

SAVAGE STALKER



Player Section

Introduction

A Brief History of the Zone

The Chernobyl Nuclear Power Plant Zone of Alienation, otherwise known as “The Zone” is a quarantined area around the site of a nuclear reactor that experienced an explosion and fires that raged for hours, or in the case of Reactor 4, days. This led to severe amounts of radiation contaminating the environment and the government setting up the Zone to keep people out, including evacuating the nearby city of Pripjat. In turn, the area was rendered relatively isolated marked only by the sporadic scientist or soldier.

In 2006, the situation escalated – the power plant exhibited a blinding light lasting for 2 hours before disappearing in the blink of an eye. Three months later the Zone experienced its first emission (also called a “blowout”) – an uncontrolled burst of energy – that killed unaware scientists and military personnel, leading to The Zones expansion.

That escalation caused the rampant flora and fauna of the Zone to mutate out of control, driving out or killing most of the active

military and scientific personnel inhabiting the area. Areas and objects starting oddly, defying the laws of science and reason, distorting time and space, igniting random objects.

Eventually people returned, seeking to investigate into these strange events and artifacts. More and more people, many illegally, flooded in, bringing weapons, as they realized the treasures and adventure that now lay in the area. The Ukrainian government designated these trespassers “stalkers” and in the beginning, they were treated only with caution.

Eventually, conflicts arose over how to treat the Zone and its contents, and factions arose to fight bloody battles over these beliefs. The Military was then authorized to shoot any and all stalkers present, although this power is not necessarily used freely, as the military trade with stalkers for their own gain.

This is the current state of the Zone; an area filled with factions fluctuating between open war or shaky peace, a military force always poking at the borders, lone stalkers struggling to survive against each other and the Zone’s treacherous environment, but above all, it’s a place full people trying to survive in an irradiated wasteland.

Why Become and Stay a Stalker?

There are several reasons as to why people enter the Zone, and a few more as to why they stay. Most commonly, people are simply after the money that the zone offers – artifacts can make a man rich.

Some others come for the adventure and freedom offered. The area is after all for the most part lawless and full of excitement, and ripe for crazy times. The romanticizing of the stalker lifestyle also convinces others that a stalkers life is all fun. Criminals or outcasts might flee to the area to truly be themselves or to escape the drudgery of modern life.

Still others are more scientific in nature; they want to understand how anomalies work, why they are there, what they can learn from them. Why do artifacts make peoples wounds heal faster? What are blowouts? Can we make artifacts? What other unfound mysteries lurk in this area? These are just some questions they ask themselves as they brave the zone.

Ideological wars are also fought in the zone. Duty exists to essentially destroy the zone and all that it contains, believing them harmful. Freedom sees it as beneficial and wants free access to the zone. Clear Sky wants everybody out so researchers can work in peace.

Frankly, many stay because it's become what they know or they simply can't leave. The lifestyle is hard and death being a constant threat changes a man. The border is tightly controlled and the military tends to not let people out as much as they let them in. People feel ever-compelled to make one last haul before they leave, which always becomes just another.

There's nothing quite like the Zone, and that keeps people in it.

Peoples of the Zone

Within the zone exist a multitude of factions, factions which are frequently at war with each other, although periods of tense peace do exist.

Duty

A paramilitary faction composed primarily of ex-military soldiers, Duty is one of the largest clans that exist and are dedicated towards eradicating the zone.



Duty is frequently at war with the other factions due to an intense conflict of interests; while others depend on or want the zone to exist in some faction, Duty attempts to destroy the method outright through brute force letting none get in their way.

Their clothing tends to be black with red highlighting, and their gear is eastern in nature. They organize themselves in a strict militaristic faction, using military ranks and clearly defined responsibilities. Training is heavily emphasized, as they are outnumbered by the other factions.

Freedom

An anarchistic group of daredevils, Freedom is the second of the two largest clans and fight for free access to the Zone and is composed of rag-tag bunch.



Freedom is a very relaxed organization that believes in collective ownership of the Zone, arguing that if the Zone wasn't treated so hostilely, it would naturally stabilize itself.

These ideals frequently put them into conflict with Duty and the Military, although much of the time Freedom lacks the resources to wage sustained wars.

Freedom clothing is green and easily recognizable as their armor is all covered in flecktarn camouflage. Their weaponry is usually NATO in origin. Organization is decentralized, with groups doing as they see fit and as they are able.

Monolith

Essentially a religious cult, Monolith is hostile to everybody else and venerate the Zone and the Wish Granter, an artifact rumored to be in the center of the zone and that grants any wish to those who find it.



Fanatical to an extreme, Monolith will fight on in the face of even extreme wounds or loss of equipment or ignore gunfire during prayer.

Monolith is rumored to be huge in number, but as they stick to the center of the Zone, they are not necessarily a threat. Their armor tends towards an urban camouflage with green vests with frequent usage of balaclavas. Weapons are whatever they can get their hands on, which disturbingly frequently includes high-quality firearms.

Ecologists

The ecologists are a Ukrainian government-funded coalition of scientists operating in the Zone.



Their only goal is to figure out how anomalies and artifacts work, and new genome modification techniques via dissection of mutants.

Ecologists frequently make use of heavily armored bunkers for protection, and then hire out guard duties to mercenaries or loners for protection, or Duty for field work as they lack any significant numbers or gear.

Bandits

The bandits are a group of mostly ex-criminals, seeking the zone as an opportunity for further crime, or to escape the law.



Not really a single group as much as a term for a variety of stalker groups (although these groups might be significant indeed), Bandits prey on loners and come into conflict with just about every other faction.

Bandits are very rarely well-equipped and usually make due with lower-grade eastern weapons and lighter armors, especially black trench coats. Nevertheless, some luckier ones might be wearing much better gear, most likely stolen.

Clear Sky

Clear Sky is an independent military/research organization focusing on understanding the Zone.



Clear Sky is founded out of members of one original research team operating in the Zone. They see all other groups as fairly neutral (excepting of course Bandits and Monolith), as their primary goal is merely to learn the inner workings of the Zone.

Their gear bears a characteristic blue/white camouflage pattern with black pants, and they make use any equipment they can get their hand son, but it tends towards NATO weaponry.

Loners

Loners are those individualistic stalkers who refuse to associate themselves with any single faction. As such, they are a very varied bunch.



Most Loners have an amount of respect and friendliness towards each other, helping others as necessary. They frequently fight with Bandits and the Military who seek to extort them for their artifacts, although they sometimes trade with the military. Beyond that, they are neutral to the other factions.

Loners are frequently referred to as “free stalkers” by the Zone’s inhabitants. Loners also frequently group up into small bands for survival, and some places might serve as meeting hubs for loners, giving them a place to trade and relax.

Mercenaries

Groups that consist of usually western forces, mercenaries are in the zone to make money. Many are sent by private parties to recover artifacts or provide bodyguards.



The mercenaries are a highly secretive bunch, although their characteristic blue suits make them fairly obvious if seen. They consist generally of experienced soldiers and make use of a variety of NATO equipment.

Mercenaries also tend to vary extremely, with morals ranging wildly from group to group. They also possess little knowledge of the Zone. They also aren’t so much as a single group as a term for a bunch of different groups, similar to the bandits although their similar suits and equipment suggest they’re affiliated with each other in some way.

The Military

The Ukrainian military, also called the State Security Service. They sometimes make incursions into the zone, mostly to recover objects or people. They also guard the border of the Zone, although they frequently trade with stalkers.



They’re poorly seen by most of the other factions due to rampant corruption and shooting of stalkers for sport.

Character Creation

The Process

Character creation follows the same process as described in the *Savage Worlds Deluxe* (“SWD”) core book, on page 16, with just a slight few changes:

1. Everybody is human and receives the free edge as normal.
2. Arcane Background of any kind are not allowed. As a consequence, all Power Edges and any Edges that require an Arcane Background are not available.
3. The Beast Bond and Beast Master Edges MAY be taken, but do not apply to mutated animals or creatures. However, given that most remaining animals in the zone are mutants, it might not be advisable to take these edges.
4. Starting cash is 2,250P (Rubles), but all players start with a free leather jacket, 1 unit of Zone Food, their own PDA, and a Semi-Auto Pistol with 50 rounds of basic ammunition and a d8 Quality Die (see page 5).

New Edges

Grain Farmer (Background)

Requirements: Novice, Vigor d8+

Your stalker can handle his vodka, and then some. Vigor checks when drinking are made at +1, and that includes a check made to remove the damage of radiation.

Technician (Professional)

Requirements: Novice, Smarts d8+, Repair d8+

Technicians are a highly valued resource in the Zone. Only a technician can fully repair a piece of equipment or modify it to any meaningful extent.

A stalker with this edge can improve a weapon or armor back up to a d8 Quality Die, ignores the extra penalty given to such repairs, and may also add Modifications to equipment.

Rad-Resistant (Background)

Requirements: Novice, Vigor d8+

Radiation ain't fun, but you're better at managing it. You gain +1 Radiation Armor, and tests made to remove Radiation are made with a +1 bonus.

Artifact Tolerance (Professional)

Requirements: Novice, Vigor d8+

This character has grown a certain resistance to the negative effects of artifacts. They may ignore up to 3 points total of Rad Armor penalty from carried artifacts.

Zone Sensitive (Weird)

Requirements: Seasoned, Notice d8+

Extensive experience with the zone has enhanced this stalkers ability to sense and filter its oddities. They feel a strange prickly sensation before any blowouts and benefit from a +2 to any Notice rolls for detecting anomalies.

No Man's Land (Professional)

Machine Guns are your specialty, and you know how to more effectively suppress an area, making you a better machine gunner.

When using a machine gun for suppressive fire you may opt to suppress an area equal to 2 Medium Burst Templates. The second template must be adjacent to the first. This uses double the normal ammunition.

New Hindrances

Lightweight (Minor)

Your stalker isn't used to or simply can't handle his vodka. Vigor checks to resist drunkenness when drinking are made at -1.

Rad-Vulnerable (Minor)

Bad news: Radiation seems to have a bigger effect on you than it does everybody else. You have -1 Radiation Armor.

Combat Fright (Minor/Major)

Demonstrating poor ability in life careers, this character freezes up and spooks at the onset of any fight. At the start of combat (when initiative is rolled), you must make a Fear Check. If this hindrance is major, the Fear Check is made at -2. Fearless means you must still make this check, but with a +2. Phobias and Marks of Fear gained last about a day or so as long as you've had a couple hours to calm down and have rested.

Insomnia (Minor)

Your poor stalker simply has troubles falling asleep. Whenever you attempt to sleep, you must make a Spirit test. Failure on this test indicates that you will not be able to sleep for the next 4 hours. Drugs exist that give you a +2 to this test, but they cost 1,250 rubles per day.

1,000 Yard Stare (Minor)

You've been here a while, and seen a lot: probably more than anybody would ever want to or deserves. Your eyes tend to go unfocused and blank, as if they're staring off into the distance. This unnerves others, reducing your charisma by 1.

New and Changed Skills

Knowledge (Zone Phenomena)

Knowledge of various phenomena in the zone, usually detailing artifacts and anomalies and how they work, their identifying features, which anomalies produce which artifacts, and safe methods of traversal.

Knowledge (Zone Inhabitants)

Knowledge of various inhabitants of the zone, including the various human factions and mutants, as well as extended info about them EG a mutant's lairs and habits, or a faction's basic organizational structure.

Survival

Survival is a bit harder in the Zone than most areas – there aren't really any berry patches or wandering rabbits to hunt. All Survival rolls to find safe food or water just lying about suffer a -3 penalty while in the Zone – it's advised you look more into Scavenging on page 5 if you need to survive on what you find.

The Player Group

There are many conflicting ideologies even in a small as place as the Zone. If not managed well or thought about, this can lead to incoherent or incongruent player groups. Duty members do not idly work alongside Freedom members, for example.

Remember that stalkers are a fairly suspicious bunch, and inevitably use violence as a means to an end. One does not brashly group up with somebody who might kill you while you sleep for your food and ammunition without a good reason.

It's advised that all players make their stalkers together as they coordinate why they are together and how they feel about each other as well as their overall group status, and maybe flesh out individual relationships.

Additionally, consider electing a group “leader.” In some groups (EG, Duty patrols) this leader has much more authority while in more relaxed and equal groups (EG Loners or Freedom), this leader is just a quick focal point for the group’s coherency and individual respect matters more.

Setting Rules

Gritty Damage

The Gritty Damage rules on Savage Worlds Deluxe page 94 are in effect. The zone is a harsh, unforgiving area.

Quality Die and Quality Tests

Some items have a Quality Die – a die ranging from d4 to d12+2, similar to any other Trait.

Quality Tests might be called for, depending on the item. **Generally, it’ll be when you critically fail** while using it. A Quality Test is just a roll using just the Quality Die (no acing or wild die) versus a standard TN of 4.

If you fail the test, the Quality Die goes down 1 step, representing depletion of supply, or quality, or whatever is relevant. If at d4 and you fail the test, the item is now effectively gone – you ran out, or the item broke permanently.

Weapon Degradation

Weapons degrade from use, going from well-oiled shiny machines to scratched, notched, and bent devices.

A brand-new (or highly maintained) gun has a Quality Die of d8. Unfortunately, in the Zone these are not the most common items – most weapons will rate at about d6.

When you roll a critical failure (double 1s) when using a firearm (most commonly, Shooting with it), you suffer a malfunction, triggering an immediate Quality Test and jamming your gun:

Raise: False alarm, no jam and no other effects!

Success: Your gun is jammed, but it can be cleared with an action.

Failure: **Your gun’s Quality Die is reduced by 1 step. The jam takes 1 action to clear.**

Total of 1 or less: **Your gun’s Quality Die is reduced by 1 step, and the jam takes 1d4+1 actions to clear.** Alternatively, you can force the gun to make the jam clearable in one action, but then **your gun’s Quality Die drops by 2 steps rather than 1.**

Armor Degradation

Whenever you suffer an injury (as per Gritty Damage), your armor must immediately make a Quality Test.

Failure on the Quality Test means your Quality Die decrease by 1. Success means the armor is fine – for now.

If your armor’s Quality Die is reduced to d4, all of its armor bonuses are halved (round down). If you have the Integrated Breathing modification on your suit, it stops providing any benefit.

If the armor’s Quality Die ever degrades below d4, it’s in tatters and only good for Scrap.

Armor normally has a max Quality Die of d8, same as weapons.

Repairing Items

Item repair takes one hour per attempt and consumes 1 unit of Scrap, success or failure.

Due to the conditions of the Zone and the difficulty of maintaining items in it, all repair rolls are made at -1 – this penalty stacks with a -2 of not using a tool kit.

Items may only be repaired up to d6 Quality Die at most unless you have the Technician edge.

Salvaging

Frequently, stalkers must break down broken or undesired parts to recycle them into still functioning and useful gear.

Salvaging takes 60 minutes per attempt, and uses the Repair skill. Success nets you 1d3 units of Scrap (see Miscellaneous Gear), with each Raise granting another unit of Scrap or halving the time required.

Scavenging

There’s a lot of useful scrap still left unpicked – or some of it might just be hidden by other stalkers.

You can scavenge in 2 different ways: looking for specific items and ignoring all else, or just taking what you can find.

Individual areas may also have a scavenging value – this value is applied to the Roll as a modifier as normal. Sometimes this value may only apply to certain item groups (EG Weapons or Armor) to represent a specific stock.

Specific Items

Scavenging can net you specific items and represents a concentrated search for treasures. A Scavenge test is a Survival test with a variable modifier and time taken, as shown.

Specific Item Scavenging Table

Item Rarity	Survival Modifier	Time Required
Very Common	0	2d6 x 10 Minutes
Common	-2	1d6 Hours
Uncommon	-4	2d8 Hours
Rare	-6	1d3 Days
Very Rare	N/A	N/A

General Looting

Usually, you're not looking for anything in particular – just whatever odds and ends can be sold or used. In such cases, use the table below when you roll Survival:

General Scavenging Table

Location/Size	Survival Modifier	Time Required
Corpses, vehicles	-2	1d6 minutes
Small Building	+0	1d6 x 15 Minutes
Medium Building	+1	1d4 Hours
Large Building	+2	1d6+1 Hours

On a success, you gather an amount of loot equal to about 1d10 x 100 Rubles. For every raise, you've also found a notable item – roll a d10 and then roll on the appropriate Stash table:

- 1-3: General Gear
- 4-5: Medical
- 6-7: Ammunition
- 8-9: Handgun (with 1d2 full mags of basic ammo)
- 10: Longarm (with 1d2 full mags of basic ammo)

Intoxication & Vodka

Vodka is frequently consumed due to its ability to protect against radiation and its ability to inspire courage. It's also a lot more affordable than Anti-Rad and generally makes Zone life more tolerable.

For each unit of vodka consumed (up to 3) the drinker gains +1 Radiation Armor, with the benefits lasting 1d6 hours, +1 hour per unit consumed. If 3 units are consumed, the stalker may also immediately make a Vigor check to recover from fatigue caused by Radiation [least severe first] at a -1 penalty.

However, for each unit consumed a Vigor test at -1 (cumulative) must be made. For each test failed you suffer a -1 penalty (cumulative) to all Smarts and Agility-based actions

while drunk and for 1d4 hours after, +1 hour per unit of vodka consumed.

Example: Tusk drinks 3 units of Vodka, steeling himself for a dive into a high-radiation area. This means he gains +3 Radiation Armor and has to make 3 Vigor tests, the first at -1, the second at -2 and the third at -3. He'll stay inebriated, keeping the armor and penalty for 1d6+3 hours, and then for another 1d4+3 afterwards he will have to suffer just the penalties.

Radiation

Radiation is an ever-present danger in the Zone, but some areas are more concentrated in their radiation than others.

Areas are rated to be at Mild, Moderate, Major, or Extreme levels of radioactivity. Depending on the level, the stalker may suffer only slight harm only occasionally, or heavy damage with every labored breath.

Gas masks help combat the effects of radiation by filtering out radioactive dust and particulates, and are talked about under gear, and most suits help keep you safe to an extent by keeping the radioactivity off of your skin.

Mechanically, radiation takes the form of an attack against a stalker's Radiation Armor and causes fatigue damage rather than Shaking or Wounds. Recovering from this fatigue damage requires a successful Vigor check; failure on this roll has no effect. The time between Vigor check depends on what level of area you acquired the level of fatigue in:

Radiation Table

Level	Damage	Damage Interval	Check Interval
Mild	2d6	10 minutes	1 Hour
Moderate	2d8	Minute	12 Hours
Major	2d10	Half-Minute	24 Hours
Extreme	2d12	Action	120 Hours

Incapacitation due to radiation immediately causes lethal damage at a level appropriate to the area you are in, and causes all further radiation damage to be lethal until you are no longer incapacitated. If you manage to escape alive, you gain "Radiation Sickness", a Long-Term Chronic, Minorly Debilitating disease as described in SWD on page 87. Removing this disease requires twice-daily doses of Anti-Rad for 4 weeks, at which point you may attempt a Vigor Check to remove it.

Fatigue

Due to an increase in methods of gaining fatigue, there is an extra level of fatigue: Enfeebled.

Functionally, this leaves you with 3 fatigue states (Fatigued, Exhausted, Enfeebled), like wounded. Enfeebled imposes a -3 penalty to all tests, similar to how Exhausted imposed a -2. This also means you can sustain a total of 4 fatigue levels before being incapacitated, similar to Wounds.

Reaction Table

The Zone is a more suspicious place than most. As such, the Reaction Table (on SWD page 26) is modified as follows:

Modified Reaction Table

2d6 Roll	Initial Reaction
2-3	Hostile
4-6	Uncooperative
7-10	Neutral
11-12	Friendly

Gear

The following section covers the gear available in the Zone. It is not necessarily an exhaustive list, as new (and old) stuff is being smuggled in and out of the quarantine all the time. Beyond this, stalkers are a resourceful bunch and might make their own equipment or weaponry as needed.

If you are converting an item from the core book or anything that uses similar pricing, you can start by multiplying the cost by about 25 – Rubles are much weaker than the Dollar.

Availability and Buying Gear

Not everything is equally easy to find, either when scavenging or looking for purchase. To represent this, items are given an **availability (“Avail”) rating to show how common or easy to obtain they are.** The ratings can be Very Common (VC), Common (C), Uncommon (U), Rare, (R) or Very Rare (VR).

VC and C rated items you can expect to be just about everywhere you go, while U and R items require more concentrated searching and effort. A Very Rare item is **something you won’t find very often at all and should be highly prized.**

Finding a trader that has an item that you want requires a Streetwise Roll, modified by the items availability and your current location. As well as this, you can never be sure how much of an item a trader actually has. The GM also has the **authority to declare an item simply isn’t available** anywhere nearby.

When looking for bullets, the number available represents how many packs of 50 they have. Some traders can be persuaded to **sell them in smaller packs, but there’s no guarantee.**

A single streetwise roll represents about 6 hours of searching and stalking about.

Availability Streetwise Table

Availability	Streetwise Mod	Number Available
Very Common	Auto Success	1d8+2
Common	Auto Success	1d8
Uncommon	-2	1d4
Rare	-4	1d2
Very Rare	N/A	N/A

Location Streetwise Table

Location	Streetwise Mod
Small Group, Lone Trader	-3
Small Hub	-1
Hub	-0
Major Hub	+1

Selected Gear Notes

Stalker PDA

A Personal Data Assistant – just about everybody in the Zone carries one of these devices. PDAs offer much to a stalker: communication, data storage, a map with GPS, journals, clock, camera, Geiger counter, and, if necessary, a last resort lifeline.

Fitting comfortably in one hand, these pocket-sized computers operate via a mesh network with encrypted signals bouncing from one PDA to another. Such signals have a range of a few kilometers – this means that if a stalker is too far from any other stalkers, their signal will be isolated and they will be unable to **communicate with others. This isn’t usually a concern, unless the stalker is going deep into the center of the Zone.**

A stalkers PDA also acts as an emergency beacon; if motionless for 24 hours or more it starts to emit a distress signal to other PDAs in the hope that a friendly stalker will be able to find them. Unfortunately, this distress signal merely serves to act as a grave marker much of the time, and traps at other times.

The Geiger counter function on a PDA is fairly limited – it merely uses the PDAs camera to help detect gamma rays and emits a noise (beeps, clicks, tones, etc.) the more radiation it detects.

Mechanically, a PDA is considered to always have a basic source of power and weighs a negligible amount.

Gas Masks

Gas masks help protect a stalker against radiation and chemical dangers – wouldn't want to breathe in cyanide gas, or inhale any highly radioactive dust.

Gas Masks weigh about 3 pounds each and provide the listed armor bonuses as shown below.

Gas Masks and Respirators Table

Name	Chemicals & Radiation Armor	Availability	Cost (Ru)
3M Respirator	+1	C	1,500
M10, M17, PDE-1	+2	VC	3,000
GP5, IP-4M	+3	U	4,850
M40, GP-7V, PMK	+4	R	9,500

NVG

Night Vision Goggles (NVGs) let you see in the dark. There are 3 generations available: Gen 1, 2, and 3. Gen 1 goggles are far more common than the others, but are inferior to the newer models: generation 1's poor resolution and field of view they make stealth and finer movement difficult, imposing a -1 to Stealth and other fine tasks. On the other end, Generation 3 goggles are exceedingly rare but provide unparalleled night vision capabilities.

All generations negate a certain amount of Illumination penalties and increase visibility ranges in poor conditions. **Generation 1 increases the visibility range in Darkness from 10" to 45" while Generation 2 removes the cap entirely.** In Pitch Darkness, Generation 1 has a visibility range of 8" while Generation 2 has a range of 15". Generation 3 can more or less see perfectly in all conditions with no range limitation.

NVGs weigh about 2 pounds. The table below shows the amount of penalties negated for the given lighting conditions.

NVG Table

Gen	Dim	Darkness	Pitch Dark	Notes	Avail	Cost (Ru)
1	1	1	2	-1 Stealth	U	4,000
2	1	2	2		R	10,000
3	1	2	4		VR	19,500

Finally, it should be noted that unless your NVG is integrated into your suit and you attempt to make use of a gas mask, you will suffer -1 Penalty to all tests that rely on vision. This is due to the added clumsiness of such a setup. The one exception is if that gas mask is a 3M Respirator (or similar quality), as these only cover the mouth, and thus do not obstruct the NVGs.

Drugs, Meds, and Consumables

The Zone being as dangerous as it is, everybody makes use of various forms of medical supplies and drugs to keep them alive and healthy. Traders especially will stock a lot of these goods, as they're always in high demand.

Drugs and Medical Supplies Table

Name	Cost (Ru)	Avail	Effects
Zone Food	50	VC	Keeps you alive
Anabiotics	1,200	R	Emission immunity, puts you into a coma
Anti-Rad	1,000	C	Helps remove radiation
Vodka	50	VC	Helps remove and protect against radiation
Antidote	500	C	Protects against chemicals
Hercules	650	U	Boosts strength
Psy-Block	800	U	Protects against Psy attacks
Radioprotectant	500	C	Protects against radiation
Vinca	1,250	R	Rapid blood clotting
Bandage	75	VC	Keeps blood in
Survival Kit	400	C	Helps with basic healing
Medkit	750	C	Offers better healing
Military Medkit	1,200	U	Offers superior healing

Zone Food

"Zone Food" isn't actually any single food, but encompasses a variety of foods: diet sausages, Tourist's Delights, mysterious bread, boar stews, "Flesh" meat, and so forth. None of it really qualifies as "gourmet", but it all keeps a stalker alive.

A unit of Zone Food is enough to keep a stalker fed for a day and weighs about a pound.

Anabiotics

An experimental drug, anabiotics contain a chemical colloquially known as “Zombie Powder” which causes a complete shutdown of the body’s central nervous system. Theoretically, this should protect the user against emissions but they’ve yet to be tested.

Anabiotics render the user comatose for 1d4+1 hours. While in this state, emissions will not harm you and most mutants will ignore you. Anabiotics take effect within a minute.

Anti-Rad

Anti-Rad pills are used to neutralize accumulated radiation within one’s body. Due to the Zone’s radioactive nature, these are highly sought after items and no stalker should be without at least a dose or two.

Anti-Rad pills allow to immediately make a Vigor check to recover from fatigue caused by Radiation, starting with the least severe level of Radiation.

Vodka

Vodka is an extremely popular drink in the Zone due to its dual effects of staving off radiation, and smoothing the rougher edges of life in the Zone. Most Vodka comes in pint form.

Consuming 3 units of Vodka allows the user to immediately make a Vigor check with a -1 penalty to recover from fatigue caused by radiation, but also intoxicates the user; see the Intoxication Rules on page 6. A pint (or 1 unit) of Vodka weighs about half a pound.

Antidote

Antidote is a catch-all term for a variety of drugs that protect the user from chemical dangers in The Zone. **They’re not very popular as most stalkers tend to rely on gas masks and a sturdy suit, but they’re good backup.**

Antidote lasts for 1d6+4 hours and provides +2 Chemical Armor against poisons and gaseous chemicals.

Hercules

Hercules is a cocktail of drugs, consisting largely of **testosterone, adrenaline, and similar chemicals**. It’s used to provide bursts of strength and endurance.

Hercules lasts for 3d6 minutes and boosts the users Strength die by 1 level per dose, up to 3 doses. If multiple doses are taken at the same time, they all share the same duration, even if a second or third dose is taken minutes before the first one ends. Once the drug has ended the users Strength die drops by 1 level and

causes 1 level of fatigue per dose consumed, lasting for 1d3 total hours. Incapacitation provides no special effect being extreme muscle soreness for a day afterwards.

Psy-Block

Psy-block blocks avalanche-like nerve impulses, while also **dimming one’s emotions**. Psy-block is used by stalkers to counteract anomalous Psy-fields and other dangers.

Psy-Block lasts 1d6+2 minutes, providing +6 Psy Protection and +2 to Fear tests caused by telepathy or psionic sources. For 1d6+1 hours after the drug has ended, the user suffers -2 Charisma and has slight difficulty concentrating.

Radioprotectant

Radioprotectant is a slow-to-activate drug designed to protect nuclear power plant personnel from radiation. Its benefit to stalkers is thus significant.

Radioprotectant takes 30 minutes to activate and lasts for 1d6+2 hours. While active, it gives a +2 bonus Radiation Armor.

Vinca

Vinca is a relatively new drug and in high demand by stalkers due to its ability to significantly increase blood coagulation speed.

Vinca takes about 5 minutes to activate, and lasts for 1d4+1 hours. While active, the user automatically stabilizes out of any Bleeding Out states entered and also benefits from a +1 bonus to incapacitation rolls.

Bandage

Bandages are gauzes or bits of cloths used to prevent bleeding, a common danger for stalkers in the Zone.

Bandages provide a +2 bonus to Healing rolls to stop Bleeding Out, as well as negate 1 penalty point for not having the right Healing gear for Healing rolls. Bandages are expended after 1 use. Bandages weigh about a quarter of a pound.

Survival Kit

A basic kit thrown together by stalkers a survival kit lets a stalker get some semblance of medical attention in the field.

A survival kit counts as basic supplies for Healing rolls, but is expended after 1 use. Survival kits weigh about half a pound.

Medkit

A proper medical kit, it offers more advanced drugs and tools to help keep a stalker alive.

A medkit counts as basic supplies for Healing Rolls as well as providing a +1 bonus to them. Expended after 1 use. Medkits weigh about half a pound each.

Military Medkit

A military issue medkit, this includes higher-strength painkillers and antibiotics as well as a slew of other drugs to facilitate better healing.

A military medkit counts as basic supplies for Healing Rolls as well as providing a +2 bonus to them. Expended after 1 use. Military Medkits weigh about half a pound each.

Miscellaneous Items

All the other pieces of gear to help you survive. Toolkits are generic and are per-skill, EG a Repair Tool kit or a Climbing Tool Kit.

Miscellaneous Items Table

Name	Weight	Avail	Cost (Ru)
Backpack	2	C	1,250P
Tool Kit	5	C	4,000P
Sleep Set	6	VC	750P
Mess Kit	4	VC	500P
Canteen	5	VC	125P
Lighter	-	C	25P
Flashlight (10" beam)	1	C	500P
Military Flashlight (20" beam)	2	U	1,000P
Crowbar, Shovel	5	C	200P
Binoculars	2	C	2,000P
Guitar	5	C	500P
Harmonica	-	VC	125P
Detector	2	U	4,250P
Scrap	3	C	500P

Detector

A Detector is a handheld device that aids in detecting anomalies. How it works mechanically is dependent on the GM.

Weaponry

Ammunition Cross-Compatibility

Assuming same maker origin (IE, NATO or Eastern), ammunition between the same base type and template/size are cross compatible with each other as follows:

- Semi-Auto Pistol and SMG
- Double Barrel and High Capacity Shotguns

- Semi-Auto, Assault & Sniper Rifles, LMG

The groups are referred to each as “Pistols”, “Shotguns” and “Rifles”, respectively.

Making a Ranged Weapon

Ranged weapons are a bit more complex than other weapons, and are made by combining a Base with a Template, while determining the weapons origin. Other weapons (including “Special Weapons”) are simpler and come as described on their table – they’re good to go.

Weapon Base

For ranged weapons, first select a “Base” off of the Ranged Weapon Base Table. This tells you the basic characteristics of your firearm. Its real name could be whatever you choose – the Assault Rifle can be an AK-47 just as easily as it could be an M16. Generally, the differences are too minor to worry about.

Weapon Template

After, select a Ranged Weapon Template. This indicates the size of your gun – is it a particularly large Assault Rifle? Maybe it’s a small semi auto pistol that you use as a backup. Larger weapons are more powerful, but also heavier and more expensive – both to purchase, and to shoot. “Medium” weapons are not written with that designation – a “Medium Assault Rifle” is merely an “Assault Rifle”

Weapon Origin

Lastly, pick the weapons origin: either NATO or Eastern. This determines ammo compatibility. A NATO Assault Rifle uses different ammo than an Eastern Assault Rifle, so their ammo is not interchangeable. Most weapons in the zone are Eastern-made, but that’s slowly changing as more westerners arrive and as Freedom grows.

Interpreting Weapon Templates

When looking at the Template table, you’ll see a few columns with odd numbers: Range, Damage, Cost, Weight.

Range/Damage are given as scale-modifiers for the weapons Base – see the Damage Scale and Range Scale Tables. A “+” or “-” mean go up or down on those tables as instructed, never going above or below the maximum or minimum values.

The numbers on Cost/Weight are multipliers and are applied to the weapon base. The “+” and “-” indicate if you round up or down: for Cost, round to the nearest 25 as indicated, and for Weight round to the nearest number as indicated.

A lone “-” indicates no change.

Example: Tusk wants a Small Caliber Revolver. The revolver has a base range of 12/24/48, damage of 2d6+1, cost of 5,625P, and weight of 4. Small lowers the damage scale by 1, has a weight mod of “0.5+” and a cost mod of “.75-”. This changes the gun stats to be damage of 2d6, weight of 2, and cost of 4,200P. He decides the origin is Eastern, and that it’s a Nagant M1895.

Weapon Availability

“Avail” on a Base represents the weapons base availability, while “Avail” on a template represents an availability modifier either up or down the listed number of steps, with an upper cap of Very Rare and a lower cap of Very Common.

Damage Scale Table

Damage	Examples
d10+1	Gauss Rifle
d10	.50 Caliber Sniper
d8+1	MG42, .308
d8	AK-47
d6+1	.38 S&W Revolver
d6	Glock 17
d4+1	Ruger 22
d4	High-powered Pellet gun

Range Scale Table

Range	Example
75/150/300	Gauss Rifle
50/100/200	Dragunov SVD
30/60/120	PKM, RPK-74
24/48/96	AN-94, G36, AK-47
18/36/72	AKS-74U
12/24/48	H&K MP5
5/10/20	MP-25, Walther PP
4/8/12	A thrown axe

Ranged Weapon Base Table

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Avail	Notes
Revolver	12/24/48	2d6+1	1	5,625P	4	6	-	C	AP 1, Revolver
Semi-Auto Pistol	12/24/48	2d6	1	5,000P	3	15	-	VC	AP 1, Semi-Auto
Automatic Pistol / SMG	12/24/48	2d6	3	7,500P	6	30	-	C	AP1, Auto
Double Barrel Shotgun	12/24/48	1-3d6	1-2	3,750P	8	2	-	VC	See Notes
High Capacity Shotgun	12/24/48	1-3d6	1	6,250P	10	8	-	C	See Notes
Musket	16/32/64	2d8	1	3,250P	15	1	d6	VR	AP 1, 2 Actions to Reload
Bolt-Action Rifle	24/48/96	2d8	1	6,250P	11	5	d6	R	AP2
Semi-Auto Rifle	24/48/96	2d8	1	7,500P	10	7	d6	U	AP 2, Semi-Auto
Sniper Rifle	50/100/200	2d8+1	1	11,250P	11	5	d6	R	AP 2, Semi-Auto, Snapfire
Assault Rifle	24/48/96	2d8	3	10,000P	10	30	d6	C	AP 2, Auto, 3RB
Carbine	18/36/72	2d6+1	3	8,750P	8	30	-	C	AP2, Auto, 3RB
Light Machine Gun	30/60/120	2d8	3	18,250P	20	100	d8	R	AP 2, Auto
Medium Machine Gun	30/60/120	2d8+1	4	21,000P	30	150	d8	R	AP 2, Snapfire

Ranged Weapon Template Table

Type	Range	Damage	Cost	Weight	Avail Mod	Effects/Notes
Small, Basic	-	-1	0.75-	0.5+	-1	Sniper Rifle loses Snapfire
Medium, Basic	-	-	-	-	-	“Standard” size of a class
Large, Basic	-	+1	1.5+	1.5+	+1	Sniper Rifle loses Semi-auto
Gauss	+3	+1	N/A	2	VR	Cannot be purchased. Ammo is a battery with stats of AP ammo, but VR availability.

Basic Ranged Ammunition Table

Type	Range	Damage	Cost	Weight	Restrictions	Avail	Effects/Notes
Small	-	-	250P/50	3/50	Small Basic	C	
Medium	-	-	625P/50	5/50	Medium Basic	C	“Standard”-sized ammunition
Large	-	-	1,250P/50	8/50	Large Basic	C	
Rubber	-	-	1,500P/50	7/50	Basic	U	Non-Lethal Damage
Heavy Rubber	-	-1	1,875P/60	9/50	Basic	R	Non-Lethal, Target must pass a Strength Check at -2 to avoid being knocked back 1” and prone.
Armor Piercing	-	-	7,500P/50	10/50	Basic	R	+4 AP

Special Weapons Table

Type	Range	Damage	Cost	Weight	Effects/Notes
Grenade Launcher	20/40/80	Grenade	18,750P	5	May also be attached to Assault Rifle.
RPG-7	18/36/72	Rocket	23,000P	1+Ammo	See “Grenades” for ammo – must use rockets.

Hand Weapons Table

Type	Damage	Cost	Weight	Avail	Notes
Dagger, Knife, Bayonet	Str+d4	1,725P	2	VC	As Polearm if attached to Rifle
Crowbar, Club, Combat Shovel, Hammer	Str+d4	1,250P	5	VC	
Axe, Sword, Reinforced Club/Baton	Str+d6	2,500P	5	U	AP 1. Str+d8 damage variants cost 3,125P.
Polearm	Str+d6	2,500P	6	U	Parry+1, Reach 1, 2 hands. If wielded with 1 hand, loses Reach.

Grenades Table

Type	Range	Damage	Burst	Cost	Weight	Avail	Effects/Notes
Frag	5/10/20	3d8	MBT	500P	1	C	AP1
Tear Gas	5/10/20	2d6	LBT	625P	1	U	Targets Chemical Armor. Shakes, cannot Wound. Cumulative +1 damage taken per round present in gas. Gas lasts for 1d4+2 rounds.
Knockout Gas	5/10/20	2d6	LBT	900P	1	U	Targets Chemical Armor. Knockout (-0) Poison as per SWD page 89. Gas disperses after 1d4+3 rounds.
Fire Bomb	4/8/16	2d6	SBT	250P	1	C	Fire Damage, catch fire on 4+
Smoke	5/10/20	-	LBT	750P	2	U	-6 Obscurement penalty. Lasts 1d4+3 rounds.
OG-7V	-	4d8	MBT	1,250P	4	R	Use in RPG-7. AP4.
PG-7VL	-	4d8+3	-	1,950P	5	R	Use in RPG-7. AP 12, HW.

Armor

Armor in Savage Stalker is a bit more complicated than normal armor. Where normal armor might have 1 stat, Savage Stalker has several: Melee/Explosives, Firearms, Electric, Radiation, Chemical, Acid, Fire and Psy. These all operate the same as a normal armor stat in that **they boost your Toughness, it's just that they only apply to the types of harm as named.**

One example is Radiation, which causes Radiation Damage; Radiation Damage targets your Radiation Armor. Like normal armor, you calculate your Radiation Armor as 2 (your base toughness) + ½ your Vigor die + Armor. So, a Sunrise suit with its +2 Radiation Armor ends up with a total Radiation Armor stat of 7.

For more info on the “additional” line, see Modifications on page 16.

Electric Armor

Electric armor provides armor mostly against various anomalies, such as Electro and Tesla. However, it might come into play if you accidentally touch a live wire, or step into a puddle of water that connects to a live wire...**or if somebody makes a home-made zap gun.**

Radiation Armor

Radiation Armor protects you against the omnipresent radiation in the Zone. Most of it isn't **short-term** dangerous and thus not a **concern, but there's also much that is more immediately fatal; this is where your Radiation Armor comes into play. Most commonly it's** used to resist damage high-radiation areas or from the radioactivity that emanates from the ever-useful artifacts.

For purposes of Gas Masks versus your suits Radiation armor, you take just the lowest against all sources of Radiation. This means that **if you have a +4 Gas Mask but you're wearing a Merc Suit with a +1 Radiation Armor, you effectively only have +1 Radiation Armor.**

Chemical Armor

Chemical Armor protects against various forms of gaseous attacks, such as chlorine or cyanide gas or other sinister gasses that might be concocted and deployed by desperate stalkers and the military. Note that Chemical Armor does not relate to Radiation; Radiation is its own danger and works differently, even if they both can be inhaled.

In themselves, a suit does not protect against Chemical attacks. Those that do protect against them in themselves have integrated breathing systems, and so are making use of a gas mask and oxygen tank setup. Beyond this, a stalker gets his Chemical protection via normal gas masks. The stat blocks below already account for the benefit that an integrated setup provides, if they have one.

Acid Armor

Contrasted to Chemical Armor, Acid Armor protects more “solid” forms of poisons and toxic materials: ones that are dangerous merely to touch. Some examples include a pool of acid waste, a beaker of concentrated acid in an Ecologist lab, or any of the various anomalies that attempt to corrode your skin such as Fruit Punch or Burnt Fuzz.

Fire Armor

Fire Armor is used to resist extreme temperatures or rapid dehydration sources, most commonly in the form of various heat-based anomalies, although a stalker throwing together a Molotov cocktail **or two isn't** unheard of.

Armor Table

Name	Melee & Explosive	Firearms	Fire	Electric	Chemical	Acidic	Radiation	Psy	Weight (lb)	Int. O2	Int. NVG	Cost (Ru)
Leather Jacket	1	0	0	0	0	0	0	0	3	N/A	N/A	1,250
Mercenary	1	1	1	1	0	1	1	1	6	No	N/A	3,350
Sunrise	2	3	2	2	0	2	2	2	6	No	N/A	6,750
Berill-5M	3	4	1	1	0	1	1	0	9	No	No	18,000
Faction-5M	3	4	2	2	0	2	2	1	11	No	No	22,000
SSP-99	1	1	5	5	5	5	5	3	12	Yes	N/A	13,000
SSP-99M	4	4	5	5	5	5	5	3	18	Yes	N/A	37,750
SEVA	4	3	3	3	3	3	3	3	8	Yes	1st	33,250
Skat-9	5	5	3	3	3	3	3	2	16	Yes	1st	40,000
Exoskeleton	7	8	4	4	0	4	4	3	25	No	1st	75,000

Armor Info

Leather Jacket			
Melee/Explosive	1	Fire	0
Firearms	0	Electric	0
Integrated Breathing	N/A	Chemical	0
Integrated NVG	N/A	Acidic	0
Weight	3lb	Radiation	0
Cost	1,250P	Psy	0

The leather jacket is barely considered “armor”, providing only minimal protection from cuts and scratches. Most stalkers only use this out of desperation, extreme poverty, or as a fashion statement.

Variant: The “jacket” can be extended in the form of a black trench coat, granting a +1 to Stealth in Dim and Dark areas against those who rely on vision. However, being that the trench coat is the standard equipment of most bandits, others may not treat you kindly, granting you -1 Charisma with people who are opposed to bandits. **If you’re not a bandit, you’ll have to prove it to them to remove this penalty.**

Additional: Mail Plates, Modified Rigging (Note: Only provides +5lb, rather than +12lbs).

Mercenary Suit			
Melee/Explosive	1	Fire	1
Firearms	1	Electric	1
Integrated Breathing	No	Chemical	0
Integrated NVG	N/A	Acidic	1
Weight	6lb	Radiation	1
Cost	3,350P	Psy	0

A western-made suit and standard-issue for the various mercenary groups operating in The Zone. Generally colored navy blue or in woodland camo. Frequent pairing with an M10 or M17 Gas Mask implies those too are standard issue.

Variant: **Bandits have their own variant, albeit it’s painted brown and paired with a balaclava rather than gas mask.** When worn, you feature a penalty like the one in Leather Jacket above (but no +1 Stealth bonus)

Additional: Mail Plates, Modified Rigging (Note: Only provides +10lb, rather than +12lbs), ZoneDust Coating, Integrated Breathing

Sunrise Suit			
Melee/Explosive	2	Fire	2
Firearms	3	Electric	2
Integrated Breathing	No	Chemical	0
Integrated NVG	N/A	Acidic	2
Weight	6lb	Radiation	2
Cost	6,750P	Psy	0

This suits ubiquity has earned it the reputation of being THE Stalker Suit. Relatively easy to produce in the field, most factions use it or a variant of it to arm their forces. On top of that, it provides respectable protection against most dangers for its cost.

Variants: **Duty has a red and black suit designated “PS-5M Universal Protection”, while Freedom uses a flecktarn camo suit called the “Wind of Freedom.”** **Monolith’s** suit features white camo with black splotches for the limbs with a green-colored vest. **Clear sky’s standard issue is the “CS-3a Body Armor” and features gray pants paired with a green vest, white/sky-blue jacket and black cowl.**

Additional: Mail Plates, Kevlar Inserts, Modified Rigging, ZoneDust Coating, Moonlight Film, Integrated Breathing

Berill-5M Armoured Suit			
Melee/Explosive	3	Fire	1
Firearms	4	Electric	1
Integrated Breathing	No	Chemical	0
Integrated NVG	No	Acidic	1
Weight	9lb	Radiation	1
Cost	18,000₽	Psy	0

Moonlight Film, Integrated Breathing, Integrated NVG

SSP-99 Ecologist Suit			
Melee/Explosive	1	Fire	5
Firearms	1	Electric	5
Integrated Breathing	Yes	Chemical	5
Integrated NVG	N/A	Acidic	5
Weight	12lb	Radiation	5
Cost	13,000₽	Psy	3

Additional: ZoneDust Coating, Moonlight Film

SSP-99M Suit			
Melee/Explosive	4	Fire	5
Firearms	4	Electric	5
Integrated Breathing	Yes	Chemical	5
Integrated NVG	N/A	Acidic	5
Weight	18lb	Radiation	5
Cost	37,750₽	Psy	3

SEVA Suit			
Melee/Explosive	4	Fire	3
Firearms	3	Electric	3
Integrated Breathing	Yes	Chemical	3
Integrated NVG	Yes, 1 st	Acidic	3
Weight	8lb	Radiation	3
Cost	33,250₽	Psy	3

the “Scientific Monolith Suit” very much resembles their Sunrise variant, but with the SEVA suits signature domed Screen Helmet.
Additional: Mail Plates, Kevlar Inserts, Modified Rigging, ZoneDust Coating, Moonlight Film, Integrated Breathing, Integrated NVG

Skat-9 “Bulat” Military Armored Suit			
Melee/Explosive	5	Fire	3
Firearms	5	Electric	3
Integrated Breathing	Yes	Chemical	3
Integrated NVG	Yes, 1 st	Acidic	3
Weight	16lb	Radiation	3
Cost	40,000₽	Psy	2

Additional: Mail Plates, Kevlar Inserts, Modified Rigging, ZoneDust Coating, Moonlight Film, Integrated Breathing, Integrated NVG

The official suit of the Ukrainian Military, it’s frequently traded to stalkers for rare loot. Features military-grade body armor, a fact most stalkers appreciate.

Variants: Freedom has a suit called the “Guardian of Freedom”, featuring a flecktarn camo pattern. Clear Sky features the CS-1, similar to the CS-3 but with reinforced padding. Both variants possess enhanced Anomaly & Psy Protection (total +2 Fire, Electric, Acidic, Radiation, and +1 Psy) at the cost of an extra 2lb of weight (total 11lb) and 4,000 Ru (total 22,000₽).

Additional: Mail Plates, Kevlar Inserts, Modified Rigging, ZoneDust Coating,

Designed for and used by the Ecologists, this suit is designed to weather the more environmental-based hazards of the Zone, and features a chemical protection set better than one can normally acquire in the Zone. It is unfortunately woefully inadequate versus most physical dangers, which is why Ecologists tend to hole up in reinforced bulletproof and tightly locked facilities while employing more capable men to defend them. Their appearance, featuring a domed helmet and being entirely bright orange, makes one think of an astronaut. This suit is generally not offered to stalkers as the Ecologists prefer to keep it in-house.

A highly modified SSP-99 Ecologist Suit, the SSP-99M combines the best of the SSP-99 and the Berill-5M, resulting in a very potent piece of gear capable of taking on most of the Zone has to offer. Its primary drawback is its heavy weight. Unfortunately for most, this suit is even more tightly controlled than the SSP-99 and is only brought out in emergencies or desperate measures.

Additional: ZoneDust Coating, Moonlight Film

The SEVA suit is a CBRN (Chemical, Biological, Radiological, Nuclear) suit favored by stalkers for its relatively high Anomaly/Environmental protection paired with solid body armor for other dangers. Its built-in breathing apparatus paired with an integrated (although generation 1) NVG suite makes it able to traverse most areas of the Zone relatively unhindered. Its default appearance is a fairly neutral greenish-black. It’s highly favored by Loners.

Variants: Duty possesses a model called PSZ-9Md Universal Protection, recolored their signature black with red highlighting. Monolith possesses a variant as well –

A state of the art military suit, these are very rare and only used by military special forces. Due to being such a recent development almost none have managed to be smuggled in, meaning almost all of the ones present have been taken by force.

Variant: Duty has been working on improving their old body armor and due to their military connections have managed to get some information on the Skat-9; this has lead to them creating their own unique variant called the “PSZ-9d Duty Armor.” It’s not quite as good as the real thing, but it’s still damned good. (The Duty Variant weighs an extra 3 lb and costs an extra 2,500₽)

Exoskeleton			
Melee/Explosive	7	Fire	4
Firearms	7	Electric	4
Integrated Breathing	No	Chemical	0
Integrated NVG	Yes, 1 st	Acidic	4
Weight	25lb	Radiation	4
Cost	75,000P	Psy	3

Essentially still a prototype, the exoskeleton is a powered combination radiation-suit/tank. Most exoskeletons that still exist have been reinforced and modified extensively by stalkers, so almost none of them operate or look quite the same. Due to the powered nature of the Exoskeleton, they increase the users Load Limit by 60 and when worn (and powered) weigh effectively nothing at all. An exoskeleton does have a significant downside: by default, its motors are not high-powered enough to support a sprinting speed. That can be fixed, for a price. Mechanically, this limitation prevents the wearer from Running, and reduces pace by 1.

Additional: Mail Plates, Kevlar Inserts, Modified Rigging, ZoneDust Coating, Moonlight Film, Integrated Breathing, Integrated NVG, Servomotor Boosters

Modifications

Armors and weapons can be modified; armors can be modified as listed under “Additional”, and all weapons can receive all modifications.

Modifications require a Technician and take 8 hours for armor, 15 minutes for a weapon.

If one of the players possess the Technician Edge they may attempt to make these modifications themselves. However, they will still need an amount of Scrap equal to 75% of the cost that they would normally pay; established Technicians tend to be relatively settled (and guarded), and so have plenty of Scrap lying around, where-as most stalkers are more nomadic.

Armor Modification Table

Modification	Effect	Cost (Ru)
Mail Plates	+1 Melee/Explosives Armor, +1 Firearms Armor.	7,500P
Kevlar Inserts	+2 Melee/Explosives Armor, +2 Firearms Armor.	20,000P
Modified Rigging	+12 pounds to wearer’s load limit.	5,800P
ZoneDust Coating	+1 Fire, Acid, Radiation, and Electric Armor.	6,000P
Moonlight Film	+1 to Psy Armor.	8,000P
Integrated Breathing	Integrates an oxygen system. Adds +1 to Chemical Armor provided by Gas Mask.	8,250P + Gas Mask
Integrated NVG	Integrates NVG. Permits unhindered simultaneous use with Gas Masks.	5,500P + NVG
Servomotor Booster	Allows for running and restores full pace. Only necessary for Exoskeletons.	25,000P
Sturdy	Quality Die max increases to d10. +1 to Quality Tests made for Armor Degradation.	15,000P

Weapon Modification Table

Modification	Effect	Cost
Laser Sight	Reduce Called Shot penalty by 1.	8,000P
Long Range Scope	Increases bonus for Aiming to +4 for Long Range Shots; removes bonus for other Ranges.	7,500P
Reflex Sight	Increases bonus for Aiming at Medium and Long Ranges to +3, reduces Short Range bonus to +1	5,750P
Long Barrel	Increases barrel length & accuracy. Add 3 to Short Range distance, 6 to Medium, and 12 to Long.	4,500P
Bipod	Decreases Full Auto Recoil penalty from -2 to -1, provided you’ve a service to deploy against.	7,000P
Silencer	-2 to Notice tests to detect gunfire.	8,500P

The Zone

Artifacts and Anomalies

Artifacts: mysterious, powerful and oh so expensive pieces of rock; Anomalies: distorted wriggling fields of fire, electricity and time/space distortion, spawning artifacts and chaos.

Artifacts and anomalies are the reason why anybody is even in the Zone.

Anomalies are an energy phenomenon that visually appear as merely distorted, warping space but can mask any amount of effects; sometimes they burn things alive, sometimes they snatch a person and spin and twist them around until they are broken into pieces, or just launch you 20meters into the air,

sometimes they'll age you rapidly or trap you in another pocket of time. Their activity frequently forms artifacts.

Artifacts are mysterious items that have been created by an anomaly or exposed to certain conditions. They tend to resemble larger rocks of various forms, but only because rocks are a common item in the Zone. Artifacts form effects related to the anomaly or conditions they were exposed to; a gravity-distorting artifact would have been spawned by a gravity-distorting anomaly, for instance.

Artifacts of the Zone

Artifacts vary wildly in form and can vary a lot in function. However, most of them produce fairly similar effects, and so stalkers have created various names for objects with such similarities.

Artifact Storage

Stalkers carry artifacts in special pouches made to help contain the radiation emitted by them, but the pouches only help so much – an individual can only carry a certain number of artifacts (in total) before the radiation produced becomes too much to bear. This amount is equal to their Vigor die.

If their artifact carrying cap is exceeded, the holder suffers 2d6 Radiation damage per excess artifact every round until they are no longer over their capacity.

Unfortunately, artifacts stuffed into special pouches are more or less useless to the carrier; the pouches limit the artifacts strength heavily. To make use of an artifact it has to be somewhere else on the stalkers body – it might be sewn into a backpack, worn as a necklace, in a coat pocket, etc.

Artifacts generally weigh 1 pound each, but given that artifacts are made at random or whenever an anomaly “feel like it” they can vary a fair amount, although smaller objects are by far the most common.

To move an artifact between a pouch and elsewhere on their body requires 1 action, as if they were readying an item. This also primes the artifact as described below.

Artifact Activity

In game terms, artifacts can be in one of three states: stowed, primed, or active. The actual difference between “primed” and “active” are entirely inscrutable to most everybody, but they seem to favor the stalkers desires – whether this is because such states don't even exist, if the artifacts follow their holders will, or if a stalkers mad poking and flailing at an artifact to try to “make it work” actually does something is unknown.

A “Stowed” artifact is one still in the stalkers artifact pouch. It provides no benefits and must first be primed.

A “Primed” artifact is one that is out of a stalkers artifact pouch and otherwise on their person. Moving an artifact from “stowed” to “primed” requires 1 action. You may only ever have a number of Primed artifacts equal to half your Vigor die. Going over this cap incurs damage like going over their artifact carrying cap as described above.

“Activating” an artifact is a free action, and can be done at any time, including during other character's turns or even while unconscious. You may only activate artifacts that have been primed.

An active artifact stays active for 3 rounds, at which point it deactivates and emits a surge of radiation targeting the person who activated it. The amount of radiation depends on the artifact. The duration of the artifact's activity may be increased at the time of activation, but for every 1 round you extend it, the radiation damage at the end is increased by 1.

Note that there is no way to avoid the damage from an activated artifact – even if you activate it for one round and then throw the artifact away, you and you alone will receive the benefits and the damage when the time comes.

The Burden of Artifacts

Each carried artifact, whether it is stowed, primed, or active, lower the carrier's Radiation Armor as listed per the artifact. This penalty is referred to as the “carry penalty.”

Hourly checks may be made to remove fatigue acquired from radiation fatigue unless the radiation damage die was 4d4 or higher, in which case the checks are every 12 hours.

Fire

Fire artifacts protect against fire damage.

Carry Penalty: -1 Radiation Armor

- Fireball: +1 Fire Armor, 2d4 Rad Damage
- Crystal: +2 Fire Armor, 3d4 Rad Damage

Acid

Acid artifacts protect against Acid damage.

Carry Penalty: -1 Radiation Armor

- Stone Blood: +1 Acid Armor, 2d4 Rad Damage
- Meat Chunk: +2 Acid Armor, 3d4 Rad Damage

- Pellicle: +3 Acid Armor, 3d4+2 Rad Damage

Electric

Electric artifacts protect against Electric damage.

Carry Penalty: -1 Radiation Armor

- Sparkler: +1 Electric Armor, 2d4 Rad Damage
- Flash: +2 Electric Armor, 3d4 Rad Damage

Anti-Radiation

Anti-Radiation artifacts are a particularly loved group of artifacts: they boost your Radiation Armor, making other artifacts (and the Zone) generally safer.

Carry Penalty: None.

- Jellyfish: +2 Radiation Armor
- Wrenched: +3 Radiation Armor
- Bubble: +5 Radiation Armor

Health Restoration

Health Restoration artifacts ease healing, and can provide bursts of health, although these bursts can degrade the artifacts and render them inert, especially the “weaker” ones.

Carry Penalty: -1 Radiation Armor

Effects: Natural Healing Interval changed as noted. Every level permits a Vigor Test to remove 1 Wound level, but must make a Quality Test immediately after. Initial Quality Die as noted.

- Soul: 4 day interval, d4 Quality Die, 3d4 Rad Damage
- Kolobok: 3 day interval, d6 Quality Die, 4d4 Rad Damage
- Firefly: 2 day interval, d6 Quality Die, 5d4 Rad Damage.

Notes: For purposes of the Natural Healing Interval change, the artifact must stay active the entire interval. The rad damage from such use occurs at the time of the Natural Healing Roll – whether it be immediately before or after is up to you.

For purposes of knowing when to take your Natural Healing Roll, use whichever interval comes sooner between your unmodified interval and the new interval. Artifacts do not stack.

Example: Tusk finds himself a Kolobok, and activates it. His natural healing interval is now every 3 days. However, using the normal every-5-day interval, he'd be up for another check in 2 more days. As 2 days is sooner than 3, he'll make his check in 2 days. From that point on, the checks will be every 3 days – as long as the Kolobok remains active!

Endurance

Endurance artifacts provide a burst of energy, letting you temporarily ignore accumulated fatigue. They may also rejuvenate you on a more long-term basis, but this can drain them of power, quickly rendering them useless.

Carry Penalty: -1 Radiation Armor

Effects: Ignore given level of Fatigue Modifier penalties. Permits a Vigor Test to remove 1 level of non-radiation/hunger/thirst fatigue (least severe first), but must make immediate Quality Test. Initial Quality Die as noted.

- Battery: 1 level, d4 Quality Die.
- Shell: 2 levels, d6 Quality Die.
- Snowflake: 3 levels, d8 Quality Die.

Bleeding

Bleeding artifacts help keep your blood inside and your wits sharp, while preventing more serious harms. There are many reports of such artifacts “surging” their energy to mitigate otherwise catastrophic wounds, draining themselves of power.

Carry Penalty: -1 Radiation Armor

Effects: Ignore given levels of Wound Modifier Penalties when rolling for Incapacitation, Soak Rolls, for recovering from Shaken, and for being Healed. Permits Vigor Test to avoid Injury, but must make a Quality Test immediately after. Initial Quality Die as noted.

- **Mama's** Beads: 1 Level, d4 Quality Die, 2d4+1 Rad Damage
- Eye: 2 Levels, d6 Quality Die, 3d4+1 Rad Damage
- Flame: 3 Levels, d8 Quality Die, 3d4+3 Rad Damage.

Psy

Psy artifacts are a somewhat rare and mysterious bunch, as they themselves work with an element unique to the zone. They tend to be more radioactive than others but since Psy damage can be so terrifying, many stalkers accept the extra cost.

Carry Penalty: -2 Radiation Armor

- Stone Flower: +1 Psy Armor, 2d4+1 Rad Damage
- Moonlight: +2 Psy Armor, 3d4+1 Rad Damage

Weight

Weight artifacts interact with gravitational forces, lightening backpacks and steps. A boon to many a nomad.

Carry Penalty: -1 Radiation Armor

- Night Star: +6 pounds to load limit, 2d4 Rad Damage
- Gravi: +10 pounds to load limit, 3d4 Rad Damage

- Goldfish: +15 pounds to load limit, 3d4+2 Rad Damage

Notes: Artifact has a duration of 24 hours rather than 3 rounds.

Artifact Pricing

Estimated average pricing of various artifacts. Artifacts successfully smuggled out of the Zone are worth much more.

Artifact Cost Table

Artifact	Type	Estimated Cost
Fireball	Fire	3,500P
Crystal	Fire	8,750P
Stone Blood	Acid	3,500P
Meat Chunk	Acid	8,750P
Pellicle	Acid	14,000P
Sparkler	Electrical	3,800P
Flash	Electrical	9,500P
Jellyfish	Anti-Rad	3,750P
Wrenched	Anti-Rad	9,375P
Bubble	Anti-Rad	15,000P

Soul	Health	4,500P
Kolobok	Health	11,250P
Firefly	Health	18,000P
Battery	Endurance	4,200P
Shell	Endurance	10,500P
Snowflake	Endurance	16,800P
Mama's Beads	Bleeding	4,000P
Eye	Bleeding	10,000P
Flame	Bleeding	16,000P
Stone Flower	Psy	4,150P
Moonlight	Psy	10,375P
Night Star	Weight	3,750P
Gravi	Weight	9,375P
Goldfish	Weight	15,000P

Anomalies of the Zone

Anomalies can vary in appearance, but generally not as much as artifacts will. Their primary characteristics are that they hurt a ton, tend to be activated by the presence of metal (including most every living thing due to iron in their blood), and spawn artifacts.

The following is a list of the more common anomalies with a brief description of each, an example picture, and the artifacts it tends to favor. The damage listed is the usual amount of damage incurred upon physical contact with an anomaly, but given the nature of an anomaly this is never guaranteed.

Flame Based

- Burner – Appears as a heat haze that when triggered explodes in a tall pillar of flame, burning everything nearby. Temperature can reach high enough to crack concrete. Can appear either alone or in groups. Damage: 4d6 fire damage, 3d6 if particularly minor.
- Comet- Essentially a mobile burner, but much more dangerous. Moves at about a fast walk. Damage: 5d6 fire damage upon direct contact.



Gravity

- Lift – Local area merely has slightly less gravity around. Non-threatening. No visible effect. Can be fun to pretend you're on the moon. Damage: None – does not harm in itself.

- Springboard – About 1-2m in diameter, appears as a rippling haze. Contact evokes a shockwave of force in every direction. **Damage ranges from bruises to fatalities dependent on Springboard’s life**, which is an average of about 1 week. A very common artifact. Notable in that as you approach it, everything seems much brighter. Damage: 4d6 melee damage petering to 3d6 based on lifespan. Harm caused also peters down to “suffering a Wound instead causes Fatigue per Bumps and Bruises”
- Vortex – Another common anomaly, this one grabs and drags objects within 10-15 meters to its center. Captured objects suffer intense pressure and if an object reaches the extreme center the Vortex focuses all of its strength on squishing said object and then launching it upwards and away.
Damage: 3d6 melee damage per round stuck in, 5d6 if you’re dragged to the center.
- Whirligig – The Whirligig is essentially a Vortex with less pressure outer but much more grasping power. The discharge from reaching its center can be enough to dismember you just via sheer force.
Damage: 2d6+1 melee damage per round stuck in, 6d6 if dragged to center.



Acidic & Chemical

- Fruit Punch – Puddle of lambent green liquid, easily visible. Upon contact with object, the anomaly lights up brightly and hisses, quickly corroding the object. Frequently found alongside Gas anomalies.
Damage: 3d6 acid damage upon initial contact, then 4d6 for all continued.
- Burnt Fuzz – Appearing as white moss or vines (or even vaguely like a spider web), it hangs down from its growing spot. Reacts to rapidly approaching objects by discharging a cloud of acidic projectiles. Ignores slow objects. Ranges from mildly harmful to deadly.
Damage: 2d6 acid damage if fast walking, 3d6 if jogging, 4d6 if running. None if slowly walking.
- Gas – Green gas clouds that floats over the ground. Produces hissing noise and emits acidic compounds upon contact. Causes choking.
Damage: 3d6 acid/chemical damage – targets weaker of the two.
- Gas Cloud – A mobile Gas anomaly, much more dangerous – even top tier suits alone can be insufficient.
Damage: 5d6 acid/chemical damage – targets weaker of the two.
- Fog – Corrodes uncovered body. Deadly if you stay in it – it acts as a normal fog, so blankets an area.
Damage: 2d6+1 acid damage per round.
- Rusty Hair – **Metallic objects accumulate “rusty hair” that corrodes metals** and spreads to what it touches.
Damage: 3d6 acid damage upon contact.



Electricity

- Electro – On average about 10 meters in diameter. Accumulates huge amounts of static electricity. Bursts into random arcing electricity when triggered that is nearly always lethal. Emits a blue gas and endless arcing smaller bolts in vicinity. Constant hum and crackling noise
Damage: Varies broadly on activity, from 2d6 to 5d6 electric damage.

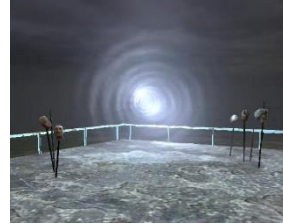


- Tesla – A mobile electro, smaller in diameter, much denser – basically a blue orb with crackling energy around it. Touching it directly is fatal to all but the most well-equipped stalkers, and getting too close can prove exceedingly harmful. Very rare.
Damage: 6d6 electric damage



Reality

- Space – Also known as a “Space Bubble”, this anomaly creates mini wormholes that teleport stalkers to other locations, or if you’re particularly unlucky it’ll trap you into a sort of pocket realm. Appears as a sphere floating in air, constantly “exploding” as with small crater impacts.
Damage: Not harmful directly.
- Teleport – A small blue spiral, teleports objects who enter it to another location, similar to a Space anomaly. Unlike the Space anomaly, this one has not been reported to trap stalkers. Considered safe.
Damage: Not harmful directly.
- Time – Several meters in diameter, time flows significantly slower than usual in it. Leaving can be very difficult. Spawns **Mama’s Beads in center** – if removed, the anomaly also ends. No visual appearance.
Damage: Not harmful directly.



Multiple

- Fault – Appearing as a burner field, yet contains huge cracks on the earth’s surface (sometimes wide enough that stalkers can climb down into them). Resembles an earthquake splitting the ground mixed with slight volcanic activity. Usually excessively hot, and may contain gravitational anomalies.
Damage: Per actually present anomalies
- Symbiont – Takes the form of jagged rock surrounded by fallen trees. Interior has several rings of increasingly collapsed ground. Contains burner anomalies throughout, and the center contains gravitational anomalies. Projects illusions of **mutants into trespassers’ heads, although they themselves are not dangerous**.
Damage: Per actually present anomalies.



Game Master Section

Anomalies and Artifacts

Using Anomalies

Anomalies are an awkward concept to put into a tabletop roleplaying game such as this. They're frequently treated as movement puzzles and traps in the video game, a setup which doesn't quite translate to the narrative and mechanical constraints of a roleplaying game – at least, not in a satisfying way for many.

Anomalies can be treated entirely as a thing in the mind, as a mental puzzle for your players to navigate and solve – that method is completely viable, but is hard to create any rules for, as they'd merely limit it. Feel absolutely free to present them this way, doing anything you see fit as to make them characters encountering these mysterious things exciting and dangerous!

However, some people will want some rules, and in the next section there are a couple of suggestions to use. If they are not acceptable, perhaps they can at least inspire you to a better idea.

Also, it should be noted that the listed damages on the anomalies are just suggestions, and depending on how you use them they might need to be adjusted depending on how you end up implementing anomalies. It's worth noting that generally anomalies are fairly dangerous, even for experienced stalkers.

Grid-based Anomalies

This method assumes you are playing the game on a grid and using miniatures, and you want to model the anomaly as such.

When an anomaly is encountered (that the characters could feasibly detect, generally with their eyes), mark a 3x3 (or 4x4, or 5x5 as necessary) "zone" on the grid for the area in which it's located – or at least, where it might be located.

This zone represents an uncertain area – somewhere in that grid is where the actual anomaly is located, where if you walk onto that space, you suffer its ill effects. The actual location is, of course, only revealed to you. If you wish, you can randomize where in that grid the anomaly really is via the use of dice or a random number generator, and even place it in several spots in that grid (say, 3?)

This vagueness represents a character's detection of the anomaly while also trying to show the difficulty of actually moving around an anomaly without inciting its wrath, as well the possibility that you don't necessarily see everything that an anomaly is.

If they accidentally step onto a square that possesses the anomaly, consider offering an Agility or Smarts test at -2 as the players instinctually or reflexively attempt to dodge harm.

Further information can be given to the players via the use of a Detector (see Miscellaneous Gear) or a special edge. For such things, I'd suggest rolls of a sort (say, using Notice while you have a Detector) and for every success and raise, you, the GM, mark off one spot in the grid that the anomaly is *not* located. Make this roll cooperative as necessary and as reasonable.

Notice + Agility

A quick (but maybe not extremely satisfying) way to do an anomaly trap/puzzle/block is to make it a pair of tests making use of Notice and Agility. This doesn't require the use of miniatures or a grid at all.

First, have the characters make a Notice roll; this represents how well they discern where the anomaly truly is and where they must go. If you wish you can make this roll secret (that would involve you rolling for them) to not clue the players in on how well they've figured the anomaly out.

Depending on how well they do on this Notice roll they can get a bonus to the agility roll afterwards. I'd suggest a -2 for Failure, a +1 for Success, and a +2 for a Raise.

The second part is the Agility roll, representing their ability to worm their way through the anomaly without touching anything. Apply the mod earned from the Notice roll here (if you kept the Notice roll a secret, apply the mod after they roll). If they succeed, they made it! If not, the anomaly likely took its toll on them as they fumbled through it. If they do it particularly well, maybe they understood the path so well they able help their comrades navigate it by yelling instructions back to them!

Both rolls can receive further modifiers as desired and as normal. Is the area particularly tricky to walk through? Is it dark? Do they have a Detector helping mark anomalies for them? Is this anomaly particularly deceptive or obvious? Do they have a ton of time to sit and investigate it, or are they in a particular rush? For each of these variables, apply a -2 to +2 modifier to a roll depending on how significant they are.

The Artifact Use Rules

The rules on page 17 might be read as a little bit awkward or nonstandard. What follows is my thought process on their design to better help understand their purpose:

Artifacts are intended to be more or less “always on”, but such rules would demand constant tests to avoid radiation or other inelegant measures. To avoid this and to make it easier to mechanically manage (while also retaining some limits) the concept of “active” artifacts was introduced.

Active artifacts are merely artifacts with effects that you would like to account for at this moment in time (say, the Fireball artifact when you accidentally just stepped into the Burner anomaly). If you don’t declare it active, the Fireball does nothing. And, yes, you can step on the Burner, and then declare **your Fireball artifact was indeed active. That’s entirely fair and intentional – the artifact has, after all, always “been on.”**

However, due to the fact that all artifacts emit radiation constantly, the damage that this radiation has been causing you is **not accounted for until you “activate” the artifact** – this is why you take the damage no matter what you do: the radiation has already been accumulating!

Anomalous Creations

Anomalies (and blowouts, which are anomalies in themselves) are the source of all the artifacts in the zone. Unfortunately, **anomalies don’t constantly produce artifacts** so an artifact find is never guaranteed.

When the player group stumbles upon an anomaly, roll a 1d4 to see if it possesses any artifacts. On a 4 or more, an artifact is present! Roll on the relevant table below to see what is there.

Note that any single anomaly can only be checked at most once a week.

Fire Anomaly Artifact Table

1d12 Roll	Artifact
1-3	Fireball
4	Crystal
5-8	Mama’s Beads
9	Eye
10	Flame
11-12	Jellyfish



Acid Anomaly Artifact Table

1d20 Roll	Artifact
1-3	Stone Blood
4-5	Meat Chunk
6	Pellicle
7-9	Soul
10-11	Kolobok
12	Firefly
13-15	Jellyfish
16-17	Wrenched
18	Bubble
19-20	Reroll

Electric Anomaly Artifact Table

1d10 Roll	Artifact
1-3	Sparkler
4-5	Flash
6-8	Battery
7-9	Shell
10	Snowflake
11	Soul
12	Jellyfish

Gravity Anomaly Artifact Table

1d20 Roll	Artifact
1-3	Night Star
4-5	Gravi
6	Goldfish
7-9	Jellyfish
10-11	Wrenched
12	Bubble
13-15	Stone Flower
16-17	Moonlight
18-20	Soul

Emissions

Emissions, more commonly known as “blowouts”, are surges of fatal excess psychic energy from the noosphere that expand out from the middle of the zone at a rapid pace.

Blowouts originate from the Common-Consciousness, a linked “superconscious” made up of seven volunteers from the original research group sent into the Zone. This energy release is both a defensive mechanism (to prevent Stalkers from intruding into the center of the Zone and risking further catastrophe) and a way to relieve the energy that builds up so they are not overwhelmed.

Warning Signs

Stalkers have set up protective measures against emissions; once an emission has been detected, alarms will sound and radios will warn stalkers of an incoming emission. Generally, this gives stalkers about a 30 second warning before it hits although stalkers particularly close to the center will have less time.

To aid in finding a safe location stalkers will designate safe locations using their PDA – the PDA will automatically alert you to any of these nearby structures. Note, however, that it **doesn't mean they're necessarily safe for everybody** from everything – a Duty controlled apartment might be safe from a blowout, but that doesn't mean Duty will appreciate your intrusion.

There are other signs of an incoming emission: a large thunder-like boom followed by an earth-shaking rumble as the weather rapidly changes to that of a heavy storm and the sky starts to turn blood red with streaks of light overlapping and crossing in every direction.

Exposed Underneath a Blood Red Sky

The only way to survive an emission is to be in a structure sturdy and covered enough to prevent the energy from fully reaching you. Most buildings with rooftops adequately, although small doorless shacks are not to be trusted.

Failure to find a safe location results in receiving a surge of psychic energy, causing 6d6 Psy Damage. If this incapacitates a stalker (and they survive) they must immediately pass a Spirit test lest their mind be overwritten to serve Monolith and the C-Consciousness.

Artifact Resurgent

Emissions have the documented side effect of drastically producing anomalies' artifact production, resulting in a surge of stalker activity as they scramble for the artifacts

For about a day afterwards anomalies are much more likely to possess an artifact. Add a +1 modifier to the artifact presence check described above.

Psychic Powers

This setting uses the No Power Points rule as described on SWD page 95. By default, player characters are unable to receive an Arcane Background, but mutants can possess psychic ability.

Stashes

Stalkers tend to make hidden stashes of gear – emergency money and food, extra ammunition or weapons, spare gas masks, etc. They might be nomadic and mobile, but everybody likes to have a safe hideaway to retreat back to.

This section lists some random stash generation for when the player's characters decide to steal from a fellow stalker.

Type of Stash Table

1d10	Type of Stash
1	Remains
2-4	Mediocre
5-9	Average
10	Excellent

Remains

This is only the remains of a stash; it's been emptied by either somebody else or the owner. All that remains is garbage, casings, empty bottles, and lines on the ground.

Mediocre

A pretty small stash, sadly lacking in anything of substance.

- 1d10 x 100 Rubles
- 1 roll on General Gear Table
- 1d2: 1 means 1 roll on General Gear, 2 roll on Ammo.

Average

A good-sized stash, shows a decent amount of dedication.

- 1d10 x 200 + 400 Rubles
- 2 Rolls on General Gear Table
- 1d6 Roll:
 - 1-2: 1 Roll on Handgun Table (with 1d2 magazines of basic ammunition), 1 roll on General Gear Table.
 - 3: As "1-2", but with 1d3 full magazines and add 1 roll for each of Medical and Ammo Tables at +1.
 - 4: 1 roll on Longarm Table (with 1d2 magazines of basic ammunition), 2 rolls each on General Gear and Medical Tables.
 - 5: As "4", but with 1d4 magazines and roll a 1d2: on a 1, roll on the Artifact table; on a 2, Armor.
 - 6: As 4, but also with 2 rolls on the Artifact Table.

Excellent

A massive stash containing a bounty of treasure. Much of it is even in good condition. The owner of this stash is a successful stalker indeed.

- 1d10 x 500 + 1000 Rubles
- 3 Rolls on General Gear Table

- 2 rolls on Medical Table at +1
- 1d8 Roll:
 - 1-4: 2 rolls on Ammo Table, 1 roll on Handgun Table at +1 (with 1d4+1 magazines of basic ammunition), 1 roll each at +2 on General Gear and Medical Tables
 - 5: 1d6x100 Rubles, 2 rolls on Ammo Table, 1 roll on Longarms Table (with 1d4+1 magazines of basic ammunition), 2 rolls on the General Gear table, and a 1d2: 1 roll on Artifact Table at +1; 2 roll on Armor Table at +1
 - 6: 1d8x100 +300 Rubles, 3 rolls on Medical Table at +2, 1 roll on Artifact Table at +1.
 - 7: 1 Roll on Artifact Table at +2, 1 roll on Armor Table at +1, 1 roll on General Gear, 1 roll on Special Weapons Table (with 1d3 magazines of basic ammo)
 - 8: 2 Rolls on Artifact Table at +2, 1 roll on Armor Table at +2, 1 roll on Longarms Table at +2 (with 1d4+2 full magazines of basic ammunition)

Tables

The follow are random tables for loot from stashes. Some of the tables will say “1d8 roll”, but list numbers going higher – this is to represent the need for modifiers.

If a positive modifier is present (eg +1), then any roll you make on that table can be shifted in either direction that amount. For example, if you make a d8 roll with a +1 mod and you roll a 6, you may choose to take a 5, 6, or 7 as desired.

However, if the modifier is negative then you must take what you rolled – **there’s no leeway there.**

Further granularity of stashes can be offered by adding a blanket modifier to a stashes table rolls, for example a “Mediocre +1” stash might offer +1 on any rolls it makes on the General Gear/Medical/Ammunition/ETC tables.

Ammunition

Remember that some ammo is cross-compatible with others, as on page 10. A single roll on the table signifies 1d3 magazines worth of a particular ammo.

When you receive an ammo class, roll a 1d3 to see its origin, and a 1d6 to see its type:

- 1: NATO
- 2-3: Eastern
- 1: Small
- 2-4: Medium
- 5: Large
- 6: Rubber

Weapons

For each roll on a Weapons Table (Handgun, Longarm, Special Weapons), roll a 1d3 to see its origin, and a 1d6 to see its size:

- 1: NATO
- 2-3: Eastern
- 1-2: Small
- 3-5: Medium
- 6: Large

General Gear Table

1d20 Roll	Item
1-5	Zone Food
6-9	Vodka
10	Sleep Set
11	Mess Kit
12	Backpack
13	Canteen
14	Lighter
15	Flashlight
16	Guitar
17	Harmonica
18	Scrap
19	Military Flashlight
20	Binoculars

Medical Table

1d12 Roll	Item
1-2	Bandage
3-4	Survival Kit
5-6	Radioprotectant
7	Antidote
8	Hercules
9	Medkit
10	Psy-Block
11	Anti-Rad
12	Military Medkit
13	Anabiotics
14	Vinca

Ammunition Table

1d10 Roll	Item
1	Revolver
2-3	Pistol
4	Shotgun
5-6	Carbine
7-9	Rifle
10	Medium Machine Gun

Handgun Table

1d4 Roll	Item
1	Revolver
2-3	Semi-Auto Pistol
4	SMG

Longarm Table

1d10 Roll	Item
1	Double Barrel Shotgun
2	High Capacity Shotgun
3	Bolt-Action Rifle
4-5	Semi-Auto Rifle
6-8	Carbine
9-10	Assault Rifle

Special Weapons Table

1d10 Roll	Item
1-3	Sniper Rifle*
4-6	Light Machine Gun*
7-8	Medium Machine Gun*
9	Grenade Launcher
10	RPG-7

* Treat as roll on Longarm Table.

Armor Table

1d12 Roll	Item
1-2	Ruined Suit (Scrap)
3-5	Leather Jacket (Any)
6-7	Mercenary Suit
8-12	Sunrise Suit (Any Variant)
13	Berill-5M
14	Faction-5M
15	SEVA
16	Skat-9
17	Exoskeleton

Artifact Table

1d20 Roll	Artifact
1-2	Fireball
3-4	Stone Blood
5-6	Sparkler
7-8	Soul
9-10	Battery
11-12	Stone Flower
13-14	Night Star
15	Crystal
16	Meat Chunk
17	Flash
18	Eye
19	Moonlight

20	Gravi
21	Wrenched
22	Shell
23	Kolobok
24	Bubble

Random Locations and Encounters Tables

This section provides a few tables to use to randomly generate a location and its dangers or special features.

For a normal area, it is suggested to roll 1 location, 1 encounter (rolling on other tables as relevant), and 2 points of interest.

If you roll the same point of interest twice, amplify it in some manner (visibility, intensity, density, etc).

Random Location Table

1d20 Roll	Location
1	School
2	Research Center
3	Petrol Station
4	Truck Yard
5	Mechanics Shop
6	Farmstead
7	Power Substation
8	Refinery
9	Village
10	Rail Yard
11	Office Building
12	Business Park
13	Car Park
14	Bunker
15	Factory
16	Hospital
17	Forest
18	Swamp
19	Road/Rail Tunnel
20	Quarry

Random Encounter Table

1d20 Roll	Encounter
1-9	Stalkers
10-16	Lesser Mutants
17-18	Greater Mutants
19-20	Factional Outpost

Random Stalkers Table

1d20 Roll	Stalker Amounts
1-4	1 Stalker
5-10	1d6+1 Stalkers
11-14	1d6+2 Stalkers
15-17	2d6 Stalkers
18	2d6+3 Stalkers
19-20	Roll Twice – 2 different groups

Random Lesser Mutants Table

1d20 Roll	Lesser Mutants
1-5	2d4+1 Flesh
6-9	2d6+1 Blind Dogs
10-13	2d4+1 Boars
14-16	2d6 Pseudodogs
17-19	3d4+2 Rodents
20	1d6+1 Psy Dogs

Random Greater Mutants Table

1d20 Roll	Greater Mutants
1-5	1d10-2 Bloodsuckers (Min 1)
6-10	1d3+2 Snorks
11-15	1d4-2 Controllers (Min 1)
16-18	1d6-1 Burers (Min 1)
19	1 Pseudogiant
20	1 Chimera

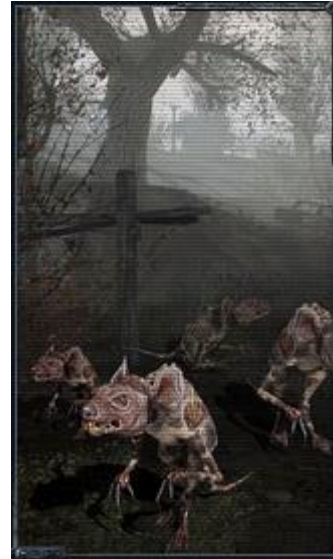
Random Factions Table

1d20 Roll	Faction
1-3	Duty
4-6	Freedom
7-11	Loners
12-13	Bandits
14	Ecologists
15	Monolith
16	Mercenaries
17	Military
18	Clear Sky
19-20	Roll twice – both factions present in some way

Points of Interest

1d20 Roll	Location
1-4	Anomaly (1d2)
5-7	Anomaly (1d4+1, Scattered)
8-9	Anomaly (1d6+3, Dense)
10-12	High Radiation Zone
13-14	Dangerous Terrain
15-16	Toxic Environment
17-18	Vehicle/Junk Graveyard

19	Bunker/Underground Complex/Sewers
20	Rumored Stash or Unique Item/Location



Bestiary



Indicates a creature that is usually a Wild Card.

Creatures are listed with a Guts skill in case you want to use it as an additional setting rule – it being listed does not make it mandatory.

Some mutants are psychic. In such cases, use their Spirit as their “Arcane Skill” and treat them as having Arcane Background (Psionic).

Mutants

Flesh

An enlarged mutant pig, covered in hardened scales with enhanced regenerative capabilities. A large mutated eye allows them excellent sight and contains olfactory receptors. Hunt in packs of about 5-6 lead by an Alpha Flesh.

Attributes: Agility d4, Smarts d6 (A), Spirit d4, Strength d6, Vigor d6

Skills: Fighting d4, Notice d10, Guts d6

Pace: 8; Parry: 4; Toughness: 6(2)

Special Abilities:

- Armor +2: Thick leathery hide
- Claw: Str+d6
- Low Light Vision, Infravision: Flesh ignore penalties for Dim and Dark penalties and when hunting living creatures halve all lighting penalties.
- Size -1: Flesh are still smaller than most humans.

Boar

Physically similar to a normal Boar (although with extra tusks and sharpened claws), the mutated Boars of the Zone possess a developed taste for human flesh and a far-superior intelligence combined with extreme aggression. They hunt in packs of 2-5, and sometimes alongside Fleshes.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Notice d6

Pace: 6; Parry: 6; Toughness: 9(2)

Special Abilities:

- Armor +2: Thick hide and extra layered bones.
- Tusks: Str+d6+1
- Gore: +4 damage if moved at least 6” or more in relatively straight line towards foe.
- Low Light Vision: Ignore penalties for Dim and Dark lighting.

Blind Dogs

Mutant dogs that have undergone rapid mutation. This mutation has resulted in the loss of eyesight but a very strong sense of smell. This sense of smell was more suited for the Zone, and all normal dogs eventually went extinct as the Blind Dogs were able to navigate around radiation, anomalies, and other dangers. Blind Dogs hunt in packs, and a large pack can be a danger even to a well-armed, experienced stalker.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10+2, Guts d6

Pace: 8; Parry: 5; Toughness: 4

Special Abilities:

- Bite: Str+d4
- Fleet Footed: Blind Dogs roll a d10 when running instead of a d6.
- Go for the Throat: Blind Dogs instinctively go for an opponent’s soft spots. With a raise on its attack roll, it hits the target’s most weakly armored location.
- Size -1: Blind Dogs are relatively small.
- Electric Resistance: +4 Electric Armor

Pseudodog

More of a wolf or bear than a dog, Pseudodogs are thought to possess some form of human influence in their evolution, rather than pure radioactive mutation. They possess glowing yellow eyes similar to a Bloodsuckers, although when near death this glow ceases. Their strength is enough to throw victims meters into the area. Pseudodogs often lead Blind Dog packs, and sometimes hunt in packs with other Pseudodogs or just alone.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation, d8, Notice d8, Guts d8

Pace: 8; Parry: 6; Toughness: 5

Special Abilities:

- Bite: Str+d6
- Fleet Footed: Blind Dogs roll a d10 when running instead of a d6.
- Go for the Throat: Blind Dogs instinctively go for an opponent’s soft spots. With a raise on its attack roll, it hits the target’s most weakly armored location.
- Pounce: The Pseudodog can make an Agility test to attack from a distance of 8”, +3” per raise. Success grants +1 to the Fighting and Damage rolls; a failure, a -1.
- Size -1: Pseudodogs are smaller than humans.

Rodent Swarm

Rodents, or “Tushkano” are large mutated rats standing up to 40cm. They possess large claws and have no hair. Rodents are highly aggressive and eat whatever they can. Often times, they will gang up and tear apart bigger animals or mutants.

Rodents are treated as creatures, although they cover an area equal to a Medium Burst Template and attack everyone within it every round.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6, Climbing d8

Pace: 10; Parry: 4; Toughness: 7

Special Abilities:

- Bite and Scratch: Rodent Swarms inflict rapid damage every round to their victims, hitting automatically and causing Str+d6 damage to everyone in the template. Damage is applied to the least armored location
- Split: Rodents can split up (or merely be a smaller pack to begin with) into smaller swarms to better hunt their prey. These smaller swarms use Small Burst Templates and have 2 less toughness (5 total Toughness).
- Swarm: Parry +2; Hand weapons and most guns are ineffective due to the amounts of rodents and their tiny size, dealing 4 less damage. Area-effect weapons work normally, and a stalker can kick, stomp, and jump about to deal his damage in Strength each round.

Chimera

The chimera is a hairless cat/dog-like creature close to the size of an adult lion with two heads and a broad tail. Their strength is enough to turn a car alone, and they can jump incredible distances. They favor hit and run tactics, further amplifying their danger. They are considered one of the deadliest mutants inhabiting the Zone for good reason.

Attributes: Agility d12, Smarts d6 (A), Spirit d10, Strength d12+4, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d10+1, Guts d12+1, Stealth d10, Guts d12

Pace: 6; Parry: 7; Toughness: 13(3)

Special Abilities:

- Armor +3: Extremely thick hide
- Tooth and Claw: Str+d10
- Fear: Chimeras are terrifying to behold, and even experienced stalkers will freeze in their tracks if they spot one.
- Leap: The Chimera hunts primarily through leaping pounces and can make an Agility test to attack from a

distance of 9”, +”3 per raise. A success grants +1 to the Fighting and Damage rolls; a failure, a -1. However, the leap cannot Wound, only Shake.

- Size: +2 Chimeras are the size of lions.

Bloodsucker

The bloodsucker is a rare, semi-legendary mutant; few who encounter them live to tell of it. Bloodsuckers make lairs, where they will sleep (they are quite light sleepers and sleep standing up) and store their kill for later. **They’re not** especially resilient but their ability to go invisible, their lack of noise created when walking, their rending claws, and their tendency to operate in small groups make them very dangerous opponents.

Attributes: Agility d10, Smarts d8 (A), Spirit d12, Strength d12+1, Vigor d10

Skills: Fighting d10, Notice d8, Stealth d12+2, Swimming d12, Guts d10

Pace: 6; Parry: 7; Toughness: 7

Special Abilities:

- Rending Claw: Str+d6, ignores armor
- Invisibility (per Power, self only): A bloodsucker can go nearly invisible at will, and do so to stalk around and ambush their prey. However, they cannot attack in such a state so must drop their cloaking, leaving them open.
- Darkvision: Bloodsuckers ignore all darkness penalties, but do suffer a -2 penalty from daylight.
- Fear: The legend alone around bloodsuckers scares most.

Poltergeist

Poltergeists are named after the trickster ghosts that haunt locations, as their behavior is very similar. They appear as floating balls of electricity (although shooting and other attacks work just fine) and float around an area seemingly aimlessly. However, if an intruder is detected the Poltergeist will respond violently, throwing any object it can at them until it has left the premises. If no object can be found, it will attack psychically and will hinder the intruder by forming psychic walls or jamming doors as necessary.

There is another type of Poltergeist called the *Pyrogeist* that is very similar, except instead appears as a ball of fire and creates pillars of fire similar to a burner.

Attributes: Agility d4, Smarts d8, Spirit d12, Strength d6, Vigor d6

Skills: Intimidation d8, Notice d6

Pace: 6; Parry: 2; Toughness: 5

Special Abilities:

- Fear: Poltergeists inspire fear.

- Telekinesis (per Power): The poltergeist picks up and hurls items at intruders, or simply to adjust the area. Such objects count as improvised weapons with +d4 damage.
- Havoc (per Power): The enraged Poltergeist releases uncontrolled energy, turning the area into a chaotic whirlwind of thrown items. Cannot hurt Poltergeist.
- Barrier (per Power): Psychic walls are created to trap and block intruders or to defend itself.

Pseudogiant

The largest and one of the rarest mutant in the zone, the Pseudogiant is incredibly strong, durable, and ugly. They appear to be heavily-mutated humans up to 2 meters tall with disproportionately huge limbs that serve as both arms and legs. They can kill through brute strength, stab attacks from its clawed arms, or by simply hitting the ground creating powerful shockwaves.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+5, Vigor d12+4

Skills: Fighting d12, Notice d4

Pace: 6; Parry: 8; Toughness: 15 (2)

Special Abilities:

- Armor +2: Thick skin provides more protection.
- Punch/Kick/Headbutt: Str+1d10
- Heavy Claws: Str+d8
- Fear: A Pseudogiant's ground-shaking steady walk and grotesque appearance evoke panic in even experienced stalkers.
- Defensive Shockwave (per Stun power, but LBT): The Pseudogiant smashes the ground, creating a wave of concussive force at all nearby foes. Note: must be centered on and does not harm the Pseudogiant.
- Offensive Shockwave (per Burst power): The Pseudogiant cracks the ground ahead of him, the sudden excessive force alone enough to cause damage.
- Size +3: Pseudogiants are large, muscular creatures.

Snork

Snorks are mutated stalkers, frequently ex-military. They speak through grunts or other non-decipherable "language." Their appearance is mostly human, with likely tattered clothing and skin in splotches around their body, as well as missing lips. They move on all fours (their spines unable to support their weight), possess poor eyesight but excellent smell, and is capable of leaping long distances. They are scavengers and kill with claws, bites, and kicks and operate in packs of 3-4

Attributes: Agility d12+2, Smarts d6 (A), Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Guts d6

Pace: 6; Parry: 5; Toughness: 7(2)

Gear: Sunrise Suit

Special Abilities:

- Armor +2: Most Snorks are still wearing their former armor.
- Tooth, Claw, Boot: Str+d6
- Leap: The Snork uses its powerful mutated legs to tackle a distant target. It can make an Agility test to leap 12", +4" per raise. A success forces the opponent to make a Strength check or be grappled by the Snork.

Burer

Resembling dwarfs cloaked in black trench coats, Burers are powerful psychic mutants that hide in underground areas, avoiding light at all costs. Their psychic abilities include powerful telekinetic tosses, psychic shockwaves, telekinetic shields, and stamina draining.

Attributes: Agility d4, Smarts d8, Spirit d12+2, Strength d8, Vigor d8

Skills: Fighting d4, Notice d6, Guts d10

Pace: 6; Parry: 4; Toughness: 6

Special Abilities:

- Shockwave (per Burst Power): A large amount of "smoke" appears and a burst of psychic energy is unleashed.
- Psy Armor (per Armor Power): The Burer creates a field of visible psychic energy around itself.
- Telekinesis (per Power): The Burer picks up and hurls items at intruders, or simply to adjust the area. Such objects count as improvised weapons with +d4 damage.
- Stamina Drain (per Slow Power): The Burer temporarily drains the targets energy, making even movement exhausting.

Zombified Stalker

Stalkers that have had their cognitive abilities stripped from them, they operate off of simple instinct. Despite this, they are still capable of (awkwardly) operating weaponry and equipment, as well as communicating with each other. At times, some even report incidents of several Zombified Stalkers huddling around a fire, "talking" to each other.

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6, Guts d6.

Pace: 2; Parry: 5; Toughness: 9(2)

Gear: Sunrise Suit, Eastern Medium Assault Rifle. Varies.

Special Abilities:

- Armor +2: Zombified Stalkers still wear their previous armor.
- Claw: Str+d4
- Fearless: Zombies lack the ability to be scared.
- Undead: +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except to head).

Controller

A powerful psychic, Controllers are said to originate from government experiments on criminals. Their primary method of attack is a long-distance high-damage psychic bolt, punctuated by a high-pitched ringing. Those unfortunate to be close to a Controller have their minds eroded as their vision starts to blur – spend too long near them, and you will become a Zombified Stalker – **if their brute strength and claws don't kill you first.**

Some also report Controllers distorting a stalker's senses, making them seem as if they are surrounded by friends or on the road, meanwhile they are being pounced by zombies or about to step off a cliff!

Attributes: Agility d6, Smarts d8, Spirit d12+2, Strength d10, Vigor d10

Skills: Fighting d6, Notice d10, Stealth d8

Pace: 6; Parry: 5; Toughness: 7

Special Abilities:

- Claws: Str+d6
- Hardy: Cannot be wounded from Shaken results.
- Psychic Bolt (per Bolt Power): A high-pitched ringing followed by piercing pain. Base damage for this power is 3d6, not 2d6; the additional damage does 4d6.
- Debilitating Illusions (per Confusion Power): The Controller produces illusions in the targets mind intended to debilitate their foes.
- Delaying Illusions (per Entangle Power): The **Controller's illusions take on a more paralyzing nature**, intended to root the enemy in place. Note: Power is **opposed by target's Spirit, not Agility. Breaking free** (both on the targets part or others parts) is also a Spirit test.
- Fear: **Controllers project fear into their target's minds.**

Stalkers

Stalker stats are provided on a per-ranking generic basis. Gear listing is assuming they are a Loner; individual factions will be geared differently (especially armors and weapon origin), and depending on their role in a group or faction they may have different gear or edges.

All stalkers are assumed to carry a backup semi-auto pistol, usually of eastern origin.

Armor given is for Firearms, not for any other resistance; see gear details.

Rookie Stalker

The least experienced stalker type, Rookies have effectively no experience in the zone. They tend to stick to the far outskirts until they are either snatched up by another faction or muster up the courage to do it alone.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Shooting d6, Stealth d4, Notice d4, Survival d4, Guts d4

Pace: 6; Parry: 4; Toughness: 5

Gear: Leather Jacket, Eastern Medium Double Barrel Shotgun, Eastern Medium SMG

Edges & Hindrances: Outsider (Rookies)

Trainee Stalker

A stalker that has started his steps to actual experience; **he's** either joined up with a group of some kind, or experienced some less-common dangers and survived.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Shooting d6, Stealth d4, Notice d6, Survival d6, Knowledge (Zone Phenomena) d4, Knowledge (Zone Inhabitants) d4, Guts d6

Pace: 6; Parry: 4; Toughness: 5

Gear: Leather Jacket, Eastern Medium Double Barrel Shotgun, Eastern Medium SMG

Edges & Hindrances: -

Experienced Stalker

Experienced stalkers make up the majority of stalkers encountered in the Zone, and mark those who have survived for at least a couple months.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d8, Stealth d6, Notice d6, Survival d6, Knowledge (Zone Phenomena) d6, Knowledge (Zone Inhabitants) d6, Guts d6

Pace: 6; Parry: 5; Toughness: 8(3) vs Firearms, varies.

Gear: Sunrise Suit, Carbines, probably a lower-level artifact.

Edges & Hindrances: Combat Reflexes

Veteran Stalker

Stalkers that have seen more than most. They're not necessarily much more equipped than others, but they've got skill.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Shooting d8, Stealth d6, Notice d6, Survival d8, Knowledge (Zone Phenomena) d6, Knowledge (Zone Inhabitants) d6, Guts d8

Pace: 6; Parry: 5; Toughness: 9(3) versus Firearms, varies

Gear: SEVA Suit, Assault rifles, lower & maybe mid-grade artifacts.

Edges & Hindrances: Combat Reflexes, Rock and Roll!, Alertness

Expert Stalker

Among the best stalkers, Expert stalkers possess years of experience and higher-grade, rarer equipment.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d10

Skills: Fighting d8, Shooting d10, Stealth d8, Notice d8, Survival d8, Knowledge (Zone Phenomena) d8, Knowledge (Zone Inhabitants) d8, Guts d8

Pace: 6; Parry: 6; Toughness: 10(3) vs Firearms, varies.

Gear: SEVA Suit, Exoskeletons, Large Assault rifles, LMGs, Sniper Rifles, mid grade artifacts.

Edges & Hindrances: Combat Reflexes, Rock and Roll!, Alertness, Dodge

Master Stalker

A rare stalker indeed, Masters are very well equipped and highly skilled.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d10

Skills: Fighting d8, Shooting d10, Stealth d8, Notice d8, Survival d10, Knowledge (Zone Phenomena) d10, Knowledge (Zone Inhabitants) d10, Guts d10

Pace: 6; Parry: 6; Toughness: 14(7) vs Firearms, varies.

Gear: Exoskeletons, Large Assault rifles, Large LMGs, Sniper Rifles, mid-high grade artifacts.

Edges & Hindrances: Combat Reflexes, Rock and Roll!, Alertness, Dodge, Hard to Kill, Marksman

End

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