

RUINATIONS — of the — DUST PRINCESS

POST-APOCALYPTIC ROLEPLAYING
INCOMPLETE ALPHA PLAYTEST 1.0



INTRODUCTION

WELCOME TO THE END.

'Ruinations of the Dust Princess' is my personal homebrew for running adventures in a Post-Apocalyptic setting, without the overly-complex mechanics that other similarly themed RPGs have. At it's core, this is a re-skinning of 'Lamentations of the Flame Princess' by James Edward Raggi IV with bits from 'Swords & Wizardry', 'Mutant Future' and 'Hack! no.1: Firearms!'

At this time, this is an unfinished work in progress. The final version will contain sections for companions, a short Ruin Run and anything else I managed to overlook. The aim is to keep it 30 pages and under.

This PDF is free to distribute and always will be.

<http://rotdp.tumblr.com>

If you're used to LotFP, you may notice some slight mechanical changes throughout:

- ▣ No magic. Just mutations.
- ▣ No WIS Attribute. Since it's predominantly used for Clerics and non-magic based checks and saves, it's simply lumped together with INT here.
- ▣ Single Saving Throw stat with bonuses.
- ▣ d20 Initiative checks with Ranged modifiers.
- ▣ PCs roll to avoid surprise, not the Referee. A roll of 5 or 6 typically fails.
- ▣ Unarmored AC is 10, not 12.
- ▣ STR modifier affects Melee Damage *and* Melee Attack rolls.



CHARACTER CREATION

It is suggested that you already have a familiarity with other Old School Role-playing games, as this was not written for players new to the hobby in mind.

ABILITY SCORES

Roll 3d6 for each ability score (Charisma, Constitution, Dexterity, Intelligence, Strength) in order, and record them on your character sheet.

A player can decide to swap the position of one ability score that was rolled with another. Each ability score has a Modifier which is associated with it:

ABILITY SCORE	MODIFIER
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

CHARISMA: Modifies Barter Adjustment, Follower Recruitment and Loyalty.

CONSTITUTION: Modifies HP rolls.

DEXTERITY: Modifies Initiative, AC and Ranged Attack Bonus.

INTELLIGENCE: Modifies Technology, Language and Medicine skills.

STRENGTH: Modifies the Force Door skill, Melee Attack Bonus and Melee Damage.

STARTING STATS

☒ Select a class and roll the HP dice indicated at your starting level. Kinder Referees may allow the maximum HP of 6 allowed for a lv. 1 character. Add any Constitution modifiers.

☒ Record your Saving Throw and class bonus for it, if any. A successful save is 1d20 equal to or above.

☒ Roll for starting scrap to barter for beginning weapons and items.

☒ Purchase armor if needed and record your Armor Class, adding any Dexterity modifiers. Shields give an additional +1 Melee AC and +2 Ranged AC. Surprise is an unadjusted, base AC -2.

☒ Record your Base Attack Bonus:

WASTELANDER	OTHERS	ATTACK BONUS
Level 0	Level 0	0
-	Level 1+	+1
Level 1		+2
Level 2		+3
Level 3		+4
Level 4		+5
Level 5		+6
Level 6		+7
Level 7		+8
Level 8		+9
Level 9+		+10

Lastly, name and describe your character. Give them a personality and brief backstory to help bring them to life.



BARTERING AND EQUIPMENT

BARTER AND TRADE VALUE

The old world put value in the abstract. In the Wastes, the only value is in tangible, useful goods and wares.

Starting characters have a randomly determined amount of $\$$ scrap (the most basic of tradeable goods) to barter for beginning Armor, Weapons and Items. While there is no acknowledged currency, found 'treasure' like canned goods, electronics, ammo crates, textiles etc. will have a general $\$$ scrap value to help people gauge fair trade.

▣ Roll $3d6 \times 10$ to determine your starting value of tradable $\$$ scrap. If a character starts above first level, then they begin with $180\$$ plus $3d6 \times 10$ for every level greater than one.

▣ Charisma Modifiers allow you to haggle under-value by the *modifier number* $\times 10\%$. For instance, a $+2$ CHA mod would let you trade **4 Quarts of Gasoline** ($120\$$) for a **Revolver Pistol** ($150\$$). The 20% modifier reduces the pistol's value by $30\$$, making the trade agreeable. If you are bartering for more than one item, simply total each side's lump sum and reduce the vendor's cost.

▣ Bartering must meet or exceed the value of the wanted item(s). Any difference is typically a loss in value for the buyer. However, there is a $1\text{-in-}6$ chance the vendor has loose $\$$ scrap on hand to fully even out the deal.

▣ For the sake of convenience, $\$$ scrap does not factor into encumbrance. Stricter Referees may want to count every $100\$$ as one item slot.

Example of Bartering:

A found, working Car Battery valued at $200\$$ can be traded for a Baseball Bat ($20\$$), 10 Rations ($100\$$) and 2 Crank Flashlights ($60\$$) for a total of $180\$$.

The Referee rolls $1d6$ to determine if the vendor has loose $\$$ scrap on hand to even out the deal. They roll a 4, thus the buyer, if still willing to trade, is at a $20\$$ loss.





BASIC EQUIPMENT

Alcohol, 1 pint flask	5¢
Antitoxin	30¢
<i>Backpack, empty</i>	5¢
<i>Barrel, metal</i>	5¢
Bedroll	2¢
Binoculars	20¢
Blanket, winter	2¢
Bottle, empty	1¢
Fishing Gear	5¢
Caltrops (10)	5¢
<i>Candle</i>	1¢
<i>Atlas</i>	10¢
Chain, 10 ft.	20¢
Crowbar	10¢
Flask, empty	2¢
Flashlight, crank	30¢
<i>Flint & Steel</i>	5¢
Gasoline, 1 quart	30¢
Grappling Hook	10¢
<i>Grocery Cart</i>	10¢
Hammer	5¢
<i>Pen</i>	1¢
Ladder, 10'	5¢
Lantern	15¢
Lock & Key	10¢
Lockpicks	50¢
Handcuffs	15¢
Medkit	20¢
<i>Mirror, small</i>	2¢
Oil, 1-pint flask	20¢
<i>Notebook</i>	2¢
Pick, miner's	10¢
<i>Pole, 10'</i>	5¢
Rations:	
canned [1 days]	10¢
unpreserved [1 day]	5¢
Rope, 50'	10¢
<i>Sack, large</i>	2¢
<i>Sack, small</i>	1¢
Shovel	5¢
<i>Spikes, iron (10)</i>	5¢
Torches (6)	10¢
Tool Kit	50¢
Waterskin	5¢

Items in *italics* do not count toward encumbrance. ***Bold Italics*** indicate oversized items.

Items traded in bundles fill one item slot up to that amount. For example, 6 Torches would fill one item slot. 7-12 torches would fill two.

ARMOR

BASIC ARMOR TYPES

BODY	AC	SCRAP	ENCUMBRANCE
Unarmored	10	-	-
Light	12	50\$	-
Medium	14	100\$	1
Heavy	16	1000\$	2
Shield*	+1	25\$	-

HEAD	AC	SCRAP	ENCUMBRANCE
Light	+1	25\$	-
Medium	+2	100\$	-
Heavy	+3	200\$	-

**Shields increase AC by 1 point versus Melee Attacks, and by 2 points versus Ranged Attacks.*

PCs using a shield may not use two-handed weapons like rifles or wabammers.

There is no one definitive style to a basic armor type:

- ▣ **Unarmored** are simple clothes, or in the case of some Sullied, a heightened AC.
- ▣ **Light** armor includes leather jackets, sporting guards and paintball masks.
- ▣ **Medium** armor includes slightly tougher things like Old World flak-jackets, motorcycle helmets and sturdy, studded leathers compiled from scrap parts.
- ▣ **Heavy** armor is forged from durable items like plate-metal and diving helmets. Players wearing Heavy *body-armor* are bulky, loud and cannot effectively Sneak.
- ▣ Only one piece/set of armor can be worn on head or body (not including shields.)

As players explore the ruins of the Old World, they may find additional items to use as armor, many with special bonuses. They will be always be marked as Unarmored, Light, Medium or Heavy. For example:

Poxie, an Adept, is donned in light armor. It's quiet and allows her to move quickly. In her exploration, she's found a Gas Mask [light] providing an additional +1 AC and +2 Saving Throw against Gas, upping her previous 12 AC to a 13.

Gunther, a haggard, battle-hardened Wastelander, barter his vast riches for a suit of Heavy armor fashioned by blacksmiths from plate-metal, tires and shaped rebar. He is also donning a Motorcycle Helmet [medium] that brings his 16 AC to a staggering 18.



WEAPONS

STAB. BLUDGEON. MAIM. KILL.

WEAPON	DAMAGE	RcF	INITIATIVE	RANGE	AMMO	SCRAP	ENCUMBERANCE
Garrote*	d6	-	-	-	-	5\$	none
Whip	d3	-	-	10'	-	10\$	-
Staff	d4	-	-	-	-	5\$	-
Spear	d6	-	-	-	-	25\$	-
Brass Knuckles	d3	-	-	-	-	20\$	none
Dagger	d4	-	-	-	-	20\$	-
Club	d4	-	-	-	-	20\$	-
Shortsword	d6	-	-	-	-	25\$	-
Longsword	d8	-	-	-	-	30\$	-
Mace	d8	-	-	-	-	30\$	-
Battleaxe	d8	-	-	-	-	30\$	-
<i>Greatsword</i>	d10	-	-	-	-	50\$	<i>oversized</i>
<i>Warhammer</i>	d10	-	-	-	-	50\$	<i>oversized</i>
<i>Longbow</i>	d6	1	-1	600'	1	50\$	<i>oversized</i>
Shortbow	d6	1	-1	300'	1	25\$	-
Crossbows:**							
<i>Heavy</i>	d8	1/3	-3	200'	1	50\$	<i>oversized</i>
Light	d6	1/2	-1	150'	1	25\$	-
Boomerang***	d4	1/2	-1	120'	-	10\$	-
Sling	d4	1	-1	50'	1	5\$	-
Grenade****	d10	1	-1	50' rad.	-	80\$	-
Dynamite****	d12	1	-2	25' rad.	-	80\$	-

* *Effective use of the garrote requires a successful sneak attack. Strangles for 1d6 a round.*

** *Light crossbows can only be fired every other round, heavy crossbows fire every third round.*

*** *A Boomerang that misses must return before being thrown again, thus can only be thrown every other round. A successful attack drops the weapon.*

**** *Grenades and Dynamite take effect the following round. On an attack-roll of a natural 1, it is a dud and rendered useless. Dynamite requires an on-hand item to light. Enemies may make an Explosive save for half-damage for either weapon. Maximum thrown distance is 120'.*

⊠ Arrows & Crossbow Bolts are sold in packs of 10 worth 20\$. Slings use stones and junk.

⊠ Dual-wielding allows an attack from either weapon, with the off-hand being used defensively (+1 Melee AC). This is ineffective against Greatswords, Warhammers and ranged attacks.

⊠ Though using traditional names, a vast amount of weapons in the Waste are fashioned from Old World items. A warhammer may just be a heavy Car Battery attached to bound rebar. There is no weapon crafting Skill: allow your players to be creative with the objects they find in their ruin runs. Logically bind shears to a 2x4? Up that from Club damage to Spear!

FIREARMS

ANTI-SEED. PLANT ONE AND WATCH SOMETHING DIE.

WEAPON	DAMAGE	RoF	INITIATIVE	RANGE	AMMO	SCRAP	ENCUMBRANCE
Pistol, powder *	d8	1/3	-3	500'	1	50\$	-
Pistol, compact	d6	1	0	600'	2	100\$	-
Pistol, revolver	d8	1	-1	830'	6	150\$	-
Pistol, semi-auto	2d6	2	0	600'	10	300\$	-
Pistol, laser	d8	1	-1	500'	40	400\$	-
Pistol, plasma	d10	1	-1	500'	20	500\$	-
Submachine Gun	3d6	3(auto)	-1	600'	30	500\$	-
Rifle, assault	3d10	3(auto)	-1	900'	30	400\$	-
Rifle, powder *	d10	1/3	-3	800'	1	200\$	-
Rifle, bolt/lever	d10	1	-2	1200'	5	300\$	-
Rifle, laser	d10	1	-2	700'	50	1000\$	-
Rifle, plasma	d12	1	-3	700'	25	1200\$	-
Shotgun	d10	1	-1	50'	2	250\$	-
Shotgun, combat	2d10	2	-1	100'	10	400\$	-
Machine Gun	5d10	5(auto)	-2	600'	100	1200\$	-
<i>Gatling Gun</i>	5d12	5(auto)	-3	1000'	**	1500\$	<i>oversized</i>

☒ All rifles and shotguns can be used as a melee weapon for blunt d6 damage, with a 10% chance of breaking after impact. These can be repaired with a successful Tinkering skill (Technology for laser and plasma rifles) outside of combat. Repairs take 1d4 Turns and require 10% of the gun's value in \$crap to fix. Smaller guns can pistol-whip for d3 damage.

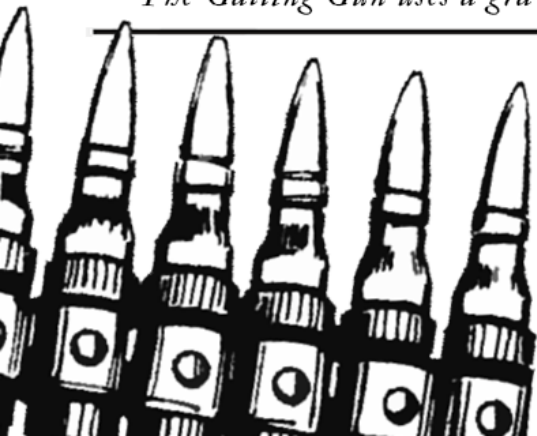
☒ Dual-wielding pistols does not fire both weapons in unison, but can be alternately shot allowing more attacks before reloading. Any gun larger than a pistol cannot be dual wielded.

☒ Reloading a single firearm takes a full uninterrupted round, unless otherwise noted.

* *Gunpowder weapons take 3 uninterrupted rounds to reload.*

Reloading cannot be done while engaged in melee combat.

** *The Gatling Gun uses a gravity fed box of ammo that can be reloaded on the fly.*



☒ d6 - d8: 5\$ each*

☒ d10-d12: 10\$ each*

* *includes adequate gunpowder, if necessary.*

AMMUNITION COST

Vendors are well stocked in all types of ammunition. Additional ammo can be found in the Wastes, but may not be compatible with your weapon! For example, you may find a pouch with 3 shotgun shells that are useless to someone wielding a Bolt-Action Rifle.

RARITIES

Uncommon armor, weapons, drugs or add-ons can be found from infrequent vendors or in the ruins of the Old World. Referees are encouraged to create items fitting their Wasteland and have them available to discover. Below are some examples of items and their effects.

BODY

Hazmat Suit* [L]
Bulletproof Vest [M]
Blast Suit* [M]

MODIFIERS

11 AC [+2 Save against Radiation]
14 AC [+2 Ranged AC]
14 AC [+4 Save against Explosive]

HEAD

Welder's Mask [L]
Gasmask [L]
Firefighter's Face-Helm [M]
Gun-range Earmuffs [U]
Nightvision Goggles [U]

+1 AC [+2 Save against Blindness]
+1 AC [+2 Save against Gas]
+2 AC [+2 Save against Fire]
+0 AC [+2 Save against Sonic]
+0 AC [See 90' in darkness]

WEAPON MODS

Bayonet
Scope
Pistol Silencer

1d4 (pistol) / 1d8 (rifle) Melee Damage.
+4 to hit after a round of aiming.
Allows Sneak Attacks with firearms.

- PC must be hidden or unseen. After any attack, roll a Stealth check. A successful roll enables another Sneak Attack attempt. A failed roll reveals yourself. Not usable with gunpowder, laser or plasma pistols.

DRUGS AND CHEMS

Morphine
Methamphetamine

4 Hours: Fall unconscious at -2 HP opposed to 0.
8 Hours: Reduce food/sleep needs by a day. -4 CHA.

* These items are full-body suits, thus headwear cannot be combined.



SKILLS AND CHECKS

All characters start with a base 1-in-6 ability for any skill (minimum of 1), unless otherwise noted. A 6-in-6 skill rolls 2d6 with a fail on snake-eyes. Questionable actions that do not have a defined skill can be settled in one of two ways:

1. **Ability Check:** Roll 1d20 under the relevant ability score to succeed.

2. **DC Check:** Roll 1d20 + appropriate modifier equal to or over a set difficulty.

5: *easy*

10: *challenging*

15: *difficult*

20+: *nearly impossible*



TECHNOLOGY: Ability to use, repair or understand *advanced* Old World tech (requires 1d4 Turns and 10% of the item's value in \$crap to repair.)

SURVIVAL: Hunting, foraging, scavenging and otherwise surviving in the wasteland.

CLIMBING: The ability to climb smooth, decrepit or other near-impossible surfaces. PC cannot be more than lightly encumbered.

LANGUAGE: Knowledge on reading, speaking and understanding other spoken and written languages.

FORCE DOOR: Ability to force open a stuck door. Crowbar adds +1. PC Assistance adds +1 (one person maximum.)

SEARCH: Finding or detecting well hidden, secret or otherwise obstructed things. Takes one full turn.

SLEIGHT-OF-HAND: Theft, pick-pocketing, secretly equipping a small weapon, etc.

SNEAK ATTACK: Requires you to be undetected. Total skill points multiply Attack Damage that amount. Additional +2 Attack Bonus while performing a Sneak Attack if any points are invested in this skill.

STEALTH: Referee rolls discretely. The ability to remain undetected. Light sources and loud, heavy armor will not keep you hidden!

TINKERING: Picking locks, disarming traps, fixing gadgets or otherwise altering and repairing basic guns and mechanics (requires 1d4 Turns and 10% of the item's value in \$crap to repair.)

MEDICINE: Requires a medkit or antitoxin. Whether the attempt is successful or not, the medkit or antitoxin is expended. Depending on the kit, a successful attempt heals that roll number in HP or stops ongoing Poison and Radiation damage.

EXPLORATION

EXPERIENCE: Characters receive experience from surviving combat and Ruin Running; the act of exploring the Wastelands for valuables. Combat must be against legitimate threats: maiming villagers and wanderers is just murder, not battle. An enemy must be brought to 0 HP, lose a Morale check, or surrender in order to count as having been “defeated.”

The following apply for XP rewards:

- ▣ *All valuable objects recovered from ruins in the Waste.*
- ▣ *Scrap and ‘treasure’ hoarded by enemies.*

The following will gain the characters wealth, but they do not count for XP purposes:

- ▣ *Scrap looted from bodies outside of adventure locations*
- ▣ *Rewards*
- ▣ *Selling equipment stripped from foes*
- ▣ *Theft of goods from merchants, vendors, and citizens of the Waste.*
- ▣ *General trade and other business activity (including selling of mundane items)*

Treasure is calculated for XP only after it has been returned to a secure location. One Scrap value worth of treasure is worth 1 Experience Point. Experience is divided between all surviving party members involved in a ruin run.

ENEMY HIT DICE	XP AWARD
< 1	5
1	10
2	25
3	50
4	75
5	100
6	250
7	500
8	750
9	1,000
10	1,250
11 +	1,500

HUNTING AND SCAVENGING

Characters may be able to find food and water during their journeys overland. To find food in the Wasteland, the character must roll against their Survival skill, with terrain modifying the skill as follows:

TERRAIN	CHANCE OF FINDING FOOD
Old World Ruins	+1 in 6
Mountain	normal
Forest	+2 in 6
Desert	-1 in 6
Jungle	+2 in 6
Swamp	normal

Hunting takes time, and the distance travelled during a day where successful hunting occurs is lessened by $1d4 \times 25\%$. Unsuccessful hunting or scavenging takes all day. Success means that $1d4$ days’ worth of meals for a single person has been acquired for the party. $1d6$ units of ammunition are expended in the attempt. If a character does not have a proper ranged weapon, the chance to find food is lowered by 1. If a character has no ranged weapon at all, reduce the chance by 2. All food gained is considered to be unpreserved rations. **In any non-irradiated environment:** aside from Swamps, Jungles and Forest, fresh drinkable water can only be found if a Survival roll is successfully made on $1d12$ rather than $1d6$. Bottled water, wells or other sources can be found in Old World Ruins on a regular $1d6$ roll.

LIGHT AND VISION: Places with no light require most characters to carry light sources in order to see. Torches & lanterns emit light in a 30’ radius. Candles emit light in a 10’ radius. Lanterns use flasks of oil as fuel; a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out. Candles will burn for 12 turns. Crank-flashlights emit light 30’ conically and stay on for 12 turns before needing another (loud) recharge. Characters that carry a light source are unable to sneak up on opponents, as the light gives them away ahead of time.

SURVIVING

FOOD AND WATER: A character must eat at least one ration a day and drink water *every* day or suffer ill effects. For every 24 hours that a character goes without food, the character must roll under their Constitution, or one Constitution point is lost. For every 24 hours that a character goes without water, their Constitution drops by half unless they make a successful roll-under check. After three such failed saves due to a lack of water, the character will be dead. Constitution losses due to dehydration or starvation recover at twice the usual rate with rest and proper nourishment.

Water that is irradiated may be drank for hydration, but the character must make a Saving Throw vs Radiation or suffer the effects listed below.

SLEEP: A character must sleep at least four hours per twenty-four hour period in order to function properly. Otherwise, the character suffers a -1 penalty to all rolls (10% penalty for 100% rolls) until the situation is rectified. If the character goes on without adequate sleep, there is a cumulative -1/10% penalty for each additional day that passes.

POISON AND DISEASE: There are a variety of ways that a character can become poisoned or diseased. When exposed to either, the character must make a saving throw against Poison or suffer the effects. Typical effects are instant death, the loss of Hit Points (often ongoing), or perhaps the reduction in one or more ability scores.

RADIATION: Can strike via simple exposure, ingesting dirty water, being hit by a special ability, violent Radiation Storms and more. All characters must make a Radiation save or suffer 1d6 damage *and* -1 STR a day until healed. Any human surviving a failed Radiation save is subject to a 2-in-6 chance to develop one mutation in 1d4 days.

RECOVERY: Injured characters who have at least half of their HP remaining recover 1 HP after a peaceful night's rest. Taking a watch shift does not prevent this recovery unless something dire happens. Injured characters who have at least half of their HP remaining can also recover an additional 1d4 HP by resting a full day. To count as a full day of rest, a character cannot engage in any strenuous activity, including travel, combat, running, scavenging, hunting, or foraging. The character must have adequate food and water.

Characters who have less than half of their HP remaining recover nothing from a night's rest, and recover only 1 HP by resting a full day. A character at zero or fewer HP will wake up after 1d6 hours. The character will not be able to carry any equipment or stand up, but can communicate and crawl at a movement rate of 10'. If the character rests the entire day in a safe environment, then an additional 1 HP is recovered. Death occurs at -3 HP or more.

Characters who have suffered ability score losses adjust any HP or bonuses accordingly. Non-ongoing ability score losses recover at a rate of one point per day of rest.

Physicians in civilized settlements will heal a character 1 HP per 20\$ traded (takes a total of 1d3 days) or 30\$ for Poison and Radiation (1 day).

HEALING: A character with a *medkit* may attempt to heal an injured ally on a successful Medicine roll. A poisoned or irradiated character may be cured with an *antitoxin*.

▣ **Medkit:** A successful attempt heals that roll number in HP. (i.e.: a character with a 3-in-6 Medicine Skill rolls a 2, successfully healing 2 HP.) Whether the attempt is successful or not, the medkit is expended. Takes one full turn out of combat and 5 uninterrupted rounds during.

▣ **Antitoxin:** A successful attempt stops the ongoing effect of the poison or radiation without healing HP. Whether the attempt is successful or not, the antitoxin is expended. Takes one full turn out of combat and 5 uninterrupted rounds during.

SAVING THROWS

Saving throws allow characters to avoid either the full or partial effect of certain matters.

CATEGORIES

RADIATION: Effects that cause onset irradiation.

POISON: Effects from toxins, venom, tainted food, etc.

GAS: Area effects involving harmful gasses, fumes and clouds.

EXPLOSIVE: Area effects from dynamite, grenades, violent bursts, etc.

BLINDNESS: Effects that cause permanent or temporary blindness.

STUN: Paralyzation and immobility effects.

Elemental effects have 3 separate categories:

▣ **FIRE:** Effects involving flame or extreme heat.

▣ **ICE:** Effects involving ice or extreme cold.

▣ **ELECTRIC:** Effects involving electrical shock.



COMBAT AND ENCOUNTERS

INITIATIVE: All player characters roll 1d20 (plus any modifiers) for initiative individually, and the Referee rolls initiative once for each type of enemy they are facing in combat. Begin in descending order, with ties broken via re-roll.

ENEMY SAVES: Unless otherwise noted, enemy saves vs effects are treated as a Level-0 Wastelander (16).

COMBAT ROUND OPTIONS

ATTACK: Players roll a d20 (plus any modifiers) equal to or over the enemy AC.

☞ *Only Wastelanders receive the +4 Parry option, Press Attack (+2 to hit, -4 AC) and Defensive Attack (+2 AC, -4 to hit) options. Armor Class adjustments remain in effect until the character's action in the following Round.*

AIM: Ranged only. Takes a full uninterrupted round and applies +2 to hit during the following round.

SWITCH WEAPONS AND ATTACK: If a character is not holding the weapon they want to use, they can drop what is in hand and draw a weapon (assuming the weapon is in an accessible place). There is a -2 penalty to hit during the round that this happens.

MOVE: A character can move up to 1/3rd of their normal movement rate in feet every round, and can also attack during this round if there is an enemy within that distance.

PARRY: A character can defend themselves in melee combat at the expense of all other activity. No other action is allowed during a round in which a character parries, although the player is free to decide that his character is parrying at any point during the round, even out of initiative sequence, provided that the character has not yet acted. This gives a +2 AC bonus for the round, or a +4 bonus for Wastelanders.

USE AN ITEM: If an item is in a character's hands, or handy on their belt, the character can use it at will. If the item is in a pouch, the item will take 2 rounds to prep (including the first round). If the item is in a sack or backpack, it will take 2d6 rounds. During this time, the character can be attacked as if from behind.

MISC. ISSUES

ATTACK FROM BEHIND: If a character is attacked from behind by an enemy they are not aware of, they lose all DEX and shield modifiers to AC and the enemy receives a further +2 bonus to hit. This applies to PCs as well.

SURPRISE: Most characters avoid surprise on a d6 roll of 1-4. Failed, they are unable to act for one round and enemies can take a free action before the initiative sequence.

COVER: Cover is protection behind something that can block incoming attacks, such as a wall or junked vehicle. Cover bonuses are as follows:

COVER	AC BONUS
25%	+2
50%	+4
75%	+7
90%	+10

NPC ENCOUNTERS: Unless otherwise noted, *combat* encounter distance begins 3d6 × 10' apart. In most instances, NPCs' reactions will be obvious based on the circumstance of the encounter. If there is any doubt, roll 2d6 on the following chart.

ROLL	REACTION
2	Hostile
3-5	Unfriendly
6-8	Indifferent
9-11	Talkative
12	Helpful

HELPLESS OPPONENTS: defined as those sleeping, bound, etc., are automatically hit for maximum damage by anyone attacking them with a melee weapon.

DARKNESS: Characters fighting opponents that they cannot see suffer a -6 penalty to hit in melee and all attacks against them by the unseen party are considered to be "from behind" (if the unseen party is able to see). Ranged attacks against unseen targets automatically miss, although Referees may decide to check to see if a random character is hit in the dark when a character fires wildly into occupied dark space.

MISFIRES: If using a non-laser or plasma based firearm, rolling a natural 1 on an attack-roll constitutes a misfire and the bullet is wasted.

MORALE: NPCs and creatures do not always fight to the death; in fact, most will try to avoid death whenever possible. Each NPC, creature, or group of the same creatures should include a Morale score, a figure between 2 and 12. To make a Morale check, roll 2d6; if the roll is equal to or less than the Morale score, they are willing to stand and fight. If the roll is higher than the score, they have lost their nerve. NPCs, creatures, or creature groups with a Morale score of 12 never fail a Morale check; they always fight to the death. Morale is checked when an NPC, creature, or creature group first encounters opposition (and they do not outnumber their opponents), and again when they are reduced to half strength (either by numbers if more than one NPC or monster, or by Hit Points if the NPC is alone). An NPC that fails a Morale check will generally attempt to flee; intelligent monsters or NPCs may attempt to surrender, if the Referee so desires.

UNARMED COMBAT: Martial combat, including bare fists and powerful kicks do 1d2 HP damage.

MOLOTOVS: Lobbing bottles of flaming oil, gas or alcohol is a popular tactic of ruin runners. The bottle must be in hand, its lid or stopper removed, and a wick of some sort (usually a bit of cloth or rag) already prepared and lit. If a creature is subjected to a Molotov, it will suffer 1d4 points of damage. If the damage roll is 4, then the victim must make a saving throw vs Fire or else suffer another 1d4 damage on his next action. If that roll is a 4 as well, then the victim becomes engulfed in flames: the creature suffers 1d8 damage per Round until it either dies, or the fire is put out. Creatures who are alight usually react by immediately fleeing in search of water, or failing that, simply run aimlessly until collapsing. Any fire has a chance to set alight flammable structures or objects.

WRESTLING AND GRAPPLING: Are settled by both sides rolling 1d20 + STR mod + Attack Bonus. Ties are settled via re-roll. If the NPC does not have a listed Strength, roll 3d6 to randomly determine.



WASTELANDER



Wanderers, warriors and survivors. The Wastelander is no stranger to the violence and horror residing in the wastes. Whether born into this blighted land or one who crawled from the ashes of the Old World, there is no more savage or efficient a fighter in combat.

All Wastelanders receive a +1 Attack Bonus per level, the +4 Parry option and the Press and Defensive combat options. Years roaming have made them sufficient hunters and scavengers; all Wastelanders have a 3-in-5 Survival skill and a 5-in-6 chance to avoid surprise. Lastly, upon taking a hit that would kill a weaker man, Wastelanders alone may make a Death Save: a 2-in-6 chance to evade death and remain unconscious at -2 HP. This can only be used once a level.

LEVEL	EXPERIENCE	HIT POINTS	SAVING THROW
0*	-	1d6	16
1	0	1d8	14
2	2,000	+1d8	14
3	4,000	+1d8	14
4	8,000	+1d8	12
5	16,000	+1d8	12
6	32,000	+1d8	12
7	64,000	+1d8	10
8	128,000	+1d8	10
9	256,000	+1d8	10
10	384,000	+3**	8
11	512,000	+3**	8
12	640,000	+3**	8
13+	+128,000/lvl	+3**/lvl	6

*NPCs only, all Player Characters begin at Level 1

** Constitution modifiers no longer apply



THE ADEPT



Explorers. Thieves. Gearheads. Bounty Hunters. Adepts live for their profession and have a specialized set of skills that get them results (and keep them in high demand.) A shady criminal may invest in Sleight-of-Hand and Stealth while a lover of rebuilding Old World gadgets may put emphasis into Tinkering and Technology.

Adepts are the only class to receive points to freely distribute among Skills as they progress in level and receive a +2 for Saving Throws against one selected type.

LEVEL	EXPERIENCE	HP	SAVING THROW	SKILL POINTS
1	0	1d6	14	4
2	1,500	+1d6	14	+2
3	3,000	+1d6	14	+2
4	6,000	+1d6	14	+2
5	12,000	+1d6	11	+2
6	24,000	+1d6	11	+2
7	48,000	+1d6	11	+2
8	96,000	+1d6	11	+2
9	192,000	+1d6	9	+2
10	288,000	+2*	9	+2
11	384,000	+2*	9	+2
12	480,000	+2*	9	+2
13	576,000	+2*	7	+2
14	672,000	+2*	7	+2
15	768,000	+2*	7	+2
16	864,000	+2*	7	+2
17+	+96,000/lvl	+2*/lvl	5	+2/lvl

* Constitution modifiers no longer apply



THE SULLIED



Some were once human. Others come from a lineage of horrendously abberated creatures, never fully accepted amongst the sparse settlements of mankind. Regardless, their minds are their own and no less competent than the humans among them.

The Sullied recieve a +1 to their Constitution modifier (added to *every* HP roll per level) and are possibly affected by one mutation every level (1d6 chance, unless noted) from the ongoing corruption in their bodies. They also recieve a +2 to Save against any Radiation hazard.



LEVEL	EXPERIENCE	HP	SAVING THROW	MUTATIONS
1	0	1d6	14	1d4
2	1,750	+1d4	14	1-in-6
3	3,500	+1d4	14	1-in-6
4	7,000	+1d4	14	+1d4
5	14,000	+1d4	12	2-in-6
6	28,000	+1d4	12	2-in-6
7	56,000	+1d4	12	+1d4
8	112,000	+1d4	12	3-in-6
9	224,000	+1d4	10	3-in-6
10	336,000	+2	10	+1d4
11	448,000	+2	10	4-in-6
12	560,000	+2	10	4-in-6
13	672,000	+2	8	+2
14	784,000	+2	8	5-in-6
15	896,000	+2	8	5-in-6
16 +	1,008,000	+2	8	+2

MUTATIONS

Roll 1d100 to randomly determine. Reroll duplicates. Some effects, such as AC bonuses or Ability Modifiers may stack. All Sullied begin with 1d4 mutations at level 1. Any human that fails a save against Radiation but survives has a 2-in-6 chance of developing a single mutation over the course of 1d4 days. Unless noted, 'Powers' are used at-will and do not require to-hit Attack rolls.

01-02 Aberrant Form: Roll 1d4 to determine what body part is oversized.

- (1.) *Head* [+1 INT]
- (2.) *Arms*; [+1 Melee Damage]
- (3.) *Legs* [x2 Movement rate]
- (4.) *Torso* [+1 CON]

03-04 Chameleon Epidermis: Use at will. Grants a 6-in-6 Sneak ability. Anyone watching you disappear will still know your general position, but have a -4 to hit.

05-06 Wing Development: Ability to fly a maximum height of 30'. Roll 1d4:

- (1.) *Insect*; (2.) *Bat*; (3.) *Bird*; (4.) *Pterosaur*

07 Useless Organs: +2 Constitution. Death at -6 HP as opposed to the normal -3.

08-09 Dermal Poison: Upon touch, enemy must make a saving throw against Poison or suffer 1d8 Damage.

10-11 Two-Headed: 6-in-6 chance to avoid Surprise. INT mod +1.

12-13 Dwarfism: Roll 1d4 to determine your height. (2 = 2' etc)

14-16 Echolocation: Ability to 'see' in darkness up to 90'; +1 to Melee AC.

17-18 Energy Ray: Every 6 rounds, this mutation grants the ability to emit a blast of energy from the hands for 1d10 damage. Enemies may make a Saving Throw against this attack for half-damage. Roll 1d6 to determine type:

- (1-2.) *heat*; (3-4.) *cold*; (5-6) *electricity*

19 Energy Retaining Cell Structure: Once a day, your body's stored energy can emit an electrical blast in a 20' radius for 1d12 damage. Enemies may make an Saving Throw against Electric for half-damage.

20-21 Epidermal Photosynthesis: Heal 1d4 HP per level every 8 hours in natural sunlight.

22-23 Foul Smell: Your body emits a powerful odor, detroying any ability to Sneak or remain hidden around any creature with olfactory senses.

24-25 Gigantism: Roll 1d4 to determine height and Melee Damage modifier. You have a -4 on attacking a creature 4' or smaller and your base movement rate is that of a heavily-encumbered man.

- (1.) 9' [+1 Damage]
- (2.) 12' [+2 Damage]
- (3.) 18' [+3 Damage]
- (4.) 24' [+4 Damage]

26-27 Increased Balance: +1 DEX and a 6-in-6 Climbing Ability.

28-29 Increased Physical Attribute: Roll 1d6 to determine:

- (1-2.) *STR*: Roll an extra 1d4 with Melee Damage.
- (3-4.) *DEX*: +2 to Dexterity attribute.
- (5-6.) *CON*: +2 Constitution, +2 to any save against Poison.

30-31 Increased Sense: One or more senses is very acute, allowing you to sense things others may not. Roll 1d4 to determine the sense:

(1): *Vision:* Allows the you to see things as far as 3 miles away. +2 Ranged Attack.

(2): *Hearing:* May distinguish even the quietest sounds at a range of 180 feet. This also allows you to pick out sounds from a jumble of noises. Grants 5-in-6 Surprise immunity.

(3): *Smell:* A mutant with this mutation can pick up scents at 180 feet and tell the difference between various smells even if some seem overwhelming to others. Creatures upwind can never surprise you.

(4): *Touch:* This increased sense grants +2 to your Tinker skill.

32-33 Metamorph: Choose another creature you can transform into. You don't gain the mutations of the creature, just the physical appearance and natural abilities (such as claws or sharp teeth). This change (in either direction) takes 2 full rounds before it is complete.

34 Natural Armor: You're covered in a thick hide, scale, shell or other form of natural protection. Unarmored AC of 14.

35-36 Night Vision: Ability to see 120' in pitch black.

37-38 Optic Emissions: Roll 1d6 to determine which form this takes:

(1-3) *Project a flash of very bright light from the eyes, blinding an opponent within 30' for 1d4 rounds. This blindness causes the enemy a penalty of -4 to attack. Recharges every 6 rounds.*

(4-6) *Once a day, you can discharge a burst of Radiation from the eyes up to 30 feet for 1d12 damage. Enemies may make an appropriate Saving Throw against this attack.*

39 Pockets: You have a marsupian pouch on your body. Carry up to 5 more items before encumbrance takes effect.

40-41 Prehensile Tail: You have a monkey-like tail. Recieve +1 DEX and the ability to hold items (torches, flashlights, etc.) or hang from places freehanded.

42-43 Quickness: +4 Initiative rolls and double normal movement rate.

44-45 Reflective Epidermis: Your skin has grown full damage resistance to certain types of effects. Roll 1d6 to determine type:

(1-2.) *heat;* (3-4.) *cold;* (5.) *radiation;* (6.) *electricity*

46 Regenerative Capability: Heal 1d4 per level every 8 hours.

47-48 Banshee Shriek: A natural, instant Stun attack, useable once a day. Enemies must make a successful save or be stunned and incapacitated for 1d4 rounds.

49-50 Spiny Growths: Unarmored AC of 14 and an unarmed 1d6 punch attack.

51-52 Thermal Vision: Ability to see 60' in darkness. 5-in-6 Avoid Surprise chance.

53-54 Hybrid: You are half human, half...something. Roll 1d6 to determine.

(1.) *Plant; heal 1d4 per level a day in Sunlight. -2 to saves against Fire.*

(2.) *Mammal; Natural 1d6 Claw and Bite attacks.*

(3.) *Bird; Wingless. +2 Ranged Attack bonus. Unarmed 1d4 talon attack.*

(4.) *Insect; d10 venom attack, once a day. Enemy must save against Poison for half-damage.*

(5.) *Reptile; Heal 1d4 per level a day in sunlight. Unarmored AC of 12.*

(6.) *Fish; Ability to breathe underwater. -1 HP per day out of water.*

55-56 Adrenal Control: Once a day, instantly channel a berserker like rush for a bonus 1d4 to Melee Damage. Lasts 4 rounds. As it wears off, receive a -1 Melee Damage penalty until combat ends.

57 Unique Sense: May detect certain kinds of phenomenon that are not detectable by the usual senses. These might include the ability to "feel" radiation to a distance of 60' or "smell" water within a mile. Devise a concept allowed by the Referee.

58-59 Albinism: -2 to attack while in sunlight.

60-61 Epidermal Susceptibility: Your flesh is translucent and paper thin. All Elemental effects do +1d6 more damage, whether immediate or ongoing.

62-63 Frailty: If unarmored or lightly armored, any attack against you rolls an additional +1d4 Damage dice.

64-65 Hemophilia: If injured at all, you excessively bleed. You lose -1 HP per hour unless properly bandaged with a medkit or treated by a physician.

66-67 Increased Caloric Need: Your appetite is ceaseless and you require more food than most to remain sated and healthy. Requires 2x the amount of rations needed to stave off starvation. Any starvation effects are doubled.

68-69 Morbid Obesity: Your body is naturally fat...very, very fat. -6 Initiative and a base movement rate of a heavily encumbered person.

70-71 Pain Insensitivity: You cannot feel nor comprehend the severity of damage that ails you. You are ignorant to your HP status (Referee keeps an ongoing tab.)

72-73 Pain Sensitivity: If injured in combat, you suffer a Stun effect (immobility) the following round as your body violently gives in to the damage.

74-75 Pituitary Deformation: You resemble someone nearly 2 times your age and, on average, will only live 30 or 40 years. -1 to every stat (minimum of 3) per adventure.*

** Referees who keep extensive time records may want to give more of an in-game time scale.*

76-77 Susceptibility: Poison and disease affect you unnaturally fast. All failed Poison saves result in immediate death, regardless of the original effect.

78 Prey Scent: A pheromone you naturally emit attracts predators in the Wastes. Double the rate of random encounters.

79-80 Ability Boost: Once per day the mutant is capable of concentrating their mental energy to such a degree that one of their abilities is doubled for 1d10 consecutive rounds, or they gain +1 to attack rolls for 1d10 rounds. The character may choose either of these options each time the mutation is used.

81-82 Intellectual Affinity: Thanks to advanced thinking capabilities, the character gains one of the following abilities (roll 1d6):

1-2 *Martial Affinity:* +2 to Base Attack and +1d4 damage.

3-4 *Tinkerer Affinity:* 6-in-6 to Tinkering skill. The character may also repair items with no needed Scrap.

5-6 *Bartering Affinity:* +3 Charisma modifier when haggling.

83 Killing Sphere: Once a day, this powerful mutation allows an uninterrupted character to generate a 30' radius sphere of deadly mental energy centered on themselves. Within this sphere of energy, all creatures except the character (friend or foe) have their HP reduced to 1 point, and must save versus Stun, or be knocked unconscious for 1d10 rounds. This power takes effect the following round. After using this mutation, the mutant is exhausted from the force of the mental exertion and falls unconscious for 1d6 hours.

84-85 Irrational Phobia: The character has a fear of some creature or object. Whenever they come face to face with the object of their fear, they flee immediately, throwing anything in hand at it in an effort to distract or harm. They will flee in the opposite direction at full movement for 1d4 rounds. Roll 1d4 to determine, and flesh out details:

1. *Working Advanced Old World technology (robots, computers, lasers, etc.)*

2. *Particular Old-World Vehicles (school bus, garbage truck, etc.)*

3. *Insects (mutated or not)*

4. *Natural Element (Choose one: fire, ice, electricity)*

86-87 Neural Telekinesis: With this mutation, the character can lift or move INT x 10 pounds using only the power of their mind. This ability does not extend to lifting themselves. Using this power requires uninterrupted concentration, thus takes effect the following round. This ability has a range of 50' and can only be used to hold things for roughly 30 seconds (5 rounds) before the mutant becomes tired and must set the objects down. The mutant must rest for 6 rounds before using the power again. Any use of this mutation on another creature, or objects carried by another creature can be avoided with a saving throw against Stun.

88-89 Teleport: This ability allows the character to disappear from one location and appear in a location up to 10 miles distant without physically crossing the intervening space. If the mutant has never been to the location they are teleporting to or is only vaguely familiar with it, they have a 25% chance of suffering 10d6 damage upon arrival as they teleport into a space occupied by another object, or misjudge some aspect of the location. If they are intimately familiar with the destination, or have spent 2d4 hours conjuring an image of the location in their mind, they can teleport safely.

90-91 Vampiric Field: This mutation grants the ability to absorb the life essence (HP) from all creatures (friend or foe) within a foot radius equal to 30'+INT. This power instantly absorbs 1d4 HP per uninterrupted round from all creatures in the radius, and these absorbed points go into a separate 'reserve'. All damage is taken from these reserved points until they are gone; after this point their regular HP begins to be affected. Stored HP will disappear after a day.

92-93 Vision Impairment: This mutation covers all visual impairments that fall short of total blindness, including macular degeneration, myopia, severe light sensitivity, cataracts, etc. This condition makes it extremely difficult for the character to discern objects more than 50' away. Characters with this mutation have a -4 to hit in combat.

94-95 Disintegration: Upon touch with this powerful mutation, the mutant can completely destroy matter on a molecular level. Doing so requires so much energy expenditure, however, that the character is instantly rendered unconscious, with 1 HP left. The total weight that may be disintegrated is INT x 10 pounds.

96-97 Mental Phantasm: With this power, the character is capable of creating a realistic, illusory environment in the mind of another conscious creature, much like a vivid dream. These visions are realistic to all senses but touch: Once the target tries to make physical contact with any element of the phantasm it dissolves into reality.

98-99 Psionic Flight: The character may fly through the air with a height of up to INT x 10' at regular movement rates. Any encumbrance will hinder the movement as usual.

100 Re-Roll for two mutations!

Most of these were taken (and modified) from the RPG *'Mutant Future'*.

Any referee looking for inspiration for other mutations are suggested to look at the excellent games *'Mutant Epoch'*, *'Mutant: Year Zero'* and the supplements *'Mutant Omega'* and *'The Metamorphica'*.

APPENDIX N

Recommended media for capturing or creating the feel for a RotDP game world. For fans of the post-apocalyptic genre, the *Mad Max* series of films, the *Fallout* series of videogames and the books *The Road* and *Wastelands: Stories of the Apocalypse* are invaluable works.

LITERATURE

- ▣ *Wastelands: Stories of the Apocalypse*
- ▣ *The Apocalypse Triptych*
 - John Joseph Adams (editor)
- ▣ *After the End*
 - Paula Guran (editor)
- ▣ *The Windup Girl*
- ▣ *Shipbreaker*
- ▣ *Pump 6: and Other Stories*
 - Paolo Bacigalupi
- ▣ *Go-Go Girls of the Apocalypse*
 - Victor Gischler
- ▣ *The Road*
 - Cormac McCarthy
- ▣ *Deathlands (series)*
- ▣ *The Genesis of Shannara*
 - Terry Brooks
- ▣ *The Postman*
 - David Brin
- ▣ *Silo Trilogy (Wool, Shift, Dust)*
 - Hugh Howey
- ▣ *The Dustwalker Cycle*
 - Jay Posey
- ▣ *Lucifer's Hammer*
 - Larry Niven and Jerry Pournelle
- ▣ *Revolution World*
 - Katy Stauber
- ▣ *The Dog Stars*
 - Peter Heller
- ▣ *A Canticle for Leibowitz*
 - Walter M. Miller, Jr.

FILM

- ▣ *Mad Max:*
 - *The Road Warrior*
 - *Beyond Thunderdome*
 - *Fury Road*
- ▣ *The Road*
- ▣ *The Book of Eli*
- ▣ *Hell Comes to Frogtown*
- ▣ *A Boy and His Dog*
- ▣ *Waterworld*
- ▣ *The Postman*
- ▣ *Children of Men*
- ▣ *The Quiet Earth*
- ▣ *Threads*
- ▣ *Steel Dawn*

VIDEOGAMES

- ▣ *Fallout (series)*
- ▣ *Wasteland 1 & 2*
- ▣ *Shardlight*
- ▣ *Mad Max*
- ▣ *Fallen Earth*
- ▣ *Outlander*
- ▣ *The Last of Us*
- ▣ *S.T.A.L.K.E.R.*
- ▣ *Rage*

TABLETOP RPGS

- ▣ *Gamma World*
- ▣ *Mutant Future*
- ▣ *Mutant: Year Zero*
- ▣ *Mutant Epoch*
- ▣ *Mutant Crawl Classics*
- ▣ *Apocalypse World*
- ▣ *Atomic Highway*
- ▣ *This Is Not a Test*
- ▣ *Other Dust*
- ▣ *Savage Worlds: Broken Earth*

RUINATIONS - of the - DUST PRINCESS

Name: _____ Player: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>
Class	Level	Current XP
<input type="text"/>	<input type="text"/>	<input type="text"/>
Age	Sex	XP for next Level

MODIFIERS

ABILITY SCORES

Charisma Barter Adjustment
Follower Recruitment
Loyalty

Constitution Hit Points
Daily Travel Distance

Dexterity AC
Ranged Attack Bonus
Initiative

Intelligence Technology Skill
Medicine Skill
Language Skill

Strength Melee Attack Bonus
Melee Damage Bonus
Force Door Skill

SAVING THROW

Save Bonus

Type: _____ Type: _____

Wastelander Death Save

Avoid Surprise

ATTACK BONUS

Base AB Ranged AB Melee AB

Melee Damage Bonus

Max HP

Current HP

COMMON SKILLS

Force Door Survival Language Climbing

Stealth Sleight of Hand Sneak Attack Search

Medicine Tinkering Technology

ARMOR CLASS

Melee Ranged

Without Shield Surprised

COMBAT OPTIONS

- Standard Attack
AB+0, AC+0
- Parry
 AC+2 / AC+4
- Press
AB+2, AC-4
- Defensive
AB-4, AC+2

Weapon	Initiative Mod	Damage	Range

MUTATIONS

SCRAP

RARITIES

ITEMS		
	1	
	2	
	3	
	4	
	5	
	6	+1 Enc
	7	
	8	
	9	
	10	
	11	+1 Enc
	12	
	13	
	14	
	15	
	16	+1 Enc
	17	
	18	
	19	
	20	
	21	+1 Enc
	22	
	23	
	24	
	25	
	26	+1 Enc
	27	
	28	
	29	
	30	

KNOWN	LANGUAGES	UNKNOWN

ENCUMBRANCE					
<input type="checkbox"/>	Character is wearing	Medium Body Armor			
<input type="checkbox"/>	Character is wearing	Heavy Body Armor			
<input type="checkbox"/>	Character is carrying	6	or more different items overall		
<input type="checkbox"/>	Character is carrying	11	or more different items overall		
<input type="checkbox"/>	Character is carrying	16	or more different items overall		
<input type="checkbox"/>	Character is carrying	21	or more different items overall		
<input type="checkbox"/>	Character is carrying	an <i>oversized</i> item (1 point each)			
Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly Encumbered	90'	30'	90'	18 miles
3	Heavily Encumbered	60'	20'	60	12 miles
4	Severely Encumbered	30'	10'	30	6 miles
5	Overencumbered	0	0	0	0

NON-ENCUMBERING EQUIPMENT	

COMPANIONS					
Name	Position	Class/Level	HP	Wage	Share





RUINATIONS — of the — DUST PRINCESS

POST-APOCALYPTIC ROLEPLAYING