semi through an ambush, there's really only so far that's going to get you anyway). The odds are you're a *private trucker* who works with companies based in the Middle Ring instead of the Yard. When a convoy comes through it unloads at a major way-station. The private truckers take it from there, distributing the goods to the smaller outlying towns. It's a good profit—and when you do come across something unusual (and that happens—more than you'd think) you're in position to take it where it'll sell. Of course it doesn't pay to go alone. You want your navigator, your mechanic, your gunner, maybe your negotiator, and a personal bodyguard never hurt either.

Archetype Points: The trucker probably puts 2pts towards a vehicle. Other players may chip in a point each or so to build the truck (or the GM may grant a loan and the truck may be free—archetype point wise anyway).

Armor: Traditionally they wear light body armor under normal clothes.

Skills: Knowledge of the Ring (or even the Yard) is primary. The Trucker may not have driven all the way around the ring (2250 miles if you drive the middle—and there are no roads that go all the way around) but they usually know a the right place to unload some goods.

Likely: Could be anything, really.

Special: The vehicle (maybe).

Special Have-Not Archetype Traits

Born To Drive [2]

The character gets +2 to their COR for purposes of Driving Skill and gets to ignore an additional – 1 point of negative handling modifier. Finally, once per gaming session, the player may re-roll a crash roll and take the better of the two outcomes.

Special Weapon [Varies]

The character has a special weapon and extra character points for skill with it. This always requires GM approval. In the Treasure Hunting Game (see Approach) the group will, likely, eventually find gear that's better than what the character started with. The options are:

1. That's fine. That's why we gave the character the extra skill points.
2. The convention is that the GM and players agree to upgrade the character's special weapon (either replacing it with a substantially better one—or just changing the stats ... you find SHOK ammo for your Lews revolver ...)
3. The character gets to re-assign the points somehow.
4. The character gets a weapon level one-level higher than the other characters as a general principle (in a treasure cache, there will be a weapon ear-marked for the character who paid the points that's superior to the others). Discuss up front who chooses the weapon (some Level X weapons are better than others—traditionally this will be the GM, however, there's no reason to be traditional: player choice may well result in a more powerful weapon—but that's not necessarily a bad thing). We suggest this only for the 2 or 3pt version.

These options are up to the group and should be discussed. We think that #1 with the GM working to—but not promising—to provide #2 is a pretty “traditional” way to handle it (which doesn't mean a “good way” but is kind of a default). If this is taken and the player decides the GM hasn't gone far enough in providing upgrades then the defaulting to #3 seems fair—but honestly, if it's going to be that much of an issue, it's probably better to avoid this altogether.

Weapon	Cost	Skill pts
Level 1 Energy hand gun	1	4
Lews/Strontium Revolver	2	6
Lews Rifle, SHOK 9mm	3	6
Ion Blade (sword)	1	6
Level 2 Energy Pistol	2	6

Vehicle [1 – 8]

Having your own vehicle is worth some points—and unlike weapons, it's pretty clear how to upgrade it with money (if the game isn't tracking money all that carefully, just give out 500c per level of character advancement and let them re-configure the whole thing).

Points	Money
1	1500c
2	2500c
4	5000c
8	12000c

JAGS Mutants

Mutants come in many varieties—but the mutants we're talking about here are the result of bizarre genetic manipulation or the fantasy effects of chemical spills or radiation. These mutants inhabit the bad-lands of post-apocalypse end-worlds, the far flung reaches of space, or the dungeons in wizard's towers. It's even possible to do the super-hero variety with ultra-steel claws and, well, we do have Optical Beams in the power list ... But the convention here isn't decidedly super-heroic.

What these Rules Include

These rules include the basic data for making and playing:

- Mutated Humans
- Mutated Animals
- Non-Mutant Animals (playing natural beasts)
- Demi-Humans animal mixes (anthropomorphics)
- Low powered "super-hero" style characters (yes, *those* kinds of mutants).

These rules are being constructed along with the post-apocalypse JAGS Have-Not source book—and you'll find that most of this has a nuclear-wasteland feel to it. We've given a bit of a nod to "super powers" and even "magic" in the ability lists though—and we think these rules are, with just a little work, transplantable across genres.



Buying Mutant Points

If a character is to have any mutations, first convert Archetype Points into Mutant Points. This is done simply: each Archetype point spent on Mutations becomes 4 Mutant Points. These points are used for buying mutant abilities and basic body type. Additional mutant points can be gained by taking Mutant Defects (listed in amongst the abilities). These give the character more points to work with.

Buying Your Size

The first step when creating a mutant is to determine what size you're going to end up at. If you want to play a telepathic field mouse, you'll be very small ... a human with four arms and chitin armor? About medium. A mutant siege-weapon elephant? Really, really big.

This has a cost separate from your "mutations" per se (even if you're playing a *giant* condor, and the added size is technically a mutation, you still pay for the size of your character in this stage.

Size Class

The different sizes you can be are broken down into Size Classes. Each class has a name ("Very Small" to "Elephantine") a number (Size Class 1 through Size Class 11) and associated stats. You'll see all of that further down. Each Size Class also has an Mutant Point cost.

The secrets of eternity-
We've found the lock and
turned the key
We're shakin' up those
building blocks
Going deeper into that box-
(Pandora
wouldn't like it)
And now the day is come
Soon he will be released
Glory hallelujah!
We're building the Perfect
Beast
--*Building The Perfect Beast*, Don
Henley

Humanoid vs. Animal Size Costs

The Archetype Point cost for each Size Class has two values: Animal and Humanoid. Humanoid (save at the very low levels) is considerably more expensive. The reason for this deals with combat. Animals can kick or bite—but they don't (in JAGS Mutants anyway) use their bodies the same way human fighters do. The listed HTH damage is the Base Damage for a humanoid of that size. There's a chart that shows animal's attacks (and they do a bit less).

Innate Abilities

If you purchase a humanoid size class you get the *Good Hands* mutation for free (you can sell that back if you want to be human with poor hands). If you purchase an animal form size class you get 2 extra points of mutant abilities instead.

Size Class	Name	Weight	Animal Form Cost	Humanoid Cost
1	Very Small	0-5 lbs	-12	-12
2	Small	6-30 lbs	-8	-8
3	Medium Small	31-90 lbs	-4	-4
4	Medium	91-255 lbs	0	0
5	Medium Big	256-350 lbs	4	4
6	Big	351-500 lbs	8	16
7	Large	501-1000 lbs	16	24
8	Huge	1001-1500 lbs	28	52
9	Mammoth	1501-2500 lbs	40	68
10	Gigantic	2501-3500 lbs	52	84
11	Elephantine	3501-7500 lbs	80	132

Mutation Types

Type	Notes
Natural	The ability occurs in real creatures. Maybe not the exact combination ... or size—but the basic ability exists.
Evolved	A special class of abilities to make animal-forms more viable in human/humanoid dominant society.
Mutation	A strange new variation on natural abilities.
Extreme	The mutant commands energy fields, is made of metal, can walk through walls, etc. The mutation is prima facie in violation of the laws of physics.
Magic	The ability seems to be mystical in nature.
Varied	The abilities are a mix.

Mutant Abilities for Humans

Let's assume for a moment that you want to play a Mutant Human—you started out with a human mother and father but radiation has done its dastardly tricks and you have metallic blue skin, four arms, and can bench press 800 lbs. (Damn that radiation—all I ever get is Leukemia).

Human mutants start out as medium humanoids with the *Good Hands* mutation. But ... what about the four arms and the metal skin and the extra muscles and stuff?

Simple: You spend more *Archetype Points*. Let's say the GM started you with 8 Archetype points and you haven't spent any anywhere else yet. Okay: it's 0 to be human—you still have 8—and then if you invest all eight points in Mutant Abilities you get 32pts to buy from the list with! Go to it.

“That which does not kill us makes us stranger.”

--Trevor Goodchild, *Aeon Flux*
“Thanatophobia”



Natural Abilities for Animals

This is not tricky—but it can be hard to understand. If you're not playing a human—but say, a mutant bald eagle, you need to have things like wings, and feathers, and beaks and talons and stuff like that *before* you start adding X-ray beam eyes and super-regeneration. Well, looking at the Mutant Abilities list you'll see that each power has a designation (color coded). There are a bunch that look like this:

Example Power [Mutant Ability Point Cost]

TYPE: **Natural**

Description of the ability.

The key thing here is the word **Natural** (in blue, yes). This designation means the ability (we think) actually occurs in nature. Now, there are *no special rules governing the buying of Natural, Mutation, Evolved, or Extreme abilities save those imposed by the GM*. You've got 2 extra points to start with, but an Eagle is going to need wings (expensive) a beak (not so bad) and talons (not so bad)—feathers are free.

If, *after buying those abilities* you want to give it laser-eyes or a force field or whatever, go for it. You use the points the same way (and pay the same amount for them). The whole reason we have this section here is because we wanted to note that if you want to play a *non-mutant animal* (one that's still presumably smart and all, though) you still buy its native abilities with *Mutation Points* ... even though they aren't mutations (for the given creature).

Compute Total MP's

Once you've bought all your abilities (spent your two extra MP's, purchased any abilities be they native to your animal or bizarre mutations) you add up the mutant points you've spent (don't forget the first two are free) and check the chart to see how many Archetype Points you'll need to spend to purchase that many. If you have a few left over (i.e. you wind up needing an odd number) then you can try to total it up—or save the remaining points for further mutation.

Sample Animal: Bengal Tiger

Step 1: Size Class

Size	Large	Cost: 16
SC	7	

Step 2: Natural Tiger Stuff

Mammal	0 [No significant effect]
Quadruped	0 [Standard 4-legged move rate]
Swimmer	1 [7y/s swimming speed]
Sneaky	2 [Stealth L3 14-]
Predator Senses	2 [+2 Perception Roll]
Night Vision	2 [ignore -3 low-light modifiers]
Leap	2 [Pounce maneuver. 10 yard leap!]
Balance	1 [+3 to AGI rolls to stay balanced]
Climbing Claws	2 [12 PEN slash, 16 PEN Bite]
Fast Runner	1 [+20% ground speed]
Carnivore	-2 [only eats meat]
Thick Fur	1 [4pts PEN defense]
Extra Points	-2
Total	10 + 16 = 26
TOTAL COST	7 (yields 28 MP, 2 left over)

STR	22		
BLD	67		
CON	12		
DP	Ranged	HTH	
66	+2	+2	
Walk	Run	Sprint	
3v/s	9.6v/s	18v	

What if I am an animal with NO mutations?

If you have NO mutations—then you pay for your size anyway—and you'll buy abilities off the list ... you just won't buy any abilities that *don't belong*.

What the hammer? what the chain?
In what furnace was thy brain?
What the anvil? what dread grasp
Dare its deadly terrors grasp?
--Tyger! Tyger!,
William Blake



Very Small [-12]

PHY	STR	BLD	CON
7	1	1	10 [2]

To-Hit: -4 Ranged, -3 HTH
 Weight: 0-5 lbs Grapple 0/0
 Size Class 1 Humanoid Damage -3

Small [-8]

PHY	STR	BLD	CON
8	2	1-2	10 [4]

To-Hit: -3 Ranged, -2 HTH
 Weight: 6 - 30 lbs Grapple 0/0
 Size Class 2 Humanoid Damage -3

Medium Small [-4]

PHY	STR	BLD	CON
9	8	3-6	10 [6]

To-Hit: -1 Ranged, -0 HTH
 Weight: 31 - 90 lbs Grapple 0/0
 Size Class 3 Humanoid Damage -3

Medium [-0]

PHY	STR	BLD	CON
10	10	7-17	10 [10]

To-Hit: -0 Ranged, -0 HTH
 Weight: up to 255lbs Grapple 4/2
 Size Class 4 Humanoid Damage 0

Medium Big [4 | 8]

PHY	STR	BLD	CON
11	13	18-23	11 [23]

To-Hit: +1 Ranged, +0 HTH
 Weight: 256 – 350 lbs Grapple 10/8
 Size Class 5 Humanoid Damage 5

Big [8 | 16]

PHY	STR	BLD	CON
12	15	24-33	12 [27]

To-Hit: +1 Ranged, +1 HTH
 Weight: 351-500 lbs Grapple 14/12
 Size Class 6 Humanoid Damage 10

Large [16 | 24]

PHY	STR	BLD	CON
12	22	28-67	12 [66]

To-Hit: +2 Ranged, +2 HTH
 Weight: 501-1000 lbs Grapple 42/35
 Size Class 7 Humanoid Damage 23

Huge [28 | 52]

PHY	STR	BLD	CON
13	29	67-100	13 [100]

To-Hit: +3 Ranged, +2 HTH
 Weight: 1001-1500 lbs Grapple 56/47
 Size Class 8 Humanoid Damage 37

Enormous [40 | 68]

PHY	STR	BLD	CON
13	42	101-166	13 [166]

To-Hit: +3 Ranged, +3 HTH
 Weight: 1501- 2500 lbs
 Size Class 9 Humanoid Damage 63

Gigantic [52 | 84]

PHY	STR	BLD	CON
14	55	167 – 233	14 [233]

To-Hit: +4 Ranged, +3 HTH
 Weight: 2501- 3500 lbs
 Size Class 10 Humanoid Damage 90

Elephantine [80 | 132]

PHY	STR	BLD	CON
14	109	234-500	14 [500]

To-Hit: +4 Ranged, +4 HTH
 Weight: 3501 - 7500 lbs
 Size Class 11 Humanoid Damage 197

Sample Mutant

Original Species: Field Mouse
Description: Six legged mutant field mouse with glowing eyes and armor plates under the fur.

Step 1: Size Class

Size:	Very Small	-3 AP
SC:	1	

Step 2: Natural Field Mouse Stuff

Mammal	0
Quadruped	0

STR	1	CON	10
BLD	1		
CON	10		
DP	Ranged	HTH	
7	-4	-3	
Walk	Run	Sprint	
.3y	1y	1.8y	

Step 3: Mutations

Good hands	2
Multiple Legs (six)	1
Glowing Eyes (red)	2
Bone Plates [3/6 Cov 3]	3
Extra Toughness +5DP	2
TOTAL MP[-2free pts]	8
Archetype Point Cost	2
Total AP Cost	-1

NAME [Animal Cost | Humanoid Cost]

PHY	STR	BLD	CON
[Listed Value]	[Listed STR]	BLD Range	CON Roll [DP]

To-Hit: Larger Mutants are at bonuses to be hit both in ranged and HTH and Ranged Combat. Smaller mutants are harder to hit (negative numbers)

Weight: The weight range in pounds of the mutant.

Grapple: If humanoid, this is your Grapple Score.

Size Class: A numerical rating for your size.

Humanoid Damage: Base Damage if you are humanoid

Explanation of Terms

Animal Combat

Humans in combat are covered under the JAGS Basic and Advanced Combat rules and we have made some mention of how animals might work (the Pounce and Worry rules in JAGS Monsters, for example). This section covers animal combat in more detail—enough to *play* one (and enough to construct one correctly).

The animal body types can be used to compute Base Damage (the damage a human would do with a punch if they were the listed size) but that isn't how this works—animals (mostly) don't punch—and they don't kinematically work like humans anyway. So here's how to compute what your animal does in combat.

The Basic Attacks: Bite, Charge, Trample

Take, for example, a 200lb Sow (pig). She has none of the listed bio-weapons (she can bite, but doesn't have predatory teeth), she has hooves but is not known for the mule kick, she certainly can't punch. Her options in combat are: bite for basic bite damage, charge, and trample (if you are knocked down).

Basic Bite Attack

REA: 5 REA Medium

Range: Medium (becomes Close Combat)

Damage: See Chart

Notes: A bite may be combined with a Bite and hold. Grapple Score is same as Damage.

Trample Attack

REA: 5 REA or 8 if combined with Move Long if movement is required.

Range: Moves to Close Combat

Damage: See Chart

Notes: If the animal's shoulder is not higher than the target's, the attack is a Charge and not a Trample.

Charge Attack

REA: 5 (if already moving, 8 if from a standing stop)

Range: Moves to Close Combat

Damage: $(\text{Mass} / 5 * \text{Velocity}) / 6$

Notes: The animal takes half the damage on a charge. A Grapple roll of $[\text{STR}-8] + \text{Damage}$ vs. *target's Offensive Grapple* will knock the target down on a Success or better.

Ex1: The pig charges a normal man across a field (2 seconds of movement). The move is an 5 REA long action (she impacts on the second turn). We presume her to be moving at 8y/s (what is the ground speed of an enraged pig? Google didn't know.) Her Mass is 2.6 or 3. So her damage is $(3 \times 8) / 6 = 4$ pts. Her grapple attack is $2 + 6 = 8$ against the man's 4 *Offensive Grapple* (14- roll and she gets a Success). He is knocked down. She gets a good hit for +2 Damage (total of 6) and suffers 3 herself.

Now she can Trample for 5 more REA. Her size is Medium so her Trample damage is 3. It's a straight AGI roll to hit and she tramples—and *misses*. Next turn she will bite with a 5 Grapple to hold the man while she stomps on him!

Grabs, Kicks, and Punches

Animals can't usually "Grab" (unless the animal in question has hands like a Raccoon). They can bite and hold, they can stomp on something and sit on it—but they can't grab.

Likewise, they can't "kick" the way a human does (that's covered under Trample).

However, some animals can grab (cats, for example) and some can kick (Kangaroos, for example).

When an animal has that capability, it will have purchased it specially. See the rules under that ability to figure out how to resolve the attack type.

Advanced Animal Combat

Of course many (most?) animals don't just rely on the body slam. They have teeth and claws and talons and things. And they get to use them mostly as a 5 REA Medium attack—but there are a few specific attack forms we'd like to address. Not *all* animals can pounce or tail bash, for example.

Pounce Attack

REA: 8 / 5 REA Long Action

Range: Moves to Close Combat

Damage: Bite

Notes: The attack costs what a Full Move action would (8 if from a standing start, 5 if already moving) and terminates in a Bite. If the target chooses to attack the animal on the way in they may *not* block or dodge the attack (or take any other defensive action).

Bite and Hold (“Worrying”)

REA: 5 REA (Medium)

Range: Close Combat

Damage: As per bite

Notes: Once a bite is established, keeping the original number hit by, the animal can rip and tear (shaking its head) for 5 REA and getting another damage roll. The target must try to pry the jaws open (Break Grab maneuver). *Grapple score is equal to damage.*

Tail Bash

REA: 5 REA Medium

Range: Long

Damage: based on size of animal

Notes: The Tail bash hits the target with a heavy tail (like an alligator's). When hit, there is a grapple roll of Damage vs. *Target's Offensive Grapple*. If a Major Success or better is scored the target is knocked down.

Mule Kick

REA: 6 REA Medium

Range: Long

Damage: See chart

Notes: A somewhat awkward kick that is executed to the rear. A horse (or other hoof stock capable of thus kicking) is at -2 to hit (instead of -1 for a normal kick), and gets no AGI bonus for the remainder of the turn after executing the kick.

Gore

REA: 6 REA or Part of Charge

Range: Medium

Damage: See chart

Notes: An animal with tusks or horns can gore. This may be as part of a charge (as with a bull) or a swing of the head/body (as with a walrus). Either way, it's like getting stabbed with a spear!

Animal Attacks Damage Chart

Size	Grapple	Bite			Claw		Trample	Mule Kick	Gore	Tail Bash
		Basic	Teeth	Jaws	Digging	Gripping				
Very Small	1/1	1 IMP	1 PEN	--	0	1 PEN	0 IMP	0 IMP	0	--
Small	2/1	1 IMP	1 PEN	--	0	1 PEN	0 IMP	0 IMP	0	--
Medium Small	3/2	2 IMP	3 PEN	5 PEN	1 PEN	3 PEN	1 IMP	4 IMP	2 PEN	4 IMP
Medium	4/2	2 IMP	6 PEN	9 PEN	2 PEN	4 PEN	3 IMP	8 IMP	4 PEN	6 IMP
Medium Big	9/7	4 IMP	8 PEN	12 PEN	3 PEN	6 PEN	8 IMP	12 IMP	6 PEN	8 IMP
Big	12/10	6 IMP	12 PEN	16 PEN	7 PEN	9 PEN	12 IMP	16 IMP	8 PEN	12 IMP
Large	36/30	12 IMP	16 PEN	18 PEN	9 PEN	12 PEN	16 IMP	20 IMP	10 PEN	16 IMP
Huge	48/40	14 IMP	20 PEN	24 PEN	11 PEN	16 PEN	24 IMP	24 IMP	14 PEN	20 IMP
Enormous	72/60	18 IMP	24 PEN	32 PEN	13 PEN	20 PEN	32 IMP	32 IMP	18 PEN	28 IMP
Gigantic	96/80	24 IMP	48 PEN	64 PEN	15 PEN	32 PEN	60 IMP	48 IMP	26 PEN	36 IMP
Elephantine	120/100	48 IMP	64 PEN	96 PEN	17 PEN	48 PEN	125 IMP	64 IMP	38 PEN	48 IMP

More Attacks

Size	Optical Blast	Electro-Shock / Lightning Bolt	Breath Fire/Frost	Sonic Shrike	Ion Field	Flash	Rad Pulse	Crab Pincer
Very Small	12 IMP	12 ELE	8 IMP	12 IMP	N/A	N/A	4 RAD	2 IMP
Small	14 IMP	14 ELE	10 IMP	14 IMP	N/A	N/A	6 RAD	4 IMP
Medium Small	16 IMP	16 ELE	12 IMP	16 IMP	N/A	N/A	8 RAD	6 IMP
Medium (Human)	18 IMP	18 ELE	14 IMP	18 IMP	N/A	N/A	12 RAD	10 IMP
Medium Big	22 IMP	22 ELE	18 IMP	22 IMP	N/A	N/A	14 RAD	14 IMP
Big	26 IMP	26 ELE	22 IMP	26 IMP	N/A	N/A	16 RAD	18 IMP
Large	30 IMP	30 ELE	26 IMP	30 IMP	N/A	N/A	20 RAD	24 IMP
Huge	38 IMP	38 ELE	30 IMP	38 IMP	N/A	N/A	24 RAD	30 IMP
Enormous	46 IMP	46 ELE	38 IMP	46 IMP	N/A	N/A	28 RAD	36 IMP
Gigantic	54 IMP	54 ELE	46 IMP	54 IMP	N/A	N/A	32 RAD	42 IMP
Elephantine	62 IMP	62 ELE	54 IMP	62 IMP	N/A	N/A	36 RAD	50 IMP

Weird Bio-Attacks

Size	Spit Acid	Plasma Breath	Beak	Stinger	Spikes	Razor Lash	Spiked tail
Very Small	2 IMP	12 IMP	1 PEN	**	1 PEN	--	--
Small	3 IMP	14 IMP	3 PEN	**	1 PEN	2 PEN	3 PEN
Medium Small	5 IMP	16 IMP	4 PEN	**	3 PEN	4 PEN	5 PEN
Medium (Human)	8 IMP	18 IMP	9 PEN	**	6 PEN	6 PEN	8 PEN
Medium Big	11 IMP	22 IMP	12 PEN	**	8 PEN	8 PEN	12 PEN
Big	14 IMP	26 IMP	16 PEN	**	10 PEN	12 PEN	16 PEN
Large	17 IMP	30 IMP	20 PEN	**	14 PEN	16 PEN	20 PEN
Huge	20 IMP	38 IMP	28 PEN	**	20 PEN	20 PEN	24 PEN
Enormous	23 IMP	46 IMP	36 PEN	**	24 PEN	28 PEN	32 PEN
Gigantic	26 IMP	54 IMP	48 PEN	**	48 PEN	36 PEN	40 PEN
Elephantine	35 IMP	62 IMP	64 PEN	**	64 PEN	48 PEN	52 PEN

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Methods of Locomotion

Burst of Speed [2,4] **TYPE: Natural**

The animal can improve its movement speed by +50% (for 2pts) or +100% (4pts). This lasts CON x 4 seconds and requires 1 hr of rest for each CON seconds "burned."

Fast Runner [1] **TYPE: Natural**

Average ground speed is improved by 20%.

Float Pod [6] **TYPE: Extreme**

The mutant has an anti-gravity organ. The mutant can hover and move at a constant rate of [30 / Mass] yards/second (minimum of 4 y/s). The creature cannot "fly" but hovers up to 6 feet above the ground. If falling, the mutant can float gently to the ground.

Feet [Varies] **TYPE: Mutation**

If a creature doesn't have feet, this will grant them. There are different forms of feet. Note that *Humanoid* or *Bipedal* gives feet at no cost. This assumes 4 feet.

Type	Cost	Notes
Short/Stubby	1	3 y/s walk, 4 y/s run, 5 y/s sprint
Reptilian	2	4 y/s walk, 6 y/s run, 9 y/s sprint

Hopping/Jumping [1] **TYPE: Natural**

Walk is 5 y/s, run is 10 y/s, and sprint is 12 y/s. Kick is as per-mule kick.

Hyper Running [12] **TYPE: Mutation**

The character runs at 4x normal ground speed. The character can add Burst of Speed to this (but not Fast Runner). Although the character goes very fast, this costs normal endurance.

Leap [2 or 4] **TYPE: Natural**

The animal can make dexterous leaps (Balance is suggested for narrow landings). The leap distance is Size Class +3 yards horizontal, half that vertical. This gives the Pounce Attack. The cost is 2 for size classes up to Large and 4 above that.

Multiple Legs [1] **TYPE: Natural**

The character has several legs and feet (usually this is insectoid in nature—but may apply to, say a six legged cow). The result is that the character is at -3 to rolls to be knocked down or fall off.

Natural Climbing [1] **TYPE: Natural**

The character's legs have hooks that allow it to climb (like an insect). This is available only for Very Small characters and allows vertical movement. For larger animals (and more exotic forms of climbing, see the mutations list).

Swimmer [1] **TYPE: Natural**

The animal is a strong swimmer and can move 7 y/s in the water. Otherwise swim rate is 3 y/s or drowning.

Quadruped [0] **TYPE: Natural**

The animal is four-legged. Walk 2.5 y/s, Run 8 y/s, Sprint 15 y/s. Could be used to do cats, wolves, etc. Blocks are at -3 from behind. Speeds are halved for each Size Class below Medium.

Wall Crawling [2/4] **TYPE: Extreme**

Using some sort of levitation/gravity-reversal and psionic cohesion system, the creature can climb vertical surfaces. The speed is about 3 yards per second (it takes 75% of limbs—usually 3) to remain moored to the wall. A Daze result and a failed CON roll will dislodge the character. At 6pts the character moves at normal rate of speed (75% of limbs are still required to be in contact with the wall).

Wings [Varies] **TYPE: Varied**

Buying wings this way assumes the animal can fly.

1. For natural animals, *only* Small and Very Small creatures can have wings.
2. It is acceptable mutants to have larger wings (a winged 200lb pig is acceptable in the absurd reality of Have-Not – but it's clearly got to be a mutation).
3. Flight acceleration and maximum speed is addressed with mathematical precision in the Supers rules. Assume that on the first second of flight the character's speed is half his top cruising speed.

Cost: Bigger creatures cost more to fly. The basic cost for wings is Wing Cost times size class cost.

VS	S	MS	M	MB	B	L	H	E	G	EI
.5	1	1.5	2	2.5	3	4	5	7	9	11

Maneuverability: This comes in grades.

Grade	Notes
A	Can hover, dart back and forth, etc.
B	Stall speed is quarter max speed.
C	AGI roll to land on target (if missed, deviation is small, usually).

Wings	Cost	Top Speed	Man	Notes
Hover	8	10y/s	A	Humming Birds and insects can hover.
Standard	6	20y/s	B	Most birds / bats
Gliding	4	15y/s	B	Can't increase altitude (thermals and the right winds aside). Drop 1 yard per second.
Fast	8	40y/s	B	Falcons, etc.
Turbo Jet	12	120y/s	B	Creature has a biological jet engine. This takes a lot of energy: usually the animal can only fly for 3 hours a day.
Clumsy	3	8y/s*	C	Wing assisted leaps: AGI roll to fly 8 yards or 3 yards up (-2 yards forward for +1 yard up).

Teleport [12]

TYPE: **Magical**

The character disappears and re-appears somewhere else instantly. This is accompanied by a visual and audible affect. It is an 8 REA Long action which may be responded to at the points of exit and entry. The maximum range is the character's WIL² in yards. The rules otherwise are as described in the Psionic Abilities book (a simplified rule is that the teleportation is fairly safe—teleporting into a piece of office furniture will simply move the lighter object—teleporting deeply into a stone mountain range, however, will be fatal). A teleport action cost endurance like sprinting.

Body Types

Avian [0 or 8]

TYPE: **Natural**

You are a bird. Your BLD is reduced by half (minimum of 1) but your size remains the same. Cost is 0 up to Medium Small and then 8 beyond that.

Adjustable Posture [2]

TYPE: **Evolved**

The animal can ratchet its skeleton to allow it to sit, stand up-right, and otherwise fit into human positions. This is done without strain (it is a 5 REA medium action to switch postures). It may also, if necessary grant extreme flexibility (especially of the spine).

Alternate Posture [1]

TYPE: **Natural**

The animal can "stand upright" and function that way. Kangaroos and Bears do this (in the case of the Kangaroos they move slowly on all fours and stand to "run." With bears they run on all fours but may stand to investigate things). There is an *evolved* version of this which involves the skeleton actually ratcheting to a different configuration. Note: most animals can 'stand upright' for a little while—this applies to those that do it comfortably and regularly.

Aquatic/Amphibious [varies]

TYPE: **Natural**

There are various degrees of this:

Degree	Cost	Notes
Aquatic	0	Swimming speed is 8y/s. The creature will suffocate on land.
Dive capable	1	The creature can hold its breath for 15 minutes and swim at 5y/s in the water—but doesn't actually breathe under water.
Amphibious (wet)	1	The creature can breath air or water but needs to be submerged a good portion of the time (live near water). Hands and feet are probably webbed. Swim speed is 6 y/s.
Amphibious (dry)	2	The creature can swim at 4 y/s under water—but does <i>not</i> require any more than normal. It may exist perfectly normally in either environment.

Beast of Burden [2]

TYPE: **Natural**

Hoofed animal: Walk 5 y/s, trot (run) 10 y/s, sprint 15y/s. Can pull 4x its Lift (based on STR). Has a Mule Kick attack. Could be used to do horses, oxen, etc.

Centaur [2]

TYPE: **Magical**

Movement is as per Quadruped but the upper torso is humanoid (this requires that the character pay humanoid size costs). Blocks against attacks from behind are at -2.

Insect / Arachnid [4]

TYPE: **Natural**

The creature has an exo-skeleton (which counts for 1 / 4 unless the character buys other armor). The character can hold his breath for CON minutes without difficulty, is immune to normal toxins (but is poisoned by insecticides used in large quantities: POWER 15, Base Damage 16). The character has multiple legs (6 or 8) and is a -4 to be knocked down. The character has multifaceted eyes: 360-degree field of vision.

Low Atmosphere Survival [4]

TYPE: **Extreme**

The creature can survive in space for CON hours without difficulty (this also applies to underwater or deep arctic conditions).

Mammal [0]

TYPE: **Natural**

A standard body type.

Radial Symmetry [2]

TYPE: **Natural**

A rare (for land life) symmetry that is like that of a starfish. The character gets +10% Grapple (use of a, can see in a 360-degree radius)

Reptile [-2]

TYPE: **Natural**

-2 Initiative (-3 and 1/2 Endurance during winter or when otherwise cold). Able to survive in very hot and dry climates (but will bake in the sun).

Serpent [2]

TYPE: **Natural**

Slither at 7y/s. Can grapple and hold (and Squeeze).+4 to grapple scores (and +6 STR Constriction attack). Narrow body: additional -1 to be hit in ranged combat. Strike has Medium distance range.

Constriction: Make an initial Grapple attack. Then establish a Hold. Once a Hold has been established, the snake crushes for STR/2 damage each turn as an 8 REA action. Damage modifier is +2 per level of Hold.

Body Covering

Albino [-2]

TYPE: **Natural**

The character is pure white with red eyes (usually). The being's resistance to sunlight is minimal: for each 3hrs the character is exposed to bright sunlight (20min if naked or nearly so) the

character will suffer a Minor Wound's worth of damage.

Armor [varies]

TYPE: **Varied**

Armor can come in the form of a shell or carapace, thick hide (rhino hide is up to an inch thick!), armored plates, or even stranger mutations.

Bio-Armor of any sort does *not* stack with Cybernetic armor. Take the *better of the two*.

Type	Cost	Value	Notes
Thick Hide	2	1 / 2	Visible Rhino-like hide
Thick Fur	1	0 / 4	
Carapace ♠	3	4 / 8	+20% BLD, Coverage 5
Exo-Skeleton	3	3 / 6	-1 Initiative
Scales	3	2 / 4	
Heavy Chitin Plates	4	3 / 6	
♠			
Bone Plates	3	4 / 8	Coverage 3
♠			
Heavy Armored Shell ♠	6	5 / 12	+20% BLD, Coverage 5
Studded	2	4/8	Mutant has metal "studs" coming from its body (usually along limbs and spine). Hits for +2 Base damage with a punch or kick. Coverage 1
Steel Skin	12	7 / 14	Mutant has metallic in appearance.
Energy Lattice	16	8 / 64	Skin is luminous in the dark
Neutronium Shell ♠	14	12/ 30	Mutant has interlocking plates of some odd bio-alloy.
Diamodoid Carapace ♠	22	20/40	Mutant's skin has a glimmering shell of carbon tetrahedrons (incredibly strong).
Bio-Ceramic bones and plates	24	16/32	Armor is under the skin (some signs of damage show)

♠ Normal armor *cannot* be worn over these armors. When upgraded (see Levels section) they will get Plates.

Blubber [1]

TYPE: **Natural**

The mutant has a layer of protective fat under its skin. This gives +12 BLD or +40% (whichever is

more). It gives +3 DP or +10% (again, whichever is more). The mutant's movement rate is cut in half. The layer of blubber gives 20pts of PEN Defense (no actual armor). This does not stack with other natural armor (use the higher value).

Desert/Arctic Survival [1] TYPE: **Natural**

The mutant can exist in one or the other climate (and in less extreme ones) without needing special gear.

Extra Skin [-1] TYPE: **Mutation**

You have folds and folds of extra skin. If cut off (and this would require a surgical procedure) it grows back quickly. It adds 20% or +6 BLD (whichever is more) and that counts as carried weight. It also gives +10% Damage Points (or +3, whichever is more).

If the mutant does not have access to personal hygiene (a source of water) it will become quite unpleasant after three days.

Force Field [36] TYPE: **Extreme**

The mutant can produce a biologically generated "vector field" of force around its body. The field offers CON x 2 protection. When damage goes through, the field is *degraded* by 1/5th the total damage (not just damage taken). If damage does not *exceed* the field, but reaches half or more of its present value, the field is degraded by 1/10th damage done (round normally in both cases). The field may be *reinforced* by 20% for a 5 REA action. Raising the field is a 5 REA Short action. It cost running endurance (can be up for CON minutes before the creature must rest). It appears as a shimmering, translucent field of some color.

Fur [Varies] TYPE: **Varied**

The animal is covered with fur.

Type	Cost	Notes
Thick Fur	1	The animal is covered with thick, coarse fur. Pleasant to look at, a bit bristly to touch. This gives 4pts of <i>Penetration Defense</i> but no actual armor.
Soft Fur	0	The animal has furry skin and can survive cold temperatures without difficulty (and suffers a bit more in hot climates). The fur is pleasant to touch.
Pelt	-1	The animal has <i>exquisite</i> fur. Although it is barbaric, there exists a market for such pelts (the clothes are

Hairless [-1/0] TYPE: **Mutation**

The mutant grows no hair anywhere. This is merely distinctive if the mutant is armored (and often somewhat disconcerting if the mutant is a mutant animal that is normally furred) and grants Opts. If the mutant is *not* armored, the value is -1 and the mutant suffers sunburn badly (must stay covered up and doesn't handle being out on bright days well—GM can determine effects, but essentially they are mild ones).

Luminescent [Varies] TYPE: **Mutation**

The creature has a light source.

Type	Cost	Notes
"Lure"	1	This can act as a flash light, or as a dim controllable signal.
Bio-Lantern	2	360-degree radius of visible light out to CON yards.
Incandescent	4	The creature can actually glow so brightly that it is hard to look at. Once per day, the mutant can glow super bright. This creates -2 Visual Modifiers and anyone Aiming at the mutant must make a WIL roll. Only Shaded Vision or sun-glasses or a Level 3 skill will help with this modifier (low light eyes are at -3 Visual Modifier)

Lumps [-1] Type: **Mutation**

The mutant has disfiguring lumps under the skin (-3 to Charm, -1 to Persuade, -2 to Recruit). These are hard and provide a certain amount of defense if hit. The mutant gets +3 BLD and Damage Points or +10%, whichever is more. Wearing normal armor is impossible. The mutant has 2/4 Armor with a coverage of 2 (a hit by 0, 1, or 2 will hit the armor). The mutant may have other natural armor but it won't stack with the lumps.

Ooze [-2 or -4]

TYPE: Mutation

The mutant oozes slime. This requires special cloths (or a minimal loin cloth—or maybe the mutant is armored). Ordinarily the Ooze is not toxic or foul but at the -4 it is both (although harmless to mutant). In any event, both usually result in the mutant being ostracized (-4 or -6 to most Psychology rolls, save for Intimidate). The toxicity of the ooze is not valuable in combat but will make those exposed to it quite sick over time.

Rotting Skin [-2]

TYPE: Mutation

The mutant grows skin rapidly and it rots, shedding off harmlessly—but the mutant is hideous (and may appear as an animate corpse). Give -4 to all Psychology rolls other than Intimidate (unless the recipient also has rotting skin). The mutant is usually not welcomed most places.

Quills [2]

TYPE: Natural

The creature has a body coating of sharp quills or needles. These serve as a deterrent to hand-to-hand attack. When attacked with a blow, the quills will deal 1pt of painful PEN damage to the attacker on a 12- (they may also be assumed to have a coverage of 5). In close combat (grappling or a Hold of any sort) there will be 4 attack rolls.

Reflective [2]

TYPE: Extreme

The creature's skin is a mirrored reflective coating. This looks *bizarre*—but not *ugly* (it may also have some tint or highlight to it). Oddly enough, the creature takes half Base Damage from lasers (which many attribute to the light reflecting—but scientists decry as absurd). Anyway, the mutant is a -3 to Stealth rolls.

Translucent [2]

TYPE: Extreme

Almost all of the animal's tissues are light-permeable. You can see right through it. This gives +2 to Stealth and can be a disquieting or engaging show as it eats (depending on one's disposition).

DIET

Carnivore [-2]

TYPE: Natural

The character *must* eat meat—nothing else will metabolize. The character gets +2 to Hunting/Tracking rolls but must spend 12 hrs per week stalking prey per 2 size classes. In the BoneYard meals will be 75% more expensive.

Energy Absorption [Varies]

TYPE: Extreme

The mutant has a physiology designed to absorb energy through unexplained methods.

Type	Cost	Notes
Ergovore	1	The creature can eat from beam power or wall current. In an area where tesla power is available the mutant doesn't need to eat.
Absorption Defense	6	The creature will replenish endurance when hit with an energy weapon. This acts as +8 / 16 Armor vs. energy attacks.
Drain	6	The mutant can drain external energy sources just by being near them. For a 5 REA Medium Action, the mutant can drain one power source per point of WIL above 10. A WIL roll will cause an energy weapon to cycle for 2 turns (of no firing). It will shut off a standard piece of gear that runs on wall circuitry. Protected systems (Cyborgs and vehicles, some military weapons) are not affected.

Grazing [0]

TYPE: Natural

The creature can live off the plains (eating grass). The drawback is that meals take 1 hour per point of Mass and the character will lose 1 REA per day of not eating (the GM can be more specific about effects of hunger—non recovery of Endurance and such are also part of the problems).

Omnivore [0]

TYPE: Natural

All characters (NPCs and PCs) are assumed to be Omnivores even if the animal in question is a carnivore. Even if you are playing an intelligent tiger, taking the Carnivore defect is optional.

Vampiric [1]

TYPE: Mutation

The mutant can drain the blood and life force of a target. To bite, the vampire must be in Close Combat with the target and score a hit for at least

1pt of damage. Then, for 5 REA, until the Grapple or Grab is broken, the vampire can inflict 8 IMP damage (ignoring all armor) with the same to-hit modifier as the original attack. The vampire will gain DP equal to half what he drains for. Sustenance can be gained from the recently dead: DP can only be gained from living victims.

Bio Weapons and Defenses

Beak [1]

TYPE: **Natural**

The animal has a powerful bite attack (although not as strong as *Jaws* give). This does *not* confer claws or talons.

Blood Venom [4]

TYPE: **Mutation**

The being's blood is acidic poison (to which the creature, itself, is immune). When struck for penetrating damage, there is an immediate 11-attack (+2 To-Hit if struck in Close Combat, +1 To-Hit if struck from Medium Range, and +0 to hit if Struck from Long Range—not applicable if shot from a distance of greater than 2 yards). The acid will burn for 4pts of damage the first turn, and 6pts the second (same to-hit modifier, different Damage Mod roll). If the subject takes any damage, apply a Base Damage 8, POWER 13 Toxin.

Breath Fire [1 or 2]

TYPE: **Mutation**

The mutant exhales flammable gas which its mouth ignites. The attack is relatively short range (maximum of 1 yard per size class). The blast gets a +1 Large Weapon (to-hit) bonus at Small and Very Small size classes. It gets +2 to hit (the Large Weapon Bonus is *not* added to damage Modifier) above that.

At size Big and above, the cost is 2pts and the flame blast hits as a 1 YARD RAD explosive attack.

Claws and Teeth [1 or 2]

TYPE: **Natural**

Gives the animal Claws and Teeth attacks based on size. For 1 pt the Claws are Digging claws (bears and dogs). For 2pts they are grappling Claws (cats) and add +20% to Offensive Grapple with a "Claw Grab" attack.

Grappling claws allow the animal to perform grabs, holds, and pins.

Defensive Spray [varies]

TYPE: **Varied**

The animal uses some sort of defensive spray to defend itself. The spray is a 5 REA Medium action and can usually be done 3 times a day (it recharges naturally). Toxin sprays and glue/webbing are covered elsewhere.

Degree	Cost	Notes
Ink Jet	1	In the water the creature can produce an opaque cloud of ink. This acts as a -6 Perception roll for things on either side.
Skunk Spray	2	The creature's spray is a <i>foul</i> odor. It operates at 1 yard per Size Class range, hits at +3 due to Large Weapon modifier. A hit target must make a WIL roll at -3 or fight at -2 for the next three rounds. If the circumstances are not life and death, a WIL roll at -2 is required to continue interaction. Others around the skunked character must make WIL-1 rolls or clear the room (again, in a non-combat situation).
Refract	4	The spray is a prismatic mist that refracts energy attacks. It covers a Size-Class yard radius and halves the damage of any energy weapons fired through it.
Fog	2/8	The creature creates a dark mist. This has a 4 yard radius (or Size Class yards, whichever is bigger). It gives a -1 to Perception rolls for each yard the attacker must target through (both in and out). Use rules for visual modifiers in combat (make perception roll at -1 per yard—if made, fight that turn at no negative. If missed, target at the listed negative). The cost of 8 applies if the mutant can see through its own fog.

Electric Shock/Lighting Bolt [4]

TYPE: **Mutation**

The mutant can electrify its skin and/or project lightning bolts (how these are guided is something of a mystery: perhaps psionic ionization trails?). This attack must charge for 1 second between uses and cannot be "held."

To use the Electro-Shock the mutant must be involved in a Grab or Grapple attack (the mutant can be the initiator or not). In this case the attack hits for +50% listed Base Damage and does not miss. The Damage Modifier roll is +2 for a Grab, +4 for a Grapple, +6 for a Hold.

If lightning is *thrown* the damage is as listed. The range modifier is -1/10 yards. ROF is 1x every 2

seconds. Remember that electrical damage halves the defense of metal armor and the CON roll is at -1 for each Minor Wound's worth of damage the target took.

An electrical mutant can power standard devices for an hour for 2 Endurance (special leads must be purchased).

Enhanced Toughness [Varies]

TYPE: Evolved

The creature's biological systems are reinforced with tougher-than-naturally-occurring tissues (although these are produced biologically as well). The intent of this mutation is to make small and very small animals more viable.

Size	Cost	Notes
Very Small	2	+5 DP
Very Small	4	+10 DP
Small	2	+10 DP
Small	8	+15 DP
Medium Small	4	+10 DP
Medium Small	8	+20 DP
Medium	8	+10 DP
Medium	12	+20 DP

Flash [8]

TYPE: Mutant

The mutant can blind targets with dazzling flashes of light. This is a 5 REA Medium action useable twice before a 10 minute recharge is needed. It affects all targets facing a 90-degree arc of the character. The mutant rolls against his REA +3. Targets may roll against *their own* REA's to "block" by looking away (flash-goggles make one immune to this attack). The effects are described in the Supers Attacks.

Frost Breath [1]

TYPE: Magic

The mutant breaths a "cone of white mist" which creates ice and freeze burns flesh on contact. Damage is one Size Class *less* than Fire but, on a hit by 4+, the damage is treated as a Grapple Strength grab. If a hit is by 8+, it is considered a *Hold*. The DR of the material is 2x damage done. Range is 1 yard per Size Class and the character may breath once every 3 turns (starting if desired on turn 1).

Horns / Tusks / Antlers [1]

TYPE: Natural

Gives the "Gore" attack. Damage is determined by Size Class.

Ion Field [16]

TYPE: Extreme

The mutant's body is laced with a lattice work of energy motes. The mutant seems to glow with embers in the dark. In HTH combat, any bio-weapon will be treated as "ultra-sharp."

Damage with natural PEN attacks is +4 (or 40%) and *times 4* if the attack hits by 4 or more (so a claw that hit for 3 damage would hit for 7 Base Damage on a hit by 0-3, and 28 Base Damage on a hit by 4+).

Jaws [2]

TYPE: Natural

The animal has an over-sized maw (crocodiles, great white sharks, a t-rex!). Gives the Jaws attack.

Mandibles [0]

TYPE: Natural

The mouth has pincers which can hold with a bite at +10% or +1 Grapple Score. This is offset by the unsettling appearance the insect like mandibles have with most other beings.

Optical Blast [6]

TYPE: Extreme

The mutant fires twin power-beams from its eyes. The composition of the attack is some sort of weird low-energy plasma wave that detonates with surprising concussive force (as well as some heat and light). The attack is at +1 to hit with any *aim* action (so a 3 REA short-action to aim hits at +2 instead of +1). Range is -1/25 yards. ROF is 1x per second.

Pincer [2 or 3]

TYPE: Natural

A Pincer is a large crab claw that can be used to grip and crush targets. It strikes for the listed damage and, if it hits by 4+ it may perform a Hold Move. It hits by 0-3 it may perform a Grab move. Grapple is equal to original grapple +2/+20% A held target may be squeezed for 5 REA using the same Damage modifier (but a new damage roll each time).

A character with a Pincer must pay +1 pt to not lose a hand to it (it hits equally well as a primary or secondary hand).

Plasma Breath [4]

TYPE: Mutation

The mutant exhales an explosive jet of plasma. ROF is 1 per turn as an 8 REA Medium action. The range mod is -1/10y. If the attack *misses* by 1 the target takes ½ damage (everything within 2 yards of impact point takes ½ damage). Whether

hit or miss, the *minimum* Damage Modifier is +4 (due to the explosive nature of the attack).

Rad Pulse [4]

Type: Mutation

The mutant leaks radiation and is immune to it (sensors in some places will not admit radioactive mutants).

A RAD Pulse expands in a 360-degree radius from the mutant. It is a 5 REA Medium action, usable once every 2 turns (it must be charged—the mutant starts to glow!).

Those that travel or live with the mutant must either be immune to radiation as well or take anti-rad treatments. Failure to do so (out in the wastelands such treatments are usually not available) will result in radiation sickness.

Regeneration [Varies]

TYPE: Varied

The mutant can heal damage quickly or maybe even re-grow limbs.

Type	Cost	Notes
Quick Healer	2	Healing rate is quadrupled. If the character purchases the fast healing trait this is x8.
Limb Re-growth	2	The mutant cannot be permanently crippled. Everything will re-grow in time (a week or 2 for a limb). +20% or +4 DP (whichever is more)
Combat Regeneration	8	The mutant heals 10% total DP every 3 seconds. CON rolls to see how long the Mutant is unconscious are at +3. The mutant doesn't bleed normally (there is minimal fluid loss)

Sneaky [2]

TYPE: Natural

-3 to be heard when using Stealth, -2 to be seen. Camouflage patterns may be striking.

Sonic Shriek [2]

TYPE: Extreme

The mutant emits a focused beam of high-intensity sound. This does double damage to inanimate objects (walls, vehicles, robots, etc.) It has double range underwater.

It may be fired once a second (5 REA Medium action) but must be recharged for 1 second after two consecutive uses. Its range is -1/15y.

Spikes [3]

TYPE: Mutation

The Mutant is covered with sharp spikes (usually of a bony—but possibly metallic nature). Rather than a "coat of quills," these spikes are designed to stab and or slice an attacker and are a deterrent to grappling. In a grapple with a spiked creature, the creature gets a free 0 REA Medium attack which may be taken in conjunction with any other attack action for damage (again, as per claws).

Furthermore, a free attack will be taken with a 12-To-Hit the *first* time the creature is Grappled (this doesn't count if the creature *grapples*—nor does it count against the single free attack per turn).

Spit Acid [4]

TYPE: Mutation

The mutant can project acidic slime (gross!). This burns for two turns. The second turn, it burns at the +0 Initiative phase (so if a character made his Initiative roll by +1 or more, he will act before it burns). On the second turn of burn, it reduces armor by its damage points (so a 12pt acid attack will ignore 12pts of armor—but will not do 12pts *extra* damage if the target is not armored. Damage is figured from the chart.

Stinger [4 or 6]

TYPE: Natural

A stinger is a toxin injector. The toxin is 12pt base damage with a POWER of 14. A 4pt Stinger is used in Close Combat. The 6pt version is on a tail (like a scorpion) and has Medium Reach at SC Medium to Medium Big (and Long Reach thereafter). It has a PEN value based on Size Class—and will do the damage as per the table

SC	PEN Damage	PEN Value
V Small	1	3
Small	2	6
Med-Small	3	9
Medium	6	18
Medium Big	8	24
Big	10	30
Large	14	42
Huge	18	54
Mammoth	22	66
Gigantic	30	90
Elephantine	38	114

Tail Weapon [Varies]

TYPE: Varies

The mutant has some sort of striking tail (if the tail contains a toxin injector, see Stinger). All tails give +1 to AGI rolls vs. being knocked down. Their Reach is short if the animal is Very Small or Small, Medium at Medium Small to Medium Big, and Long thereafter.

Tail	Cost	Notes
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Razor Lashing Tail	2	A thin tail with a sharp, flexible blade running along it. Damage as per size class.
Heavy Striking Tail	1	A powerful tail (as an alligator has). Damage as per size class.
Spiked Tail	2	Tail terminates in a mass of spikes. Both intimidating and deadly, but with a Back Swing of +2 REA. Damage as per Size Class

Talons [2]

TYPE: Natural

The animal has especially powerful claws: treat as though it were 2 size classes bigger.

Toxic Breath [8]

TYPE: Mutation

The character can breath chemical poison. This uses the Poison rules with a POWER of 14 Base Damage of 12pts. The amount of gas the creature breaths is shown below. The breath attack costs 5 REA and may be launched 1x every 4 turns (but is assumed to be "held" when combat starts so it may be used immediately).

SC	Notes
V Small	A single foot of gas—must be on target's face.
Small	A jet of gas—may hit one target.
Medium Small	A wide jet: +1 to hit
Medium	Wide jet: +2 to hit
Medium Big	Breath Cloud: roll to hit at no negative for AGI bonus, +3 to hit.
Big	Breath large cloud: must be actively dodged.
Large	2 yard radius, can hit multiple targets. To-hit roll at +1 to land on target. Max range is 6 yards.
Huge	4 yard radius, can hit multiple targets. To-hit roll at +1 to land on target. Max range is 12 yards.
Mammoth	6 yard radius, can hit multiple targets. To-hit roll at +1 to land on target. Max range is 14 yards.
Gigantic	8 yard radius, can hit multiple targets. To-hit roll at +1 to land on target. Max range is 20 yards.
Elephantine	12 yard radius, can hit multiple targets. To-hit roll at +1 to land on target. Max range is 30 yards.

Ultra-Cameo [8]

TYPE: Extreme

The mutant's skin or even fur changes color and texture to hide it. The mutant gets +2 to Stealth rolls and +6 to Camouflage rolls given 2 minutes to make the change. More importantly, in combat, the mutant is at -2 Visual modifier to be hit at greater than 4 yards range (each person makes a

Venom [Varies]

TYPE: Natural

The animal has venomous fangs. The damage is as per the stinger of the listed size. The creature must bite in Close combat and score 1pt of PEN damage. If the creature is a snake, or has a tail weapon, this may be done at Long range (striking)

Toxin	Cost	Notes
Medium toxin	4	12 Base Damage, PWR 14-
Strong Toxin	6	16 Base Damage, PWR 14-
V-Strong Toxin	12	20 Base Damage, PWR 16-
U-Strong Toxin	24	32 Base Damage, PWR 18-

Senses and Perception

Blood Hound [2]

TYPE: Natural

Track at INT+4 by sense of smell.

Chemical Communication [2]

TYPE: Natural

The character can communicate with chemical signals between other mutants. Oddly there seems to be a "lingua franca" between beings with this ability. The character's limbs or mouth can spray a chemical scent. Touch transmits complex messages silently. Areas can be marked so that only other chemical communicators can comprehend the message.

Eagle Eyes [2]

TYPE: Natural

+2 to all visual Perception Rolls.

Heat Pit [1]

TYPE: Natural

Can detect and discern people by thermal signature. Works flawlessly at [15 yards].

Herbivore Eyes [-2]

TYPE: Natural

Eyes are out to the side giving a wider field of view but worse aim. Ranged attacks are at -3 to hit with. Perception rolls are at +1. A roll is give at no negative to see someone sneaking up or what is happening "behind" the character.

High Range Hearing [1] TYPE: **Natural**

The character can hear above the human range. This can allow certain types of signaling and gives a +1 to hearing perception rolls.

Night Vision [2] TYPE: **Natural**

Ignore -3pts of low-light modifiers.

Poor Vision [-2] TYPE: **Natural**

-2 to all rolls needing to see (including ranged weapons). Cannot see well past 30 feet (-6 to per-rolls)

Predator Senses [2] TYPE: **Natural**

+2 to perception rolls to notice people. +2 to Tracking/Hunting/Survivalist rolls.

Prehensile Tail [2] TYPE: **Natural**

The character can hang from its tail, grip with it, etc. This adds +5% or +2 to Grapple score (whichever is better) and gives +4 to AGI rolls to avoid falling in an environment where things are available to grab (trees).

Radio Hearing [1 or 2] TYPE: **Mutation**

The mutant's ears function as a radio. The mutant can hear a range of frequencies. For 2pts the mutant can broadcast on them with about 1 mile range. The broadcast sounds like speech (but is silent to those without radios).

Sonar [2] TYPE: **Natural**

"See" perfectly in the dark (-3 to discern fine detail, can't read). Others with Sonar will know exactly where you are (+2 to Aim against another party with Sonar).

Telepathic Antennae [3] TYPE: **Extreme**

The mutant doesn't have telepathy, but does have antennae that are attuned to telepathic resonances. The mutant can detect any use of telepathy within WIL yards, can listen in on telepathic conversation so long as one of the two characters talking is within range (WIL yards), and has a WIL pt. Mind Shield. Finally, a WIL roll can be made to detect the presence of a person within range (unlike telepathy, it will not give distance and direction, merely a feeling that a mind is present—this is not so useful in populated areas but can be handy out in the

woods).

Unusual Eyes [Varies] TYPE: **Varies**

The mutant has eyes unusual beyond simple night vision or keen sight.

Type	Cost	Notes
Third Eye	3	The mutant has an unusual third eye. This acts, in a fashion, as intuition. It gives a +1 to perception and PER rolls at +3 rolls to see followers, detect trickery, etc.
Multiple Eyes	1	The mutant has more than one set of eyes (often 4, one above the other). This gives +1 to Perception rolls and allows the mutant to ignore -1pt of Range mods.
Unusual Colored Eyes	0	The mutant has eyes of a strange color (red?)
Striking Eyes	1	The mutant's eyes are <i>striking</i> in color and shape: +1 to Psychology rolls of the mutant's choice (choose once—not each time).
Eye stalks	1	The mutant can look around corners (stalks are at -6 to be targeted)
Magnifying Eyes	1	The mutant has magnifying glass eyes that can make out fine detail.
Poor Eyes	-2	The mutant is beset by cataracts. -2 to perception and ranged weapon rolls.
Shielded Eyes	1	The mutant's black eyes are immune to flash attacks and take no negative modifiers due to bright lights.
Glowing Eyes	2	The mutant's eyes glow with energy. This gives +1 to Intimidate, and reduces darkness modifiers by 2pts.
Ultra Large Eyes	-1	The character's eyes are huge—over 3" across each. This changes the profile of the character's head and will require special helmets for a good fit.

Vibration Antennae [2] TYPE: **Natural**

A form of sensory and communication, Vibration Antennae give the being a 360-degree sensory roll to detect any moving being. This gives general size, speed, distance, and direction. It works at Size Class *squared* yards range and has a perception roll of 14-.

Manipulation

Extra Arms [2]

TYPE: **Natural**

You have an extra set of arms: +2 Grapple or +20% whichever is better.

Good Arms and Hands [2]

TYPE: **Evolved**

The character has working arms and hands as good as a human's. Their positioning is "forward" to the animal, their reach is Medium up to Large sized creatures and Long above that.

No Fine Manipulators [0]

TYPE: **Natural**

If you don't pay for some kind of hands, this is what you get. Gear usage is at best an 8 REA Long action requiring a COR roll at -2. You take even worse modifiers if it's something a normal person would use two hands for (opening a jar).

Primitive Hands / Trunk [1]

TYPE: **Natural**

-3 to all COR rolls and rolls to do things that a normal person wouldn't roll for (tie shoes). The STR of the hands are STR is 8 + $\frac{1}{2}$ *Archetype pts paid for body* (Elephantine sized hands have a 16 STR).

Tentacles [4+]

TYPE: **Natural**

The creature has a mass of tentacles (as few as 1 or two—but possibly as many as 4). After the first batch are bought, more may be purchased (+1 point for +4 tentacles). Each "batch" gives +30% Grapple (or +3, whichever is better). Tentacles have a reach of Short a SC 1 or 2, and Medium until SC 4 at which point they have a Long Reach.

Tentacles allow a character to perform a Hold move without first having to Grab (and to perform it at range). Also, each batch can be used to hold two separate targets—so a character with two batches could Hold four targets at once.

Telekinetic Arm [2]

TYPE: **Evolved**

Character has two 12 STR telekinetic limbs. They have all the limitations of a normal, man-sized arm—with the note that it can extend 360-degrees around the character. Their COR is

normal. They appear as a visible disturbance in the air—a faint sparkle, flicker, glow, or shadow.

Other

Anemic [-2]

TYPE: **Mutation**

The mutant's blood doesn't oxygenate properly. After CON-3 rounds of strenuous activity (sprinting, combat, etc.) or CON-10 rounds of moderate activity (running, heavy labor) the mutant will be exhausted and have to stop.

Balance [1]

TYPE: **Natural**

+3 to AGI rolls to stay balanced.

Carrier [-3]

TYPE: **Mutation**

The mutant carries some strain of fairly contagious disease. The mutant is highly resistant to all ordinary strains of disease (including their own). Any character who spends time around the mutant (or, in crowds, a random sampling of passersby) will need to make CON rolls at +1 or get infected. The disease is serious if not treated and potentially fatal. This will make the mutant a pariah when detected (and is one reason why many people distrust obvious mutants).

Exceptional Strength [varies]

TYPE: **Varies**

The Mutant is especially strong.

Type	Cost	Notes
Extra Muscles	4	The mutant has grown bulging extra muscles! This gives the being a strange anatomy but extra strength. If the mutant is <i>humanoid</i> The mutant gets +5 STR, +3 BLD and +5 DP or +10% (STR, BLD, and DP) whichever is more. Non humanoids physical bio-weapons improve damage by +1 Size Class.
Massive Physique	12	As above but +10, +10, and +10 (or 20%). Physical bio-weapons increase damage by 2 size classes if non-humanoid.
Super Strong	24	The character appears normal but has extreme strength. The character gets +12 STR and +20 DP if humanoid or +3 Size Classes worth of physical Bio-Weapons damage (+30% STR and DP) if non-humanoid.

Hideous [Varies]

TYPE: Mutation

The mutant is unappealing for a variety of potential reasons.

Type	Cost	Notes
Re-arranged face	-1	The character looks like a Picasso. -2 to Charm and Persuade.
Disgusting visage	-3	The mutant's face is grotesque, inciting revulsion and fear (in those inclined to be scared by an ugly face!) To pass in normal society the mutant must wear a mask. -4 to Charm and Persuade. WIL rolls must be made by those of lesser constitution when seeing the character's face or lose their lunch.
Horned One	-1	The mutant looks like a "daemon" (horns and red skin, perhaps). To superstitious people this is a mark of evil. +2 to Intimidate, -2 To Persuade.
Growths	-2	The mutant has ugly cancerous looking growths sprouting out of its skin (face, hands, and body). -3 To Charm. -1 to Recruit, -1 to persuade. Sensitive onlookers must make WIL rolls or be physically revolted.

Hum [-1]

TYPE: Mutation

The mutant's bio-system creates a strange (and annoying) hum. This gives -3 to Stealth and will really upset people in theaters. Those that spend lots of time with the mutant will get used to it (but give -1 to roll requiring concentration for those who have not spent 48+ waking hours with the mutant).

Hump [-1]

TYPE: Natural

The mutant appears as a hunchback—but the hump is a life support mechanism. A mutant with a Hump can go without food or water for 1 week (this will diminish the Hump somewhat). The mutant gets +6 BLD and Damage Points or +20% (whichever is more) and this counts as carried weight. Because the Hump makes agile movement harder, the mutant gets -1 to their AGI bonus (being easier to hit).

Iron Stomach [3]

TYPE: Mutation

The mutant can eat almost *anything*. The mutant has very strong metallic teeth (+30% damage or +6 PEN damage with a bite, whichever is *less*).

Furthermore anything is food: wood, grass, raw meat, maybe even metal. The mutant, given time, can chew through inch-thick iron bars (some materials are resistant—but almost no natural ones). The mutant will never go hungry.

Manna Organ [Varies]

TYPE: Mutation

The mutant has udders that produce some kind of beneficial and valuable fluid! These udders or other form of production need not be prominent nor even commonly visible.

Type	Cost	Note
Healing	4	The mutant produces healing milk at a rate of 3DP per hour up to 6 hours per day. A full day of production will leave the mutant tapped for 18hrs.
Food	1	The mutant produces fully nutritious, tasty milk. Can support 2 characters per point of Mass if the mutant is being fed properly.
Drug	2	The manna produced gets you high! This will be worth money to the mutant but can be dangerous if local dealers decide to "harvest" the source. Pays as a mid-level job.

Many Mouths to Feed [0 - 4]

TYPE: Mutation

The mutant has more than one mouth. Possibly *many*. This gives +2 to hit with a Bite Move if the character is already grabbed or grappling and the mouths may use any mouth-based bio-weapons the character has. If the character has none, this is +0 (it's disturbing). Otherwise the cost is 2pts. For 4pts the character gets a free bite attack with any other bite move in Close Combat.

Metamorphosis [Varies]

TYPE: Varied

The mutant changes forms. This can activate or deactivate other mutations (and sometimes even Archetype Point expenditures—size change—although this requires GM permission). Mutant defects that only apply in the shifted form get half points (the GM may not allow them at all—check first).

Type	Cost	Note
Lycanthrope	-3	The mutant changes involuntarily on some environmental condition. Transformation is a painful process that takes 20-CON minutes and the character is treated as Dazed. The form will last for 6 hours after which the mutant will be exhausted and sleep for 12.

Bad Moon Rising 2 The change is as above but is *voluntary*. It takes 20-CON *seconds* to transform. It can be deactivated at will and does not exhaust the mutant.

Monster Out 4 The GM may disallow this in some games (it's silly). The transformation is a 5 REA Short action—it is quickly and quietly reversible. In some genres clothes will transform as well.

Chrysalis 6 The character has two forms of equal point (*Mutation Point*) value. Switching between the two takes 4 days (the character builds a chrysalis and emerges as the second form). Often, the other form flies.

Multiple Faces [2 or -1] TYPE: Mutation

The character has more than one face (up to 4 per purchase). In some cases the mutant simply has more than one face like growth (and only one can truly speak—or if more are connected to the same vocal chords the mutant will be hard to understand). This is the -1pt defect version. In other cases, however, the faces have alternate personalities.

In this case, each face gets 1pt to put into a skill (it may be added to other points the character has). When exercising the skill the character's face is the "operative" personality. The mutant gets +2 to perception rolls due to multiple sets of eyes—but the faces must be uncovered (having them concealed will be pretty uncomfortable anyway).

Musical Instrument [1] TYPE: Mutation

The creature's mouth performs as some sort of musical instrument. With skill the being can play it quite pleasantly.

Nocturnal [-2] TYPE: Natural

-2 to all rolls during the day. Night vision is free.

Normal Speech [0] TYPE: Evolved

The character can talk and be understood normally. Sounds normally composed with the lips and tongue may be composed elsewhere—making "lip-reading" impossible—but the being can still talk normally.

Odor [Varies] TYPE: Mutation

The Mutant has something unusual about their smell.

Type	Cost	Notes
Roses	1	The mutant gets +1 to Enchant rolls due to the pleasant smell.
Stink	-2	The mutant smells strongly and unpleasantly. It may not be <i>disgusting</i> but it's enough for people to generally shun the mutant.
None	1	The mutant is immune to being tracked by sense of smell.

Phase Out [16] TYPE: Extreme

The mutant can change the "planar-vibrations" of its molecules through a poorly understood psionic process. Phasing Out allows the mutant to pass through solid matter as though it were water (the mutant can feel it, will fall—slowly, through thin air—but will not sink into the ground). A Phased Out mutant ignores all physical attacks from normal opponents, interacts with other phased out opponents normally, and cannot affect Force Fields or Power Fields at all (and cannot pass through them). Psionics affect Phased Out targets normally—if the mutant *has* psionic attack forms, the cost is 48pts *if allowed at all*. Energy attacks do 1/4th Base Damage.

Phasing is an 8 REA Long action and the mutant can remain Phased Out for CON minutes every 4 hours. When Phased Out the mutant is translucent (+2 to Stealth rolls or -2 to spot in shadows). Sounds can be heard but are distant, radios work but broadcast and receiving are filled with static, etc.

A Mutant can stay phased out for CON or WIL minutes before a 4 hour rest is required.

Plastic Physiology [8] TYPE: Mutation

The creature is actually "stretchable"—although it cannot extend limbs, the creature is able to liquefy and reform bones and organs are amazingly deformable. The creature cannot be armored, but takes 1/4th damage from Impact attacks. The creature is treated as having CON pts of PEN defense (and the 1/4th applies if the creature is *not* Penetrated). The mutant gets +50% Offensive Grapple and +100% Defensive (it slips through opponent's fingers). Finally the mutant can get through any hole it can get its fist through—but at 1 BLD per 20 seconds.

Powerful Attack [3 per level]

TYPE: Mutation

Your bio attack does extra damage: it is treated as though you were 1 size level larger for each level (up to +3 Size classes, no larger than Elephantine).

Quick [16]

TYPE: Extreme

The Mutant is faster than normal! A Quick Mutant gets +4 REA and Enhanced Dodge at -4: this means -4 Damage Modifier from all attacks (taken *before* checking for doubling with Penetration damage) and -4 to be hit in HTH and Ranged combat (or your AGI Bonus, whichever is better). The mutant should have an AGI of at least 12 to take this.

Resistance [Varies]

TYPE: Mutation

The mutant is extremely resistant to environmental toxins (radiological, chemical, or biological). Resistance treats hazards as 2 levels *lower* than they really are.

Type	Cost	Notes
RAD-Resist	2	Resistance to Radiation
Chem-Resist	2	Resistance to toxins
Bio-Resist	2	Resistance to bio-hazards
Total Resistance	5	Resistance to everything.

Shape Shifting [Varies]

TYPE: Varied

The character can change shape, either altering their appearance somewhat—or entirely. Shape shifting is a 5 REA Medium action. The mutant has a "normal" appearance and remaining shifted costs Endurance as walking.

Type	Cost	Notes
Alter Appearance	4	The mutant can change hair-color, eye color, prominent features, and skin-tone. Appearance can be shifted one level.
Shifter	8	The character can totally alter their look—they keep gender and basic mass, <i>and cannot easily simulate another actual person</i> —but they can look chiseled or obese, fair skinned or dark, etc. Appearance can be shifted 2 levels.
Advanced Shifter	12	The mutant can shift gender. A specific person still can't be simulated, but you can get pretty close (Perception roll at -3 to tell the difference from afar).
Extreme Shifter	16	You can simulate clothes and uniforms up to ¾ of an inch off the skin. You can take the appearance of another person—but it's still inexact: voice will not be similar.
Complete Shifter	24	You can adopt the appearance, voice, and bio-metrics of another person. The GM must okay this ability.

Sneaky [2]

TYPE: Natural

The animal is very quiet when moving or hunting. It gets Stealth L3 at 14-.

Two Headed [1 or 4]

TYPE: Mutation

The mutant has two heads. For 2pts the second head shares a brain with the first (there are two separate brains, yes, but they are connected and are essentially one organism). This has a 10-chance of reducing a 6 or 8x penetrating damage modifier to 4x (the shot was to the head, and the mutant has a spare). For 4pts the head is a separate, friendly personality. It gets 4 character points to buy skills with (or even +1 RES or WIL if that'll do it).

Unusual Hands [varies] TYPE: Mutation

Covers bad manipulators, 2 and 3 finger designs, spindly fingers, etc. Long arms as well.

Type	Cost	Notes
Spindly Fingers	1	Unusual looking 9+ inch long fingers (with extra joints). Gives +1 to rolls to fix machines.
Two/Three Fingered Hands	-1	The mutant's hands are noteworthy of appearance but function almost normally. Fine work is at -1 to COR rolls.
Club Hands	1	+2 or +10% damage with a punch. -1 To COR rolls for fine work.

Unusual Life Cycle [Varies] TYPE: Mutation (+)

The mutant has an altered life cycle.

Type	Cost	Notes
Longevity	1	The mutant lives a very long time (until killed, probably)
Short lifespan	-1	The mutant will live less than 20 years. Other than being somewhat sad this doesn't impact the game mechanically.
Phoenix	4	The mutant lives for about 4 weeks and then dies, producing an egg. This egg gives birth to another creature with the same personality and memories but with different appearances (The player may re-design the mutations). It takes a day to grow to maturity (a day of ravenous eating)

Unusual Sleep Cycle [Varies] TYPE: Varied

The mutant's sleep cycle is abnormal in some way.

Type	Cost	Notes
Narcoleptic	-2	The mutant falls asleep at odd times with no notice. Any period of inactivity will give a WIL or CON roll vs. falling asleep. This is normal sleep.
Hibernation Cycle	1	The mutant is inclined to sleep in "suspended animation" for a season. Although the urge can be fought (if it cannot, -2pts) the mutant can shutdown and go for months without food or water if given a week to prepare.
Dreamweaver	2	The mutant tends to have prophetic dreams (the mutant may believe this to be "shamanistic.") The nature of them is confusing and unreliable but can give interesting clues to probable futures.

Weapon Atavism [Varies] TYPE: Mutation

The mutant doesn't use weapons well in combat due to an over-ride by primal instincts (this is most applicable to mutant animals but can apply to humanoids as well). The amount depends on the degree.

Type	Cost	Notes
Complete	-4	The mutant may only fight with natural weapons—in a fight, the mutant is running on pure instinct.
Cybernetics Only	-2	The mutant is also a cyborg and incorporates its weapons into natural fighting.
No Level 3 Skills	-1	The mutant may not achieve L3 Weapon skills.
No Ranged or Edged Weapons	-3	The mutant may (brutally) use a club or bio-weapons but is random with edged or ranged weapons in a fight.
No weapons skill greater than 12- L2	-2	The mutant just "doesn't get the hang" of using weapons.

CYBORGS

Revised Cybernetics System

The *Haves* melded flesh and machine as easily as they tamed fusion and commanded the genome. Possibly developed as an alternative to medical re-growth, possibly meant to augment the user in ways that biology would never match, Cybernetics were intelligent, auto-repairing, and self-installing. To an extent.

Un-coded (not attached to a living being) Cyber-Systems come in metal pods a little bigger than a football. When touched, they activate, extending tendrils like metallic striking snakes. The target is infected and within 3 days of terrible fever and hallucinations the cybermods are installed. Once Coded the cybermods can't be removed and re-used (although they can be harvested for spare parts to help in repair of damage).

The infection of cyber-systems is traumatic. High fever, chance of rejection, and the often terminal need for configuration with equipment that largely no longer exists makes the remaining caches of cybernetics more dangerous than beneficial for most who stumble across them. Add to this the fact that during the wars following the collapse cybernetics of every conceivable configuration were mass-produced, they tend to be fairly common.



HAVE-NOT CYBORGS

Cyborg characters were exposed either accidentally or as part of a plan (often Road Knight's Orders will keep un-coded pods for augmentation of their members).

If a character is to be cyber-augmented, spend your Archetype points buying *cybernetics points*—those points are to be used to buy cybernetics from the JAGS Cybernetics list. The GM should allow militarized weapons.

Archetype Points	Points of Cybernetics
2	25 pts to buy with
4	40 pts to buy with
6	55 pts to buy with
8	70 pts to buy with
10	90 pts to buy with
12	110 pts to buy with
14	130 pts to buy with

NOTE: Only in the central city of the BoneYard is there a working network. Although a character may take Intellect modifying cybernetics, there is no guarantee that they will be especially useful in the wastelands outside the BoneYard.

Modifications to the JAGS Cybernetic System

The original JAGS Cybernetic system is, we think, pretty good in a lot of ways—but it isn't quite right for Have-Not. For one thing it was balanced against the original Chi Martial Arts rules—that, we now think, was a mistake. We want to balance it against *Fast Company*. Secondly, the weapons listed cost too much and don't stack up well to what you can find on the street in Have-Not. With this in mind, here's a sub-set of Cybernetics rules for Have-Not.

Cyber Salons

Cybernetics come from pre-made "pods" that merge with subjects even without help—but there are still "salons" where one can go to have work done—modifications of existing hardware, purchase of new pods, or even upgrades to existing work.

Example1: Winterheart, a Road Knight, was slightly cyber-modified after a nasty accident. She spends 2 of her Archetype points to get 25 Cyber-Mod points. The augmentations are listed in JAGS Cybernetics.

Cost	Augmentation
12	Mk1 Endo Skeleton
8	Mk1 Interlaced Muscles
4	Armature MG .20-cal

NEW PHYSICAL CYBER SYSTEMS

Unless otherwise noted the costs and items in JAGS Cyborgs still stand. These rules create somewhat more powerful characters—although the costs are very similar. As noted in the side-bar, a strong cyborg in Have-Not had better be damn strong to compete with the more powerful mutants.

Minimal Size Requirement

A mutant of size class 1 to 3 may have at most Mk1 Physical Modifications.

Cybernetic Endoskeleton

The organism's skeleton is threaded with *neonium-chrome* and endo-plates of the bio-metal encase vital organs. The armor as listed here has no coverage—it protects all vital systems of the cyborg.

Reinforced Enfoskeleton	Armor	STR	DP	Cost
Mk 1 Endoskeleton	2/8	+1	+8	12
Mk 2 Endoskeleton	4/16	+2	+12	24
Mk 3 Endoskeleton	8/24	+4	+24	58
Mk 4 Endoskeleton	12/32	+8	+48	80

Interlaced Muscles

The organism's muscles have been interlaced with pseudo-biological polymers that respond as regular muscle tissue. These muscles are far stronger than the equivalent weight and density of bio-tissue. The BLD is weight, not size.

Interlaced Muscles	STR	BLD	DP	Required	Cost
Mk 1 Interlaced Muscles	+4	+0	+2	Mk1 Skel	8
Mk 2 Interlaced Muscles	+8	+2	+4	Mk2 Skel	16
Mk 3 Interlaced Muscles	+16	+4	+8	Mk3 Skel	24
Mk 4 Interlaced Muscles	+32	+8	+12	Mk4 Skel	36

Cybernetic Exoskeleton

The Cyborg has an armored exoskeleton. This is usually clearly a combat modification and doesn't appear human: normal armor will not fit over a cybernetic exoskeleton. Polymer Tissues can be taken instead which will appear and feel completely human. For purposes of Have-Not the BLD for Polymer Tissues is always 0 and DP bonuses are tripled.

Exo-Skeleton	Armor	Plate	DP	BLD	Required	Cost
Mk 1 Exoskeleton	7 / 24	12 / 30 Cov 3	+8	+5	Mk1 Skel	16
Mk 2 Exoskeleton	11 / 36	17 / 34 Cov 3	+12	+10	Mk2 Skel	30
Mk 3 Exoskeleton	16 / 48	30 / 60 Cov 4	+18	+15	Mk3 Skel	54
Mk 4 Exoskeleton	24 / 60	48 / 100 Cov 4	+24	+20	Mk4 Skel	72

NEW WEAPON SYSTEMS

Here is a new list of weapons, better suited for Have-Not. Cost is rated in "cybernetics points" (i.e. if a would-be cyborg spent 2 Archetype points and then immediately purchased a 9mm Tracker Gun for 2pts, he would have 23pts left to spend on other JAGS Cybernetics).

The only weapon from the JAGS Cybernetics list that *requires GM permission* (and is otherwise potentially excluded) is the toxin dart-gun. All HTH weapons and other cybernetic firearms function normally.

Other Notes

SIZE CLASS

A weapon's size class is the *smallest* body the weapon may be mounted on: a cybernetic mouse cannot mount a heavy rocket launcher. NOTE: it is possible that the *Haves* had created miniaturized versions of the listed weapons. The Size-Class restriction may be lifted at GM's option. Normal humans are Size Class 4.

REQ

All of these cyber-weapons (and any from the normal book) require Mk1 Enhanced Physiology as a platform on which to attach the weapon.

Name	Damage	Cost	ROF	RCL	Range	Ammo	Size Class	REQ	Notes
Bone Flechette Launcher	7 PEN	1	2	-0	-1/5y	30 shot	0	MK1	PEN Value is 16. Bone spurs grow at a rate of 4 rounds per day.
9mm Tracker Gun	6 PEN	2	2	-0	-1/20y	12	1	MK1	Skull mounted (along temple). +1 with any Aim action (+2 if laser-scope augmented).
Chest Mounted .357 Battery	13 PEN	4	2	-0	-1/13y	40 rounds	2	MK1	Two nozzles extend 3 inches from chest-plate (usually right side). Aiming is done with a laser-sight.
"Handgun" Internal .455	16 PEN	2	2	-2	-1/15y	22 rounds	1	MK1	Stored in upper forearm. Deploys attached to hand (palm, along thumb, or from back of hand). 3 REA Short action to Ready
Ares Forearm 20mm Grenade Launcher	18 X	1	1	--	-1/10y	6 shot	2	MK1	2 Yard RAD. Extends from "under" the forearm. Small grenades are stored in bicep area.
Armature MG .20 cal	18 PEN	4	3x	-1	-1/30y	40 shot	3	MK1	Mounted externally on a robotic swivel arm. Short action to Ready (stows by snapping across back).
Armature MG .25 cal	24 PEN	8	3x	-1.5	-1/30y	32 shot	4	MK1	Mounted on external robot-arm from upper or lower rib-cage mounted
Armature MG .30 cal	32 PEN	16	3x	-2	-1/50y	32 shot	4	MK1	As above.
9MM Hip-Mounted rotary cannon	9 PEN	8	7x	-.25	-1/20y	100 shots	2	MK1	Mounted externally on hip, snaps down across outer thigh for storage (3 REA short action to Ready).
Barracuda-1 Forearm SMG	8 PEN	2	4x	-.5	-1/15y	48 shot	2	MK1	External mount. Lays against forearm. In use can extend slightly.
Arm Rifle	31 PEN	8	2	-1	-1/150y	30 shot	3	MK1	Human sized (or larger) arm is extended and "locked in place." Entire forearm is the barrel, bicep area houses bolt. 5 Med REA action to Ready.
Flame-Thrower articulated tail	24 IMP	8	4	--	Max range is 4 yards	6 shots	3	MK1	1.5 yard metallic tail terminating in "hot" electrical coils. Tanks are internal and refill in 24ths.
Micro Mortar	24 X	4	½	--	-1/20y	12 shot	3	MK1	Back mounted. Can use observer laser for -1/400y
Shrike-CA Rocket	24 X	8	1	--	-1/25y	8 shot mag	3	MK1	Shoulder Mounted (tube retracts into back). 8 REA action to Ready. 2 Yard RAD
Shrike-CB Rocket	32 X	8	1	--	-1/25y	6 shot mag	3	MK1	As above
Shrike-CC Rocket	48 X	16	1	--	-1/25y	4 shot mag	4	MK1	As above
Armature Raptor-1 Rocket PAK	12 X	16	6	--	-1/15y	1 shot mag	4	MK1	Externally mounted on mech-arm, gets 6 distinct to-hit rolls when expended. Takes 5 min to re-load.
Armature Raptor-2 Rocket PAK	24X	24	6	--	-1/15y	1 shot mag	4	MK1	Externally mounted on mech-arm, gets 6 distinct to-hit rolls when expended. Takes 5 min to re-load.

OTHER CYBER GEAR

Unless The JAGS Cybernetics rules have a lot of nice toys—here are some more. Again, they may be translated to any other fairly high-powered game.

Optical Jack

The cyborg has one or two metal eyes that can take optical plug-ins. The most combat effective purpose of these is to allow an optical targeting link (the gun's scope plays directly into the user's optic nerve). They can also be used to get *great* resolution for TV broadcasts. Optical links are obvious to all who see them. The optical site ignores -3 pts of range/speed/visibility modifiers, gets +1 to hit, and an additional +1 with Aim actions.

Cost: 4pts

Optical Laser Sight

The cyborg's eye emits a laser-light which is connected to an internal targeter and range-finder. It acts as a standard laser site with which is applicable to any weapon carried (and it looks cool). It gives +1 to hit with any Aim action.

Cost: 2pts

Fire All Of Your Guns At Once (and get blown into space)

The cyborg is hooked up with a combat computer that allows one additional weapon to be fired as a 0 REA Medium action along with any other firing action (the 'borg can fire two weapons for 5 REA). This may be purchased for each weapon allowing a volley of fire each second. The drawbacks: automated fire is at -2 to hit, it must be fired at *different* targets (so a cyborg with 1 weapon firing for 5 REA—natural—is at 0 to hit for that gun, the other 2 are at -2 to hit and the cyborg must choose three separate targets).

Cost: 2 per weapon

Artificial Blood (Heavy Fuel)

Any Cyborg can have artificial blood. This is a fluid that prevents bleeding (it seeps slowly from wounds) and has self-repairing properties in the cyborg's body. It adds 1 BLD to the character (no size) and gives +3 Damage Points per Size Class of the character (normal humans get +12 DP). It gives a CON roll at +2 to prevent DP loss from a Dying result.

Cost: 12pts

Digigrade Legs

If a cyborg has 2 cybernetic legs already, they can be re-configured into "running" legs (these legs are formed a bit like animal legs and look strange). Digigrade legs give +50% to ground speed at all movement rages.

Cost: 4pts

Mustard Gas Tanks

A vicious special weapon: Mustard Gas tanks can be used to flood the area with blister-gas. The cybernetic modification comes with sub-dermal rubbery membranes that snap out over the cyborg's face making it look like it is wearing a gas-mask. The rest of the cyborg must either be metal or covered with protective cloth. Mustard Gas burns everything within the 4 yard radius for 4pts of damage per turn. This goes to 12pts per turn if the breathing systems are not protected. The damage modifier is a straight +2 if the victim is holding its breath—but is +6 if not (most will). The tanks hold one charge and the gas is released from the cyborg. The cloud is a -2 perception modifier, -5 if the eyes are not shielded (goggles will work).

Cost: 4pts

Telepaths

The *Haves* delved into the secrets of the brain: telepathy, remote viewing, and extra-sensory perception were laid bare for them to investigate. Their experiment was to grow the parts of the brain that evidence these abilities and see what humanity would do with these new gifts. In the aftermath of the Collapse the abilities have taken on a new meaning.

Psionics are rare but not unheard of out in the Middle Ring of civilization. Every Psionic must first be a Telepath (at least Level 1). After that, ESP or Telekinesis *may* be purchased (as well as the minor aspects for each of them).

As with Cybernetics, a Telepathic character spends Archetype Points on being Psionic. This, in turn, yields a certain number of points (see the chart) with which to purchase psionics from the JAGS Psionics book.

Archetype Points	Points of Psionics	Extra DP (Mutants of less than Medium Size get ½ listed)
1	4	+1 DP
2	8	+2 DP
3	12	+3 DP
4	16	+4 DP
5	20	+5 DP
6	24	+6 DP
7	28	+7DP
8	32	+8 DP

IMPORTANT RULE MOD: Combat Telepathy

Currently in the JAGS system, two telepaths are better off shooting at each other (against which, unless armored, they have *no* defense) than mind-blasting each other (against which they have shields). After some play-test we have amended the following rules:

1. **Telepathic Radiance:** A character with Level 2 Telepathy or better can turn on a Telepathic Radiance as a 3 REA Short Action. This simply involves a “loud” broadcast from his mind. All characters wishing to target him with a ranged attack are at -2 to hit. This is in addition to any negatives for AGI or other modifiers. The effect is as though the character was glowing so brightly they were hard to look at.
2. **Lock-On:** When a Level 2+ Telepath locks on to a target, that target is at -4 to attack the telepath *with non-telepathic attack*. This stacks with Radiance for a -6 if the Telepath spends the REA. Conversely, the telepath is also at -4 to target the subject with anything but a telepathic attack. In this case the “telepathic glare” is “blinding.”

IMPORANT RULE MOD: Upgraded Telekinesis

In a world where your Telekinetic will have to compete with the “Pulse Blaster” six points of Impact damage won’t cut it. The *damage* for the

Telepathic Blockers

The *Haves* understood Telepathy well—they understood its consequences. There are numerous devices that detect the presence of Telepathy and mind-scans and most combat vehicles have inbuilt Telepathic Screens.

These screens count as PWR 12, 24pt Mind Shields for those inside the vehicles.

Telepathic Grapple

In Have-Not, Telepaths have another trick beside the traditional Telepathic Strike (which hits for damage). They can use their Power against the target's WIL + Size Class in a grappling contest.

The grapple attack requires lock-on and then the PSI can be trying for holds.

A successful Hold will also prevent a ranged weapon from targeting anyone (it'll tie up the weapon).

While performing a grapple, the PSI can take no more than a step action and holding the grapple counts as sprinting (it's tiring).

Extra DP ("Mind Over Body")

Telepaths get extra DP due to their innate ability to control their own bio-systems. If the being is less than Medium size, give half listed (round up)

Telekinetic strike in multiplied by 3 in Have-Not as well as the power for purposes of *Lift*. What isn't modified is the *Grapple*.

New Telepathic Abilities

These are purchased using standard Mutation points. The only catch is that the character *must* have Telepathy.

Molecular Agitation [3]	TYPE: Psionic
<p>The mutant can project a field around its body that acts like a molecular buzz saw. This field is visible and audible when activated. It acts as 4/12 armor against slow moving physical attacks (HTH weapons). Attackers who strike barehanded will suffer 4pts of damage with a -4 Damage Modifier. Grabbing or being grabbed by the mutant does 8pts of damage with a +2 Damage modifier. Grappling with or being grappled by the mutant does 12pts of damage with a +4 Damage Modifier.</p>	

Huge Brain [8pts]	TYPE: Psionic
<p>Your cranial chamber is vastly expanded and literally pulses with fluids being piped to the brain (this is unsettling to look on say the least). The character cannot wear a normal helmet. It gives 16pts of Psionic Powers from JAGS Psionics.</p>	

Plant Telepathy [2]	TYPE: Psionic
<p>The mutant can commune with masses of plant bio-mass. When this is done (it's an 8 REA Long action) the character can query the plants about recent events or even long past events of great significance (make sure you ask a tree!). Firstly the bio-mass must be substantial (this isn't much use in the desert or in an installation). Secondly, the plants will be helpful assuming the character isn't burning the woods or otherwise causing destruction to them—but their view on things may be highly skewed (all bipeds look alike to them). It will give +2 to woodlands rolls.</p>	

Force Bolt [4]	TYPE: Psionic
<p>The mutant fires a bolt of telekinetic concussive force. This does WIL x 2 Impact damage and knocks the target back [Damage / Mass] yards. The target must make an AGI or Acrobatics roll at -1 per yard knocked back or fall down. Rate of fire is once per second. Range is -1/10 yards.</p>	

Read Device [2]	TYPE: Psionic
<p>The character is able to determine what a device does by handling it. It gives general senses about the nature and function—it won't read media and it doesn't work well for actual <i>Have</i> technology (it gives no clue as to the nature of the domes, for example). However it will determine if weapons are live and it will detect dangerous objects (and make playing with them safer). Make a WIL or RES roll when handling an object to learn something of its nature.</p>	

Reflection [6]	TYPE: Psionic
<p>Concentrated Energy weapons targeted at the mutant may be re-directed back at the attacker. This requires a 5 REA Blocking action. The mutant has WIL + Power +2. If successful, the mutant immediately makes a second to-hit roll using COR or a weapons skill.</p>	

Aura [12 or 24]	TYPE: Psionic
<p>The character has a defensive Psionic aura that reduces Damage Mods against him from incoming attacks. This does <i>not</i> stack with other Damage Mods (whether due to GSH, Quick, or Enhanced Dodge). It is reduced or negated by armor. At the 16pt level the damage mods are -4 against all attacks.</p> <p>At the 24pt level the Damage Mods are -8 against all incoming attacks. This is applied <i>before</i> checking for PEN attack doubling.</p>	

Mind Over Matter

JAGS Have-Not introduces a new major Psionic discipline: Mind Over Matter (also known as *Control* powers). The mutant can affect natural forces, elements, or even artifacts with its mind. Each discipline requires a Skill based on COR (the manipulation is not done *with* the hands but uses the same neural pathways). It is a Difficult Skill (like a combat skill) and works as both a combat skill and an artistic skill as required. At Level 3 it ignores -3pts of negative modifiers (due to range and speed and vision and such for combat) and -6 at Level 4.

Level	Psionic Points Cost
Level 1	8
Level 2	16
Level 3	24
Level 4	32

Control Powers

Each form of manipulation comes with several abilities here is a description of them:

Sense: Mind over Matter gives the character some sort of sense related to the area of control. Often this sense is "active" requiring an actual declaration on the part of the player ("I use my sonar.")

Manipulate: Then comes the actual ability to manipulate the specified material or substance or energy. This has 4 levels (a character can use any the listed abilities at his level or below).

Primary Attack: Most forms of manipulate allow some offensive action. Usually a Primary Attack is a Resisted attack (also called a Power vs. Stat attack).

Secondary Attack: The secondary attack (if there is one) usually does damage (as when Magnetic Control throws a lightning bolt).

Resistance: Armor or some other sort of defense (often vs. specifically what is controlled—but sometimes against everything).

Defense: Usually the ability to *deflect*.

Rules for Deflect

Performing a Deflect action takes (unless otherwise specified) 3 REA. The character can deflect the specified form of attack (any metal object for Magnetic control, for example). This acts as a block *but is not affected by the to-hit*. If you make your skill roll, the attack misses—it doesn't matter what the attacker hit by. Here are the specific abilities for deflection at different levels.

NOTE: To use the specific ability the character must have both the Skill and the Control form at the listed level.

Level 1	Deflection is not possible.
Level 2	Block attacks directed at one's self.
Level 3	Defend Other. The character can deflect attacks that are nearby at -1 per WIL-10 yard of distance to the target.
Level 4	Mass Deflect: the character can deflect all incoming attacks for 5 REA.

Fire Control

Description The psionic can control oxidation and radiant heat energy.

Sense: The character can, within [WIL x Level] feet detect highly combustible or explosive chemicals or objects.

Manipulate:

Level 1	Flame Shaper: the character can put out small fires or cause them to dance with a WIL roll to 'sculpt' them.
Level 2	Fire Starter: The character acts as a lighter. Anything that could normally be lit on fire with a butane lighter can be ignited with a WIL roll and a 5 REA Medium action.
Level 3	Burn: The mutant can hold and wield up to WIL Damage fire (it can burn on his body and not harm him, burning liquids can be held in hands). If the character is in combat or otherwise under stress, a WIL roll must be made at the start of each turn. If failed, the fire will go out. If failed by 5+, the character will be burned with <i>no</i> defense.
Level 4	Mass Extinguish: The character can stop up to WIL ² damage from fire. This is a 5 REA Short action.

Primary Attack: Flame Thrower.

Level	Damage	Range	ROF	Notes
Level 1	05 + [WIL-8]	-1/10y	1	Character throws flame with his hands (or eyes)
Level 2	10 + [WIL-3]	-1/10y	1	
Level 3	15 + [WIL-3]	-1/10y	1	If bolt is charged for 1 turn, bolt is explosive RAD 2y
Level 4	20 + [WIL-3]	-1/10y	1	

Secondary Attack: None

Resistance: +5 Armor per level vs. fire.

Defense: None

Air Control

Description The psionic can manipulate air and winds.

Sense: The character will know the precise level of toxin in the air, and can get +2x Level to smell based perception rolls by taking a 5 REA Medium action.

Manipulate:

Level 1	Wind: the character can create and direct moderate winds. These can be used for dramatic effect, to clear a room of toxins, etc.
Level 2	Strong Wind: the character can create a forceful that creates -2 targeting modifiers across a WILx5 yard front. This takes a 5 REA medium action to start and cost 5 REA each turn to maintain (pay at start of turn).
Level 3	Tornado: The character can create a WIL-10 Grapple Tornado that can pick up and hold targets. The character must be still while doing this and be able to see the tornado. It moves at WIL-10 yards per second. It is WIL -5 yards tall, 1 yard wide.
Level 4	Whirlwind: The character's Tornado is WIL-5 Grapple. It is WIL x2 yards tall, 2 yards wide.

Primary Attack: Suffocate – a Resisted attack against CON. Another character with Air Control can roll his Power instead of WIL against it. If used Area of Effect, it acts as 5 POWER less.

Level	Power	Result	Effect
Level 1	WIL	Minor	Character is gasping. -1 to all skill rolls for the rest of the turn.
Level 2	WIL+1	Standard	Character is stunned.
Level 3	WIL+2	Major	Character is dazed, roll at -2 to recover. Will be unconscious if 5 rolls failed.
Level 4	WIL+4*	Critical	As above but unconscious if 3 rolls failed.
	* WIL yard RAD	Catastrophic	As above but -3 to CON rolls.

Secondary Attack: Force Blast: does [3 x Lvl]+ [WIL-10] damage. Target is knocked back [Damage / Mass] yards (-1 AGI roll per yard knocked back to stay up).

Resistance: None

Defense: Deflect incoming physical attack with Manipulation skill at -2 (+1 per Level starting at Lvl 2)

Magnetic Control

Description The character can manipulate magnetic force.

Sense: The character can detect live circuits (and can tell something about the amount of juice), quantities of ferrous metal, or electromagnets within a WIL x (Level x 100) yard radius.

Manipulate:

Level 1	Bio-Magnet: the character acts as a powerful electromagnetic of WIL +10 strength (note: just because he can attract or repel metal at a high strength doesn't mean the character can <i>lift it</i> .)
Level 2	Control metal: the character can move WIL +5 STR worth of metal (accelerating it up to STR / Mass yards per second). This takes full concentration (10 REA action).
Level 3	The character can manipulate multiple pieces of metal allowing basic mechanics. Metal control is increased to WIL +10 STR.
Level 4	Mechanic: the character can assemble and disassemble complex machines all at once using magnetic fields to manipulate pieces. Metal Control is increased to WIL +20 STR.

Primary Attack: Surge – a resisted attack against a Robot's INT, a Cyborg's CON, or a score of 1 to 15 for an ordinary machine (a toaster is 3, a computer is 6, a "hardened computer" is from 8 to 15, a TV is 7, a normal car is 9, a battle car is 15). A cyborg (or other being) with this ability can block with his POWER instead of CON.

Level	Power	Result	Effect
Level 1	WIL	Minor	Sparks fly. Electronics will shut down for 1 second. Radios and TV's are filled with static for 5 seconds.
Level 2	WIL+1	Standard	Treat as stunned. Devices will go down for 5 second (military machines will be out of control for 1 second)
Level 3	WIL+2	Major	Treat as dazed. Machine makes a roll to come on line after 5 seconds at -2.
Level 4	WIL+4*	Critical	Shut down. Fuses need to be replaced. Treat as unconscious.
	* WIL yard RAD	Catastrophic	Fused. The machine is destroyed.

Secondary Attack: Shock. The character throws lightning for [3 x Level] + [WIL-5] damage. CON rolls are at -1 (and an additional -1 for each Minor Wound). Metal armor is half value.

Resistance: 4 Armor vs. electricity per level.

Defense: Deflect incoming metal attacks (bullets, yes, even lead ones ... it's mysterious) with a skill roll at -0.

Fluid ('Water') Control

Description The character can manipulate fluid. It must be present in large amounts (hence the generalization of the use of 'water')

Sense: The character can find water within WIL miles. For most carbon based life, a WIL + Level Perception roll will give basic medical information about a target's health (the sense can diagnose illnesses).

Manipulate:

Level 1	Surf's Up: In or below the water the character can move at WIL + [2x Level] yards / sec.
Level 2	Waves: the character can raise strong seas in a WIL/2 mile area. This gives -2 to boating per Level of the character. It can also add 10% per level of the character to a water craft's speed.
Level 3	Water Form: The character can build sculptures out of water. These have WIL+10 STR, WIL/5 DP (and they must take all their damage in one turn or they re-form completely next turn), strike for WIL-10 damage (despite their strength—they're water) and move at WIL yards/sec. They are comprised of WIL ² gallons of water.
Level 4	Tsunami: A wave doing WIL x 100 DP with RAD of 20 yards(!) can be called out of the ocean. This is exhausting and takes 20-WIL minutes (although once called, a 5 REA action, it will come even if the character is killed—it can be aborted, however).

Primary Attack: Swamp – in the water, when both parties are submerged, the character can use this ability. The target is held and crushed by water. Crushing is a 5 REA Medium action and gets +1 Damage modifier per level of Hold.

Level	Grapple	Crush Damage	Range
Level 1	WIL -4	WIL	WIL yards
Level 2	WIL	WIL +4	WIL x 2 yards
Level 3	WIL +4	WIL +8	WIL x 4 yards
Level 4	WIL x 2	WIL +12	WIL x 8 yards. Can hold WIL-5 individuals.

Secondary Attack: Water Blast: This requires 10 Gallons of water per pt. of damage done. The damage is does [7 x Lvl]+ [WIL-10] damage. Target is knocked back [Damage / Mass] yards (-1 AGI roll per yard knocked back

to stay up).

Resistance: The character can breath underwater by separating oxygen from the water itself. This takes some practice at Level 1 (in a stressful situation a WIL roll may be called for or the character may choke).

Defense: Under water the character can deflect incoming physical attacks with Skill +2 (3 REA Short Action)

Technology Control

Description The character can control technology. NOTE: The machine must be *electric*—a revolver is not subject to control. A Toaster is (so is a car—the controls don't have to be electric). The character is know as an M-path (machine empathy).

Sense: The character can make RES rolls on exposure to a device (usually contact but possibly close inspection). Three rolls may be made in the first minute, then one roll per hour. When the total made by adds up to +4 the character will have some idea of what it does. At +8 the character as a good understanding of it. At +10 the character can repair and modify it (and knows what it does)—this assumes the basic tools and that the technology is not *too* esoteric).

Manipulate:

Level 1	Remote Use: computers type by themselves, cars can drive themselves. This takes 5 REA per second and requires partial concentration (like driving). It works at a WIL x Level yard range. The force by which dials are turned or pressed is WIL+ Level STR.
Level 2	Ghost in the Machine: technology can configure itself as wanted via the character's subconscious. Computers program themselves (the character must have programming skill), phones make calls the character wants them to make when he gets there, devices turn themselves on and off around the character in an appropriate manner.
Level 3	M-path: The character gets +Level to any rolls dealing with machines (Engineering rolls, programming rolls, even hacking rolls).
Level 4	Self Repair and modification: Machines in the presence of the character will slowly be modified and upgraded over time. This is subtle and can be disturbing. The more skills the character has the more substantial the changes will be—but an old car might start running better or a TV might start receiving new channels.

Primary Attack: Jinx – the character can shut down machines. This acts as Magnetic Control's surge. The exception is that on a Critical or Catastrophic effect the character will gain temporary (10 seconds, then re-roll the attack at +2) or complete *control* of a robot.

Secondary Attack: None.

Resistance: If battling for control of a device with another M-path the character then use Grappling rules with WIL +[2x Level] as the Grapple Score. The controlling character must be free of a hold, grapple, or grab to control a machine.

Defense: A 3 REA action gives a Skill +1 deflect against any technical threat (a cyborg's guns, a robot's attack, a laser gun, etc.)

Gravity Control

Description The character can affect the force of gravity.

Sense: the character can detect any other gravity manipulation within a WIL x Level radius.

Manipulate:

Level 1	Modify self's weight: The character can add [(WIL-10) x Level] to their mass (treat as extra pts of Grapple and damage but lose 1 REA for each pt of Mass above STR-10 the character has). The character can also lighten themselves. This allows for WIL yard jumps across and WIL/2 yard jumps straight up.
Level 2	Modify Weight: An object's weight can be increased or decreased by [WIL-10]%. The maximum size of an object that can be affected is WIL x Level Mass. If the object is less than 1 Mass, it can be levitated (set to 0 weight and allowed to hover in air). This requires modest concentration to keep going.
Level 3	Hover: The character can float. The maximum height is WIL / 2 yards. Speed is WIL / Mass yards per second.
Level 4	Flight: The character can use anti-gravity to fly. This moves the subject at [WIL x 4 / Mass] per second.

Primary Attack: Crush – the character can use the ability to make targets heavy and trap them. This acts as a [WIL + (4x Level)] Grapple going for the Hold. The character can maintain Level² "holds" at once (moderate concentration).

Secondary Attack: Gravity Beam: does Impact damage of 3x Level ignoring all armor.

Resistance: The character gets 4pts of armor against gravity beams per Level.

Defense: For 3 REA the character can deflect any incoming physical attack at Skill +1.

Light Control	
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Description The character can manipulate and control light.

Sense: Spot-light eyes (and bio-luminescence): the character's eyes act as powerful flashlights (reduce -6 pts of darkness modifier within 10 feet, reduce that by 1 per 10). The character can glow softly casting light within a WIL foot radius around their body.

Manipulate:

Level 1	Light Show: the character can make pretty firework style effects within a WIL x Level yard radius. This gives everyone (including the Light Control character) a -1 per Level to see when turned all the way up.
Level 2	Darkness: The character can, within a WIL x Level yard radius give -1 / Level to perception rolls due to making it darker. At -6 it is totally dark and no one can see. This takes a 5 REA action to start but just minor concentration (like driving) to keep going.
Level 3	Illusions: The character can make translucence illusions appear. This is crafted as an art form with the character's skill. The objects are translucent and glowing but may move as per animation.
Level 4	Shimmer: The character can affect partial invisibility. This takes deep concentration (5 REA) and a skill roll. For each point the skill roll is made by the character is at -1 to be seen. If made by 6+ the character is invisible. This cost endurance as per running and the character must make new rolls at -5 if taking actions in an aggressive or stressful nature.

Primary Attack: Dazzle. The character emits a strong burst of light that blinds anyone within a 60-degree arc of the character's front (roll at +4 to hit targets within that area). This is a 5 REA Medium action that can be done WIL-10x per minute. The character makes a Skill roll to target each person within that arc (standard roll). It may not be dodged or blocked—but the character can make an REA or Shield roll against the attack to *close their eyes* (or get a shield up) avoiding the effect. A character with Light Control can roll his or her Power against the attack instead of CON.

Level	Power	Result	Effect
Level 1	WIL	Minor	Target is at -2 to all ranged attacks and -1 to HTH attacks until the next turn. Visual perception rolls are at -2.
Level 2	WIL+1	Standard	The Target is at -2 to all combat modifiers (blocks and attacks) and must make a CON roll at the beginning of each round to recover. Visual perception rolls are at -4.
Level 3	WIL+2	Major	The Target is blinded for 3 seconds (-6 to all combat rolls). For POWER / 2 seconds the character is at -3visibility modifiers (e.g. the character must make a perception roll at -3 each turn or fight at -3 to all combat rolls).
Level 4	WIL+4*	Critical	As above but the blindness lasts POWER seconds.
	* 360-degree radius for -4 PWR	Catastrophic	Target is blinded for POWER hours, after which a CON roll is made. If the roll is successful the character has -2 vision for POWER days. Otherwise the character is blinded another POWER hours and rolls again. If a roll is blown by 10 the blinding may be permanent.

Secondary Attack: Laser beam for [3 x Lvl] + (WIL-10) PEN damage. -1/25 yards. ROF of once per turn.

Resistance: Gains 4pts of armor (8 PEN defense) against lasers per level

Defense: Shine. For 5 REA (Short Action) the character can glow brightly making them at -1 per Level Visual Perception modifier to be targeted (they'll be easy to see—but hard to look at). The attacker must make a PER roll at the negative modifier each turn or take that negative to attack them.

Sonic Control

Description The character can manipulate and control sound.

Sense: Sonar. The character can emit a *ping* (normal people can't hear this—someone else with Sonar will hear it automatically). This gives sight perception. It takes 5 REA to do well enough to target with.

Manipulate:

Level 1	Sound Effects. The character can generate a sound within WIL x Level yards. This sound will be a passable imitation of some normal sound—but a RES or MEM roll at -3 will detect something <i>odd</i> about it. Complex sounds like speech can't be mimicked with this.
Level 2	Silence. The character gets +2 to stealth rolls due to being silent. The character can create a Level ² sphere of silence.
Level 3	Mimic Sound. The character can create a projection of complex sound (a song the character knows, for example—or someone's voice). An exact duplicate of another's voice is very hard (usually requiring Skill rolls at -6).
Level 4	Vibratory Sense: the character is aware of all objects that are moving within WIL x Level yards. This works through walls and floors, etc. The character may be deluged with sensation—and screen it out in crowds—but in a building that's not packed he'll be away of comings and goings and who is nearby. With a PER roll this can distinguish well known individuals or, say a cyborg from a normal person.

Primary Attack: Thunder. The character can create a thunder clap. It affects a 60-degree radius from the character (roll at +4 to hit targets within that area). It is a resisted attack against CON (holding one's hands over one's ears gives a +3. This is a 5 REA Medium action). It may be done once every other turn up to WIL-10 x per hour.

Level	Power	Result	Effect
Level 1	WIL	Minor	Hearing perception rolls are at -2 for 3 hrs.
Level 2	WIL+1	Standard	Target is Stunned and hearing perception rolls are at -2 for 3 days.
Level 3	WIL+2	Major	Target is Dazed and must roll vs. CON or fall down. Deafened for 2 days.
Level 4	WIL+4*	Critical	As above but roll at CON-2 and deafened for 4 days
	* 360-degree radius for -4 PWR	Catastrophic	Target is unconscious and may be permanently deaf.

Secondary Attack: Shatter. Vibration blast does [3 x Lvl] + (WIL-10) damage and halves all armor. This is doubled underwater or against non-living objects. (So a underwater statue hit by this attack would take 4x damage!)

Resistance: 4pts of non-halved armor against sound attacks per level

Defense: Sonic Wall. The character can deflect incoming projectiles at Skill -3 for 3 REA.

Mass Control (Matter or 'Earth')

Description The character can manipulate and control semi-homogeneous solids.

Sense: Analysis: the character can determine the structure of an object. This won't tell much about, say, circuit boards but will analyze structural strength of a wall or building, tell the material something is made of, etc.

Manipulate:

Level 1	Harden. Material can be reinforced on a molecular level. Earth can be turned to stone or metal can be tempered. This gives worn armor +1 DEF (and +2 at Level 4). Objects can be given +Level x 10% DP taking 1 HR per point of Mass (and this must be done consecutively so doing a 35 Mass car means pulling a <i>long</i> shift—make 5 WIL rolls—if one is missed the character fails and is <i>exhausted</i>). An object may only be reinforced once at a given level (and further attempts at higher levels simply replace the bonus).
Level 2	Shape Matter: the character can mold material like concrete with his hands as though it were clay. This requires skill rolls at -5 to make useful parts—and it won't stick things together. It will only work on un-connected masses whose BLD is less than WIL x Level lbs (so it doesn't work on walls). We rule that it would work on a door knob or door since it's just connected by being bolted on and could be removed with simple tools—but this essentially becomes a GM's call.
Level 3	Sand Castles. The character can move loose earth in the amount of WIL Mass per minute. It can be stacked, shaped, etc. A skill roll at -5 is needed to make architectural designs that will be stable (even with harden). If loose sand is started with, it can be hardened on a piece by piece basis (instead of doing the whole thing at once). The character can open tunnels in the earth. The character can go through normal earth at WIL feet per second (2x that at Level 4). This takes 5 REA per second and works at WIL yards distance. A skill roll at -5 will create a permanently stable structure. If the roll is made by 0-4 it'll last WIL x 5 minutes. If missed it will remain so long as the character concentrates. While digging the character gets no AGI bonus. This requires loose dirt or a breach in the concrete.
Level 4	Earthquake: The character can create an earthquake that will wreak havoc within a WIL x 50 yard radius. People within WIL yards of the character must make AGI rolls at -4 to remain standing (+1 to that roll per WIL yards). This will open cracks in the street on a 9- roll, bust fire-hydrants and sewer mains, crack glass, and even damage buildings permanently.

Primary Attack: Melt. Against a physical object or robot, the character can simply liquefy the target. This acts as a normal attack but does WIL x Level x 10pts of damage per second ignoring all armor. Against Cyborgs his is WIL x Level. Against gear, the character rolls to hit at -4 (aim!). This doesn't work through force or power fields.

Secondary Attack: Bonds of earth. The character can have the floor or wall "grab" at targets. If it hits by 0-3 it is a Grab. If it hits by 4+ it is a Hold (and the character is at negatives to hit and attack other persons). If it hits by 10+ it can roll for a Pin. This is a Grab with Grapple of [(1 x Level) + (WIL-10)]. It cost 5 REA per grab. The material may be broken (it is treated as having Level Armor and WIL x 3 DP. No STC, just destroy it all).

Resistance: 3pts of armor per level against all physical attacks. 1pt vs. energy or kinetic force (sonic).

Defense: Absorb blow. Any physical attack can be ignored with a 3 REA action and a Skill roll at +2.

Bio-Control (Body Control)

Description: The character's mind exerts amazing control over his body. The character's Control skill may be a Martial Art at the player's option.

Sense: The character is intricately aware of the state of his own body and will know if it is being subjected to any toxin, radiation, etc.

Manipulate:

Level 1	Stasis. The character can shut down with a WIL + Level roll and can "sleep" (the character will need no oxygen and may easily be mistaken for dead) for Level x 5 hours. At Level 4 this may be "indefinite." While in stasis, the character ages at 1/10 th normal rate. The character must make PER rolls at -6 to wake up if something happens nearby.
Level 2	Burn. The character can double his running rate and get +2 REA for WIL seconds. This can be done Level times per day. Starting to burn is an 8 REA Medium action which goes to 5 REA at Level 3 and 3 REA at Level 4.
Level 3	Ignore Pain. The character gets +1 to damage effect rolls to reduce a Stunned result to No Effect or a Dazed result to Stunned. The character can have operations without anesthesia, is immune to torture, etc.
Level 4	Positioning Control: the character can do things with excellent balance and perfect positioning. This gives +4 to climbing and +2 to Acrobatics skill and +1 to HTH combat skills. If the character doesn't have these, simply make AGI rolls at +2 to avoid slipping or falling.

Primary Attack: Nerve Lightning. With a touch, the character can flood the target's body with "Neural Feedback." At Level 1, the character must Grab first and then use the attack. At Level 2 a Punch will do. At Level 3 or 4 a touch will work: this counts as +2 to hit. The character must touch bare-skin. The roll is resisted by CON or WIL, whichever is higher. A target with Nerve Lightning can use his Power instead of his stat. Nerve Lightning is draining and can only be used WIL-10x an hour.

Level	Power	Result	Effect
Level 1	WIL	Minor	Shocked: target suffers a nasty feeling of shock and is tingling. -1 to all rolls for next 4 seconds.
Level 2	WIL+1	Standard	Frazzled: As above but Stunned and then -2.
Level 3	WIL+2	Major	Dazed, CON roll -2 or fall down.
Level 4	WIL+4*	Critical	Convulsing: Dazed and roll at -3 to Recover
		Catastrophic	Unconscious for 4 hours.

Secondary Attack: Power Blow. The character's strikes do + [2 x Level + (WIL-10)]. By taking a 5 REA Medium action, the character can add this amount to his Grapple score or STR for purposes of Lift or Jumping (jump is final STR / Mass across or half that straight up). Using Power Blow (either to strike, to lift, to grapple, or jump) costs an extra Endurance pt (2 instead of 1).

Resistance: The character gets + Level x 4 DP. This is permanent.

Defense: A 5 REA action and a WIL roll can recover Level DP. This may be done Level x 4 times per day.

Weather Control (Environment)

Description: The character can control the area's air temperature and wider-range meteorological state.

Sense: The character can predict the weather—but more importantly: will know if someone is messing with it using this ability.

Manipulate:

Level 1	Call/Soothe Storm: the character can call for rain and rumbling clouds or dispel them. This only works in an area that <i>could</i> have that weather commonly. It will not make rain in the desert. It takes 20-Level ² seconds for the storm to form or end and covers a WIL x Level mile radius. This can only be kept up for so long (the storm will last a reasonable duration—but doing this more than once a day starts making the weather resistant).
Level 2	Storm Warning: the character's storms are dangerous. They bring -Level Visibility modifiers and heavy winds and rain (and random lightning strikes).
Level 3	Blizzard. The character can create storms that pull freezing air from the north. These come with snow and hail. In a room the character can raise or lower the temperature dramatically. It can be brought down to freezing or raised to desert-hot within a WIL yard radius.
Level 4	Tornado Watch: The character can summon deadly storms and sort of direct tornados. This takes 20-WIL minutes to come during which the character can do nothing but concentrate. A tornado that does WIL x 100 points of damage per second can be called—it can be directed at buildings or even vehicles. Once this is done the character will be exhausted and unable to command the weather for the rest of the day. It moves at WIL yards per second, will come down within 300 yards of the character (make a skill roll at -5, if missed it comes down 1d6x50 yards away in a random direction (roll 1d6 for a random 60-degree spread). It requires a Skill roll at -5 each second to keep control of. If a roll is missed, it will move randomly for that second. If a roll is missed by 5 it is permanently un-controlled. To disincorporate it, it requires a roll at -3.

Primary Attack: Exposure. The character can raise or lower the temperature dramatically in a 60 degree cone or area around him. The roll is vs. CON. This will not work on armored cyborgs, people in power-armor suits, or mutants with levels of atmospheric defenses. For layers of protection, give +1 to CON for heavy clothing, an +2 for each level of Armor (where levels refers to the "Game level")

Level	Power	Result	Effect
Level 1	WIL	Minor	Target suffers a -2 modifier to all attacks and defenses.
Level 2	WIL+1	Standard	Target is Dazed
Level 3	WIL+2	Major	Target is Dazed, must roll at -2 to recover
Level 4	WIL+4*	Critical	Target is Dazed, must roll at -4 to recover
	* 360-degree radius for -4 PWR	Catastrophic	Target faints

Secondary Attack: Lightning bolt

Resistance: The character gets 4pts of armor vs. Lightning and is immune to Exposure from a lower level character.

Defense: None.

Genetically Stable Human

Everything in Have-Not is human. Even if you look like a field mouse, have cybernetic (but very small) claws, and telepathy ... you're still human according to your genome. What *exactly* this means—and how anyone can say it is of much debate—but suffice it to say that in some way, genetically, no matter how you look, you're all the same organism.

However, some humans are "Stable." They're *not* prone to mutation (even when subjected to powerful mutagens). Their children tend to be stable too. Whatever encoding or redundancy exists that protects their genome, it also makes them hearty, aware, and fast. Although they don't clinically test different than their "non-stable" brethren (save for the mutagen susceptibility test—a difficult one to administer—and many non-GS humans show a false positive for it) they're completely normal ... until you try to fight with one.



Abilities of the Genetically Stable

Genetically Stable humans have an advantage package you will recognize from JAGS *Fast Company* (our free *Action-Heroes* book—check it out). They can, in practice, dodge bullets, strike for extra damage, and take an enormous amount of punishment. In the game-reality, this is because they are aware and quick to react—not because they're bullet sponges.

Level	Cost	Package	Acrobatics	Dodge Bullets	Initiative	DP	Extra HTH Damage
Level 1	4	+6 Base pts	2	-2 / -2 / -4	+3	+10	+3
Level 2	8	1 Fast Pkg	4	-4 / -8 / -10	+5	+20	+5
Level 3	12	2 Fast Pkgs	8	-4 / -8 / -10	+6	+25	+6

Cost: In Archetype points. Other points may *not* be spent on mutations—but *may* be spent on Cybernetics or Telepathy.

Package: JAGS *Fast Company* has *packages*. At Level 3, the character may take one. Otherwise the Genetically Stable human gets the listed number of points to build his or her character with.

Acrobatics: The generally alertness and body sense gives the character points in Acrobatics.

Dodge Bullets: The listed modifiers are deducted from damage modifiers for Impact/Penetration/Explosives and rifle damage. **Wearing armor will reduce this: see the Level's Chart under –DM/TBH.** The character is at $-[AGI-10]$ to be hit by all attacks (ranged and HTH). His standard dodge roll (or Acrobatics at Lvl2 or Lvl3 can be used against ranged attacks). These modifiers *do not stack* with other similar modifiers (from, say, Cybernetics).

Initiative: Genetically Stable Humans tend to act first in combat. Add this number to your Initiative roll.

DP: Genetically Stable Humans are harder to kill than normal. Some of this is pure resilience. Some if is indicative of will to live, propensity to take less damage than normal, etc.

Extra Damage in HTH Combat: In the dangerous world of Have-Not this damage is added to all HTH attacks (weapon and non-weapon alike).

Money, Guns, and Lawyers: the Economy of the End of the World

It's time to rock and roll. Time to lock and load. Hit the road Jack. Grab your Gauss Rifle and fill your canteens. Take those rad-pills and strap on the armor. Fuel the bike. It's time to ride. Let's get started. This is where you get your gear!

Money: It's What I Want

Hell yes you do. Money comes in the form of the Credit—a silvery token with obscure symbols engraved on its surface and an embedded cryptologically secure microchip underneath to protect it from counterfeit. The first ones used .001% *Neonium Alloy*—the later ones are just silver steel. It's okay to barter but if you refuse to take them, the black riders of the BoneYard's Mother-Banker the *Bitch Queen* will impale you outside the burnt rubble of your establishment. You might not want to get caught loaning money either. *Great White, Blacktip, or Hammerhead*—the Banks of the 'Yard—might have a thing or two to say about your rates.

The Middle Ring

In the Middle Ring there are five basic levels of income and prestige. The standard beginning assumes the characters are powerful but are neither extremely rich ... nor extremely experienced (although one playtest character was an old man who'd seen quite a lot—work it out with the GM).

The Liquidation column assumes you've sold everything you own to go adventuring ... or otherwise are in dire, dire trouble.

Life Style	Requirements	Examples	Income	Credit	Savings	Assets	Liquidation
Commoner	None. You're <i>Common</i>	Farm hand, assistant, apprentice, servant.	10c/mo	Usually 0c	1c	5c	6c
Skilled Labor	A L2 Skill at 13- or above average combat skill and the ability to follow orders.	Soldier, Bodyguard, Mechanic, nurse, craftsman, farmer.	50c/mo	Usually 0c	5c	25c	30c
Professional	A L3 Skill at 14- or better.	Doctor, Barrister (lawyer), banker.	110c/mo	210c	30c	100c	340c
Land Owner	6pt GM approved Wealth	Successful farmer, rancher, or plantation owner.	330c/mo	630c	90c	5000c	5720c
Gentry	12pt GM approved wealth	Warlord, Mayor, Patriarch, etc.	1500c/mo	6500c	1500c	50000c	58000c

Starting Characters

These rules assume you're 75 Basic, 8pt Archetypes who are powerful but relatively inexperienced types starting out in the Middle Ring. *Your mileage may vary.* Please drive safely and observe all road-rules and targeting restrictions.

Starting Cash

The default assumes that characters start as "Skilled Labor" (30c) or "Commoner" (6c) (the former may be applicable if they are capable but young). It means the first adventure will deplete their resources pretty badly—but hey, who said it'd be risk free?

Meet Gavin McKay

This is Gavin McKay. He's a range-rider out at *Syntax Ranch* off of Route 38 and just west of the old radioactive crater. He's young, laconic, and good with a gun. He sports a 5-o'clock shadow and no obvious mutations. He rides a horse he doesn't own and works for a strong but fat man named Clay (a gray skinned mutant who can melt iron with his hands!). Clay's *not* a good guy to be on the bad-side of—but he's not usually around—and you can hear his truck coming for a mile.

Home on the Range

Income: 40c CR / month

Cost of Living: 40c / month

Food/Water	Shelter and Power	Upkeep	Medical Care	Entertainment
<p>8c / month Gavin cooks his own food and buys groceries when he has to. It's a good deal of work—but very cheap.</p> <p>Water out on the range runs about .07c per day—that includes bathing, cooking, and drinking. But not much of any of them.</p>	<p>10c / mo If Gavin was doing for himself he'd pay 3c: but he sleeps either out on the range (with his other riders—its suicide to sleep alone out there) or back in the communal barracks</p>	<p>15c / mo Gavin wears a six-shooter his boss owns. He's got three sets of work clothes and one set of nice clothes (just in case he meets a lady or the crew has to go to Sunday Service with the boss's wife or something). His prize possession is a set of nice boots.</p>	<p>0c / mo Doc's in town. If Gavin gets hurt he'll likely have to pay for the services himself (2-6c usually). His boss might kick in if he was injured going above the call of duty. Also: he'd likely still be fed and housed during recovery ... if they like him.</p>	<p>7c / mo He really oughta save it—but it's <i>hard</i> y'know? Back at town is the Lost Chances Tavern where he can drink his savings. Down the way is <i>Sally's</i> where he can do ... some other stuff (and they have <i>mutants!—it's weird!</i>). His boss likes the fact that he stays mostly broke—like most guys like Gavin. Keep's 'em under control.</p>

Movin' on Up

Clay catches unpleasant disease and dies. It's promotion time! And Gavin gets the nod. He's the Range Boss. Now he drives the beat-up white pickup with a machinegun in the back and *he* oversees the North and West Range! He's got a private 3 room house on the Ranch Owner's land and things are lookin' good!

Income: 55c / month

Cost of Living: 53c / month

Food/Water	Shelter and Power	Upkeep	Medical Care	Entertainment
<p>8c / month Gavin still buys groceries but he's got a girl to come and cook 'em (and he no longer shares in the dining responsibilities of the crew).</p>	<p>21c / mo He's got a house (owned by the Ranch—but he lives there!). It's furnished, has a generator (no more oil lamps) and an underground shelter!</p>	<p>15c / mo Gavin dresses nicer now—he has a whole wardrobe. Some of it's suitable to mix with the gentry (but not too often). His weapon is an automatic from the 'Yard. He spends about the same as he used to, but less of it goes to training and ammo and more of it goes to nice clothes and spit-shined boots.</p>	<p>0c / mo Range boss isn't exactly a <i>dangerous</i> job (it's less dangerous than the one he just finished), but the farm covers any injuries incurred while on duty. If he breaks a leg on his own time (or through being stupid), it's his problem and his pocket's.</p>	<p>9c / mo Life is easier. The drinks are better (top shelf, sometimes) the girls are more expensive and he's got a little room in his life to enjoy the "finer things" it has to offer (exotic drugs, sometimes, streaming video service). Depending on his mood (and finances) he can spend a little less on (average drinks) or a little more (video poker!). With the folks he hangs out with,</p>

now, it gets harder and harder to stay on budget!

Adventure Time!

There's been a raid! The *Syntax Ranch* has a few smoking craters in it. Half the herd was slaughtered. The boss man's SUV is riddled with bullet-holes and he's nowhere to be seen. His private guard of mutants are missing too (but most suspect their graves are in one of those craters around back!) Gavin survived—but now, he's got a *stash* (taken from the house)—a few neonium bars that can be melted down and re-cast in the 'Yard. He's got to seek his own fortune—but he's ready for it. He has about 30c in *savings* when he walks off the smoldering remains of the ranch and he can hock the stuff in his apartment for another 100c or so.

If he needed *more* he could try to get a loan, but given the state of his employer (not to mention what he wants it for), he's better off selling the credenza.

He also knows where the town drunk has been saying there's an *installation* up in the hills. A bunch of people haven't come back from there—but Gavin figures he's got a chance.

Liquidating Your Employer's savings: 500c
 Adding in your own stuff: 340c
 Knowing where to find lost artifacts of the Ancients: priceless.

Range Rider

The Range Rider is the most commonly romanticized job in the middle ring. Part live-stock herder, part enforcer, and part survivalist, range riders tend to be armed and tough—ready to fight and skilled at what they do.

Wages: 40-50cc/mo

Expenses: 40c/mo

Gear:

Six Shooter	15c
Wide Hat	.5c
Work Belt	3c
Clothes	8c
Rope	.01c
Bed Roll	.30c

Gear	Cost	Notes
NeoLeather Armor	30c	Good stuff: metal plates, armored hide. It'll stop light bullets!
Tor-.50 cal Revolver	35c	Heavy-iron six gun. Roars like a tiger. Kicks like a mule.
2 cases of rounds	2c	The bullets are in the belt (see below)
Ammo Belt	2c	The gun-belt crisscrosses his waist and is filled with glittering shells.
Camping Gear	1c	A bedroll, a mess kit, a shovel and other stuff.
Nylon Back Pack	2c	The pack holds the bed roll and the gear hangs off it.
Flash Light	2c	Heavy duty, with a "light bar" down the side for lantern style illumination
10x MRE's	2.5c	Enough for 10 days out if he can't catch anything.
Rad-Pills	8c	Enough for a month if the mountains are "hot."
Combat Knife	2c	Wickedly curved blade. Good as a tool and a quiet way to kill somebody.
Total	86.5	

Gavin's Back!

And he's returned—after two years missing. He's weather beaten, scarred, and has some *strange* new friends. He's also *rich*. Whatever they pulled out of that installation (or some of the other, even stranger places they went) it was worth a mint in the 'Yard (where he picked up the scar and a mild, persistent cough). On his hip is a glowing energy gun instead of the six shooter—and he wears an impact vest with a damage resistant 300 year old silk body suit underneath it. He's the same old guy though ... sort of: he just opened a new ranch.

Income: 135
 Cost of Living: 125

Food/Water	Shelter and Power	Upkeep	Entertainment
<p>21c / month</p> <p>Gavin gets eats well. Good stuff every night and a few political dinners on the town. Now that he's running the show, entertaining is part of doing business and that means keeping up with his guests!</p> <p>The cost for the cook, the girl who serves (and does his laundry and cleans up the place) is covered under upkeep.</p>	<p>52c / mo</p> <p>The house, the all-terrain-vehicle ... the weekly fuel cell drop-offs ... all these add up to about 50c per month. But it's <i>luxury</i>, man. <i>Luxury!</i></p>	<p>26c / mo</p> <p>Part of his savings went to a Vue-Cube so he could watch satellite broadcasts and telecasts from the 'Yard. He has a fair sized armory (remember what happened to his last boss) and some decent body armor in case things heat up again.</p> <p>The big expense is the armed and armored SUV. It and the ranch itself ate most of his haul but it's the status symbol <i>everyone recognizes</i>.</p>	<p>26c / mo</p> <p>There isn't <i>that much</i> money can buy out here that a few credits here and there won't cover. At 10c a month Gavin has a shelf of the best alcohol you can drink. When the convoys come there are <i>exotic</i> pleasures that he can afford (and does). And finally, there's the bottomless pit of money expenditure: gambling. The casino is a few hours drive (and sometimes dangerous)—but he does it anyway. It's in his blood.</p>

Gambler

Contrary to popular belief, gambling isn't a way to *make* money: it's a way to *lose* it. If you're gambling more than you can afford, it's a *disease*. But disease is no stranger to the world and some skilled people *do* make it work: traveling from town to town and moving on when things get too hot.

When they're winning:
Income: 30c/month
Expenses: 20c/month

Hotel Rooms	8c/mo
Food and Water	8c/mo
Travel (coach)	4c/mo
Gear	
Pack of cards	.01c
Flask of whiskey	.15c
Revolver	15c

Prospector

The hills are littered with lost jewels: buried weapons caches, robot-guarded installations, sunken factories, and even stranger things. Up in the mountains are automated mines. Down in the valley are the ruins of radioactive war machines. These things can be salvaged and sold.

Prospectors usually have survivalist and technological skills. They usually travel in small groups. Often when they do find something, it kills them.

Income: 10-50c/month
Expenses: 32c/Month

Food and Water	8c/mo
Upkeep (horse)	20c/mo
Travel	4c/mo

Guide

Things change—and change rapidly. Roads become deathtraps, bridges fail, and towns become *ghost towns* when the Blight comes. Guides can navigate all of this.

Guides have survivalist skills and may also be expert hunters and trackers. Guides usually charge 1-3c per day ... and often have 25c to 50c combat bonuses.

Income: 30c/month
Expenses: 11c/month

Board	3c/mo
Food and Water	4c/mo
Travel	4c/mo

What'da Ya Get for That Kinda Money?

Here's what you get in the Middle Ring. The costs for these things are *times 4* in the BoneYard. These are the kind of goods *adventurers* have. In the 'Yard (and we'll get to that, keep yer pants on) they wear shiny black leather and sling energy weapons. In the Middle Ring it's often *lead*.

Around Town

The Town is, perhaps the standard element of the Middle Ring. Villages, ranches, farms, and larger groupings all fall into this category. Some are stuffy and elitist. Most are scraping by. Some mine. Some "farm power" out of the air. Many grow crops. All of them are on the edge—in the part of the world that continues to exist because it keeps on fighting to.

Clothing

Part of the cost of "upkeep" includes clothes. How you dress has a lot to do with (and *say about*) who you are. The list below covers the wardrobe costs for everyone in town from the migrant worker, up through the well-appointed security crew, all the way to the banker, dentist, or patriarch.

Most characters will have several sets of clothing counted as *assets*—although costs listed are for clothing purchased new.

Item	Cost	Item	Cost
Pants/Skirt	1c	Sunglasses	2c
"Jeans"	4c	Ammo belts (crisscross chest: 100 rounds)	2c
"Genes"	8c	Nylon Rucksack (water proof)	2c
Under shirt	.25c	Ballistic undershirt	8c
Shirt/Blouse	.50c	Ballistic jacket (with insignia)	30c
Work boots	2c	Ballistic weave denim jacket	8c
Military Boots	4c	Web-Gear (nylon military style tool belts)	4c
Umbergator Hide Boots	8c	Cocktail dress	22c
Work Hat	.25c	High fashion dress	35c
Wide Hat	.50c	Fine Proto-Silk shirt (with flourishes)	12c
Work Belt (tool/gun/ammo belt)	3c	Suit (genome adaptive)	22c
Socks	.10c	Suit (executive; living)	31c
Belt	1c	Sports jacket	12c
Gloves, leather	1c	Blazer	18c
Cold weather jacket	2c	Suit Trousers	9c
"Duster" overcoat	2c	Shirt (dress)	8c
Jeans Jacket (finely made jacket)	2c	Leather shoes (black)	9c
Underwear	.10c	Fine leather belt	4c
Towel	.20c	Monogrammed handkerchief (proto-silk)	1.5c
		Silk boxers (proto-silk)	1.5c
		Psycho-dynamic tie	10c

Necessities

In case you're wondering where all the money goes, a good deal of it goes here. Necessities are things everyone has and everyone thinks they need. Clearly, some things are more "necessary" than others, but this covers the basics in the Middle Ring.

Technician

Most towns have a generator or two (even if it doesn't run all the time). Most have at least a couple of vehicles (maybe a pickup truck or a tracked all-terrain "Range Cat"). The technician handles these and tries to keep them working. It isn't as *prestigious* as being a doctor—the mayor never comes down to the garage *himself*. But it's a respected position and one that's usually pretty jealously defended.

Income: 50c/month

Expenses: 30c/month

Tool kit	12c
Tune-Up Computer	18c
Shortwave Radio	15c

Costs for water here make a lot of assumptions. If you're paying for water by the shower, you're probably not an executive. Life is complex; this price list is simple: some of these things are cheaper in bulk.

Item	Cost	Item	Cost
Soap (bar) (lasts 1 month)	.10c	Nylon, all-weather tent	4c
Shower (cold, 2min)	.05c	Radiation pills (20 tablets, 2-per day)	2c
Shower (warm, 2min)	.08 c	Heavy-duty lighter	1.5c
Shaving kit (razor, sharpening strap, foam cartridge)	.20c	Flashlight	2c
Painkiller (50 tablets)	.10c	Propane grill	3c
Bandages / Wraps	.02c	Dry-cleaning (1 piece)	.50c
Iodine Tablets (water purification) (50 tablets)	.10c	Cologne (1 bottle; 30 doses)	30c
Cigarette Lighter (100 lights)	1c	Electric razor (adaptive/expert system, independently controlled heads)	5c
Laundry (twice a month, minimum)	.10c	Genetically locked fountain pen	29c
Anti-parasitic (50 tablets)	.10c	Atomic timepiece	35c
Antibiotics (50 tablets)	.10c	Valet (robotic assistant)	15c
Evolved antibiotics (15 tablets)	.35c	Diamond cufflinks (small stones)	12c
Anti-shock stimulant	1c	Diamond cufflinks (great, honking chunks of ice)	40c
Bedroll	.30c	Strontium Dueling Pistols (with display case)	11c
Mess kit	.30c	Strontium explosive / ultra-toxic round	5c
Folding shovel	2c	Satellite phone	9c
Thermal sleeping bag	2c	Satellite phone service	2c per month
Pup tent (tarpaulin, tent stakes, cord)	.10c		

Food

Everyone needs to eat. The more you cook, the less it costs. These truths lead to some interesting dynamics. In many places, your employer provides meals at an affordable rate. If you have a house you can buy your own groceries (and maybe pay someone to cook them up!)

But if you're a traveler on the road, you're paying roadhouse prices or buying meals that keep. Expensive. Bland. Usually both.

NOTE: The prices here cover meals available in work-kitchens, cafeterias, the general store. If you're buying the same meal in an inn or tavern, double the listed price.

NOTE: Liquor prices for shots and glasses assume an inn, restaurant or tavern. Prices for bottles assume a store. If you're buying a bottle of red wine with dinner at a nice place, pay twice the listed amount.

Rations: The MRE

It turns out they *do* last forever! The Meal Ready to Eat is the standard traveling ration. Still mass-produced in the BoneYard and with *multiple caches* still remaining from the Age of War, the brown plastic wrapper of the MRE is ubiquitous. Just ... stay away from the "scrambled eggs," man. Just stay away.

Item	Cost	Item	Cost
Rice and beans	.02c	Hydrophonic vegetables (vitamin enriched and antibiotic laced)	1c
Water (pint)	.01c	Filet mignon	9c
Potato Soup (bowl)	.02c	Rock lobster (3lb)	11c
"Chicken" Bits	.04c	Evolved Salmon	8c
Rice pancakes	.01c	Free Range Chicken (sterilized during preparation)	6c
Fried eggs	.02c	Battle Turkey Gizzard	4c

Grits	.01c	Sparkling water from Distro Point (bottle)	2c
"Ham" Sandwich	.02c	Unique animal steak	10c
Bean curd stew	.02c	Onion soup	28c
Dog leg	.03c	Ale (pint)	.02c
MRE	.25c	Whiskey (shot)	.03c
Salted lizard meat	.50c	Malt liquor (bottle)	.10c
Turkey stew	.30c	Wine (glass)	.10c
Pig	.80c	Tequila	.03c
Real butter	.10c	Top Shelf Tequila (shot)	.10c
Fresh bread	.10c	200 Maximum Hammer (glass)	.02c
Meat gravy and biscuits	.35c	Flask of whisky	.15c
T-bone steak	.75c	Mexican Superfluity (glass)	.15c
Imported wine (bottle)	10c	Vodka (bottle)	.15c
Imported wine (fine, bottle)	19c		

Having Fun

"Middle Ring" and "Recreation" don't always go too well together. Most people have to work hard to live and even those who don't find the days long and dull.

For the most part recreation means eating and drinking (covered above), gambling (expensive, but not really listed here), and maybe listening to the piano player spin a tune in a tavern.

Some places have video feeds and charge a cover. Some people have personal video units and rent dramas off the network. If you're literate, you can always read a book...

But for most folks—even folks with time and money—finding things to do for fun in the Middle Ring is a bit of a challenge.

Item	Cost	Notes
Smokes (pack)	.05c	Tobacco. Possibly of a mutant strain with unusual effects.
Shrooms (dose)	.10c	Mildly hallucinogenic.
Video Screening (ticket)	.01c	Usually one town, somewhere in a 100 mile radius, will have a cinema or video house.
Private Room (hour)	.10c	In the seedy side of town, usually
Tijuana Bible	.15c	Small, poorly illustrated, pornographic
Harmonica	1c	Might also be a stringed instrument.
Video service (download)	.50c	You have to be in an area that provides these—but the 'Yard's catalog is big.
Personal video unit	5c	Hand-held, get satellite broadcast (mostly Congregation shows)
Range Club cover charge	.10c	Semi-private clubs for range-riders who are in town.

Tools of the Trade

There's a lot of other things people wandering around in the Middle Ring might need. Here's a list of some of them. Some of these things might be useful as weapons, but if you're serious about putting a hurt on someone, you might want to move on to the next section.

Item	Cost	Item	Cost
Knife	2c	Baton (wooden; metal core)	2c
Machete	3c	Medical wrap (addresses a single wound)	3c
Hammer	1c	Voice stress analysis scanner (slightly better than 50% accurate)	9c
Nun-chucks	.10c	Bayonet (combat knife—"blood grove", serrated edge, scabbard, etc.)	3c
Length of chain	.10c	2-way Radio (hand held; rechargeable battery)	5c
Length of rope	.01c	Binoculars	5c
Radio (AM/FM; Solar powered or wind-up)	2c	Powered binoculars (range-finder, auto-zoom, etc.)	9c
Night vision goggles	15c	Compass / Range finder	1c
Radio scanner / de-scrambler	3c	Auto-Mapper (inertial compass with memory)	8c
Hand cuffs	1c	Digital watch (impact resistant)	2c
Video camera (hand held)	5c	Ballistic weave denim jacket	8c
Medical Kit (use with Med skill to cure a minor wound in about 20min)	12c	Canteens	2c
		Lock-Pick set: (some metal tools and some simple electronics)	4c

Environmental Gear

It's a very, very dangerous world out there—it's poison and toxic and plague and vermin ridden. The Four Horsemen? Came and went. The Dogs of War? This is the dog house. If you want to keep the fleas off you, shop carefully.

Item	Cost	Notes
Threat Meter	25c	8lb unit that wears as a back-pack. Comes with a wand that is will detect toxins, disease, and radioactivity within a 12y range. It's pretty fool proof (14- roll made each three seconds)
Belt Cartridge Anti-Toxin	10c	A good mix of smart antibiotics and counter-toxins. Designed to be drawn quickly and pressed against the skin. Gives +4 to CON rolls against toxins 1 second after use (5 REA Medium action). One clip holds 4 charges. Refills are 6c.
Gas Mask	4c	Big heavy thing that looks like some kind of insectoid nightmare. Uncomfortable and hot. Protects against almost all airborne dangers.
Rad-Pills	8c	In high-rad areas these keep you safe in radioactive environments (2 a day for most places. Three a day for others. More than that: leave!) A bottle holds 20.
Filter Mask	2c	Not great, but it might keep you alive. Defends against diseases and particles (not against poison gas).
Detox-Spray	5c	Good for yourself or your ride (a can holds enough for 3 personal detoxes or ½ a vehicle). When sprayed on it breaks down toxins and sterilizes surfaces. If a vehicle shows "hot", it'll have to be detoxified.

Staying a While

If you're on the road or staying a while here's what various levels of shelter cost. The longer you agree to stay, the less it costs; rates here are per *day* or per *week*.

NOTE: Costs here assume that the character is *renting*. Actually *owning* a place to stay runs about %2000 of the weekly and that doesn't include upkeep and home-owners association fees!

Location	Cost	Notes
Night in an Inn	.25c per night	Up to .5c for a hot bath, a meal brought up and breakfast with the owners.
Room above the general store	1c per week	If you're an apprentice or there's a room available where you work, it usually costs half a credit per month.
Bunk at the barracks house	1c per week	You room with 5 other guys and someone has your bed when you're not in it.
Rent a room for a week	2.5c (week)	You have a bunk with the other ranch-hands or a bed above the stables
Protection/rent on a hovel	3c per week	This gives you a small hovel or a decent room in a boarding house (enough for a small family).
Small decent house	7c per week	3-rooms above ground, 1 Buried room for some shelter (and storage), stone or cement walls. Vegetable garden out back. Probably a generator too!
Ranch House	9c per week	Usually a free-standing multi-room house with <i>protection</i> (a key ingredient) costs 75c per month.
Fine Apartment	5c per week	Professionals and successful craftsmen in town will live in one of a few communal buildings (often 1 or 2 stories, sometimes with a small courtyard).
Walled House	12c or more per week	At this level the house is hooked into a primitive underground sewer pipe (indoor plumbing!) and has a 7' wall around it (with a watch post). The cost goes partly to paying down a loan on the .30-cal machine gun turret.

The Yard

In the BoneYard money moves at the speed of light. The whole economy runs on a different scale; there's no such thing as *the general store*, cars squeal into robotic service stations, their armored hulls still warm from incoming gunfire, and slick surgically enhanced stock brokers wear bullet-proof business suits because they're a fashion statement. If you've just arrived from the Ring you're dead broke. Welcome to the Jungle.

Social Climbing In The Last City

As you can see the cost of living is sky-high compared to the Middle Ring. The pay's better (hey, the 'Yard is where they *make* credits). Here are the break downs.

Life Style	Requirements	Examples	Income	Credit	Savings	Assets	Liquidation
Laborer	Appreciation for the hard life	Secretary, courier, gang member, Doorman	100c/mo	100c	10c	0c	110c
Professional	A L2 Skill at 13- or above average combat skill and the ability to follow orders.	Computer technician. Gang leader. Executive security force.	500c/mo	500c	50c	10c	560c
Expert	A L3 Skill at 14- or better.	Doctor, landlord, banker.	1100c/mo	4100c	300c	1000c	5400c
Executive	16pts GM approved wealth	Warlord, Mayor, Patriarch, etc.	15,000c/mo	65,000c	15,000c	250,000c	330,000c

Apocalypse Cab Co

There are parts of town *no one* wants to go. Parts of town where the *authorities* won't come get you (unless they *really* want you—but that's a different problem). When you find yourself there, somehow still alive and after a hard night of drinking, you know who to call and you better call fast. Apocalypse Cab Incorporated goes to all those places *no one else* will. They go with armed and armored vehicles and they'll pick you up for a price (usually 200c and if you don't have a corporate account you better have the money on you). If you're new in town and you have an armed vehicle you can rent yourself out. Apocalypse is good about monitoring their people: if you pick someone up (and they pay) you better drop them off where they want. A-Cab even pays medical.

Scavenger

Anyone can be a scavenger—all you have to do is start going through garbage. Doing this religiously will get you almost enough food to eat. Being *more* successful requires having a good eye for it. If you're able to fix things up, so-much the better. If you're nothing *but* a scavenger, you probably live in a cardboard box (euphemistically called "tent city"), but at that point, you've *fallen off the edge*. Scavengers who are still part of the *value chain* either supplement their income with other means or are very good at it (if you're tremendously good at it, you're a *freelance spy* and you can do even better than bottom-of-the-barrel).

Meet Milton

This is Milton. Milton is a Sr. Level Executive with Black Tip, a bank you don't want to mess with... Milton's a very important guy—he wears silk suits spun from the mutant silkworms in the Pharms. He drives a Diablo 1020 with Smart-Fire Rocket Racks and machine guns instead of headlights (hey, he can see his exit ramp in the muzzle-flash, right?). He doesn't have a wife or kids (they'd get in the way) but if he did, she'd shop at the Leighton Shopping Palace (a mall under a giant glass dome

where you have to pass a DNA Screening to get inside) and the kids would attend summer camp in VR tanks. Life is good.

Life Styles of the Top Level Executives and Royalty

Income: 15,000c per month

Cost of Living: 13,200

Food/Water	Shelter and Power	Protection	Medical Care	Entertainment
<p>1,500 / mo Designer Steaks laced with bio-euphorics.</p> <p>Water comes from distilleries and is screened for toxins both biological and chemical.</p>	<p>6,750 / mo Executive 'Clave on the 40th floor of a restored sky rise. Broadcast power. Water (wet) showers and automated clothes washers.</p>	<p>1,500 / mo Executive Insurance Policy: the police, the gangs, and other entities know that pay-back is pre-paid when it comes to Milton. Otherwise: 2-man security team, armed luxury vehicle, bulletproof clothes.</p>	<p>2,250 / mo Daily cancer screen, smart-biotics cocktail before bed, weekly checkups for the wife and kids.</p>	<p>1,200 / mo Sensu-Pods for himself and the missus with Exxxo-Erotic tapes played off the 'clave data-core. Movies in the Plaza one night a week, safari once a year. The kids each get an electric dog or cat (can't tell it's not real!)</p>

Nic-Nak (pusher)
 Nic-naks are just one example of the over-all business model of *pusher*. The major pharmaceutical companies make a variety of highly addictive substances (some will get you high. Some will calm you down. Some don't do *anything* unless you try to stop taking them). They pay "agents" to introduce these to "consumers." For recreational drugs, this might be old-fashioned pushing ("Hey—wanna try something *good*?") for purely addictive strains, this means "sticking"—sneaking up on someone and stabbing them with a needle loaded with evolved nicotine or heroine.

Nic-Naks get beat up, but they don't realize the down-stream profits: once someone's hooked, they can get their fix from a wholesaler or from a pharma-company rep. The street-level guy who got them started is out of the loop. A lot of nik-naks are addicts, themselves. They get paid in chemicals, and get a commission for (new) people they "enroll."

Nik-naks don't last long. No one, but no one wants them around. Once you're exposed, you'd better get moving. And if they catch you, you're dead. But since you were on the edge anyway, what's one death versus another?

Sales Rep
 Everyone in the Yard has something to sell. You sell it, and you work commission. You're not a Retail-oid (see below): you *travel*. You go office to office, skyscraper to skyscraper, selling your product to whoever will listen. Mostly you get escorted out. Sometimes you get thrown out. Sometimes you get thrown down the street. Being a sales rep means working for *everyone*. You're working for the customer. For the person who might *be* the customer. For your boss. For your firm. Being a sales rep means relentless activity. The clock is your implacable enemy. If you ever—ever—forget that your livelihood comes from convincing people to buy, you lose. You're out with friends? You're on the train? You're at the neighborhood bar? ABC, man. ABC. Always. Be. Closing.

There are costs involved. You gotta look like someone I want to by a vacuum cleaner from. You gotta get around (public transportation is as cheap as it gets, and that isn't very cheap). And depending on the neighborhoods you travel in, you might need some protection.

Counter Girl / "May I Help You" Retailoid
 You work in the shopping center. You work in the mall. You work behind a register in the fast food kiosk. You work at the news stand. You probably get a uniform. If they hate you, you might get a little hat. You know what "flair" means (waiters and waitresses are also retailoids called "waitrons"). Your job is service with a smile. You get a paycheck. You get some really miserable insurance benefits. And that's it. You got nothing else coming. Certainly nothing nice.

Secretary (Temp)
 Office worker would be a more general title (file clerk, spam-sorter, receptionist), but we thought "secretary" captured the general menial-ity of the post. Most of the office tasks that involve rote greeting, sorting, fetching, and organizing are done by computers; if they've got a person, it means they want a personal touch. Someone to smile brightly and say, "Good morning, Sir," When they walk in. Yes, you've got "responsibilities," but a good portion of the job involves kissing ass.

Milton Gets Fired

Of course one day the numbers get crunched and the report says that Milton has invested thirty million in credit in Chitin Harvesting and the Locust plague turns out to be a virus that ... kills Locusts (who saw that coming?). Now Milton is downsized and he's not happy about it.

Now Milton is living in a co-op high-rise as a mid-level consultant. He lives in a nice sector of town in a Block—a section that has its own food center, medical facilities, and power. It's hooked into Central Water—it has checkpoints at the edges and the guards sometimes ask for "donations" even from the people who live there.

Life Styles of the Professional

Income: 1,100 CR per month

Cost Of Living: about 1000 per month

Food/Water	Shelter and Power	Protection	Medical Care	Entertainment
<p>110 / mo Food is bought at the block distro-point and sometimes there's a line.</p> <p>Water comes from Central Water but Milton doesn't like it—it's fairly clean (check for daily warnings) but tastes bad. He buys bottles.</p>	<p>490 / mo Lives in a 7-story apartment building with a turret-guarded parking garage ("Do NOT cross the yellow and black lines, the guns WILL fire"). Takes 4 wet-showers a week.</p> <p>A woman across the street does his clothes.</p>	<p>132 / mo Milton carries an electrocution gun and pays his building security force. On the way to work (he takes the block bus) he sometimes has to pay off the "police."</p>	<p>191 / mo Milton gets a checkup in the Block Clinic once a week.</p> <p>He takes two pills a day to keep his system tip-top.</p>	<p>77 / mo Crystal Blue, H-Mod, and Chang are three of the drugs Milton uses on a weekly basis.</p> <p>He also visits the massage parlor for some live action with "clean girls" and goes to bars with live music.</p>

Gang Soldier

You belong to a gang and you do the dirty work. As bottom-tier jobs go, this isn't a bad one: you get to carry a gun. If you're exceptional and lucky, there's an opportunity to move up, and there are fringe benefits. The downside is *risk*. You're expected to follow orders and all too often, those orders'll getcha killed. And there's nothing even approximating hazard pay or medical benefits. You're one bullet away from being an all-time loser.

Being a gang member requires 1) having a gun (you have to provide the gun) 2) being willing to take orders (it's not military-style discipline: you just have to be willing to intimidate/kill whomever they tell you to go after).

You get paid by the job (there's about a 10% chance of getting a job every day) and paid on completion. Jobs usually involve going after someone (a "hit"), going with someone ("backup"), or looking for someone ("shakedown"). On rare occasion, you might be expected to provide security, body-guard, or deliver a package, but they won't usually trust you with anything valuable. You have a boss in the gang who gets about 30% of your pay for giving you the job (more if he thinks he can get it).

The "client" is someone higher up on the value chain, and most gangs are affiliated with specific organizations (corporations, political groups, formal security concerns, etc.) but will more-or-less take money from anyone.

Milton Gets Cocky

Life as a consultant is good—but it’s better if you skim a little off the top. It’s even better if you do it so that it isn’t traceable to you. But sometimes they just guess anyway and when ArrowCore shows up with 20K in sudden-deficit and Milton gets the old heave ho. He liquidates most of his assets to pay off bounties and to relocate.

Now he’s working freelance when he can get it. Selling whatever corporate secrets he might know when he can’t find other work. Not being a combat trained, battle hardened individual he’s suddenly prey in a world full of predators.

Life Styles of the Middle Class

Income: 500 CR per month

Cost Of Living: 500 CR per month

Food/Water	Shelter and Power	Miscellaneous	Protection	Medical Care	Entertainment
50 / mo He still shops at the distro-point but this one is a sprawling market with machine gun towers pointed down into it. Central water still supplies the drink—there’s no more bottled water and you always have to check the net for warnings (and outages).	275 / mo Home is a housing cluster that at some points is 5 stories and at some points as few as 2. Stairways are narrow and fires are deadly. Showers use chemicals and cleansing gels that are harsh to say the least. The building’s power is spotty.	40 / mo Things you used to get for free add up when the firm isn’t paying. Milton buys his own network access (10c), pays for transportation around town (sometimes as much as 1c per day) and posts a lot of ads to hunt down work (1c per week)	65 / mo Milton pays money to the local gangs for “protection” and pays a police bill with the rest of his block residents. This zone has rebels in it so there’s always the possibility of warfare.	60 / mo Milton takes a cocktail of pills and medicines twice a month. He has “Smog Cough” and “The shakes.”	10 / mo Street Vendor Stimu-Sex is always good. A variety of drugs can alleviate depression, make you see pretty colors, and get you high.

Milton Gets Killed

Life in the Big City is dangerous, treacherous, and unfair. Sometimes it all comes to naught. Milton winds up unable to make his housing payments after a particularly hard binge on Sno-Doze and winds up on the street. Welcome to the Jungle, Milton.

Life on the Streets

Income: 0 / yr

Cost Of Dying: 30 / mo

Food/Water	Shelter and Power	Protection	Medical Care	Entertainment
0 / mo Scrounging in garbage bins, stealing water from Central when possible. The garbage is disgusting, the Water Theft can get you killed.	0 / mo Rubber tires, which have proved incredibly resistant to decay, are used by the homeless people of The Bone Yard to make "igloos." On the other hand, that’s just something else a more heavily armed homeless person can take away—and they’ll kill to do it more often than not.	30 / mo The gangs don’t like the underclass: no money, no protection ... and they can harass the paying customers! It’s quite possible for a posse in some sections of town to simply gun down a homeless person	0 / mo Milton is in trouble: without medical care he can only wait in line for minimal checkups. Most don’t even bother. If he happens across some active mutagens he could, like, grow an extra arm or something—but mainly he’s just sick—and getting sicker.	0 / mo Watching the public Move-Board shows (giant public TV sets). This is part of a blood and circuses project the Hierarchy entertains.

Let's Go Shopping!

The 'Yard's a great place to go shopping. Where else can you get armored trench-coats, antibiotic toothpaste, and tickets to watch condemned prisoners knife fight for a second chance at life? What are you waiting for?

Out on the Town

You wanna go out tonight? What? Are you *crazy*? Okay—that or heavily armed ... but the city's alive and there's always *something* to do. There're gladiators at the 8-track and gambling on Chernobyl Strip. You can pick your poison: all you gotta do is pay for it.

Item	Cost	Notes
Rain Goggles	5c	They look like swim-goggles but they're thicker: watch out for acid rain. Cuts 2c a month off medical bills.
Filter mask	12c	Black rubber mask that clips around the neck and hangs off to the side (can be snapped up into place when going out). Cuts 4c a month off medical bills.
Fine over coat	30c	Wicked liquid-black trench coat with pockets that appear and disappear on demand (comes in different styles: you can get one that's bright yellow with ruffles if you want).
Hi-Lo Stick	1c	Dispensed from ancient vending machines from the Age of Wonders. They come in pastel colors from red to blue (blue calms you down, red picks you up ... purple mellows you out a bit). Each pack has 12.
Shoulder Lamp	20c	Clips on and follows head movement automatically. Battery lasts 20hrs. Ignore -4 pts of darkness modifier at up to 30ft.
Antibiotic Toothpaste	18c	Comes in minty-fresh favor. Reduces medical bills by 12c per month and gives +1 to CON rolls to fight disease if you're actively sick.
Lite-Stick	10c	A fluorescent walking stick (works like a flashlight or lantern). Opens as an umbrella.
Anti-radiation lollipop	20c/mo	A bit juvenile but, <i>hey</i> , everyone seems to like 'em. Six different fruit flavors. Using them regularly reduces your medical bill by 4c per month. +2 to CON rolls against radiation sickness.
Anti-Viral Breath Mist	15c	Wow! That's fresh breath—and it kills deadly viruses. Reduces medical bills by 8c per month (1 canister is a month's supply) and gives +4 to CON rolls to prevent one from catching a disease (or just against the first roll).
Security Wallet	25c	Holds bank notes, a few slips of paper, and ID/Monetary cards. It's a bullet-resistant plastic case with an electronic combo lock. Thieves <i>can</i> open it—but it's a real pain—and often destroys the contents (Traps or Security Systems or Locksmith at -4, -2 or -3—a roll missed by 3+ destroys the contents).
Klondike Atomic Watch	150c	High-fashion with an atomic blue glow for easy night-time reading. Costs +2c per month in medical costs. Keeps perfect time.
Moon Glasses	35c	Glasses with mild light-intensifiers built into the lenses. Deducts -2 from all low-light modifiers. Looks cool. Gives -1 to see during the day unless it's very overcast.
Pocket Vid	30c	Hand-held video—gets broadcast programming. Only works in the Yard.
Personal Com	20c +	For 5x the price it can send and receive video, play games, and keep a date book. For the basic model it allows communication within the BoneYard.
Toxometer	22c	About the size of a pack of cigarettes, detects and beeps when toxins or radiation is present. Gives an "air-quality" check and barometric chance of rain. Comes with several different digital "rings" for customization.
Nice gloves	40c	Leather against the skin, liquid-looking black polymer outside (two layers incase one breaks). Gives 1/3 armor to the hands.
Smart Jacket	60c	Logos and emblems can be changed electronically. Looks like black leather. Interior liner available. Confers 2/8 armor, coverage 4.

Staying for a Spell

If you're just visiting the 'Yard can be pretty pricy ... and that's if you *don't* wind up paying with your life. It's usually sink or swim (for differing values of 'swim') and recent arrivals are most often meat for the machine. Here's what it cost to stay a while.

Item	Cost	Notes
Night in a cheap hotel	10c	Has a bed and a dry-shower. Mutant roaches!
Night in a coffin-sleeper	5c	Lay-down room only. Small video screen.
Night in a nice hotel	45c	Wet-shower, private bed.
1 Month Rent: Warrens	50c	Bunks set in walls. Very spotty power.
1 Month Rent: Radial Housing	75c	Rooms around a central common. Shared bath.
1 Month Rent: Cheap Apartment	205c	Its own facilities. Door has standard lock.
1 Month Rent: Decent Apartment	275c	Palm print lock. Electronic entertainment console
1 Month Rent: Luxury Apartment	490c	Private security. Pool, gym, escorts.
1 Month Rent Deluxe Luxury Apartment	4000c and up	Several levels of security (including bio-metrics), in-house medical facilities, anti-aircraft protection. Exotic mutant neutralization gear. Your own parking space.
Drinking and Dining		
Bar Tab (light drinking)	4c	A few drinks after work.
Bar Tab (heavy drinking)	8c	You drowned your sorrows and lost your wallet.
Bar Tab (epic)	50c	You and your friends. A round for the whole bar. No one remembers much.
Exotic Drink	300c	Example: Red Devil. Colored dark red and sparkly. Creates visual illusion of a pleasant, pornographic nature. Manufactured in the Pharms.
Bottle of Synth-Liquor	20c-50c	Some of them come with a drinking tube for use in toxic zones. For 5c you can get a "refill" (add 5c to average medical bill each month).
Sandwich from Automat	1c	Packaged in some Have factory underground somewhere.
Meal from cheap diner	4c	Cooked on premises. Automat is cleaner.
Meal from Restaurant	5c-15c	Can't see it cooked ... tasty.
Meal from exclusive club	200c	Served by a beautiful waitron ... gleaming silvery utensils.
Food Distro-Pak (2 meals/day 1wk)	3c	From underground "factories"—everything is plastic wrapped and divided up. None of the food is remotely identifiable.
Food Distro-Pak (3 meals/day deluxe)	25c	Includes "Tasty Pudding" and "Beverage Patch" (slap one on and the 'thirst' sensation is blocked)
Groceries	50c	Grown organically outside of town—LUXURY!
Medical Expenses		
Monthly Medical Bill (Basic)	11c	A pill cocktail every day and every night. They come from ubiquitous vending machines.
Monthly Medical Bill (Good)	22c	Go to the local clinic. Wait in line. Get a scan, leave a fluid sample, some shots and pills—you're good to go.
Monthly Medical Bill (Premium)	35c	A visit with your personal med-tech. An actual bed-side manner!
Getting Around		
Cab Fare	4c/12c	If you want to go to a combat zone, they charge you extra.
Tram-Pass	.05c/2c	For one trip (.05c) or 2c for a month's pass.
A long walk	3c	If you walk across town and don't keep to the poorer sectors you'll find check points you need to pay to get through. The real ones charge because the walk-ways are guarded and clean. Some charge because the local gang is hurting for cash. In those cases the person who extorts the toll will take a look at your wallet.
The Fly-Over	6c	The Fly-Over is a raised road that runs across the Yard. It's a toll road and is patrolled by the Traffic Authority. There are several "blocked" exits that people still try to run to get out of paying.
Rickshaw Ride	1c	This will take you about 2 blocks.

Having Fun

The 'Yard isn't all industrial nightmare and cutthroat capitalism. Some of it's fun! Gladiatorial games, Simu-Sex, and video rentals are all some of the options the Yardie who wants to relax has to choose from.

Item	Cost	Notes
Simu-Sex Booth Session	10c-190c	The booth has a "gel" cylinder you stand inside. Clean ones are hard to find and much more expensive!
Renting a Vid	3c	There are tons of ancient vids lying around—and they rent for good money. If you don't bring it back someone nasty will show up at your door.
Electro-Spa	20c	Relax in a bubbling slime-filled tank with micro-current running through it. Leaves you refreshed and rejuvenated!
Sleep Booth	12c	Take an 8hr vacation in a secure, guarded, sleep tube. Low grade telepathic projectors guarantee pleasant dreams (or at least a pleasant feeling). The place looks a little like a Laundromat. Good for the paranoid and the stressed (that's <i>everyone</i> in the 'Yard).
Media-Deck Vid-Cart	10c	About the size of an Atari2600 Cartridge, each contains an interactive movie (you can change the parameters of how the characters are defined and watch different stories).
Night at the Cinema	6c	Some of the houses are sleazy, some are kinda dangerous. Some are fun for the whole family. The movies tend to be old ones that few really understand. Includes "exploded corn kernels drenched in oil" (toxic, yet tasty!). A Frosty-Pop to wash it down costs 60c.
Muse Cube	4c	The size of a sugar-cube. Contains 100 songs (random—and from various time periods from some database). Usually listened to for a while and then discarded. Speakers are a separate ear-piece.
Night at the Gambling Arcade	15c	You might win, you might lose—it's almost always a loss in the end. The games are smart and will increase in difficulty to try and take you down.
Night at the 8-Track: (Suicide Section)	2c	The "suicide seats" (said gleefully and cynically) are somewhat shielded but they're <i>right down next to the track</i> and sometimes stray heavy ordinance or an outrageous crash will break through. They're also places the gangs hang out—so watch yourself. Bring your date if she won her last knife fight.
Night at the 8-Track (cheap seats)	5c	The cheap-seats can be violent and are certainly unclean. But they're above the tracks and they're safe. Bring your date if she doesn't care about sitting in puke once in a while.
Night at the 8-Track (Preferred Seating)	15c	People are expected to stay in their comfortable chairs, not fight, and watch the action. The food is terrible but it's part of the <i>experience</i> . Just ... um ... stay away from the "tube dogs." Bring your date—she'll get a kick out of watching the violence down there (and there are cams on the cheaper seats in case there's a photogenic riot).
Night at the 8-Track (Box Seats)	150c	Private seating. Decent food (guess it never gets "good" there). A chance to go back to the warrior's lounge and meet the gladiators. Bring your date if you can afford it.